

A Mighty Fortress Is Our God v180

Game Design by Ray Weiss

1. Game Overview

A Mighty Fortress Is Our God (AMFI OG) is a solo survival and political management game set during the historical 1534–35 Siege of Münster. You assume the role of the city's radical leadership, tasked with managing dwindling resources, maintaining political unity, and defending the walls against imperial forces. Your objective is to either survive the 14-turn siege or spark a religious uprising in the surrounding territories to lift the blockade.

Win Conditions

- **Major Victory:** Achieve an immediate victory by reaching a Support level of 4 in 2 Nearby Cities.
- **Survival:** Successfully endure until the end of Turn 14. Your success is measured by your final Victory Point (VP) total, determining your historical legacy.

2. Components

- **Main Board:** Featuring the Siege Tracks and the 6-slot Outsider Queue.
- **Player Tableau:** Tracks for Piety, Influence, and Cohesion.
- **Dice:**
 - 10 White (Women)
 - 6 Yellow (Artisans)
 - 6 Red (Soldiers)
 - 5 Blue (Clergy)
 - 4 Purple (Burghers)
 - 12 Black (Traitors)
- **Card Decks:**
 - Outsider Deck (includes 8 Nearby City cards).
 - Fate Deck.
 - Elder Deck.
- **Tracks and Markers:**
 - **Siege Tracks:** Entrenchment, Bombardment, Siege Strength, and Defense.
 - **Social Tracks:** Consumption, Unrest, Traitor Pressure, and Traitor Requirement.
 - Resource Markers: Food, Materials, and Luxuries.
 - Support Markers: For tracking progress in Nearby Cities.
 - Victory Point (VP) and Turn Markers.

3. Game Setup

Follow this 10-step sequence in order:

1. **Set Turn Marker:** Place on Turn 1.
2. **Set Turn Limit:** Mark Turn 14 as the game end.
3. **Initialize Tracks:** Set Defense and Cohesion to 2, Traitor Requirement and Consumption to 1. Set Entrenchment, Bombardment, Siege Strength, Unrest, Traitor Pressure, Piety, and Influence to 0.
4. **Initialize Resources:** Set Food to 20, Materials to 0, and Luxuries to 0.
5. **Set Victory Points:** Set the VP marker to 0.
6. **Prepare Dice Bag:** Place all White, Yellow, Red, Blue, and Purple dice into the bag.
7. **Prepare Traitor Pool:** Place all 12 Black dice in a pool beside the board. (These are never placed in the bag).
8. **Initialize Outsider Queue:** Shuffle the Outsider deck and reveal 6 cards into the Queue slots.
9. **Prepare Fate Deck:** Shuffle the deck; set aside Fate Card 1 ("Death of the Prophet") for Turn 1.
10. **Prepare Elders:** All Elder cards are available to the player from the start of the game.

4. Track Reference

Note that tracks may not exceed their printed minimum or maximum value.

- **Siege Strength (0-5):** The sum of the Siege Ratings of all Outsiders currently in the Queue. It does not advance automatically. This value is subtracted from your roll during Assault Checks.
- **Defense (0-5):** Represents wall integrity. It automatically decreases by 1 during the Siege Phase. Its value is added as a bonus to Assault Checks.
- **Entrenchment (0-5):** Represents blockhouse and trench construction. It automatically increases by 1 during the Siege Phase. You may only target Outsiders in Queue slots with a number equal to or lower than the result of (6 minus Entrenchment).

