

Errata v0.99 WIP

There are some obsolete information in v0.975 on the Player Aid, Game boards and Game rules. The v0.99 WIP files already contain the fixes. This Errata v0.99 WIP replaces generally 15.1 in Game rules and and finely individual points.

- Generally:
Rename: White mode (obsolete: Blue Mode), Units (obs. Cohorts), Gold (obs. Money), Sovereignty (obs. Unification), Importance (obs. Wealth).
New Abbreviations: m - meat, CBT - cardboard token
Representation of large army: change: +1 red token under unit = +1 unit, +1 yellow token under unit = +3 units (can be used in construction).
Example: 1 unit and a yellow token = 4 units. The three units replaced by the yellow token are placed on the Player's board.
Representation of move capacity: 12 o'clock: undepleted move capacity; 3 o'clock: depleted move capacity in MOVE-Units; 6 o'clock: depleted move capacity in MOVE-Special;
9 o'clock: depleted move capacity in MOVE-Retreat.
In a (two player) duel, starting bonuses with prestige and rival do not count.
Counter sheet 21x21 cm - 21 Training cardboard tokens (CBT), 27 Recruit CBT (white), 27 Experienced CBT (grey), 27 Veteran CBT (black), 27 Elite CBT (gold),
6 War Elephants CBT, 9 empty Transport Ships CBT, 9 empty War Ships CBT, 9 empty construction CBT and 6 overflow CBT (I,II,III).
Update of symbols: Mercenaries (star with line for move capacity), Corsairs (skull), War Elephants (CBT with War Elephant)
- 2.1.1 renamed: Sovereignty (obs. Unification)
2.1.2.1 added: For holding 1 minor goal there is lowering by 2 VP.
2.1.3.1 changed: Control or own 14 LGF, 9 CUS, 40 AP, 2 CU cities, 70 PP
2.1.3.2 added: For holding 5+ VP there is lowerign by 1 degree.
2.1.3.3 changed: 2 LGF, 1 CUS, 5 AP, *, 10 PP (*cities are not affected)
2.1.4 renamed: Importance (obs. Wealth)
2.2.2 added: ...to feed* / pay (in White mode) all settlements. (* in addition to AP)
2.3.1 changed: Importance - scoring: 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.
2.3.2 correction: Each pig herd (4 pts); Each cattle herd (6 pts); Each horse herd (4 pts)
3.1.2 correction: It is no more cheap, but it is stronger. It has no more free rooll.
3.3.1 changed: Standing outside manpower (20 units limit). A solid unit that doesn't need to be fed, only paid for. It is strong i any terrain.
5.1.4.1 changed: A herd of Horses is consumed to build up to two Cavalry units in the REAR-Trade phase.
6.2.2 changed: 8 points for each lost finished city
6.2.2 changed: 4 points for each lost finished village
6.3 renamed: Importance points
6.4.1 added: +4 PP for looting rival's LGF with settlement; income in festivals too
6.4.1 changed: + 08 PP for gaining a vassal
6.4.1 added: +8 PP for providing gold to another player (aid)
6.4.2 added: -4 PP for looting LGF (outside of the rival's)
6.4.2 added: -8 PP for getting gold from another player (aid).
6.4.4.1 changed: (Red mode)
added 7.1.9 Lines in circle: Straight / dashed / dotted. They are always used for islands (LGF accessible only via SGF).
7.2.2.7.1 correction: (5, 6 on D6)
7.2.2.7.2 correction: (6 on D6)
7.2.2.7.4 They can buy / train each New Year 1 unit of Heavy Infantry for standard price in Belgica.
7.2.2.8 added: Only for map Huns in new graphics is hatched area for warmer climate.
7.2.5 added: It can be also recovered by paying 3 gold.
7.4.1 added: If unit did not depleted its move capacity, it could go to border in MOVE-Retreat to lock there incomming unit.
8.1.5 changed: By entering vassalage, the lord gains 2 VP and 8 PP (12 if rivalry is in effect) and the vassal loses 1 VP and 8 PP.
The vassal pays 1/3 of their income to the lord (rounded down).
8.3 added: The minimum amount is always at least 1.
8.4.2 changed: (Yellow mode)
8.4.3 deleted
9.1.4 changed: Ships can be downgraded to light infantry. If done in a shipyard, the player gains the whole upgrade price.
An LI unit may abandon ships (empty ship token on LGF). Empty ships can be taken by anyone controlling the LGF in the next round.
9.2.2.3 deleted
9.5.1.4 added: 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).
10.2.5 changed: Escape battle: Before battle (only attacker attacks) or everytime later after battle round.
