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 Λ -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: 3 of 5 LI units are experienced from the start.
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,
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

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).

Bristish 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

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 for free.
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 Λ -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

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: Cannot recruit LI units.
Mercenaries even for: -10 PP Λ -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 buy / train each new Year 1 unit of Heavy
Infantry for standard price in Belgica.
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

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 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 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

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 Constantinopol.
Bospor: Taxes, festivals from the port: +3 gold
(instead of +2).
They started with fortification across two cities.
Huns: Start with 2 sheep herds, 2 horse herds, 3 LI,
3 Cavalry, 1 village, 5 grain, 7 gold and 7 PP.
Their Cavalry is with same stats as standard Cavalry.
They use Transhumance (Feeding - red herds).
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 to the right
coast of Danube LGFs yields +4 PP.
for non-Romans: Looting the left coast of Danube yields +4 PP.

In new graphic of map (v0.985) with hatching the south part (subtropical).

RISK OF SHIPWRECK

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

UNITS MORALE

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

VERY LOW MORALE
(0-9 PP)
remove 1 sword from every 1-5 units
LOW MORAL
(10-29 PP)
no effect
AVERAGE MORALE
(30-49 PP)
every 4 units (defense):
+ 1 shield in front of the army
HIGH MORALE
(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
VERY HIGH MORALE
(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

MOVE BONUSES

Transport: Move between two ports as only move in MOVE.
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: automatically loots LGF
X 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.

LEVEL OF COMMAND

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

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

SOWING - WEATHER - HARVEST

D6 roll for each LGF of sown grain:		
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

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

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

PLAYER / COMMON COMPONENTS
20 cubes (limited standard units)
15 tiles (buildings)
15 tiles (diplomacy, VP)
10 color tokens (herds, mercenaries)
35 yellow discs (grain, gold)
10 red octagons (fishes, looted LGF)
Player board (gold, PP, diplomacy)

81 doublesided CBT (cardboard tokens)
3 red blocks (year, subphase, battle phase)
26 game dice (D6, White, Blue, Red)
4 Player Aid
Game Plan
1 Victory Points board
4 Overview boards
(White - Green - Yellow - Red mode)
1 Start bonuses board
1 Moral / Command board
2 Battle boards

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
no token MEAT

UNITS   Tokens:
● LIGHT INFANTRY
white dice, 1 Life
can build
□ HEAVY INFANTRY
red dice, 1 Lives
no move in MOVE-Retreat
✕ SIEGE MACHINES
no attack, 1 Life
don't move, - 4 shields from LF
△ CAVALRY
red dice, 2 Lives
can charge 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
blue dice, 2 Lives
2 gold annually, not fed
● CORSAIRS
4 white dice, 3 Lives
don't move, not fed and paid
🐘 WAR ELEPHANTS
2 red dice, 3 Lives
can charge, never re-rolls

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

GAME BORDERS

LGF COLOR
+3	0
+2	0
+1	+1
+1	+1
---	0
+3	0
+2	0
+1	+1
+1	+1
grain yield	LF bonus

STORAGE CAPACITIES AND LIMITS OF BUILDINGS
BUILDING	STORAGE	PURCHASE	UPGRADE X TRAINING
village	🟡 5 grain / 5 units / 1 fed herd	1 LI unit	1 unit
city	🟡 10 grain / 10 units / 2 fed herds	2 LI units	2 units
dock	🔴 2 fishes / 2 ships	-	1 ships
port	🔴 4 fishes / 4 ships	-	2 ships
fortification	🟡 +1 grain / +1 unit	-	-

LGF CAPACITY
unlimited units — active control
1 village — passive control
1 city — settlement upgrade
1 dock — shipyard extension
1 port — shipyard upgrade
1 fortification — defensive extension
1 sown grain — own
10 grain
2 herds — own

GAME SETUP COMPONENTS
3 villages
1 dock
5 Light Infantry
1 Transport Ships
10 grain
2 herds of sheep
1 herd of pigs
5 gold
0 Victory Points
7 Prestige Points