- *Technical Example:* If Entrenchment is 2, you may only target Outsiders in slots 1 through 4.
- **Bombardment (0-5):** Artillery pressure. It automatically increases by 1 during the Siege Phase. If it reaches 5, trigger an immediate Assault Check and reset the track to 0.
- **Consumption (0-5):** Measures population hunger. This value is subtracted from Food gains during Ration & Scrounge. If Consumption is 4 or higher, you must reduce Cohesion by 1 during the Food Upkeep phase. During the Siege Phase on turns 9-11, Consumption is increased by 1 because of the winter months. The current Consumption level is referenced during Food Upkeep and the player must pay food equal to Consumption.
- **Cohesion (0-5):** Measures internal unity. High Cohesion increases dice draws. You may Hold 2 dice if Cohesion is 4 or higher, or 1 die if it is below 4.
- **Unrest (0-10):** Internal instability. If Unrest is 7 or higher, increase Traitor Pressure by 1 during the Siege Phase. If Unrest reaches 10, it triggers an immediate Assault Check.
- **Traitor Pressure (0-5):** Determines the number of Black dice added to your pool during the Dice Draw.
- **Traitor Requirement (1-5):** Set to Traitor Pressure minus 1 (minimum 1) during the Traitor Requirement Reset Step but card effects may temporarily modify this. This determines the number of Black dice that must remain available or be executed to avoid a Traitor Failure. This value cannot exceed the total Black dice in play for the turn. Skip the Traitor Check if no Black dice were drawn (IE Traitor Pressure is 0).

5. Dice Identities & Identity Locks

Commit Power When an action requires you to "Commit Power" (Convert or Dispatch), pips are ignored; each die equals 1 Power. **Black dice are strictly prohibited from these actions.**

Identity Locks

- **White (Women):** Standard dice with no special bonuses.
- **Red (Fighting Men):** When used for a Raid: gain +1 pip for slot targeting and a +1 modifier to the Raid Roll.
- **Blue (Clergy):** Once per turn, a Blue die counts as 2 Power for a Convert action OR +1 Power for a Dispatch action.

- **Yellow (Artisan)** : Once per turn, if used for Counter-Battery or Negotiation, reduce Material cost by 1. On Deconstruction, gain +1 Material.
- **Purple (Burgher)**: Grants +1 Power for a Dispatch action OR +1 Influence during Negotiation. On Deconstruction, gain +1 Luxury.
 - *Note*: Blue and Purple Dispatch bonuses do not stack.
- **Black (Traitor)**:
 - **Unrest Penalty**: Using a Black die for most actions (Patrol, Ration, etc.) increases Unrest by 1.
 - **Exemption**: Using a Black die for **any** Execute action (Execute Die, Execute Elder, or Execute Outsider) does **not** cause an increase in Unrest.
 - **Prohibited Use**: Black dice may never be used for Convert or Dispatch actions.
 - **Casualty Restriction**: Black dice cannot be used to satisfy the casualty cost of executing an Elder or Converted Outsider.

6. Turn Structure

- **Fate Phase**: Draw one Fate card and resolve immediately. (Turn 1: use "Death of the Prophet").
- **Food Upkeep (The Hunger Loop)**: Pay 1 Food per die to refresh from Exhausted to Available, 1 Food per level of Consumption and 1 Food for each unused Available die remaining. (skip on turn 1).
 - For example, if there were 8 exhausted dice, 1 available die and the current Consumption level was 2, the player would pay 11 food during Food Upkeep.
 - **Hunger Penalty**: For every die not fed, increase Consumption by 1 and Unrest by 1. If Consumption is 4+, reduce Cohesion by 1.
- **Dice Draw**: Draw (5 + Cohesion) dice from the bag. Add Black dice equal to Traitor Pressure and any Held dice.
- **Traitor Requirement Reset**: Set current Requirement to Traitor Pressure minus 1.
- **Decree Phase**: Roll 1d12 and apply the result from the Jan van Leyden Decree Table.
- **Action Phase**: Perform actions using Available dice.

- **Siege Phase:** Apply automatic changes: Defense -1, Entrenchment +1, and Bombardment +1. On turns 9-11, Consumption +1.
- **Traitor Check:** Verify if (Unused Black dice + Executed Black dice) \geq Traitor Requirement. If not, resolve a Traitor Failure (Increase Bombardment and Unrest by 1. If Siege Strength > Defense, then resolve an Assault Check).
- **Cleanup:** Select Held dice (2 if Cohesion 4+, otherwise 1). Refill the Queue by sliding cards left and drawing new ones.

