ITALIA — 290 BC

Eruscan: (choice, at least one village in Etruria)
Each TAXES extra +3 money.
Carthaginians: Cannot recruit cohorts.
Mercenaries even for: -10 PP Λ -1.
Greeks: Fleet from 2 cohorts of ships.
Taxes, festivals from the port: +3 (instead of +2).
Illyrians: (valid only in Illyria)
LI may cross the black line in the mountains.
Full brown LGF: +2LF (not +1).
LGF with brown: +1LF (not 0).
Celts: Every 4 cohorts LI: + 5th dice
(instead of every 6 same cohorts).
Looting outside the homeland does not cost prestige
(-4 PP/LGF), but adds it (+4 PP/LGF).
Romans: 1 cohort (not 2) builds a village for 4 rounds.

City of Rome:
1 player may place 1 city instead of 3 villages, starting
without a herd of pigs and without 2 LI cohorts.
Port of Carthage:
1 player can place 1 port instead of a third village,
starting without a herd of pigs.
Barbarorum (barbarians - neutral GF = never combat):
Each cohort rolls a D6 for each round they are on it
(6 = destroyed).
Solitudine (desert - neutral GF = never combat):
Place to buy war elephants (4.9).

climate subtropical and temperate (white hatching) + sea

BRITANNIA — 410 AD

Scots, Irish (Hibernia):
Always successful fishing.
In combat outside Hibernia +50% to the prestige gained
(can be combined with bonus against a rival).
Insulea (islands):
Taxes, festivals from the port: +3 (instead of +2).
No risk of shipwreck in autumn.
Picts (Caledonia):
LI may cross the black line in the mountains.
Full brown LGF: +2LF (not +1).
LGF with brown: +1LF (not 0).
Romans (Britannia - choice):
Cannot recruit cohorts.
Mercenaries even for: -10 Pp Λ -1.
1 cohort (not 2) builds a village for 4 rounds.
2 cohorts (not 4) build a city for 4 rounds.
Germans (Britannia - choice):
Every new year +1 cohort of heavy infantry in Belgica
(neutral GF = never combat).
Full turquoise LGF: +2LF (not +1).
LGF with turquoise: +1LF (not 0).
Celts (Britannia - choice):
They start with 2 herds of pigs and 1 herd of sheep.
Full brown LGF: +2LF (not +1).
LGF with brown: +1LF (not 0).

climate temperate and cold (white hatching) + sea

HUNS — 373 AD

Constantinople: 1 player may place 1 city instead of 3
villages, starting without a herd of pigs and without
2 LI cohorts. It is the lord of the Romans.
Romans: Every village on the Danubius starts with a
fortification. Can cross the Danubius at any time. LI may
only be bought in recruitment. Vassal of Constantinople.
Bospor: Taxes, festivals from the port: +3 money
(instead of +2). Full brown LGF: +2LF (not +1).
LGF with brown: +1LF (not 0).
Huns: Start with 2 sheep herds, 2 horse herds, 3 LI,
3 Cavalry, 1 village, 5 grain, 7 money and 7 PP. Their
Cavalry always has 1 less life. May use Transhumance.
Alans: They can offer redemption to the Huns valid
for the whole game (paid once).
Visigoths: Every time a Roman buys a mercenary, they get
+2 money. Can dismantle the village for +4 money.
May cross the black line with LI.
Ostrogoths: Can dismantle the village for +4 money.
1 cohort (not 2) builds a village for 4 rounds.
Slavs: LI cohorts allowed to be sold for +1.
Full turquoise LGF: +2LF (not +1).
LGF with turquoise: +1LF (not 0).
Black rivers: Each of the black sections can only be
crossed in winter if the 6 (D6) is rolled. Connection
across a river always remains.

climate subtropical and temperate (white hatching) + sea

VIKINGS — 800 AD

Vikings:
Ships can move on the LGF adjacent
to the SGF without landing
(except in the mountains).
Ships may move on rivers without landing
(cannot jump between rivers).
Attack possible, but withdrawal
to fortifications is already a landing.
Fleet from 1 cohort of ships.
Looting outside the homeland (all Vikings)
does not cost prestige (-4 PP/LGF),
but adds it (+4 PP/LGF).

