

**ITALIA 290 BC**

**Etruscans:** (at least one village in Etruria required to choose)  
In each TAXES phase extra +3 gold.  
**Carthaginians:** Cannot recruit LI units.  
Optional Mercenary price: -10 PP A -1.  
**Greeks:** Fleet formed with 2 units of ships.  
Ports reward +3 in TAXES or FESTIVALS instead of +2.  
**Illyrians:** (bonuses valid only in Illyria)  
LI may cross the black line in the mountains.  
Full brown LGF: +2LF (instead of +1).  
LGF with brown: +1LF (instead of 0).  
**Celts:** 3 of your 5 starting LI units are experienced.  
Looting outside your homeland does not cost prestige (-4 PP/LGF), but adds it (+4 PP/LGF).  
**Romans:** Min. unit cost for building villages and cities is halved (1 unit instead of 2 for villages, 2 units instead of 4 for cities).  
Heavy Infantry can also build.  
**City of Rome:**  
GF only available to 1 player.  
They can place 1 city instead of 3 villages.  
They then start without a herd of pigs and with only 3 LI units.  
**Port of Carthage:**  
GF only available to 1 player. They can place 1 port instead of a third village. They then start without a herd of pigs.  
**Barbarorum** (barbarians - permanently neutral GF = never combat): Each unit rolls a D6 for each game round spent on this field. If a 6 is rolled, the unit is destroyed.  
**Desert** (permanently neutral GF = never combat):  
War Elephants can be bought here.

Climate: subtropical and temperate (white hatching) + sea

**BRITANNIA 410 AD**

**Scots, Irish** (Hibernia):  
Fishing is always successful.  
In combat outside Hibernia +50% to the prestige gained (can be combined with bonus against a rival).  
**Insulea** (islands):  
Ports reward +3 in TAXES or FESTIVALS instead of +2.  
No risk of shipwreck in autumn.  
**Picts** (Caledonia):  
LI may cross impassable (black) borders.  
Full brown LGF: +2LF (instead of +1).  
LGF with brown: +1LF (instead of 0).  
**Romans** (Available with placement in Britannia):  
Cannot recruit LI units.  
Optional Mercenary price: -10 PP A -1 gold.  
Min. unit cost for building villages and cities is halved (1 unit instead of 2 for villages, 2 units instead of 4 for cities).  
Heavy Infantry can also build.  
**Germans** (Available with placement in Britannia):  
Can buy / train 1 unit of Heavy Infantry for standard price in Belgica each NEW YEAR.  
Belgica is permanently neutral GF (= never combat).  
Full turquoise LGF: +2LF (instead of +1).  
LGF with turquoise: +1LF (instead of 0).  
**Celts** (Available with placement in Britannia):  
They start with 2 herds of pigs and 1 herd of sheep.  
Full brown LGF: +2LF (instead of +1).  
LGF with brown: +1LF (instead of 0).

Climate: temperate and cold (white hatching) + sea

**RISK OF SHIPWRECK**

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

**UNIT 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 each group of min. 1 - max. 5 units
<b>LOW MORAL</b> (10-29 PP) no effect
<b>AVERAGE MORALE</b> (30-49 PP) for every 4 units (defense): + 1 shield in front of the army
<b>HIGH MORALE</b> (50-69 PP) every 4 units (defense): + 1 shield in the vanguard against a rival (offense): for every 3 units: +1 sword against a non-rival (offense): for every 4 units: +1 sword
<b>VERY HIGH MORALE</b> (70+ PP) for every 3 units (defense): + 1 shield in the vanguard against a rival (offense): for every 3 units: +1 sword against a non-rival (offense): for every 4 units: +1 sword

**VIKINGS 800 AD**

**Vikings:**  
Ships can move on a LGF adjacent to a SGF without landing (except in the mountains).  
Ships still act as ships in combat on a LGF.  
Ships may move on rivers (= on LGFs containing rivers) without landing.  
They cannot jump between rivers.  
Attack possible, but withdrawal to fortifications forces a landing.  
Fleet (= free move in MOVE-Special) formed from 1 unit of ships.  
Looting outside the Viking homeland (all Vikings) does not cost prestige (-4 PP/LGF), but adds it (+4 PP/LGF).  
**British islands:**  
Fishing is always successful.  
**Franks:**  
Starts with one fortification token at one village.  
**Slavs and Balts:**  
Start with 7 units of LI, but no Transport Ships or dock. LI units allowed to be sold for +1 gold.

Climate: temperate and cold (white hatching) + sea

**TAIFAS 1050 AD**

**Christian Reinos** (bonuses valid only in Iberia):  
Full brown LGF: +2LF (instead of +1).  
LGF with brown: +1LF (instead of 0).  
All Taifas are Rivals.  
**Muslim Taifas** (includes Balearic Islands):  
Cannot recruit LI units.  
Optional Mercenary price: -10 PP A -1 gold.  
**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 game 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

**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 without feeding phase this round 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 roll three times.

**LEVEL OF COMMAND**

First purchase directly. Upgrade by paying the difference. No salaries paid: reduced to WITHOUT COMMANDERS.