7. Actions

Once Per Turn Actions

- **Ration & Scrounge:** Spend 1 die to gain Food = (Pip value - Consumption). If Food gained is 3+, gain 1 Material.
- **Patrol:** Spend 1 die. Gain +1 Defense (+2 if pip is 5 or 6).
- **Counter-Battery:** Spend 1 die and 2 Materials to reduce Entrenchment by 1 or 1 die and 3 materials to lower Bombardment by 1. Yellow dice receive a -1 Material discount on this action.
- **Deconstruction:** Spend 1 die to gain Materials equal to the pip value. Yellow dice grant +1 Materials.

Repeatable Actions

- **Execute (Card):** Remove a seated Elder or Converted Outsider. Costs 1 Casualty, which **must be satisfied by a non-Black die**.
 - **Elder Reward:** Gain printed VP.
 - **Outsider Reward (Tag Table)** - Note that if two tags apply, choose one and receive that reward.

Important: Note that Executed Outsiders are removed from the game and so their VP value is not counted at the end of a game.

 - Religious (+1 Piety)
 - Communal (+3 Food)
 - Sword (+2 Materials)
 - Siegeworks (+3 Materials)
 - Command (+1 Influence)
 - Notable (-1 Unrest)

- Noble (+2 Luxuries)
- **Execute (Die):** Permanently lose 1 die (including Black) to reduce Unrest or Traitor Pressure by 1.
- **Elder Activation:** Exhaust 1 die to trigger a seated Elder's ability.
- **Seat/Replace Elder:** Refer to the Elder you would like to seat and Exhaust 1 die required by the Seat Requirement and pay resources required by the Cost to Seat. The player may then place the chosen elder in one of the 4 active Elder Council spaces on the board (the first space is reserved for and always occupied by King Jan who cannot be replaced). You can also use this action to replace an already seated Elder.
- **Convert:** Commit Power to match Resistance. One die must have a pip value equal to or higher than the slot number. Converted outsiders are held on the Player Tableau and the Outsider's Convert ability becomes active.
- **Negotiate:** Spend 1 die (pip >= slot number) and Materials = (Slot minus 1). Gain reward and discard. When used to Negotiate, Purple dice grant a +1 bonus to Influence.
- **Raid:** Spend 1 die (pip >= slot number). Gain reward. Roll 1d12: on 1–4, suffer 1 Casualty. The card is removed permanently. Red dice used for a raid action may target a slot one higher than their pip value and receive a +1 DRM on the 1d12 Roll.
- **Dispatch (Nearby Cities):** Either target a city in the Queue paying appropriate Food/Material costs to move to Support Track or meet Resistance to advance Support Track using Commit Power. Blue and Purple dice apply their Power bonuses when used for Dispatch.
 - **Dispatch Constraints:**
 - At least one die must have a pip value equal to or higher than the slot number (only required while the card is in the Queue).
 - Each Nearby City can only be targeted once per turn.
 - Dispatch actions reduce Cohesion by 1.

8. Assault and Casualties

Assault Check Triggers: Bombardment reaches 5, Unrest reaches 10, Traitor Failure, or Card effects. Only resolve one Assault Check if multiple trigger during the Siege Phase. Assault Checks triggered by Fate Cards are resolved immediately.

Bombardment Triggered Assaults (Important)

Whenever the Bombardment track reaches 5 during the Siege Phase, the player must check to see if the current Siege Strength is greater than Defense (note the -1 reduction to Defense during the Siege Phase takes place before Bombardment advances) - if Siege Strength is greater than Defense, an Assault occurs as normal, otherwise, no Assault is triggered from Bombardment and Bombardment is reduced to 4.

Formula: $1d12 + \text{Defense} - \text{Siege Strength}$

Results:

1–3 | Breach: The city falls. Immediate Loss.

4–8 | Repelled: No further effect.

9–11 | Repelled: Reduce Entrenchment by 1.