REPRESENTATION (LARGE ARMY, MOVE CAPACITY)
+1 red = +1 unit (2 units LI: cube + 1 red) — undepleted movement
+1 yellow = +3 units (10 units LI: cube + 3 yellow) — depleted movement in subphase: ② ③ ④

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 (for prelude)
(most swords determines first player for prelude)
3) First player places 1st village tiles on the LGF.
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. If there is no coastal
village, then no dock and no transport ship but
start istead with 7 Light Infantry and 7 gold.
8) On the player board: disc to 5, draw tiles
to RIVAL; on the VP scale your tiles to 0.
9) Place red blocks to first subphase and year.

MOVE (2) 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 (3) SPECIAL	Outside the locked field (with the foreign unit before the sub-phase and throughout the sub-phase): First each unit has a capacity of one SPECIAL movement (for 14PP, ride, army, fleet, transport and brilliant commanders).
MOVE (3) HERDS	Outside the locked field: Herds, stored grain and fish can be moved in the FC (but only by 1 LGF across the sea).
MOVE (4) RETREAT, ATTRITION	Outside the locked field: Units can retreat to an adjacent field with their own completed settlement or retreat to ships without enemies on SGF. Ships can retreat to the shipyards. Attrition (permanently neutral GF / shipwrecking / weather, no supply, encircled, Mountains).
COMBAT (5) WITHDRAWAL	It is possible to withdraw to CUS within the game field. An encirclement (loss of connectivity) occurs. The withdrawn herd that remains in the settlement after the battle must be fed.
COMBAT (5) 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 units at the back - out of reach). At the end, VP, PP, and gold are counted.
COMBAT (6) SIEGE	Optional attack without shields for attacker. They must first break into the settlement (breaking through all of the LF's shields in one round). The defenders attack directly with LF bonus (for each LF: 5 shields Λ blue dice). After breaking through the fortifications without bonus. At the end of this phase ends the siege.
COMBAT (7) LOOTING	Units can loot the controlled LGF (gain +1 gold if FC to CUS). Marked with a red token. PP efect. They can destroy there sown grain or herd too. By successful siege building is destroyed and looted: village (+2 gold), port (+4) or city (+6) X is degraded. Undefended is sized.
REAR (8) TRAINING	Representation of the traing process since the last round. After combat experience (max 1 level) is added here.
REAR (8) CONSTRUCTION	Representation of the construction process (LI units work) since the last round (more LI units are faster: maximum 4).
REAR (9) TRADE, SALARIES	You can buy and sell commodities; buy and upgrade units; buy a training for your units; buy materials for construction and access to the construction site; recruit 1 unit of Light Infantry on each LGF (-1 gold/unit). LGF must not be looted Λ must be connected to a CUS Λ must have the presence of units or CUS (be controled). Only here can you pay redemption or aid. If the white text Salaries appears (once / twice a year), you have to pay your mercenaries (except the ones you just bought).
REAR (10) 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 (dock 2 fish, port 4).
NEW YEAR	Award VP for acquired units for the past year (based on unit value in PP). If you have less, top up your prestige to 7 PP.
CALVES	For every two equal herds, take a new herd from the supply and place it on controled LGF on the map. For odd herd roll D6: 1,2 success.
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 (YIELDS)	The D6 roll determines the summer weather for each LGF of sown grain: good (place 1 more for each grain sown) 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 gold from CUS tax collection (village +1 gold, 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.
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 fortification token).
FESTIVALS	Gain PP for CU (village +1PP, port +2, city +3) Λ +1/2 for each LGF. LGF must not be looted Λ must be connected to a CUS Λ have the presence of units 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 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).
SALARIES	-2 gold for each Cavalry, Mercenaries and LF unit - for each other unit and CU village; double for encircled. Units without connection to CUS are dissolve. Standard salaries (white text) occur in trade phase once / twice in year. First attacker then defender (encirclement).
FEEDING	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. First attacker then defender (encircl.).

