

**ITALIA 290 BC**

**Eruscan:** (choice, at least one village in Etruria) Each TAXES extra +3 gold.  
**Carthaginians:** Cannot recruit LI units. Mercenaries even for: -10 PP A -1.  
**Greeks:** Fleet from 2 units 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 units of LI: + 5th dice (instead of every 6 same units). Looting outside the homeland does not cost prestige (-4 PP/LGF), but adds it (+4 PP/LGF).  
**Romans:** 1 unit (not 2) builds a village for 4 rounds. 2 units (not 4) build a city for 4 rounds. Also Heavy Infantry can build.  
**City of Rome:** 1 player may place 1 city instead of 3 villages, starting without a herd of pigs and without 2 LI units.  
**Port of Carthage:** 1 player can place 1 port instead of a third village, starting without a herd of pigs.  
**Barbarorum** (barbarians - permanently neutral GF = never combat): Each unit rolls a D6 for each game round they are on it. If a 6 is rolled, the unit is destroyed.  
**Desert** (permanently 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 LI units. Mercenaries even for: -10 PP A -1. 1 unit (not 2) builds a village for 4 rounds. 2 units (not 4) build a city for 4 rounds. Also Heavy Infantry can build.  
**Germans** (Britannia - choice): They can recruit each New Year up to 2 units of Heavy Infantry [standard price (-2): buy LI (-1), upgrade (-1)] in Belgica (permanently 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

**BATTLE SPOILS**

Gold from the battle spoils for the equipment of the fallen units the winner gets:

<b>SMALL BATTLE</b> (0-9 PP distributed) +0 gold
<b>MEDIUM BATTLE</b> (10-29 PP distributed) +1 gold
<b>LARGE BATTLE</b> (30+ PP distributed) +2 gold

**UNITS MORALE**

The quality of morale is determined by the amount of prestige held.

<b>VERY LOW MORALE</b> (0-9 PP) remove 1 sword from every 1-5 units
<b>LOW MORAL</b> (10-29 PP) no effect
<b>AVERAGE MORALE</b> (30-49 PP) every 4 units (defense): +1 shield in front of the army
<b>HIGH MORALE</b> (50-69 PP) every 4 units (defence): +1 shield in front of the army against a rival (offense): every 3 units: +1 sword against a non-rival (attack): every 4 units: +1 sword
<b>VERY HIGH MORALE</b> (70+ PP) every 3 units (defense): +1 shield in front of the army against a rival (offense): every 3 units: +1 sword against a non-rival (attack): every 4 units: +1 sword every 3 same units: + 4th die (attack)

**VIKINGS 800 AD**

**Vikings:** Ships can move on the LGF adjacent to the SGF without landing (except in the mountains). So they are fighting like ships on the LGF. Ships may move on rivers (= on LGFs following river) without landing. They cannot jump between rivers. Attack possible, but withdrawal to fortifications is already a landing. Fleet (= free move in MOVE-Special) from 1 unit of ships. Looting outside the homeland (all Vikings) does not cost prestige (-4 PP/LGF), but adds it (+4 PP/LGF).

**British islands:** Always successful fishing.

**Franks:** Starts with one fortification token at one village.

**Slavs and Balts:** Starting with 7 units of LI, but no transport ships and dock. LI units 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 Rivals.

**Muslim Taifas** (+Balearic Islands): Cannot recruit LI units. Mercenaries even for: -10 PP A -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 gold, 7 PP and 5 warships. Starts at the northernmost coastal sea of France. They are not affected by attrition in their first year.

+ see. Vikings (from VIKINGS map)

climate subtropical and temperate (white hatching) + sea

**UNITS EXPERIENCE**

Combat experience improves unit abilities. 1 level up for 1 unit is for 1 unit destroyed. Max 1 level up for 1 unit per 1 game round.

<b>RECRUIT UNITS</b> (in Recruitment; place white CBT under unit) can never re-roll for 4 PP
<b>STANDARD UNITS</b> (in REAR-Trade; without CBT under unit) can re-roll (for 4PP,..)
<b>EXPERIENCED UNITS</b> (place grey CBT under unit) in the back A 1 free re-roll
<b>VETERAN UNITS</b> (place black CBT under unit) in the back A 2 free re-roll
<b>ELITE UNITS</b> (place two black CBT under unit) in the back A 2 free re-roll A 1 shield

**LEVEL OF COMMAND**

First purchase directly. Upgrade by paying the difference. If no salaries are paid, again without commanders.

