**Core mechanics (v1.1)**

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| **Changes:** | * Ottoman decision matrix event rebalancing |

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| Stages | | |
| Pre-Siege | Takes place from 3 January 1453,  [14 weeks/turns] – Monday dates to be shown | Prep events |
| Siege | Starts 6 April (Day 1) | Main game |

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| Victory outcomes (days) | Sultan’s Offers: | Ending Achievement (if accepted) | Major Events Timeline (after offer of surrender) |
| 1 day | Convert to Islam and become Sultan’s personal slave | Slave Ending | Nothing |
| 45 days | Stop the suffering of your people, surrender the city, keep Peloponnesus | Honourable Ending | Major Assault |
| 60 days | Surrender immediately and go into exile or everyone will be slaughtered | Exile Ending | Reinforcements |
| 90 days | Surrender, or I will execute 10,000 of your subjects in front of the city walls | Merciful Ending | Major Assault |
| 120 days | You impressed me, keep your city, but kiss Sultan’s boots and become his servant | Pragmatic Ending | Reinforcements |
| 150 days | Give me your head and I will leave the City alone | Martyr Ending | Major Assault |
| 180 days | Let us settle this in a duel | Warrior’s Ending | Reinforcements |
| 210 days | Let us agree on a truce – allow me into the city for a symbolic victory | Heroic Ending | Super Assault |
| 240 days | Please, allow me to retreat | Ultimate Ending | Ottomans collapse |