12+ | Heroic Defense: Gain +1 Cohesion.

Casualties Move 1 die (Available or Exhausted) to the Lost box. If no dice are available to lose, gain +1 Unrest per unpaid casualty. Dice used in a raid action may also be used to satisfy Casualty requirements.

9. Victory and Scoring

Major Victory (Relief Victory) Occurs immediately if any 2 Nearby Cities reach 4 Support.

- **0–29 VP:** Relief Achieved.
- **30–44 VP:** The New Jerusalem Triumphs.
- **45+ VP:** The Reformation Shatters Europe.

Endgame Scoring If Turn 14 is reached or a Major Victory is achieved, sum the following in addition to VP earned during the game:

- **Converted Outsiders:** Printed VP
- **Executed Elders:** Printed VP.
- **Seated Elders:** +1 VP per Elder currently in the tableau (including Jan van Leyden).
- **Resources:** +1 VP per 2 Luxuries (rounded down).
- **Defense:** +2 VP if Defense is at 4; +4 VP if Defense is at 5.
- **Political Mastery:** +3 VP each if Piety or Influence reach 10.

Survival Victory (Historical Outcomes)

- **0–19 VP:** Pyrrhic Failure.
- **20–34 VP:** Historical Outcome.
- **35–49 VP:** Defiant Legacy.
- **50+ VP:** “And are you a Bishop?”

Design Notes

While Anabaptist Münster is infamous for its image, as one commentator puts it, a “proto-communist, polygamous, theocratic, doomsday sex cult governed through fear and violence”¹ - Münster and other radical or charismatic regimes are far more complex, consistent, and under a Clausewitzian frame of thought, “effective” when under external pressure, stress, and/or warlike conditions. Before going further - I want to clarify what I mean by effective in this context. I don’t mean to glorify violence or extremism. Rather, radical or charismatic regimes under stress tend to emphasize the following:

- Clear political objectives
- Unity of Command
- Suppression of internal dissent
- Total War Mobilization
- Purpose-driven sacrifice

According to Clausewitz, to paraphrase, war is a continuation of politics - and war tends to reward the alignment of political and military purposes. This is precisely what makes cults of personality under stress so lethal and dangerous, and simultaneously accounts for why these regimes tend to generate disproportionate historical impact relative to their duration. These groups tend to sacrifice pluralism and long-term stability for complete authority and internal efficiency - while this makes them dangerous, it also makes them volatile and susceptible to internal collapse.

Radical and/or charismatic regimes and organizations often reframe dissent as treason - forcing diversity of opinion into a singular will - they remove institutional constraints. Sacrifice in the name of the group (or the ideals for which it stands) becomes martyrdom. All of society must be mobilized in order to meet the external threat in a grand and righteous confrontation. All of this combines to make these regimes highly volatile and increasingly unstable over time - but this is not a reaction driven by madness - it is one driven by short-term coherence over long-term stability.

To appreciate why the cages which held the remains of the leaders of the Münster regime still hang to this day - for modern readers, it helps to understand why most of Christendom was terrified of the idea of adult baptisms. The crux of the ideology was that adults are better poised than babies to understand the significance of their own baptism and engage in it *consensually*. Ironically, the core Anabaptist thought, that faith should be voluntary and consensual, is pretty average for much of the modern world at this point. However, this level of personal autonomy was a legitimate existential threat to Christendom at the time.

From the perspective of someone like Luther, radical movements like the Peasant’s War and Anabaptism threatened to destroy the patchwork alliance between reform theology and territorial authority that allowed Protestantism to endure. The main reason for this is that unlike

¹ Paul D. Wilke, <https://www,steelsnowflake.org/post/munster-rebellion>

today where our civic lives function separately from our religious endeavors, this was not the case in the 16th century, and religion was an inherent and non-negotiable part of civic engagement. The concept of adult baptism was enough of a provocation to imply that Church membership could be *voluntary*, boundaries could be *chosen* and allegiances could be *personal*. These ideas would have sounded fairly heretical to a political-religious order built upon the principle of one ruler, one territory, one confession.

