

Conquering the Flamborough Grasslands

Big Idea:

Each table group will have a **Czar** identified to lead a conquest of the great Flamborough Grasslands. The remaining group members will be the Czar's loyal Cossacks, headed by a Hetman.

Czar: Unwavering loyalty of the Cossacks

Hetman: 100 warriors under their direct rule + 2 cannons

Cossack leaders attached to the Sich (other members of your group): 50 warriors under their influence.

Task:

- Formulate a plan to conquer the Flamborough Grasslands and all of its settlements. Be as detailed as possible, establishing your Sich with care.
- Establish a system by which your Czar will rule the Flamborough Grasslands – how will the Czar's authority be felt and maintained in the Grasslands' settlements?
- Deal with what happens next . . .