<b>WITHOUT COMMANDERS</b> no bonuses work except terrain bonuses (initial situation)
<b>BAD COMMANDERS</b> (purchase -2, salaries -1) no effect
<b>AVERAGE COMMANDERS</b> (purchase -4, salaries -2) + each unit can be re-rolled twice
<b>BETTER COMMANDERS</b> (purchase -6, salaries -3) + each unit can re-roll once for free
<b>BRILLIANT COMMANDERS</b> (purchase -8, salaries -4) + each unit has a capacity of 1 in the MOVE-Special

**ORIENT 1550 BC**

**Egypt:** Player may place 1 city instead of 3 villages, starting without a herd of pigs and without 2 LI units.  
**Canaan:** Can safely pass through Roads and Desert.  
**Qatna:** Starts with one fortification token at one village.  
**Yamhad:** Ships are 1 gold cheaper.  
**Hittites:** LI may re-roll once.  
**Aegean:** Taxes, festivals from the port: +3 (instead of +2).  
**Mitanni:** If they buy two LI units in a round, get a third one for free.  
**Assyria:** Mercenaries even for: -10 PP A -1. Cannot recruit LI units.  
**Babylon:** Player may place 1 city instead of 3 villages, starting without a herd of pigs and without 2 LI units.  
**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:** Oasis is standard LGF. Oasis control allows you to cross the Roads safely. Roads (permanently neutral GF = never combat): Roll a D6 for each unit. If a 6 is rolled, the unit is destroyed. You can pay for safe passage (-1). If the Oasis controlled, then to the owner.  
**Desert:** (permanently neutral GF = never combat): Roll a D6 for each unit. If a 5 or 6 is rolled, the unit is destroyed.

climate subtropical and temperate (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 units. 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 gold (instead of +2). They start with fortification token at two villages.  
**Huns:** Start with 2 sheep herds, 2 horse herds, 3 LI, 3 Cavalry, 1 village, 5 grain, 7 gold and 7 PP. Their Cavalry has 1 less life (minimum 2). They use Transhumance (Feeding - red mode).  
**Alans:** They can offer redemption to the Huns valid for the whole game (paid once).  
**Visigoths:** Every time a Roman buys Mercenaries, they get +2 gold. Can dismantle the village for +4 gold. May cross the black line in mountains with LI.  
**Ostrogoths:** Can dismantle the village for +4 gold. 1 unit (not 2) builds a village for 4 rounds.  
**Slavs:** LI units 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 5 or 6 (D6) is rolled. Black river could be also crossed when there are ships in black section.  
**Looting:** for Romans and Constantinople: Looting the right coast of Danube LGFs yields +4 PP. for non-Romans: Looting the left coast of Danube yields +4 PP.

climate subtropical and temperate (white hatching) + sea

**SOWING - WEATHER - HARVEST**

D6 roll for each LGF of sown grain:

CLIMATE SUBTROPICAL	CLIMATE TEMPERATE	CLIMATE COLD
<b>GOOD WEATHER</b> (place 1 extra grain for every one sown)		
<b>NORMAL WEATHER</b> (no effect)		
<b>BAD WEATHER</b> (place 1 less grain for every one sown)		

**WEATHER IN WINTER**

D6 roll for climate region 1, climate region 2 and for all seas:

CLIMATE SUBTROPICAL	CLIMATE TEMPERATE	CLIMATE COLD
<b>GOOD WEATHER</b> (no need to feed the herds)		
<b>NORMAL WEATHER</b> (no effect)		
<b>BAD WEATHER</b> (not possible movement on land)		
<b>SGF - GOOD WEATHER</b> 	<b>SGF - BAD WEATHER</b> 	

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

**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)

**ABBREVIATION**

GF - Game Field	D6 - six-sided dice
SGF - Sea Game Field	Pt - Point
LGF - Land Game Field	VP - Victory Point
LF - Level of Fortification	LI - Light Infantry
CU(S) - Completed	LI - Light Infantry
Uncircled (Settlement)	AP - Agriculture Point
FC - Fields Connection	m - meat
A - and at the same time	PP - Prestige Point
X - either or	CBT - cardboard token