On Easter Sunday on April 1534, it was likely a relief for most observers to see the leader of sizeable radical Anabaptist sect in Münster, Jan Matthys, get himself killed in a suicidal sortie believing he had received a divine command from god to single-handedly destroy the army of the bishop currently laying siege to the city. After getting himself and his honor guard killed, his body was violently mutilated and displayed in ways meant to humiliate him and his followers. Notably, they nailed his boots to the city gate leaving a note for the “Tailor-Prophet” to please fix the boots, a note meant for Matthys’s protege Jan van Leyden.

For the last several months, this group of Anabaptist agitators had essentially taken over the leadership of the Imperial City of Münster, which was otherwise the possession of one bishop von Waldeck. As a Prince-Bishop, Waldeck’s authority was dynastic and institutional in nature, a territorial sovereign as well as a religious officeholder. After the city leadership was replaced by Anabaptist radicals, the bishop quickly set about levying a siege force to forcefully take back his possession. Under normal political conditions, the death of a prophetic leader would decapitate a movement, however in Münster, it quickly consolidated and intensified.

That night in Easter Sunday 1534, Matthys’s protege Jan van Leyden appeared in a church window speaking to Münster’s panicked citizens and told them all, to paraphrase, that Matthys had deserved to die because he had been vain, proud, and disobedient to God. Specifically Leyden argued that Matthys had sinned by seeking personal fame and failing to fast or pray properly before the sortie in addition to taking the honor guard with him when he should have gone alone. Furthermore, Leyden claimed that 8 days prior, the Holy Ghost appeared to him in a dream showing Matthys being run through by a spear, was told he was the “well-beloved son of the Father”, explicitly commanded to marry Matthys’s widow Divara and continue the Anabaptist mission. Importantly, prominent citizen (and later executioner) Bernard Knipperdolling “witnessed” and confirmed the veracity of this vision, providing legitimacy to an otherwise confused, disoriented and scared population.

Leyden successfully took power and filled the void left by Matthys’s death by reframing the failure of the sortie, claiming he was forewarned of the event and then quickly moving to centralize his authority and reorganize the defense of the city.

Leyden moves to centralize his authority:

- Early in May Leyden dismantled the city constitution and existing council replacing them with 12 Elders based on a model of ancient Israel. These elders quickly established a legal code which made execution the default punishment for any form of insubordination,

and Leyden appointed Knipperdolling as his chief executioner to enforce these rules.

- Following a vision by local goldsmith Johann Dusentschur, Leyden is anointed the King of New Jerusalem, who now claims total spiritual and temporal power and dominion over the entire globe.
- Leyden established an extravagant royal court of over 100 officials and a mounted bodyguard of 20 men who served essentially as internal enforcers. These displays were a carnivalesque reversal of traditional power roles creating a new, sequestered reality immune to external logic, sometimes referred to by my sources as the Ape's Game (or Affenspiel).
- Critically, Leyden instituted mandatory polygamy in the summer of 1534 executing anyone who resisted the decree - this was critical to Leyden's centralization of his authority given women outnumbered men in Münster by a ratio of nearly 3:1. A rebellion over forced polygamy is briefly sparked by a local dissenter Henry Mollenheck which is brutally put down.

Leyden moves to reorganize defenses:

- Leyden organizes the city's men capable of fighting into 10 companies assigned to each city gate and institutes a rigorous policy of inspected watches day and night.
- Leyden orders the demolition of church towers, steeples and other industries to both help generate munitions and shore up the city's defenses. Walls were strengthened using the deconstructed resources, earth, manure, and stone from desecrated graves.
- Leyden establishes industries such as a powder mill and foundry to support the creation of lead bullets and gunpowder inside Münster.
- Oversees the creation of 16 armored war wagons in the hussite tradition intended to be used in any attempted breakthrough of the bishop's siege.
- Leyden utilizes the city's remaining resources to offer regular pay to any deserting forces of the bishop as well as conducting night raids into the bishop's camps to disrupt operations and sabotage artillery.