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|  | | **General/Emperor’s Menu** | | | | |  |
|  | Menu items | | Info Items | Day Actions | Action cost | Effects | Other/notes |
| 1. | Siege Overview | | Date/Day of Siege |  |  |  | How many spies do you need to get access to this info? |
|  |  | | Enemy soldiers |  |  |  | 1 |
|  |  | | Cannons ready to bombard |  |  |  | 2 |
|  |  | | Food |  |  |  | 3 |
|  |  | | Food consumption |  |  |  | 4 |
|  |  | | Sultan’s Fury |  |  |  | 5 |
|  |  | | Spies in the City |  |  |  | 6 |
|  |  | | Ottoman Morale |  |  |  | 7 |
|  |  | | Next enemy action (based on decision Matrix) |  |  |  | 8 |
|  |  | |  |  |  |  | siege map to be included |
| 2. | Defence of the Walls | |  |  | Cost materials | Cost money | Effect |
|  |  | | Theodosian Walls (%) | Repair 1st wall | 30 | 500g | +7+1d4 |
|  |  | | Constantinian Wall (%) | Repair 2nd wall | 20 | 500g | +7+1d4 |
|  |  | | Severan Wall (%) | Repair 3rd wall | 10 | 500g | +7+1d4 |
|  |  | | Defensive Moat (%) |  |  |  |  |
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| 3. | Politics & Leadership | | Army Morale (%) | Visit the Troops on the Walls and hand out awards for bravery |  | 300 gold | +3 troop\_rep |
|  |  | | City Morale (%) | Hand-out gold to the Crowds |  | 300 gold | +3 people\_rep |
|  |  | | Noble Support (%) | Hold a Feast for the Aristocracy |  | 300 gold | +3 noble\_rep |
|  |  | | Church Support (%) | Commission beautiful icons for the Hagia Sophia |  | 300 gold | +3 priest\_rep |
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| 4. | Diplomacy | | Main ally: [name] | Send out diplomatic mission to hurry reinforcements |  | 1000 gold | -5 days |
|  |  | | Time until reinforcements arrive (X days) | Offer your surrender to the Sultan |  |  |  |
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| 5. | Military & Fleet | | Infantry (number) | Raise additional troops |  |  | Opens troop hiring sub-menu |
|  |  | | Archers (number) | Buy better weapons and armour |  |  | Opens troop quality sub-menu |
|  |  | | Cavalry (number) | Order a Sally! |  |  | Opens Sally sub-menu |
|  |  | | Ships (number) | Change Orders to Fleet |  |  |  |
|  |  | | Fleet’s Current Mission (words) |  |  |  | See fleet mission table below. |
|  |  | | Quality: Infantry |  |  |  |  |
|  |  | | Quality: Archers |  |  |  |  |
|  |  | | Quality: Cavalry |  |  |  |  |
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| 6. | Treasury & Market | | Money | Collect taxes | -15 people\_rep | +100 gold per 1 Population |  |
|  |  | | Provisions | Deconstruct ancient buildings |  | +50 materials |  |
|  |  | | Population (and food consumption) |  |  |  |  |
|  |  | | Days until Provisions end |  |  |  |  |
|  |  | | Materials |  |  |  |  |
|  |  | | Ammunition |  |  |  |  |
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| 7. | Siege Planning | | Sentries(number) | Reorganise sentries | (transfer between sentries and infantry) | X infantry becomes Y sentries or vice versa |  |
|  |  | | Spies (number) | Spy Mission | 1000 gold or 1 secret |  | Spy sub-menu:  - Recruit a new spy (+1) - Try to kill Mehmet (X%, where X=secrets) - Destroy cannons (d3) - Burn enemy food stores (-d10)  - Hunt enemy spies (50% chance)  - gain secrets (0,1,2,2=25%) |
|  |  | | Healers (number) | Train additional Healers | 200g per healer (up to 5) |  |  |
|  |  | | Engineers (number) | Train additional Engineers | 300g per engineer (up to 5) |  |  |
|  |  | | Siege Focus | Engineer Orders (toggle between options, passive effect) |  |  | - Repair Walls  - Make ammunition  - Deconstruct old buildings to get building materials |
|  |  | |  |  |  |  |  |
| 8. | The Emperor | | Health | Rest |  | +1d10% |  |
|  |  | | Dynamic - Wise Quote (Marcus Aurelius, etc) | Pray |  | +1d5%, +1 reputation to all groups |  |
|  |  | | Calm Music | Fight on the walls | -1d75% | +5 reputation to all groups |  |
|  |  | |  | Scheme |  | +1 Secret |  |
|  |  | |  | Plan Defence |  | Reduce enemy AV by -10. |  |
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| 9. | Technologies | | Greek Fire (y/n) |  | 3 secrets | Increases Blood Tax by 5%. Gives event options. |  |
|  |  | | Counter Cannons |  | 3 secrets | Unlocks ‘Counter-bombardment’ action |  |
|  |  | | Roman Concrete |  | 3 secrets | Decreases cost of rebuilding walls |  |
|  |  | | Roman Training |  | 3 secrets | Increases infantry quality by +1 |  |
|  |  | | Artillery Ships |  | 2 secrets | Increases fleet bonus by (x2) |  |
|  |  | | Grenades |  | 2 secrets | Increases infantry lethality by +0.25 |  |
|  |  | | Handcannons |  | 2 secrets | Increases archer lethality by +0.5 |  |
|  |  | | Grapeshot |  | 2 secrets | Increases Cannon lethality by 250% |  |
|  |  | | Roman Taxation |  | 3 secrets | Gain daily income equal to Population x3. |  |
|  |  | | Roman Architecture |  | 2 secrets | Wall bonus +5 to all. |  |
|  |  | | Upgraded Crossbows |  | 2 secrets | Increases archer quality by +1 |  |
|  |  | | Plate Armour |  | 2 secrets | Increases cavalry quality by +1 |  |
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|  |  | Name | Effect |  |
| Fleet Orders | 0 | Raid the Ottomans | Brings gold |  |
|  | 1 | Smuggle Food | Brings food | NB: Rumeli castle needs to be destroyed/captured |
|  | 2 | Defend the City | Adds bonus during assaults |  |
|  | 3 | Bring Volunteers | Brings troops |  |
|  | 4 | Seek Battle | Leads to battle event which either destroys your or Turkish fleet |  |
|  | 5 | Fleet is Destroyed |  |  |
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| Focus | 0 | Fortifications and artillery | Reconstruction action discount |
|  | 1 | Mobilisation & leadership | Recruitment discount |
|  | 2 | Taxation & economy | + taxation money |
|  | 3 | Faith | Gain support |
|  | 4 | Diplomacy & Spycraft | Bonus to spy ops |

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| Religion | 0 | Orthodox |
|  | 1 | Catholix |
|  | 2 | Symbolic |