<b>WITHOUT COMMANDERS</b> no bonuses work except terrain bonuses (starting 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 MOVE-Special

**ORIENT 1550 BC**

**Egypt:** Player may place 1 city instead of 3 villages.  
They start without a herd of pigs and with 3 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:** Ports reward +3 in TAXES or FESTIVALS instead of +2.  
**Mitanni:** Buying two LI units in a round rewards a third one for free.  
**Assyria:** Optional Mercenary price: -10 PP A -1.  
Cannot recruit LI units.  
**Babylon:** Player may place 1 city instead of 3 villages.  
They start without a herd of pigs and with 3 LI units.  
**Elam:** Can buy War Elephants.  
**Kassites:** Looting in lowlands +4 PP (instead of -4 PP).  
**Hurrians:** Full brown LGF: +2LF (instead of +1).  
LGF with brown: +1LF (instead of 0).  
**Oasis:** Oasis is standard LGF.  
Controlling Oasis enables crossing Roads safely.  
**Roads:** (permanently neutral GF = never combat):  
Roll a D6 for each unit. If a 6 is rolled, the unit is destroyed. Safe passage costs -1 gold.  
If Oasis is controlled, then the owner is paid.  
**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:** GF available to 1 player. They place 1 city instead of 3 villages. They start without a herd of pigs and with 3 LI units. They are 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:** Ports reward +3 in TAXES or FESTIVALS instead of +2. 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.  
They use Transhumance (Feeding - red mode).  
**Alans:** They can offer ransom to the Huns valid for the whole game (paid once).  
**Visigoths:** Every time a Roman buys Mercenaries, receive +2 gold. Can dismantle a village for +4 gold.  
LI may cross impassable (black) borders in mountains.  
**Ostrogoths:** Can dismantle a village for +4 gold.  
Only 1 unit needed to build a village in 4 rounds.  
**Slavs:** LI units can be sold for +1.  
Full turquoise LGF: +2LF (instead of +1).  
LGF with turquoise: +1LF (instead of 0).  
**Black rivers:** Each of the black sections can only be crossed in winter if 5 or 6 (D6) is rolled. Black river can also be crossed when there are ships in black section.  
**Looting:** For Romans and Constantinople: looting the right coast of Danubius LGFs yields +4 PP.  
For non-Romans: looting the left coast yields +4 PP.

In the final graphic of the map the south (instead of north) part is with hatching.  
Climate: subtropical (white hatching) and temperate + 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 herds)		
🎲	🎲	—
<b>NORMAL WEATHER</b> (no effect)		
🎲	🎲	🎲
<b>BAD WEATHER</b> (movement on land not possible)		
—	🎲	🎲
<b>SGF - GOOD WEATHER</b>	<b>SGF - BAD WEATHER</b>	
🎲	🎲	

**ABBREVIATION**

A - and at the same time  
X - either or

**AP - Agriculture Point**  
CBT - cardboard token  
CF - Connected Fields  
CU(S) - Completed  
Uncircled (Settlement)  
D6 - six-sided dice  
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

**BUILDINGS Tokens:**

🏠 VILLAGE (settlement)  
🏙️ CITY (settlement)  
🚢 DOCK (shipyard)  
🚢 PORT (shipyard)  
🏰 FORTIFICATION (max 1 per settlement)

**COMMODITIES Tokens:**

🌾 GRAIN  
🐟 FISH  
🐑 HERD OF SHEEP  
🐷 HERD OF PIGS  
🐮 HERD OF CATTLE  
🐎 HERD OF HORSES  
🥩 MEAT

**PLAYER COMPONENTS**

20 cubes (limited standard units)  
15 tiles (buildings)  
15 tiles (diplomacy, VP)  
10 colored blocks (herds, mercenaries)  
35 yellow dices (grain, gold)  
10 red octagons (fish, looted LGF)  
Player board (gold, PP, diplomacy)  
**COMMON COMPONENTS**  
81 doubled-sided CBT (cardboard tokens)  
3 red blocks (year, subphase, battle phase)  
26 game dice (D6, White, Blue, Red)  
4 Player Aids  
Game Plan  
1 Victory Points board  
4 Overview boards  
(White - Green - Yellow - Red mode)  
1 Start bonuses board  
1 Morale / Command board  
2 Battle boards

**UNITS Tokens:**

👤 LIGHT INFANTRY  
white dice, 1 Life, can build  
👤 HEAVY INFANTRY  
red dice, 2 Lives, never move in MOVE-Retreat  
👤 SIEGE ENGINES  
no attack, 1 Life, cannot move, - 4 shields from LF  
👤 CAVALRY  
red dice, 2 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  
blue dice, 2 Lives, cost 2 gold annually, not fed  
👤 CORSAIRS  
4 white dice, 3 Lives, cannot move, not fed or paid  
👤 WAR ELEPHANTS  
2 red dice, 3 Lives, can charge, never re-rolls

**MOVE (2) UNITS**  
Each unit has a capacity of one movement into an adjacent field. Movement of up to two spaces can be achieved by combining unit and ship movement.

