UNITS — Tokens:

LIGHT INFANTRY
white dice, 1 Life
can build

HEAVY INFANTRY
blue dice, 2 Lives
no move in MOVE-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 units

WAR SHIPS
blue dice, 2 Lives
free move in MOVE-Retreat

MERCENARIES
red dice, 2 Lives
2 gold annually, no feeding

ABBREVIATION
GF - Game Field
SGF - Sea Game Field
LGF - Land Game Field
LF - Level of Fortification
CU(S) - Completed
 Uncircled (Settlement)
FC - Fields Connection
D6 - six-sided dice
Pt - Point
VP - Victory Point
LI - Light Infantry
Λ - and at the same time
X - either or

SEQUENCE OF SUBPHASES WITHIN THE GAME ROUND

① MOVE		②
UNITS		RETREAT
③ COMBAT	④	⑤
WITHDRAWAL, BATTLE	SIEGE	LOOTING
⑥ REAR		⑦
CONSTRUCTION		TRADE

⑧ SPECIAL PHASE

PLAYER / UNIVERSAL COMPONENTS

20 cubes (limited standard units)
15 tiles (buildings)
15 tiles (diplomacy, rival, VP)
10 color blocks (herds, mercenaries)
35 yellow discs (grain, gold)
10 red octagons (looted Point)
Player board (gold, diplomacy)

2 red blocks (year, subphase on overview board)
26 game dice
Player Aid
Game Plan
Victory Points board
Overview board 1 (Fast mode)

LGF CAPACITY

(dice)	unlimited units	active control
□	1 village X	passive control
□□	1 city	settlement upgrade
⚓	1 dock X	shipyard extension
⚓⚓	1 port	shipyard upgrade
+□	1 fortification	defensive extension

GAME BORDERS

2-3 players
4-7 players
8-12 players

impassable borders | valid borders field sea

LGF COLOR

(green)	0
(dark green)	0
(brown)	+1
(teal)	+1
(light blue)	0
(gray)	0
(yellow)	0
(tan)	+1

level of fortification

PLAYER'S SETUP COMPONENTS

3 villages   5 Light Infantry   5 gold
[◯]

1 dock   1 Transport Ships   0 Victory Points
⚓   —   [⚓]

If there is no coastal village, then no dock and no transport ship but start istead with 7 Light Infantry and 7 gold.

BUILDINGS — Tokens:

VILLAGE (settlement)

CITY (settlement)

DOCK (shipyard)

PORT (shipyard)

FORTIFICATION (max 1 per settlement)

LARGE ARMY

2 units LI
+1 red = +1 unit

4 units LI
+1 yellow = +3 units
3 yellow = 10 units

MOVE CAPACITY

(die 1)	◇	undepleted movement
(die 1)	◆	depleted movement

BUILDING'S CAPACITIES AND LIMITS

BUILDING	PURCHASE	UPGRADE	STORAGE
village	1 LI unit	1 unit	5 units
city	2 LI units	2 units	10 units
dock	-	1 ship	2 ships
port	-	2 ships	4 ships
fortification	-	-	+1 unit

PRELUDE
1) Each player draws one Rival token from the stack.
 (one diplomacy tiles for each player in game)
2) Each player roll with 6 white dice.
 (most swords determines first player for prelude)
3) First player places 1st village tiles on the LGF.
 (and then other players clockwise)
4) Last player places 2nd village tiles on the LGF.
 (and then other players counterclockwise)
5) Fist player places 3rd village tiles on the LGF.
 (and then other players clockwise)
6) Last player may relocate one village tiles.
 (and then other players counterclockwise).
7) All players place remaining components on their three LGFs.
8) On the player board: disc to 5, drawn tiles to RIVAL;
 on the VP scale your tiles to 0.
9) Place red blocks to first subphase and year.

MOVE (1) UNITS
Each unit has a capacity of one movement per adjacent field.
Movement of up to two spaces can be achieved with the allowed combination of units and ships.

MOVE (2) RETREAT, ATTRITION
Outside the locked field: Units can retreat to an adjacent field with their own completed settlement and retreat to ships without enemies on SGF. Ships (outside the locked field) can retreat to the shipyards. Attrition (permanently neutral GF).

COMBAT (3) WITHDRAWAL
It is possible to withdraw 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 (3) BATTLE
Attack (dice roll), bonuses, losses, life recovery, escape option. More rounds of battle follow. Losses are determined by the attacker (but some units at the back - out of reach). At the end, VP are counted.

COMBAT (4) SIEGE
Optional attack without shields for attacker. 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 VP.

COMBAT (5) LOOTING
Units can loot the controlled LGF (gain +1 gold if FC to CUS. Marked with a red token. If a siege is successful, a village (+2), port (+4) or city (+6): is destroyed and can be looted X is degraded. Undefended is sized.

REAR (6) CONSTRUCTION
Representation of the construction process (LI units work) since the last round (more LI units are faster: maximum 4).

REAR (7) TRADE
You can buy and sell commodities. Buy and upgrade units. Buy materials for construction and access construction. You can pay redemption.

TAXES (8)
Earning gold from CUS tax collection (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 units or CUS.

SALARIES (8)
-2 gold for each Cavalry, Mercenaries and CU city, -1 for each other unit and CU village; double for encircled.
Units without connection to CUS are dissolve.