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| **Emperor’s stats** | | | | |  |
| **Stat** | **Value Type** | **Starting Value** | **Randomisation range (optional)** | **Purpose** | **Cost per unit** |
| Health | 1-100% | 80% | 70-90% | Dead at 0%. |  |
| **Hard Defence stats** | | | | |  |
| Defensive Moat | 1-100% |  |  | Slows the assault |  |
| Theodosian Wall (Ist) | 1-100% | 80% | 70-90% | Has to be breached for besieger to assault | 1% = 3 mat+50g |
| Constantinian Wall (IInd) | 1-100% | 20% | 70-90% | Has to be breached for besieger to assault | 1% = 2 mat+50g |
| Severan Wall (IIIrd) | 1-100% | 20% | 40-60% | Has to be breached for besieger to assault and win | 1% = 1 mat+50g |
| Galata’s Loyalty | 1-100% | 90% | 80-100% | Event Trigger |  |
| **Soft Defence stats** | | | | |  |
| Morale (Population) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Morale (Troops) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Support (Nobility) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Support (Church) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Provisions | X units | 3000 | 1500 - 6000 | Negative events when 0. | 1 = 2g pre-siege/10g post |
| Materials | X units | 1000 | 500 – 1500 |  | 1 = 10g |
| Money | X | 100 000 | 50k – 150k |  | 1 = 1 |
| Ammunition | X units | 20 | 10 – 30 |  | 1 = 50g |
| **Army stats** | | | | |  |
| Infantry | X soldiers | 3000 | 2000 – 4000 | Pushes back enemy assaults | 1 = 10g |
| Archers | X archers | 2000 | 1500 - 2500 | Inflicts damage on the enemy troops | 1 = 20g |
| Cavalry | X knights | 200 | 100 - 300 | Can be used outside the walls | 1 = 100g |
| Cannons | X cannons | 3 | 1-5 | 1.Inflicts damage on the enemy troops  2. Counter-battery fire | 1000g |
| Infantry Quality | Very Poor [x0.1] Poor [x0.25] Medium [x0.5] Good [x0.75] Excellent [x1] | Medium | Medium | Increases attacker casualties | 1 = 5000g |
| Archers Quality | Very Poor [x0.25] Poor [x0.5] Medium [x1] Good [x1.5] Excellent [x3] | Medium | Medium | Increases attacker casualties | 1 = 5000g |
| Cavalry Quality | Very Poor [x0.25] Poor [x0.5] Medium [x1] Good [x1.5] Excellent [x3] | Medium | Medium | Increases enemy casualties | 1 = 5000g |
| Varangian Guard | X Guards | 250 | 200 - 300 | Deal high damage, irreplaceable. Deployment requires separate decision. | 1 = 500g |
| Fleet | X ships | 26 | 13 - 39 | Important before the siege | 1 = 2000g |
| **Special personnel stats** | | | | |  |
| Engineers | X engineers | 30 | 20 – 40 | Used for construction and repairs | 300g |
| Spies | X spies | 10 | 5 – 15 | Enemy information screen detail; Events | 1000g |
| Healers | X healers | 50 | 30 – 70 | Reduce casualties | 200g |
| Sentries | X sentries | 100 | 50 - 150 | Reduce enemy stealth action chance up to 90%.  ///  10 sentries = 1% reduction to enemy stealth actions | Converted from infantry / 10g |
| Secrets |  |  |  |  | 1000g |
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| **Other stats** | | | | |  |
| City Population | X thousand | 100 thousand | 50 -200 thousand | X1 Consumes 1 unit of Food Supplies per day during the siege. |  |
| Focus | (priorities) |  |  |  |  |
| Religion | (decision re orthodox or catholic direction) |  |  |  |  |
| Fleet | (mission of the fleet) |  |  |  |  |

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| **Event Trigger Values** | | | | | |
| Name | Value | **Starting Value** | **Randomisation range (optional)** | **Purpose** | **Events where relevant** |
| The Chain | golden\_horn\_chain | Yes | Yes | Yes – Exists No - Doesn’t Exist |  |
| Secret Byzantine Tunnels | secret\_tunnel\_emperor | No | No | Yes – Exists No - Doesn’t Exist |  |
| Secret Turk Tunnels | secret\_tunnel\_turks | No | No | Yes – Exists No - Doesn’t Exist |  |
| Serial Killer | serial\_killer | Yes | Yes | Yes – Active No - Inactive | Brutal Murder |
| Live and Let Live | live\_and\_let\_live | No | No | Yes – Active No - Inactive | Live and Let Live |
| Siege Commander | siege\_commander = X | char\_administrator | char\_administrator |  |  |
| Giovanni Giustiniani | char\_warrior | No | No | Yes – Active No – Inactive |  |
| Alviso Diedo | char\_captain | No | No | Yes – Active No – Inactive |  |
| Loukas Notaras | char\_administrator | Yes | Yes | Yes – Active No – Inactive |  |
| Prince Orhan | char\_nomad | No | No | Yes – Active No – Inactive |  |
| George Sprantzes | char\_diplomat | No | No | Yes – Active No – Inactive |  |
| Urban | char\_artillerist | No | No | Yes – Active No – Inactive |  |
| Johannes Grant | char\_architect | No | No | Yes – Active No – Inactive |  |
| Cardinal Isidore | char\_priest | No | No | Yes – Active No – Inactive |  |
| Hasan the Jannisary | char\_enemy | Yes | Yes | Yes – Active No - Inactive |  |