**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
	CORSAIRS white dice, 4 Lives don't move, attack as attrition roll
	WAR ELEPHANTS 2 red dice, 3 Lives can charge, never re-rolls

**GAME BORDERS**

2-3 players: impassable borders, valid borders, field, sea

4-7 players: impassable borders, valid borders, field, sea

8-12 players: impassable borders, valid borders, field, sea

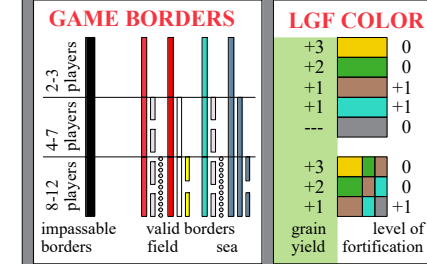
**LGF COLOR**

+3	0
+2	0
+1	+1
+1	+1
---	0
+3	0
+2	0
+1	+1
+1	+1

grain yield, level of fortification

**SEQUENCE OF SUBPHASES WITHIN THE GAME ROUND**

① SPECIAL PHASE AT THE BEGINNING		
② UNITS	③ MOVE SPECIAL, HERDS	④ RETREAT, ATTRITION
⑤ WITHDRAWAL, BATTLE	⑥ COMBAT SIEGE	⑦ LOOTING
⑧ CONSTRUCTION	⑨ REAR TRADE, SALARIES	⑩ FISHING
⑪ SPECIAL PHASE AT THE END		



**STORAGE CAPACITIES AND LIMITS OF BUILDINGS**

BUILDING	STORAGE	PURCHASE	UPGRADE
village	5 grain, 5 units, 1 fed herd	1 LI unit	1 unit
city	10 grain, 10 units, 2 fed herds	2 LI unit	2 unit
dock	2 fishes, 2 ships	-	1 ships
port	4 fishes, 2 ships	-	2 ships
fortification	+1 grain, +1 unit	-	-

**REPRESENTATION (LARGE ARMY, MOVE CAPACITY)**

2 units LI +1 red = +1 unit	undepleted movement
4 units LI +1 yellow = +3 units, 3 yellow = 10 units	depleted movement

**GAME SETUP COMPONENTS**

3 villages	10 grain	5 gold
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 instead with 7 Light Infantry and 7 gold.

<b>MOVE (1) UNITS</b>	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.
<b>MOVE (2) SPECIAL MOVE (2) HERDS</b>	Outside the locked field (with the foreign unit before the sub-phase and throughout the sub-phase): First each unit has a capacity of 1 but only SPECIAL movement. Outside the locked field: Herds, stored grain and fish can be moved within the FC (but only by 1 LGF across the sea).
<b>MOVE (3) RETREAT, ATTRITION</b>	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 (shipwrecking/extended).
<b>COMBAT (1) WITHDRAWAL</b>	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.
<b>COMBAT (1) BATTLE COMBAT (2) SIEGE</b>	Attack (dice roll), bonuses, losses, life recovery, escape option, escape interception. More rounds of battle follow. Losses are determined by the attacker (but some units at the back - out of reach). At the end, VP, PP, and gold are counted. 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 A blue dice) after breaking through the fortifications. At the end of this phase count PP, VP.
<b>COMBAT (3) LOOTING REAR (1) CONSTRUCTION REAR (2) TRADE, SALARIES</b>	Units can loot the controlled LGF (gain +1 gold if FC to CUS). Marked with a red token. PP effect. If a siege is successful, a village (+2), port (+4) or city (+6): is destroyed and can be looted X is degraded. Undefined is sized. Representation of the construction process (LI units work) since the last round (more LI units are faster: maximum 4). You can buy and sell commodities. Buy and upgrade units. Buy materials for construction and access construction. You can pay redemption. Once / twice per year also salaries.
<b>REAR (3) FISHING</b>	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).
<b>NEW YEAR CALVES SOWING</b>	Award VP for acquired units for the past year (based on unit value in PP). Take prestige for vassals. If you have less, top up your prestige to 7 PP. For every two equal herds, take a new herd from the supply and place it on the map. 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.
<b>WEATHER (yield) YIELD TAXES</b>	The D6 roll determines the summer weather for each LGF of sown grain: good (place 1 more for each grain sown), normal (no effect) or bad (place 1 less for each grain sown). Place grain tokens from the supply on each sown grain: 3 on the yellow field / 2 on green / 1 on brown/turquoise. Earning gold from CUS tax collection (village +1, port +2, city +3) A +1/2 for each LGF. LGF must not be looted A must be connected to a CUS A must have the presence of units or CUS.
<b>HARVEST RECRUITMENT</b>	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 fortification token). You can recruit 1 unit of Light Infantry on each LGF (-1 gold/unit). LGF must not be looted A must be connected to a CUS A must have the presence of units or CUS (be controled).
<b>FESTIVALS WEATHER (WINTER)</b>	Gain PP for CU (village +1, port +2, city +3) A +1/2 for each LGF. LGF must not be looted A must be connected to a CUS A must have the presence of units or CUS. Double (-1 grain for each village, -2 for city), triple (-2, -4). The D6 roll determines the winter weather in the climate region 1, climate region 2 and for all seas: good (no need to feed the herds), normal (no impact), bad (no land movement, storms on all seas).
<b>SALARIES</b>	-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. Standard salaries occurred in trade phase once / twice in year.
<b>FEEDING</b>	Feed the herds with grain X slaughter them - you will get meat. At the same time feed units and settlements with fish / grain / meat. FC required. Unfed lost. Excess meat can be sold. Unfed and encircled settlements surrender to attacker.