All of these reforms worked to tighten internal cohesion, but simultaneously increased the regime's volatility while threatening its long-term stability. The immediate effect was that the bishop soon realized that he had a much more serious problem on his hands - all attempted direct assaults on Münster resulted in overwhelming casualties for the bishop on account of Münster's extensive fortifications and newfound defensive regime. There also was the problem that Münster continued to attract and inspire Anabaptists across the region, made more complicated by the fact that Leyden had intended to spread Anabaptist resistance to anywhere

in the region he possibly could as a relief effort was the only realistic martial possibility wherein Münster could be relieved of the siege.

The bishop responded in kind with a change in tactics and strategy, instead of attempting to directly take the city, von Waldeck embarked on a blockhouse construction campaign meant to isolate the city as much as possible - in addition to securing additional artillery, men at arms, and peasant work detachments. Attempts were made to weaken Münster's structural defenses such as draining moats and constructing trenches/ditches - granted these operations suffered from constant harassment on the part of the Münsterites. Waldeck additionally went to great efforts to prevent any further Anabaptist migration to Münster as well as limiting the possible spread from Münster itself.

While the bishop was able to take out loans and use other means to replace his losses, the New Jerusalem increasingly found itself strapped for sustenance. Food was tightly rationed and becoming increasingly scarce under an already heavy austerity program. Leyden however was generally able to manage this given he enjoyed enormous popularity after repelling numerous assaults initiated by the bishop with overwhelming casualties to the bishop's forces - granted cracks had begun to appear within the siege-state which would ultimately lead to its downfall. As 1535 came around, food issues were constantly a problem, with cases of cannibalism being well documented.

While Leyden and Anabaptism were genuinely popular in Münster, the population was not monolithic and many moderates still remained who were fairly disturbed by the situation - this created a dynamic where many within Münster were willing to risk their safety passing messages and information to the bishop in an attempt to undermine and sabotage the Anabaptist regime. One of the more elaborate examples involved schoolmaster Henry Graes, who after being captured ended up making a bargain with von Waldeck to act as a spy on behalf of the bishop. The schoolmaster convinced Leyden of his continued devotion through an elaborate story about being freed from the bishop by an angel with a glowing sword who ended up delivering him back to the city.

Other acts of treachery were dealt with swiftly and brutally, such as cattle herd Tall Albert who attempted to buy his freedom by sending the last of his cows towards a blockhouse; they were personally executed by Leyden for this act. Another tailor named Northon was executed and cut into 12 pieces after a letter offering to reveal a secret entrance to the city was intercepted by Jan's guards. The increasing betrayals showed how the regime began to consume itself as citizens attempted to trade tactical intelligence for physical safety and bread.

The city and regime was ultimately unable to survive one final betrayal on behalf of two defectors, a carpenter by the name of Henry Gresbeck and a professional man at arms Johann Nagel. Gresbeck fled the city in 1535 after stealing soldiers' rations to help keep his mother and wife alive. After being captured, Gresbeck was forced to build a sand/mud model of Münster's defenses. Both him and Nagel - who had independently defected to the bishop, identified a weak spot in the watch at the Holy Cross gate. On the night of the final assault on June 22

1535, Gresbeck actually swam through the city moat to help guide the bishop's advance force and enter the city, which led to the final capture and massacre of its citizens.

The New Jerusalem did not survive this - its leaders were *brutally* tortured and executed shortly after with their remains left to hang above the city in several cages. The women generally made off better than the men who instead of being outright executed were to be expelled or allowed to return to the city, but when most of them refused to abandon their faith - 4 of the more influential women, including Divara - were tortured and executed - the rest were expelled except for a handful who renounced their faith and/or had a guarantor vouching for their innocence.² Von Waldeck, sometime after receiving Leyden's regalia but before Leyden's execution asked Leyden, "And are you a king?" To which Leyden reportedly responded, "And are you a bishop?"