Bristish islands:
Always successful fishing.

Franks:
Starts with one fortification token
at one village.

Slavs and Balts:
Starting with 7 cohorts of LI,
but no transport ships and dock.
LI cohorts allowed to be sold for +1.

climate temperate and cold (white hatching) + sea

TAIFAS — 1050 AD

Christian Reinos (valid only in Iberia):
Full brown LGF: +2LF (not +1).
LGF with brown: +1LF (not 0).
All Taifas are Rival.

Muslim Taifas (+Balearic Islands):
Cannot recruit cohorts.
Mercenaries even for: -10 PP Λ -1.

Almoravids:
Can trade with horses even without a port.

Franks:
Starts with one fortification token
at one village.

Vikings:
Player starts no earlier than the 2nd year of the
games with 5 money, 7 PP and 5 warships.
Starts at the northernmost coastal point of France.
+ see. Vikings (from VIKINGS map).

climate subtropical and temperate (white hatching) + sea

ORIENT — 1550 BC

Egypt: Player may place 1 city instead of 3 villages,
starting without a herd of pigs and without 2 LI cohorts.
Canaan: Can safely pass through Roads (without
paying).
Qatna: Starts with one fortification token at one
village.
Yamhad: Ships are 1 money cheaper.
Hittites: LI may re-roll once.
Aegean: Taxes, festivals from the port: +3 (instead of
+2).
Mitanni: Buy two LI cohorts in a round, get a third
one for free.
Assyria: Cannot recruit cohorts, but mercenaries even
for: -10 PP Λ -1.
Babylon: Player may place 1 city instead of 3 villages,
starting without a herd of pigs and without 2 LI cohorts.
Elam: They're allowed to buy war elephants.
Kassites: Looting in the lowlands +4 PP (not -4 PP).
Hurrians: Full brown LGF: +2LF (not +1).
LGF with brown: +1LF (not 0).
Oasis: They can safely transfer across Roads for -1
money. Bonus is for a village in an oasis (otherwise
pay to the bank).
Roads: Roll a D6 for each unit. 6 destroyed.
Solitudinem: Roll a D6 for each unit. 5, 6 destroyed.

climate subtropical and temperate (white hatching) + sea

COHORTS MORALE

VERY LOW MORALE
(0-9 PP)
remove 1 sword from every 1-5 cohorts

LOW MORAL
(10-29 PP)
no effect

AVERAGE MORALE
(30-49 PP)
every 4 cohorts (defense):
+ 1 shield in front of the army

HIGH MORALE
(50-69 PP)
every 4 cohorts (defence): + 1 shield in front of the army
against a rival (offense): every 3 cohorts: +1 sword
against a non-rival (attack): every 4 cohorts: +1 sword

VERY HIGH MORALE
(70+ PP)
every 3 cohorts (defense): + 1 shield in front of the army
against a rival (offense): every 3 cohorts: +1 sword
against a non-rival (attack): every 4 cohorts: +1 sword
every 3 same cohorts: + 4th die (attack)

BATTLE LOOT

Money from the battle for the equipment of the fallen:
From a small battle (0-9 PP) the winner gets 0 money,
from a medium battle (10-29 PP) +1 money,
from a large battle (30+ PP) +2.