Cannot escape onto enemy controlled GF or onto GF with other battle;
can escape onto neutral GF, but attacker can follow and fight there (only possible escape there is to the settlement there);
can safely escape to owned/controlled GF (but this still could be intercepted in yellow and red mode).
added 10.2.7 Position in battle: Generally there are three position in battle: First it has be destroyed all target in the front, then standard and then first in the back.
In the front (shields, recruits) - Attacker choose.
Standard (normal units) - Attacker choose.
In the back (experience, veteran, elite units, transport ships, siege machines, building under construction) - Defender choose the losses.
10.3.3.4 correction: 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.
added: In Salaries / Feeding when Encirclement occurs and neighter attacker, neighter defender could pay / feed the units / building:
There is no automatically both side destroy. First attacker has to pay / feed. When destroyed, then unencircled defender has to pay / feed.
Only then when defender cannot pay / feed is also destroyed.
10.4.4.4 added: It can be also recovered by paying 3 gold.
10.5.1 added: bonuses in combat
deleted: Vikings (ships on game fields) can reroll another player's die for each of their own unit.
added 11.2.1.1 Training: You can buy units with better experience or you can also train them later.
1 level up needed LGF with CUS. For LI costs 1 gold (for other units 2 gold) and takes 1 round. Capacity of settlement as an upgrade.
Training is always finished in REAR-Trade. You have to feed / pay it. When you need use this unit sooner, it only has the experience it has managed to train.
For example purchase 1 elite Mercenaries cost 10 gold (4+6) and takes 3 rounds.
12.2 added: For odd herd roll D6: 1,2 success.
12.8 deleted
13.1 added: Romans (Britannia - choice): Also Heavy Infantry can build.
change (Deploy...): Germans (Britannia - choice): They can buy / train each New Year 1 unit of Heavy Infantry for standard price in Belgica.
added: Belgica is permanently neutral GF (= never combat).
13.2. added: Romans: 2 unis (not 4) build a city for 4 rounds. Also Heavy Infantry can build.
added: Desert and Barbarorum are permanently neutral game fields (= never combat).
change (Each 4 LI ...): Celts - 3 of 5 LI units are experienced from the start (instead of 5th dice for every 4 LI units),
13.4 added: Vikings: They are not affected by attrition in their first year.
13.5 change (Canaan): Can safely pass through Roads and Desert.
change (Oasis): Oasis is standard LGF. Oasis control allows you to cross the Roads safely.
change (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.
change (Desert (obs. Solitudinem)): (permanently neutral GF = never combat): Roll a D6 for each unit. If a 5 or 6 is rolled, the unit is destroyed.
13.6 added: In new graphic of the map is with hatching the south part (subtropical).
added: Looting: For non-Romans: Looting the left coast of Danube LGFs yields +4 PP.
For Romans and Constantinople: Looting the right coast of Danube LGFs yields +4 PP.
change (Bospor): Taxes, festivals from the port: +3 money (instead of +2). They started with fortification token at two villages.
correction: Huns: They use Transhumance (Feeding - Red mode). Their Cavalry is with same stats as standard Cavalry.
(Generally by Cavalry is not specified if it is Light, Heavy or Archery).
change (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.
change (Alans): They could pay 1 redemption for 5 years (normaly for 1 year) to Huns.
14.1 correction: MOVE-Special (obs. RELOCATION-special).
added: First purchase directly. Upgrade by paying the difference. If no salaries are paid, again without commanders.
14.2 correction: The quality of morale is determined by the amount of prestige held. Replaces combat bonuses.
deleted: Each 3 units of the same type during attack: +1 die
14.4 deleted

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Changes in Player Aid (mainly stats):

No regular units can be sold. If it is not fed/paid for, it automatically loots the land game field it is placed on. If this is not possible, dissolved (out of game/manpower).