REAR-TRADE
UNITS [🟡] gold
limit 20 cubes per game
* in the mountains, wetlands, on ships and during sieges

REAR-TRADE	Light Infantry	Heavy Infantry	Siege Machines	Cavalry	Transport Ships	War Ships	Mercenaries (out of limit)	Corsairs (out of limit, no training)	War Elephants (out of limit, no experience)
(symbol)	●	□	✗	△	—	=	★	skull	elephant
request	village	**city**	village	remove herd of horses for up to 2 units	dock	**port**	village	dock	be in the desert (Italia), be Elam (Orient)
location	settlement	city	encircled settlement	settlement	shipyard	port	settlement	SGF adjacent with controlled GF	desert (Italia), Elam (Orient)
ability	can build	never 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 Λ -10 PP	don't move, not fed and paid	can charge, never re-rolls
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4 Λ -2 PP	-10 X -16 PP	--
by upgrading	--	-3	-2	-8 -4	-2	-3	--	--	-6
degradation out of location	--	0	0	0	Landing	Landing	--	--	0
degradation in location	--	+3	0	+4	+2	+3	--	--	+6
standard attack (*)	white dice (reverse white dice)	+during siege: red dice (blue dice)	--	red dice (blue dice)	white dice	blue dice	blue dice (blue dice)	4 white dice	2 red dice (no dice)
standard lives (*)	1	+during siege: 2 (1)	1, at the back	2 (1)	1, at the back	2	2 (2)	3	3 (2)
size for ships (salaries)	1 (1)	1 (1)	-- (1)	2 (2)	-- (1)	-- (1)	1 (1 2)	-- (--)	3 (--)
size in feeding	1	1	1	1 (+1 grain)	1	1	2 gold annually	--	1 (+2 grain)

REAR TRADE COMMODITIES

COMMODITIES [🟡] gold	WITHOUT PORT BUY	WITHOUT PORT SALE	WITH PORT BUY	WITH PORT SALE
sheep		+3m	-5	+3
pigs		+5m	-7	+5
cattle		+7m	-9	+7
horses		+5m	-7	+5
grain	-2		+1/2 -2	+1
fishes	-1			+1/2
meat (m)		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). Unfeeded and encircled settlement give up to the attacker automatically.

1 sheep : X = 2m   X X = 3m
1 pig : X = 3m   X X = 5m
1 cattle : X = 4m   X X = 7m
1 horse : X 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 (rotate 90° clockwise for each minimum number of units per round).
Enter: Only in the REAR-Trade.
Exit: In the MOVE or COMBAT phase.
All buildings: Max. 4 units at the construction site.
Elite units build as two units (4 elite units as 8 units).
Accelerated building for gold: build a quarter more = pay 1/2 of the cost of building in gold only rounded up.

2 units LI at the construction site

0%   25%   50%   75%   100%

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 (there defender).
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 that will remain at the construction site: At the back and have full lives, but half attack and bonuses (rounded down).
5 units = +1 shield in front of the army.
Against RIVAL: 4 units = +1 sword (valid up 3 players)
6 identical units = + 7th dice
Reverse white dice: A sword on a white dice means empty and vice versa.
Fortification on LGF: +1 blue dice in COMBAT
Ambush (Fortifications): It attacks once with 1 blue dice when an enemy enters LGF.
Charge (Cavalry and War Elephants): Optional. Only in the 1st round of battle mounted units attack first, survivors afterwards. Not valid in mountains, wetlands, on ships and during sieges. Shields against charge are doubled.
Vikings can also have ships on LGF (coastal, small rivers).

COMBAT - LOOTING [🟡] gold income
each LGF   +1

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

Place a max 1 red token (🔴) on the LGF:
- pay always 1 grain to unlock sowing
- no more taxes, recruits and festivals from LGF
- removal: complete settlement construction X pay 3 gold
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.