LEVEL OF COMMAND

WITHOUT COMMANDERS
no bonuses work except terrain bonuses
(initial situation)

BAD COMMANDERS
(purchase -2, sale +1, salary -1)
no effect

AVERAGE COMMANDERS
(purchase -4, sale +2, salary -2)
+ each cohort can be re-rolled twice

BETTER COMMANDERS
(purchase -6, sale +3, salary -3)
+ each cohort can re-roll once for free

BRILLIANT COMMANDERS
(purchase -8, sale +4, salary -4)
+ each cohort has a capacity of 1
in the MOVE-special

SOWING - WEATHER - HARVEST

CLIMATE SUBTROPICAL	CLIMATE TEMPERATE	CLIMATE COLD

GOOD WEATHER
(place 1 extra grain for every one sown)

NORMAL WEATHER
(no effect)

BAD WEATHER
(place 1 less grain for every one sown)

WEATHER IN WINTER

CLIMATE SUBTROPICAL	CLIMATE TEMPERATE	CLIMATE COLD

GOOD WEATHER
(no need to feed the herds)

NORMAL WEATHER
(no effect)

BAD WEATHER
(not possible movement on land)

SGF - GOOD WEATHER | **SGF - BAD WEATHER**

---

valid from FAST mode	only for
valid from BASIC mode	only for
valid from ORIGINAL mode	
valid from EXTENDED mode	

ABBREVIATION
GF - Game Field
SGF - Sea Game Field
LGF - Land Game Field
LF - Level of Fortification
CU(S) - Completed
 Uncirceld (Settlement)
Λ - and at the same time
X - either or

D6 - standard
 six-sided dice
Pt - Point
VP - Victory Point
PP - Prestige Point
AP - Agriculture Point
LI - Light Infantry
FC - Fields Connections

BUILDINGS   Tokens:
▢	VILLAGE (settlement)
▢	CITY (settlement)
⚓	DOCK (shipyard)
⚓	PORT (shipyard)
⊞	FORTIFICATION (max 1 per settlement)

COMMODITIES Tokens:
🟡	GRAIN
🔴	FISHES
	HERD OF SHEEP
	HERD OF PIGS
	HERD OF CATTLE
	HERD OF HORSES
	MEAT (no token)

COHORTS   Tokens:
•	LIGHT INFANTRY white dice, 1 Life can build
□	HEAVY INFANTRY blue dice, 2 Lives may re-roll once, can't retreat
✕	SIEGE MACHINES no attack, 1 Life don't move, - 4 shields from LF
△	CAVALRY red dice, 3 Lives can ride and charge
—	TRANSPORT SHIPS white dice, 1 Life carries up to 3 cohorts
≡	WAR SHIPS blue dice, 2 Lives free move from dock to SGF
◢	MERCENARIES red dice, 2 Lives no need to feed, 2x annual salary
✕	CORSAIRS D6, 4 Lives don't move, attack as attrition roll
🟨	WAR ELEPHANTS 2 red dice, 3 Lives can charge, never re-rolls

SEQUENCE OF SUBPHASES WITHIN THE ROUND
① UNIQUE PHASE AT THE BEGINNING
② COHORTS
③ SPECIAL — **MOVE** — ④ RETREAT
⑤ WITHDRAWAL — **COMBAT** — ⑥ BATTLE — ⑦ SIEGE
⑧ CONSTRUCTION — **REAR** — ⑨ TRADE — ⑩ FISHING
⑪ UNIQUE PHASE AT THE END

BORDERS   GAME FIELD (GF)

2-3 players	+3 0
4-7 players	+2 +1
8-12 players	+1 +1
	+1 0
	--- 0
impenetrable borders	+3
valid borders LGF	+2 +1
SGF	+1 +1
	grain yield / level of fortification

LAND GAME FIELD (LGF) CAPACITY

STORAGE CAPACITIES AND LIMITS OF BUILDINGS

BUILDING	STORAGE	PURCHASE	UPGRADE
village	5 grain / 5 cohorts / 1 fed herd	1 cohort	1 cohort
city	10 grain / 10 cohorts / 2 fed herds	2 cohorts	2 cohorts
dock	2 fishes / 2 ships	-	1 ships
port	4 fishes / 4 ships	-	2 ships
fortification	+1 grain / +1 cohort	-	-

REPRESENTATION (LARGE ARMY, MOVE CAPACITY)

2 cohorts LI +1 red = +1 cohort	undepleted movement
5 cohorts LI +1 yellow = 5 cohorts Legion (+2 = 10 LI)	depleted movement

GAME SETUP COMPONENTS
3 villages | 10 grain | 5 money
1 dock | 2 herds of sheep | 0 Victory Points
5 Light Infantry | 1 herd of pigs | 7 Prestige Points
1 Transport Ships | | If there is no coastal village, then no dock and no transport ship but start istead with 7 Light Infantry and 7 money.