Despite the fact that the Anabaptist revolution did not survive, it left a 500-year scar over the region that still remains to this day with the cages that persist. Leyden's regime, despite its short life-span, had a transformative effect of the Reformation and cost von Waldeck and others an enormous amount of funds and resources apart from all the bloodshed and death involved. The New Jerusalem had lasted over a year against overwhelming odds, repelled numerous assaults boasting high casualty ratios, and eventually required betrayal rather than a direct assault to resolve. The martial and narrative power of the regime ultimately collapsed under internal fracture, made exponentially more volatile by scarcity and over-centralization.

I struggled to figure out how to design this game. With my background in traditional hex-and-counter wargames, a conventional simulation of maneuver and combat proved insufficient to represent the internal political and social dynamics of the siege. I wanted to explore mechanics inspired by *Paladins of the West Kingdom* and other Eurogames while still remaining within a wargame framework focused on simulating an extended historical event.

Eventually - it was suggested to me that I merge the worker-placement and Outsider systems into a State of Siege framework. A linear front-line track would not accurately capture the dynamics of the siege. However, a global event framework that dictated tempo and forced reactive play felt appropriate. Instead of tracking the literal movement of forces - something that was exceptionally fluid for this siege given Münster had 10 gates/points of entry, it made more sense to track the strategic effects of the siege in a similar way to other State of Siege games track bodies of men. Instead of pushing armies back and forth on a track, it made more sense to me for the player to be fighting with things like Unrest, Consumption and the parallel campaigns of Entrenchment/Bombardment.

The interactions between Unrest, Traitor Pressure and Black dice are all meant to work together modeling how the use of unreliable elements destabilizes the siege state as a whole. Sanctified violence through executions rewards the players for internal purges and allows them to manage these factors - Knipperdoling after all specifically grants a VP and Cohesion bonus for executing traitors. The Traitor Requirement acts as a gate preventing the player from fully utilizing all tools at their disposal and models suspicion turned inward translated into operational interference.

² Pg 111. A Mighty Fortress of God, Doug Miller

The Outsider cards a critical part of the game economy and represents the relative ecosystem of personalities and professions that were involved with the siege historically - Outsiders and their mechanics being obviously inspired by *Paladins of the West Kingdom*. Outsiders keep the game fresh and variable each time while representing the fluid socio-political makeup of the siege. As was the case historically, the enterprising player will attempt to leverage the city's revolutionary zeal in order to build an Outsider-engine on their end to help temper the normal effects of the siege.

The victory mechanics attempt to reflect the dynamics between short-term coherence vs. long-term survival. A conservative strategy focused on low-risk will almost always survive throughout the whole game but score low in terms of VPs resulting in a "Pyrrhic Failure". Survival and historical impact are conceptually separated here. The more the player takes risks to spread Anabaptism through conversions and/or dispatches while managing to balance the stresses of running a siege state, the more likely they will achieve a major victory or a high VP survival victory.

Clausewitz argued in *On War*, to paraphrase, that moral force is the precious metal of the real weapon. One important point I neglected to really touch on at all in my historical notes as it would require a separate essay, was how collective/militant Millenarianism helped to unify the integration of both political and military purposes for Leyden. The apocalyptic rhetorical build up to a grand confrontation, while making the society more internally vulnerable, had the effect of radicalizing its citizens who became *extremely* proficient at siege warfare.

Again I don't mean to glorify Münster, I am fascinated by it, otherwise I wouldn't have designed this game, but it serves as a fascinating case-study in the dynamics of siege warfare, charisma, politics, administration, and how they intertwine. This game doesn't concern itself with whether Leyden or Münster were justified. It instead examines what happens when political intent, religious conviction and military necessity merge into a single, volatile entity under siege.

For anyone else interested in the subject, I suggest any of the following books which make up my bibliography.

Arthur, Anthony - *The Tailor King*
Miller, Doug - *A Mighty Fortress Of God*
Cohn, Norman - *The Pursuit of the Millennium*