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| Personalities | | | |  |
|  | Events where they act as modifiers | Special events | Hired through | Archetype |
| Giovanni Giustiniani |  |  | Giustiniani | Warrior, Commander |
| Alviso Diedo |  |  | Diedo | Captain |
| Loukas Notaras |  |  | N/A | Administrator |
| Prince Orhan |  |  | Orhan | Cavalry, Turk |
| George Sprantzes <https://en.wikipedia.org/wiki/George_Sphrantzes> | Brutal Murder |  | Sprantzes | Spy, Diplomat, Scholar |
| Urban | Chain | 1. Queen of the Battlefield 2. Modern Greek Fire | Urban | Artillery |
| German Johann Grant | Hidden Chamber |  | Johan | Architect |
| Hasan the Jannisary |  |  | Enemy: Hasan Arrives | Enemy |
| Cardinal Isidore |  |  |  | Priest |

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| **Ottoman Decision matrix** | | | | | |
| Condition | **Value** | **Prob%** | **Event** | **Event code** | **Effect** |
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| If moat | >=[current walls] | 50% | Ottomans try to fill the Moat |  |  |
|  |  | 10% | Ottomans construct a Siege Tower |  | If Siege Tower = exists, then reroll |
|  |  | 10% | Ottomans construct a Battering Ram |  | If Battering Ram = exists, then reroll |
|  |  | 10% | Ottomans construct a Siege Ramp |  | Siege Ramp increases by +25%. Siege Ramp gives bonus [+1 AV per 5%]. If Siege Ramp is already at 100%, then reroll. |
|  |  | 20% | Ottomans bring additional cannons |  |  |
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| If [current] walls = | 75-100% | 40% | Ottomans bring additional cannons | enemy0 | +1 Turk cannon |
|  |  | 40% | Ottomans bombard the walls | enemy1 | Reduce wall by X%; X= turk cannons |
|  |  | 3% | Ottomans launch a Balkan Subject Assault! | enemy2 |  |
|  |  | 1% | Ottomans launch a Bashi-Bazouk Irregular Assault! | enemy3 |  |
|  |  | 1% | Ottomans launch a Janissary Assault! | enemy4 |  |
|  |  | 5% | Ottomans construct a Siege Tower |  |  |
|  |  | 5% | Ottomans construct a Battering Ram |  |  |
|  |  | 5% | Ottomans construct a Siege Ramp |  |  |
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|  | 50%-75% | 30% | Ottomans bring additional cannons | enemy0 | +1 Turk cannon |
|  |  | 40% | Ottomans bombard the walls | enemy1 | Reduce wall by X%; X= turk cannons |
|  |  | 12% | Ottomans launch a Balkan Subject Assault! | enemy2 |  |
|  |  | 5% | Ottomans launch a Bashi-Bazouk Irregular Assault! | enemy3 |  |
|  |  | 3% | Ottomans launch a Janissary Assault! | enemy4 |  |
|  |  | 3% | Ottomans construct a Siege Tower |  |  |
|  |  | 3% | Ottomans construct a Battering Ram |  |  |
|  |  | 4% | Ottomans construct a Siege Ramp |  |  |
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|  | 25%-50% | 20% | Ottomans bring additional cannons | enemy0 | +1 Turk cannon |
|  |  | 45% | Ottomans bombard the walls | enemy1 | Reduce wall by X%; X= turk cannons |
|  |  | 11% | Ottomans launch a Balkan Subject Assault! | enemy2 | Probing Assault |
|  |  | 17% | Ottomans launch a Bashi-Bazouk Irregular Assault! | enemy3 | Minor Assault |
|  |  | 7% | Ottomans launch a Janissary Assault! | enemy4 | Major Assault |
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|  | 0%-25% | 10% | Ottomans bring additional cannons | enemy0 | +1 Turk cannon |
|  |  | 30% | Ottomans bombard the walls | enemy1 | Reduce wall by X%; X= turk cannons |
|  |  | 10% | Ottomans launch a Balkan Subject Assault! | enemy2 | Probing Assault |
|  |  | 20% | Ottomans launch a Bashi-Bazouk Irregular Assault! | enemy3 | Minor Assault |
|  |  | 30% | Ottomans launch a Janissary Assault! | enemy4 | Major Assault |
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|  | 0%- | 0% | Ottomans bring additional cannons | enemy0 | +1 Turk cannon |
|  |  | 0% | Ottomans bombard the walls | enemy1 | Reduce wall by X%; X= turk cannons |