MOVE (1) COHORTS — Each cohort has a capacity of one movement per adjacent field. Movement to/from the sea is only possible without a foreign unit at sea unless it is to/from shipyards.

MOVE (2) SPECIAL — Outside the locked field (with the foreign unit before the sub-phase and throughout the sub-phase): First each cohort has a capacity of 1 but only SPECIAL movement, and then herds, stored grain and fish can be moved within the FC (but only by 1 LGF across the sea).

MOVE (3) RETREAT — Outside the locked field: Cohorts can retreat to an adjacent field with their own settlement and retreat to ships without enemies on SGF. Ships (outside the locked field) can retreat to the shipyards.

COMBAT (1) WITHDRAWAL — It is possible to download to CUS within the game field. A encirclement (loss of connectivity) occurs. The withdrawn herd that remains in the settlement after the battle must be fed.

COMBAT (2) BATTLE — Attack (dice roll), bonuses, losses, life recovery, escape option, escape interception. More rounds of battle follow. Losses are determined by the attacker (but some cohorts at the back - out of reach). At the end, VP, PP, and money are counted.

COMBAT (3) SIEGE — Optional attack without defensive bonuses. The attacker must first break into the settlement (breaking through all of the LF's shields in one round). The defenders attack directly, but no LF bonuses (for each LF: 5 shields Λ blue dice) after breaking through the fortifications. At the end of this phase count PP, VP. **Looting is possible.**

REAR (1) CONSTRUCTION — Representation of the construction process (cohort work) since the last round (more cohorts are faster: maximum 4).

REAR (2) TRADE — You can buy and sell commodities. Buy and upgrade cohorts. Buy materials for construction and access construction. You can pay redemption.

REAR (3) FISHING — Roll a D6 for each SGF to see if the fishing was successful. Take 1 fish from each calm SGF (2 from stormy) you control to the connected shipyards if you have the capacity to store them (dock 2 fish, port 4).

NEW YEAR — If you have less, top up your prestige to 7 PP. Take prestige for vassals. Award VP for acquired cohorts for the past year (based on cohort value in PP).

CALVES — For every two equal herds, take a new herd from the supply and place it on the map.

SOWING — You can sow 1 stored grain on each free LGF (if not occupied by a herd) that you control and that has a FC with CUS. You cannot sow on a grey LGF.

WEATHER (yield) — The D6 roll determines the summer weather in the region: good (place 1 more for each grain sown), normal (no effect) or bad (place 1 less for each grain sown).

YIELD — Place grain tokens from the supply on each sown grain: 3 on the yellow field / 2 on green / 1 on brown/turquoise.

TAXES — Earning money from CUS tax collection (village +1, port +2, city +3) Λ +1/2 for each LGF controlled if no settlement required FC on CUS and presence of cohorts.

HARVEST — You can harvest sown grain from controlled LGF into linked CUS if you have the capacity to store it (village 5 grain, city 10 grain, +1 grain for each fortification token).

RECRUITMENT — You can recruit a cohort of Light Infantry on each LGF for -1 money. LGF must not be looted Λ must be connected to a CUS Λ must have the presence of cohorts or CUS.

FESTIVALS — Gain PP for CU (village +1, port +2, city +3) Λ +1/2 for each LGF. LGF must not be looted Λ must be connected to a CUS Λ must have the presence of cohorts or CUS. Double (-1 grain for each village, -2 for city), triple (-2, -4).