Additional information added:

1 - GAME SETUP:

Phase MOVE: 1st subphase - Units; 2nd subphase - Special and Herds; 3rd subphase - Retreat and Attrition

Phase COMBAT: 1st subphase - Withdrawal and Battle; 2nd subphase - Siege; 3rd subphase - Looting

Phase REAR: 1st subphase - Construction and Training; 2nd subphase - Trade and (sometimes) Salaries; 3rd subphase - Fishing
Port (Taxes, festivals, trade) does not work if blocked (all adjacent SGFs occupied by enemies).

2 - GOALS OF THE GAME:

Victory: In Red mode there is no more 15 VP and higher goals.

Victory condition: Winner must have enough commodities to feed / pay all settlements (in addition to the 3C; only here can sown grain be counted).

Looted and not looted LGFs are counted the same. Conversely, LGFs without a field connection to the CUS are not counted.

8 - DIPLOMACY:

Gaining a Vassal: Immediately the lord gains 2 VP Λ 8 PP, vassal loses 1 VP Λ 8 PP. In every taxes the vassal always pays 1/3 of income to their lord rounded down.

Tribute: Place one recipient token with anchor on the payer token on "Truce in force" area. Redemption: Two recipient tokens with anchor on the payer token.

In last round of truce (flip side to anchor) there is not possible to be on same LGF with units (military access), but it is possible for SGF.

At the end of the truce, he takes all of the tokens to his Recipient Player Board (Tribute/Redemption area). Recipient with anchor up (+points), Payer with anchor down (-points).

If someone announces the achievement of victory conditions, diplomacy is forbidden (for the announcer only) until their control.

Aid: At least the smaller half of the potential tax revenue of the payer (see TAXES). Can only be paid in gold; only in the REAR-TRADE sub-phase, but may be refused.

9 - MOVE:

The ship can actively or passively load/unload a unit (thus increasing its movement by up to two GF per subphase). If units are being loaded/unloaded within a subphase, activating the second LGF will also exhaust the ship's movement capacity.

With landing of ships on LGF there are LI unit and token for empty ships. Empty ships could be reused or stolen. Downgrade for gold only in shipyards.

Ride is only possible to play in unit movement phase (MOVE-Unit, MOVE-Special, MOVE-Retreat), never in MOVE-Herds (Green mode).

Cross the movement: Environment here depend not on color of game fields but on color on both sides of the border. For example in map Huns: If play two players and Huns enter to Pannonia and Romans cross the movement in border in mountains, then battle is in mountains. And does not matter both neighbour LGF are green. Same for Slavs again Huns in wetlands. Only safe roads for Huns are rivers (frozen or unlocked by ships).

Unit with undepleted move capacity could use this capacity in MOVE-Retreat for going to borders (for crossing movement). For example LI units could hold position whole round and after move of Cavalry in MOVE-Retreat, they can stop them on the borders.

If War Ships are on the LGF as empty War Ships, they cannot play Movement in the MOVE-Retreat subphase.

10 - COMBAT:

Escaping Battles: Before battle (only attacker attacks in one battle round) or everytime later after battle round.

Cannot escape onto enemy controlled GF or onto GF with other battle;

can escape onto neutral GF, but attacker can follow and fight there (no more escape possible);

can safely escape to owned/controlled GF (but this still could be intercepted in yellow and red mode = only attacker attacks in one battle round).

Looting: Looting a field with rival's settlement yields +4 PP.

2 free (redundant) swords = 1 sword in next battle round.

War Elephants in the mountains, wetlands, on ships and during sieges: No attack and only 2 lives.

UNITS EXPERIENCE: From White mode now.