REAR TRADE UNITS [●] gold limit 20 cubes per game	Light Infantry	Heavy Infantry	Siege Machines	Cavalry	Transport Ships	War Ships	Mercenaries out of limit
buy (recruitment)	-2 (-1)	--	--	--	--	--	-6 -4 A -2 PP
by upgrading	--	-1	-2	-8 -3	-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 (salaries)	1 (1)	1 (1)	-- (1)	2 (2)	-- (1)	-- (1)	1 (1 2)
size in feeding	1	1	1	1 (+1 grain)	1	1	2 gold annually
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	start bonus: even for -1 A -10 PP
request	village	city	village	herd of horses	dock	port	village
location	settlement	city	encircled settlement	settlement	shipyard	port	settlement

Corsairs out of limit	War Elephants out of limit
buy (recruitment)	-16 PP
by upgrading	--
degradation out of location	--
sell / degradation in location	--
attack	white dice
lives	4
size for ships (salaries)	-- (--)
size in feeding	--
ability	don't move, ultimate attack
request	dock
location	SGF adjacent with controlled GF

REAR TRADE COMMODITIES [●] gold	WITHOUT PORT	WITH PORT
	BUY	SALE
sheep	X	+3m -5 +3
pigs	X	+5m -7 +5
cattle	X	+7m -9 +7
horses	X	+5m -7 +5
grain	-2	+1/2 -2 +1
fishes	-1	+1/2
meat (m)	X	in spring, summer +1/2 in autumn, winter +1

### FEEDING

(connection needed), m = meat

You have to feed all herds (X cull them). Then you have to feed all units and settlements (X dissolve them). Unfed and encircled settlement give up to attacker automatically.

1 sheep : X = 2m X = 3m

1 pig : X = 3m X = 5m

1 cattle : X = 4m X = 7m

1 horse : X = 5m

1 unit OR 1 village:  
-1 ● X -2 ● X -1m X dissolve

1 free (redundant) meat = 1 gold  
1 city = like 2 units  
Cavalry = 1 + 1 grain, War Elephants = 1 + 2 grain

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).

### REAR - CONSTRUCTION

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

2 units LI building

Enter - only in the REAR-Trade.  
Exit - in the MOVE or COMBAT phase.  
All buildings: max. 4 units building  
Accelerated building for gold: build a quarter more = pay 1/2 of the cost of building in gold only rounded up.