WEATHER (WINTER) — The D6 roll determines the winter weather in the region: good (no need to feed the herds), normal (no impact), bad (no land movement, storms on all seas).

SALARIES — -01 money for each cohort Λ CU village, -02 money for CU city, double for encircled, without FC lost.

FEEDING — Feed the herds with grain X slaughter them - you will get meat. Excess meat can be sold. At the same time feed cohorts and settlements with fish/grain/meat. FC required. Unfed lost. Unfed and encircled settlements surrender to attacker.

TRADE COHORTS

(⬤) money — limit 20 cubes per game

TRADE COHORTS	Light Infantry	Heavy Infantry	Siege Machines	Cavalry	Transport Ships	War Ships	Mercenaries (out of limit)	Corsairs (out of limit)	War Elephants (out of limit)
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4 Λ -2 PP	-16 PP	-6
by upgrading	--	-1	-2	-8 / -3	-2	-3	-- / -6	--	--
degradation out of location	--	0	0	+2	Landing +1	Landing +2	--	--	--
sell / degradation in location	0	+1	0	+3	+2	+3	--	--	+2
attack	white dice	blue dice	--	red dice	white dice	blue dice	red dice	D6	2 red dice
lives	1	2	1, at the back	3	1, at the back	2	2	4	3
size for ships (salaries)	1	1	-- (1)	2	-- (1)	-- (1)	1	--	3
size in feeding	1	1	1	1 (+1 grain)	1	1	2x annual salary (-1)	--	1 (+2 grain)
ability	can build	1x re-roll for free, can't retreat	don't move, - 4 shields from LF	can ride can charge	carries up to 3 cohorts	new right on SGF	start bonus: even for -1 Λ -10 Pp	don't move, ultimate attack	can charge, never re-rolls
request	village	city	village	herd of horses	dock	port	village	dock	be in the desert
location	settlement	city	encircled settlement	settlement	shipyard	SGF adjacent to port	settlement	SGF adjacent with controlled GF	desert

TRADE COMMODITIES

(⬤) money

TRADE COMMODITIES	WITHOUT PORT	WITH PORT SPRING, SUMMER	WITH PORT AUTUMN, WINTER
sheep	trade with other players X can be culled to 3 meats	-4 +2	-5 +3
pigs	trade with other players X can be culled to 5 meats	-6 +3	-7 +5
cattle	trade with other players X can be culled to 7 meats	-8 +4	-9 +7
horses	trade with other players X can be culled to 5 meats	-6 +2	-7 +5
meat	cannot be stored, price is the same with port and without port	-- +1/2	-- +1
grain	-2 +1/2	-2 +1	
fishes	-1	+1/2	+1/2

CONSTRUCTION

2 cohorts building

= representation of the process of construction of buildings by LI cohorts

Enter - only in REAR-trade.
Exit - in the movement or combat phase.
All buildings: max. 4 cohorts building
Accelerated building for money: build a quarter more = pay 1/2 of the cost of building in money rounded up.

0%   25%   50%   75%   100%

TRADE

limit 15 tiles per game

PRICE (⬤) money   BUILDINGS [minimum number of cohorts]   A (🔴) prestige   TOKEN   TIME (rounds)

PRICE	BUILDINGS	TIME
-3	settlement — village [2 cohorts]	4 3 2
-5	settlement — city [4 cohorts] (village upgrade)	4 3 2
-2	shipyard — dock [1 cohort]	4 3 2
-4	shipyard — port [2 cohorts] (dock upgrade)	4 3 2
-2	fortification [1 cohort] (max 1 per settlement)	4 3 2

Only Light Infantry cohorts are allowed to build. More cohorts build faster (max. 4). Only a village with a port can be upgraded to a second city. Building cancellation +1. Only one construction on LGF.

VICTORY

A player can win in four ways. For 2) and 3) he must announce the achievement of the conditions. At the end of the next round, a check is made (for each peace as payer / vassal +1 round).