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
+8 for providing gold to another player (aid)
+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
Surrendering as a vassal => -8
For getting gold from another player (aid) => -8
-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 (once)
-6 for attacker chooses 1 target in battle that is at the back
-8 for choosing the another rival
-10 for Mercenaries (Λ -1 gold; in REAR-Trade)
   This is only allowed for specific factions as starting bonus.
-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 gold
50+ PP: + double construction
70+ PP: one of the MIGHT objectives
Λ see Morale of units

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

PRICE [🟡] gold Λ [🔴] PP	BUILDINGS [minimum number of LI units]	TOKEN	TIME Game rounds (in REAR-Construction)
-3	settlement: village [2 units]		4 3 2
-5	city [4 units] (village upgrade)		4 3 2
-2	shipyard: dock [1 unit]		4 3 2
-4	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 (immediately to Sovereignty, after 5 years to Importance). Achieving of the Dominance / Might must be announced first by the player and 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) 14 LGF (control X own)
   B) 9 settlements (CU)
   C) 40 Agricultural Points
   D) 2 cities (CU)
   E) 70 Prestige Points
4) IMPORTANCE: Scoring after 5 years.
Condition: Winner must have enough commodities to feed (pay) all settlements (in addition to the 3C; only here can sown grain be counted).

For every valid truce, vassalage:
as recipient, lord - 1 level reduction by:
as payer, vassal - 1 level increase by:
2 VP (and for holding 1 minor goal),
2 LGF (and for holding 5+ VP),
1 CUS (and for holding 5+ VP),
5 AP (and for holding 5+ VP),
no reduction and increase by cities
10 PP (and for holding 5+ VP).

DOMINANCE [VP]
Conquest / loss of a city	+8 / -8
Conquest / loss of a village	+4 / -4
Vassalage	+2 / -1
Tribute or Redemption	+2 / -1
Aid	+1 / -0
stolen/destroyed/lost herd	+1/0/-1
stolen/destroyed/lost grain	+1/0/-1
battle won/draw/lost:	+1/0/-1

for eliminated units in New Year (total counted for the past year):
0-9 PP	+0 / -0
10-19 PP	+1 / -1
20-29 PP	+2 / -2
30+ PP	+3 / -3

IMPORTANCE
1 Tribute	+1 / -1 pt
1 Redemption	+2 / -2 pts
1 Vassalage	+3 / -3 pts
1 Aid	+1 / -2 pts
1 Victory Point	1 pt
1 LGF (control X own)	1 pt
1 Settlement (CU)	1 pt
5 Agricultural Points	1 pt
1 City (CU)	1 pt
10 Prestige Points	1 pt
Tiebreak - gold	

35 AGRICULTURE POINTS
2 fish X 1 stored grain	1 AP
1 herd of sheep	1 AP
1 herd of pigs X horses	2
1 herd of cattle	4 AP
	6 AP

TAXES, FESTIVALS
[🟡] gold income   [🔴] PP income

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

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

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

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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.

D6 / white dice / blue dice / red dice (dice face legend)

UNITS EXPERIENCE   Combat X Training
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.
RECRUIT UNITS (in REAR-Trade; place white CBT under unit) in the front Λ can never re-roll (for 4 PP, etc.) Λ no bonuses
STANDARD UNITS (in REAR-Trade; without CBT under unit) no effect (can re-roll for 4PP, etc.)
EXPERIENCED UNITS (place grey CBT under unit) in the back Λ 1 free re-roll
VETERAN UNITS (place black CBT under unit) in the back Λ +1 life
ELITE UNITS (place gold CBT under unit) in the back Λ 2 free re-rolls, then best Λ +1 life Λ as 2 units for bonuses and construction
Siege Machines: Recruit -3 (shields), Standard -4, Experienced -5, Veteran -6, Elite -7

TRAINING
You can level up the experience of units without combat. It is bought in REAR-Training only for units on LGF with CUS (limit as for Upgrades). For one level up you pay 2 gold for one unit and it takes one round (a 90° turn in REAR-Training).

Training CBT / Veteran / CUBE / Experienced / Elite / Recruit / level bought (CBT) / Standard / pointer

MOVEMENT LIMITS
Heavy Infantry cannot actively move in the MOVE-Retreat subphase.
Ride: 1 free movement capacity in MOVE-Units; -Special; -Retreat.
Herds moving through the SGF must end up on the coastal LGF.