0% 25% 50% 75% 100%

### PRESTIGE

[●] PP, (PP gained against a rival +50%):

- +2 for destruction of a LI unit
- +4 for destruction / capture of shipyards
- +4 for looting a rival's LGF with settlement
- +4 for destruction of a different unit
- +8 for destruction / capture of a village
- +8 for gaining a vassal (A each New Year)
- +12 for destruction / capture of a city

It can also be gained peacefully in Festivals.  
For looting outside the rival's LGF => -4  
Loss of 1VP (compared to the last round) => -4  
-2 for buying twice as many units in 1 settlement (once)  
-4 for re-roll of 2 own dice in COMBAT X for re-roll of 1 D6  
-6 for attacker chooses 1 target in battle that is at the back  
-8 for choosing the another rival  
-10 for Mercenaries (A -1; only for allowed factions, in REAR-Trade)  
-12 for units build twice in REAR-construction (1 round)  
-14 for each unit has a capacity of 1 in MOVE-Special (1 round)  
-16 for Corsairs (in REAR-Trade, for 1 unit)

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

### COMBAT - LOOTING

[●] gold income

each LGF +1

Place a max 1 red token (●) on the LGF:  
- no more taxes and festivals from LGF  
- pay always 1 grain to unlock sowing  
- removal: complete settlement construction

Against a rival LGF with settlement: +4 PP  
Against any other LGF (never with your settlement): -4 PP

After a successful COMBAT - SIEGE:

village +2  
port +4 X +0, => dock  
city +6 X +0, => village

Defeated undefended settlement is seized.  
Defeated defended settlement is destroyed and looted X degraded.

### SALARIES

[●] gold payment  
only for Fast mode:

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 (FC) to the CUS must be dissolved.

### 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 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 during sieges: No attack and only 2 lives.  
Vikings can also have ships on LGF (coastal, small rivers).

### REAR - TRADE BUILDINGS

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

PRICE [●] gold	TOKEN	TIME
Λ (●) PP		Game rounds (in REAR-Construction)
-3 settlement	village [2 units]	4 3 2
-5 settlement	city [4 units] (village upgrade)	4 3 2
-2 shipyard	dock [1 unit]	4 3 2
-4 shipyard	port [2 units] (dock upgrade)	4 3 2
-2	fortification [1 unit] (max 1 per settlement)	4 3 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.

### 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.

- SOVEREIGNTY: Truce, vassalage with all players as the recipient / lord.
- DOMINANCE: 10 Victory Points.
- MIGHT: Two minor goals must be met.
  - A) control of 14 LGF
  - B) 7 CU settlements
  - C) 35 Agriculture Points
  - D) 2 CU cities
  - E) 70 Prestige Points
- IMPORTANCE: Scoring after 5 years.

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

### DOMINANCE

Goal 10 Victory Points [VP]

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

for eliminated units (total counted for the New Year):

0-9 PP	+0 / -0
10-29 PP	+1 / -1
30+ PP	+2 / -2

### 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 or redemption (± 10 pts)  
in a tie: gold + cost of all stuff on the map

### 35 AGRICULTURE POINTS

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

### TAXES, FESTIVALS

[●] gold income [●] PP income

CU village	+1
CU port	+2
CU city	+3

each LGF +1/2 (rounded down)  
condition: connection to CU settlement Λ with unit/settlement

Size can be selected:  
small: free of cost  
double: -1 grain/village, -2 grain/city  
triple: -2 grain/village, -4 grain/city

### RISK OF SHIPWRECK

	stormy SGF	calm SGF
SPRING, SUMMER	-	-
AUTUMN	●	-
GOOD WINTER	●●	-
BAD WINTER	●●●	●●

D6

white dice

blue dice

red dice

### REAR - FISHING SUCCESS RATE

Fishing is always successful (1 fish) in Basic mode.

D6 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.

### MOVE BONUSES

Heavy Infantry can never move in the MOVE-Retreat subphase.  
Ride: 1 free movement capacity in each MOVE subphase.  
Herds moving through the SGF must end up on the coastal LGF.  
Transport: Move between two ports as only move in MOVE.  
10 units: Can move as one in the MOVE-Special for free.  
Fleet (4 ships): Can move as one in the MOVE-Special for free.  
Mountains: Vikings must land.  
Mountains and Wetlands: Entry stops unit movement for the current round (except LI).  
Wetlands: Ships may enter the LGF without landing.  
Cavalry and War Elephants in mountains roll a D6 - attrition (6: unit is destroyed).  
Unit with no connection to a completed settlement at the end of the MOVE phase: roll a D6 - attrition. (6: unit is destroyed).  
Encircled units and settlements out of winter roll a D6 (6: unit / settlement must be fed X destroyed).  
A unit may take a loss designated for settlement.  
City, Cavalry rolls twice, War elephants rolls three times.