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 Recruitment; 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 only 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 free re-roll, then better Λ +1 life.

ELITE UNITS (place gold CBT under unit) In the back Λ 2 free re-rolls, then better Λ +1 life Λ as 2 units in bonuses and construction.

For example 3 elite units of LI have 3 white dice + 1 shield (for 5 units); +1 white dice (for 6 same units) with no reroll.

Siege machines - experience: recruit -3 shields, standard -4 shields, experienced -5 shields, veteran -6 shields, elite -7 shields.

Shield in charge is doubled. For example 5 units (1 shield) in charge of War elephants have actually 2 shields (but only for charge).

Cavalry does not count towards the shield bonus in the battle round in which it conducts a charge. It is possible to not charge and fight normally right away.

Fortification on LGF: +1 blue dice in COMBAT. Ambush (Fortifications): It attacks once with 1 blue dice when an enemy enters LGF.

11 - REAR:

REAR - Trade - with port: No more spring and summer prices for herds (only for meat).

Recruitment is no more special phase. You can recruit LI (recruit units - experience) in each REAR-Trade. But only from not looted LGF with CUS. You can't also combine recruiting and buying within the same LGF.

Upgrades to siege machines are not limited in number, but there must be a connection to CUS.

When you build in looted LGF, you pay 1 extra gold.

When you want to heal looted LGF, you have to finished new settlement X pay 3 gold.

You can purchase units with better experience (Buy + Training) or you can train them later. 1 level up needed LGF with CUS. It costs 1 gold for one units and takes 1 round. The building limit for training is the same as for upgrades. For example purchase 1 elite Mercenaries cost 10 gold (4+6) and takes 3 rounds.

If the training is completed prematurely, the unit has the experience level currently reached. Paid and unused resources are returned. Example: two standard units are trained in a city to elite level for 12 gold. However, upon reaching veteran level, they must discontinue training and assist in combat. The training CBT is removed, 4 gold is returned.

When the construction is completely abandoned, an empty construction CBT is placed. The construction can later be completed (also by someone else).

Elite units build as two units. For example 4 elite units of LI build as 8 units.

12 - SPECIAL PHASES:

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.

White Mode: Cavalry and Mercenaries are for 2 money in Salaries.

In special phase Calves new herd (bought in this round) has no affect.

14 RED MODE:

Weather in summer: Roll for each LGF of sown grain.

Weather in winter: Roll for climate region 1, for climate region 2 and once for all seas.

In Level of Command (Average command) second reroll possible is the reroll bought for PP.

Weather in Winter: For Subtropic - 5 is normal. For Temperate - 5 is bad. For Cold - 4 is bad.

UNITE - STATS (REAR - TRADE)

Heavy Infantry: deleted: No more re-roll for free.

Heavy Infantry: change: red dice, 2 lives and upgrade costs 3 gold. In mountains, etc. 1 life and blue dice

Cavalry - Request (herd of horses): Up Green Mode needed. (Does not apply to the White Mode.)

Cavalry could be only bought as upgrade in REAR-Trade for -4 gold up to two units for one herd of horses (deleted). -8 gold in White mode.

Cavalry has 2 lives, red dice. In mountains and etc. 1 life and blue dice.

War ships: No more free move to SGF from port but free move in MOVE-Retreat.

Mercenaries - Price: In the White and Green Modes they have a simple buying price, not an upgrade price (Clarification).

Mercenaries - Salaries: 2 money annualy (Yellow and Red modes: two times 1 gold).

Mercenaries: blue dice, 2 lives and purchase costs 4 gold (Λ 2 PP) - in mountains, etc. 2 lives and blue dice

Corsairs: From white mode. Attack with 4 white dice (not D6). 3 lives (not 4). Purchase for 10 gold too.

Corsairs could be placed on SGF (only own or neutral) adjacent to controlled GF.

War Elephants: Never reroll, never gain experience.

War Elephants consist from LI unit and War Elephants CBT. Place CBT on LI unit.

Purchase of War Elephants only in map Italia and Orient as upgrade for -6 gold (instead of buy for -6).