|  |  | 5% | Ottomans launch a Balkan Subject Assault! | enemy2 | Probing Assault |
|  |  | 45% | Ottomans launch a Bashi-Bazouk Irregular Assault! | enemy3 | Minor Assault |
|  |  | 50% | Ottomans launch a Janissary Assault! | enemy4 | Major Assault |
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| Assault System | | | | | |
| 0 | Apply modifiers | Notes |  |  | Other notes |
| 0.1 | If enemy has siege engines (created via events earlier): |  |  |  | Theo wall bonus = +20 |
|  |  |  |  |  | Const wall bonus = +10 |
|  | Ramp [+20 AV] |  |  |  | Sever wall bonus = +0 |
|  | Siege Tower [+10 AV] |  |  |  | Moat bonus = up to +10 (10% = +1) |
|  | Battering Ram [+5 AV] |  |  |  |  |
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|  |  |  |  |  |  |
| 1 | Generate assault value [AV] |  |  |  |  |
| 1.1 | AV1 = (AV size(X)-(remaining walls %)-(troop morale)-(wall bonus)) |  |  |  |  |
|  |  | (up to) |  |  |  |
| AV1=75 | Christian Balkan Subject Assault | 5000 strong | Blood tax 500 | Moat -10% |  |
| AV1=100 | Bashi-Bazouk Irregulars Assault | 10 000 strong | Blood tax 1000 | Moat -10% |  |
| AV1=125 | Janissary Assault | 8000 strong | Blood tax 800 | Moat -10% |  |
|  |  |  |  |  |  |
| 1.2 | AV2 = Sultan’s Fury (X) |  |  |  |  |
| 1.3 | AV1+AV2 = AV |  |  |  |  |
| 1.4 | If AV>100, choice to deploy Varangians |  |  |  |  |
|  | Varangians cover the difference (X), but they lose (X) as well |  |  |  |  |
| 1.5 | If AV>100, lose the wall |  |  |  |  |
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| 2 | Generate attacker casualties |  |  |  |  |
| 2.1 | Archers (number) X Quality Ratio = AC1 |  |  |  | Very Poor [x0.25] Poor [x0.5] Medium [x1] Good [x1.5] Excellent [x3] |
| 2.2 | Infantry (number) X Quality Ratio = AC 2 |  |  |  | Very Poor [x0.1] Poor [x0.25] Medium [x0.5] Good [x0.75] Excellent [x1] |
| 2.21 | Cannons x 20 |  |  |  |  |
| 2.3 | Blood Tax 10% = AC3 |  |  |  |  |
| 2.4 | If Varangian Guard was deployed, generate AC4 = (Varangian guard x 5) |  |  |  |  |
| 2.5 | Randomiser (1d100) = AC5 |  |  |  |  |
| 2.6 | Total = AC1+AC2+AC3+AC4+AC5 |  |  |  |  |
|  |  |  |  |  |  |
| 2.7 | AC casualty allocation – according to assault type. |  |  |  |  |
|  |  |  |  |  |  |
| 3 | Generate defender casualties(DC) |  |  |  |  |
| 3.1 | Jannisaries X 0.3 = DC1 |  |  |  |  |
|  | Infantry x 0.1 = DC2 |  |  |  |  |
|  | Randomiser (1d100) = DC3 |  |  |  |  |
|  | DC4 = DC1+DC2+DC3 |  |  |  |  |
| 3.2 | DC4 x remaining walls% (if held) = final DC |  |  |  |  |
| 3.3 | If the wall is abandoned, full DC is inflicted. If it is held, your healers can come to rescue the wounded and reduce DC by (Healers x 1d5) |  |  |  |  |
|  |  |  |  |  |  |
| 3.4 | DC casualty allocation is done according to this principle:  3 infantry to 1 archer. If no infantry = then all archers. If no archers = then all cavalry. |  | For example if enemy inflicted 440 casualties, defenders will lose 330 infantry and 110 archers. |  |  |
| 3.5 | If the assault failed, remove following modifiers: - siege tower - battering ram (if it failed, they are destroyed, if it succeeded, they can be brought to the next wall) if the assault succeeded, remove following modifiers:  -siege ramp (it cannot be brought to the next wall, but also cannot be destroyed if the assault fails) |  |  |  |  |
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| Ottoman information screen | | | |
|  | Starting Value |  |  |
| Christian Balkan Subjects | 10 000 |  |  |
| Bashi-Bazouk Irregulars | 70 000 |  |  |
| Janissaries | 8000 |  |  |
| Turk Cannons | 5 |  |  |
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| Spies in the City | 5 |  |  |
| Morale | 100 |  |  |
| Food | 75 (days) |  |  |
| Sultan’s Fury (max 50) | +1 per failure / day | When max – kills his commander, morale falls. |  |
|  |  |  |  |