TAXES   [◯] gold income

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

condition: connection to CU settlement
Λ with unit/settlement

SALARIES   [◯] gold payment

Cavalry	-2
Mercenaries	-2
other Unit	-1
CU city	-2
CU village	-1

Double the price is paid for a encircled unit or settlement.
The unit without connection to the CUS must be dissolved.

VICTORY
A player can win in four ways. Achieving of the Dominance / Might must be announced by the player.
At the end of the next round, a check is made, if successful and condition is met the game ends.

1) SOVEREIGNTY: Truce, vassalage with all players as the recipient / lord.
2) DOMINANCE: 10 Victory Points.
3) MIGHT: Two minor goals must be met.
    A) control of 14 LGF
    B) 7 CU settlements
4) IMPORTANCE: Scoring after 5 years.

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

For every valid truce, vassalage:
as recipient, lord - reduction by:
as payer, vassal - increase by:
2 VP,
2 LGF,
1 CUS.

WHITE DICE / BLUE DICE / RED DICE / D6

DOMINANCE

	[VP]
Goal 10 Victory Points	
Conquest / loss of a city	+8 / -4
Conquest / loss of a village	+4 / -2
tribute, redemption, vassalage	+2 / -1
New year - vassalage	+2 / -1
stolen/destroyed/lost herd	+1/0/-1
stolen/destroyed/lost grain	+1/0/-1
battle won/draw/lost:	+1/0/-1

IMPORTANCE
1 SGF (1 pts)
1 looted LGF (2 pts)
1 LGF without CUS (4 pts)
1 LGF with CUS (6 pts)
1 tribute (± 5 pts)
1 vassalage (± 10 pts)
1 redemption (± 10 pts)
in a tie: gold + cost of all stuff on the map

	Standard land units				Standard naval units		Special units
REAR TRADE **UNITS** [🟡] gold limit 20 cubes per game	Light Infantry ●	Heavy Infantry ◻	Siege Machines ✕	Cavalry △	Transport Ships —	War Ships =	Mercenaries ◣
buy (recruitment)	**-2 (-1)**	--	--	--	--	--	-6
by upgrading	--	-1	**-2**	-8	**-2**	-3	--
degradation out of location	--	0	0	+2	Landing +1	Landing +2	--
sell / degradation in location	0	+1	0	+3	+2	+3	--
attack	white dice	blue dice	--	red dice	white dice	blue dice	red dice
lives	1	2	1, at the back	3	1, at the back	2	2
size for ships	1	1	--	2	--	--	1
size in salaries	1	1	1	2	1	1	2
ability	can build	no move in MOVE-Retreat	don't move, - 4 shields from LF	can ride can charge	carries up to 3 units	free move in Move-Retreat	out of limit
request	village	**city**	village	village	dock	**port**	village
location	settlement	city	encircled settlement	settlement	shipyard	port	settlement

COMBAT - LOOTING

[🟡] gold income

each LGF +1

Place a max 1 red token [🔴] on the LGF:
- no more taxes from LGF
- removal: complete settlement construction

After a successful COMBAT - SIEGE:

village +2

port ⚓⚓ +4 X +0 → dock

city ▢▢ +6 X +0 → village

Never LGF with your settlement .

Only units can loot LGF. Without connection to CUS no profit.

Defeated undefended settlement is seized.

Defeated defended settlement is destroyed and looted **X** degraded.

COMBAT BONUSES

(even for multiples)

1 level of fortification (LF) = 5 shields and 1 blue dice
Min. number of units for encirclement: 1 unit for each LF.
Wetlands (turquoise) and Mountains (brown):
  +1 LF to completed settlements
Destroyed units 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.
  X 2 free (redundant) swords = 1 sword in next battle round.
Units building: at the back and have full lives,
  but half attack and bonuses (2=>1) rounded down.
5 units = +1 shield (in front of the army).
Against RIVAL: 4 units = +1 sword
6 identical units = + 7th dice
Light Infantry in mountains, wetlands and on ships:
  A sword on a white dice means empty and vice versa.
Heavy Infantry in mountains, wetlands and on ships:
  Blue dice attack, 1 life.
Cavalry in mountains, wetlands, on ships and during sieges:
  Blue dice attack, 2 lives.
Cavalry - charge:
  Only in the 1st round of battle attack first,
  survivors afterwards. Not valid in mountains,
  wetlands, on ships and during sieges.

MOVE BONUSES

Heavy Infantry can never move in the MOVE-Retreat.
Ride: 1 free movement capacity in each MOVE subphase.
Herds moving through the SGF must end up their movement
on the coastal LGF.

REAR - TRADE

limit 15 tiles per game
(the other 15 tiles are intended for diplomacy and as markers)

PRICE [🟡] gold	BUILDINGS [minimum number of LI units]	TOKEN	TIME Game rounds (in REAR-Construction)
-3 (settlement)	village [2 units]	▢	2
-5 (settlement)	city [4 units] (village upgrade)	▢▢	2
-2 (shipyard)	dock [1 unit]	⚓	2
-4 (shipyard)	port [2 units] (dock upgrade)	⚓⚓	2
-2	fortification [1 unit] (max 1 per settlement)	+ ▢	2

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

REAR - CONSTRUCTION

= representation of the process of construction of buildings by Light Infantry units

Enter - only in the REAR-Trade.
Exit - in the MOVE or COMBAT phase.
All buildings: max. 4 units building

2 units LI building

50%   75%   100%