1) UNIFICATION: Have truce with all players as the recipient / lord (immediate end of the game).
2) DOMINANCE: 10 Victory Points. (15 VP)
3) MIGHT: Two conditions must be met.
  A) controll of 14 LGF (16)
  B) 7 CU settlements (8)
  C) 35 Agriculture Points (40)
  D) 2 CU cities (3)
  E) 70 Prestige Points (80)
4) WEALTH: Scoring after 5 years.

The recipient of the truce has reduced MIGHT goals for each truce by:
2 LGF,
1 CUS,
5 AP,
1 CU city,
10 PP.

Condition: Winner must have enough commodities to feed all settlements.

DOMINANCE

- Goal 10 (15) VP   [VP]

1 money (1 pt)	
Conquest / loss of a city	+8 / -4
Conquest / loss of a village	+4 / -2
tribute, redemption, vassalage	+2 / -1
stolen/destroyed/lost herd	+1/0/-1
stolen/destroyed/lost grain	+1/0/-1
battle won/draw/lost	+1/0/-1

for eliminated cohorts (total counted for the New Year):
0-9 PP   +0 / -0
10-29 PP   +1 / -1
30+ PP   +2 / -2

WEALTH

4 Prestige Points (1 pt)
1 money (1 pt)
1 Light Infantry Cohort (1 pt)
1 other cohort (2 pts)
1 CU Building token (3 pts)
1 controlled LGF (4 pts)
1 controlled SGF (2 pts)
1 Victory Point (5 pts)
1 vassal (10 pts), 1 lord (-10 pts)

2 fish (1 AP)
1 stored grain (1 AP)
1 herd of sheep (2 AP)
1 herd of pigs (4 AP)
1 herd of cattle (6 AP)
1 herd of horses (4 AP)

MIGHT: 35 Agriculture points (AP)

PRESTIGE

[PP] (PP gained against a rival +50%):
-2 can be bought twice as many cohorts once in 1 settlement
-4 re-roll of 2 own dice in battle X 1 re-roll of D6 (not in battle)
-6 attacker chooses 1 target in battle that is at the back
-8 choosing the another rival
-10 Mercenaries (Λ -1, only for allowed factions, in REAR-trade)
-12 cohorts build twice in REAR-construction (1 round)
-14 each cohort has a capacity of 1 in MOVE-special (1 round)
-16 Corsairs (in REAR-trade, for 1 unit)

LI cohort killed +2
Destruction / capture of shipyards +4
Another cohort killed +4
Destruction / capture of a village +8
Destruction / capture of a city +12
Gaining (and every new year per) a vassal +8
Loss of 1VP => -4

Prestige held:
30+ PP:
  + building price -1
50+ PP:
  + double construction
70+ PP:
  one of the MIGHT objectives

FEEDING (connection!)

You have to feed all cohorts, settlements and herds (X cull them). Unfeeded and encircled settlement give up to attacker.

1 cohort OR 1 village:
-1 ⬤ X -2 🔴
X -1 meat   X dissolve

	sheep herd:
1 sheep	
-1 ⬤ => +2 meat	
X -1 sheep => +3 meat	

	pig herd:
1 pig	
-2 ⬤ => +3 meat	
X -1 pig => +5 meat	

	cattle herd:
1 cattle	
-3 ⬤ => +4 meat	
X -1 cattle => +7 meat	

	horse herd:
1 horse	
-2 ⬤	
X -1 horse => +5 meat	

-1 free meat => +1 money

1 city = 2 cohorts

elephants, cavalry - see size in feeding

TRANSHUMANCE:
No need to feed herds in winter if on green LGF (for subtropical climate) or on a yellow LGF (for temperate and subtropical climate).

BATTLE - BONUSES / MOVE

1 level of fortification (LF) = 5 shields and a 1 blue die
Wetlands (turquoise) and Mountains (brown):
  +1 LF to completed settlements
Destroyed cohorts are chosen by the attacker outside of those at the back.
1 sword discards 1 life or 1 shield.
3 dice without sword = 1 sword.
2 free (redundant) swords = 1 shield.
Cohorts building: at the back and have full lives, half attack and bonuses (=>1) rounded down.
5 cohorts = +1 shield (in front of the army).
Against RIVAL: 4 cohorts = +1 sword
6 identical cohorts = = 7th die
Light Infantry in mountains, wetlands, and ships:
  A sword on a white die means empty and vice versa.
Heavy Infantry in mountains, wetlands and on ships:
  blue die attack without re-rolling for free, 1 life.
Cavalry in mountains, wetlands, ships
  and in siege: blue die attack, 2 lives.
Cavalry and War Elephants - charge:
  Only in the 1st round of battle attack first, survivors afterwards. Not valid in mountains, wetlands, on ships and during sieges.
War Elephants in the mountains, wetlands, on ships and in siege: attack 2 white dice and only 2 lives.
Vikings (ships on SGF and LGF):
  For each cohort, they may have a re-roll one opponent's die.
Heavy Infantry can never move in the MOVE-retreat subphase.
Ride: 1 free movement capacity in each movement subphase.
LEGION = 10 cohorts can move in the MOVE-special for free.
Restriction on herd movement - From SGF only 1 LGF
  (Does not apply to Transport - move between two ports).
Min. number of cohorts for encirclement: 1 cohort for each LF.
Fleet (4 ships): In MOVE-special has a capacity of 1 for movement from the sea. Vikings also from rivers.
Mountains - Vikings must land.
Mountains and Wetlands - Entry stops cohort movement for the current round (except LI).
Wetlands - Ships may enter the LGF without landing.
Mountains - Cavalry and elephants roll a D6 - attrition (6 - cohort is destroyed).
Battle Board: All Maniples enter with 50% energy. Combat -25%. Reserves +25%. Reserves - Manipulas not fighting in Round 1 have a free re-roll until the end of the battle. For each position max. 6 manipulas. In mountains and wetlands max. 4 Manipulas. Charge: every time an attack involves movement.
Cohort with no connection to a settlement or at the end of the MOVE phase: roll a D6 - attrition (6 - cohort destroyed).
Feed the encircled cohorts and settlements out of winter. (A quarter of what you did in winter, rounded down).

TAXES, FESTIVAL

(⬤) money only from CU

(🔴) Prestige: small: free
double: -1 grain/village, -2 grain/city
triple: -2 grain/village, -4 grain/city

village	+1
port	+2
city	+3
each LGF	+1/2 (rounded down)

condition: connection to CU settlement Λ with cohort/settlement

SALARIES
-1 cohort
-1 CU village
-2 CU city
double for encircled without connection lost

LOOTING (⬤) money

After the COMBAT - SIEGE:
defeated undefended settlement seized
defeated defended settlement looted X degraded.
village   +2
port   +4   X +0, but dock
city   +6   X +0, but village
each LGF   +1

Place a red token on the LGF:
- no more taxes and festivals from LGF
- pay always 1 grain for sowing
- removal: complete settlement construction

Against a rival LGF with settlement: no effect
Against any other LGF (never with your settlement): -4 Pp

FISHING SUCCESS RATE
Always success (1 fish) in basic mode.
D4 die must be rolled for each SGF:
1 to 4 - success,
5,6 - nothing.
In calm SGF you catch 1 fish.
In stormy SGF you catch 2 fish.

Dice

white dice	○	○	○	○	sword	sword
blue dice	◻	◻	sword	sword	sword	sword
red dice	◻	sword	sword	sword	sword	sword
D6	•	••	•••	••••	•••••	••••••

RISK OF SHIPWRECK

RISK OF SHIPWRECK	SPRING, SUMMER	AUTUMN	GOOD WINTER	BAD WINTER
stormy SGF	-	🎲	🎲	🎲🎲
calm SGF	-	-	-	🎲🎲

Player Aid   Information   during the game   v0.975