**MOVE (3) SPECIAL**  
Only units outside a locked field (containing a foreign unit before the sub-phase and throughout the sub-phase): Each unit has a capacity of one SPECIAL movement (for 14PP, ride, army, fleet, transport and brilliant commanders).

**MOVE (3) HERDS**  
Outside a locked field: Herds, stored grain and fish can be moved within CF (but only by 1 LGF across the sea).

**MOVE (4) RETREAT, ATTRITION**  
Outside a locked field: Units can retreat to an adjacent field with their own completed settlement or retreat to ships on an uncontested SGF. Ships can retreat to shipyards. Attrition (permanently neutral LGF / shipwrecking / weather, no supply, encircled, mountains).

**COMBAT (5) WITHDRAWAL**  
It is possible to withdraw units and commodities to a CUS on the same game field. An encirclement (loss of connectivity) occurs. A 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 are in the vanguard/standard/ in the rearguard). At the end VP and PP are counted.

**COMBAT (6) SIEGE**  
Optional attack without shields for attackers. The attackers 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 A blue dice). After breaking through the fortifications defenders lose LF bonus and attackers regain defensive bonus. At the end of this phase count VP and PP.

**COMBAT (7) LOOTING**  
Units can loot a controlled LGF (gain +1 gold if CF to CUS). Mark LGF with red token. PP effect. Sown grain or herds on LGF can also be destroyed. After successful siege building is destroyed and looted (village +2 gold; port +4; city +6) X is degraded. Undefined is seized.

**REAR (8) TRAINING**  
Representation of training progress since the last round. After combat experience (max 1 level) is added here.

**REAR (8) CONSTRUCTION**  
Representation of construction progress (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 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 A must be connected to a CUS A must have the presence of units or CUS (be controlled). Only here can you pay Ransom or Aid.  
If the white text salaries appears (once / twice a year), you have to pay your mercenaries (except ones bought in current round).

**REAR (9) TRADE, SALARIES**

**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 if you have the capacity to store them (dock 2 fish, port 4).

**NEW YEAR BREEDING**  
Award VP for acquired units for the past year (based on unit value in PP). Top up your prestige to 7 PP if you have under 7 PP.  
For every two equal herds, take a new herd from the supply and place it on controlled LGF on the map. For odd herd roll D6: 1,2 = success.  
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.

**SOWING**

**WEATHER (YIELDS)**  
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).

**YIELD**  
Place grain tokens from the supply on each sown grain: 3 on a yellow field; 2 on a green; 1 on a brown or turquoise field.

**TAXES**  
Earning gold from CUS tax collection (village +1 gold, 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.

**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) 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).

**WEATHER (WINTER)**  
The D6 roll determines the winter weather in climate region 1, climate region 2 and for all seas:  
good (no need to feed herds), normal (no impact), bad (no land movement, storms on all seas).

**SALARIES**  
-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 disbanded. Standard salaries (white text) occur in trade phase once / twice a 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. CF required. Unfed lost. Excess meat can be sold. Unfed and encircled settlements surrender to attacker. First attacker then defender (encircle).

**SPECIAL PHASE**

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

**SPECIAL PHASE**

⑪

**GAME BORDERS**

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

impassable borders  
valid borders land  
sea  
circle for islands

**LGF COLOR**

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

grain yield bonus  
LF

**LGF CAPACITY**

🏠 unlimited units	LGF active controlled
🏠 1 village	LGF passive controlled
🏠 1 city	settlement upgrade
🚢 1 dock	shipyard extension
🚢 1 port	shipyard upgrade
🏰 1 fortification	defensive extension
🌾 1 sown grain	LGF owned
🐑 1 - 2 herds	LGF owned

**PLAYER STARTING 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

valid in all modes (white) only FAST  
BASIC, ORIGINAL, EXTENDED mode (green) only BASIC  
ORIGINAL and EXTENDED mode (yellow)  
valid in EXTENDED mode (red)

**STORAGE CAPACITIES AND LIMITS OF BUILDINGS**

BUILDING	STORAGE	PURCHASE	UPGRADE X TRAINING
village	5 grain 5 units	1 LI unit	1 unit
city	10 grain 10 units 2 fed herds	2 LI units	2 units
dock	2 fish	-	1 ship
port	4 fish	-	2 ships
fortification	+1 grain +1 unit	-	-

**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**

- Each player draws one Rival token from the stack (made of one diplomacy tile per player in game)
- Each player rolls 6 white dice. (most swords determines first player for prelude)
- First player places 1st village tile on a LGF. (and then other players clockwise)
- Last player places 2nd village tile on a LGF. (and then other players counterclockwise)
- First player places 3rd village tile on a LGF. (and then other players clockwise)
- Last player may relocate one village tile. (and then other players counterclockwise)
- All players place remaining components on their three LGFs. If a player has no coastal village, they start with an extra 2 LI and 2 gold instead of a dock and Transport Ship.
- On the player board: place gold disc on 5, rival tile on RIVAL; set tiles to 0 on the VP scale.
- Place red blocks on first subphase and year on the overview board.

**REGULAR SUBPHASES**

**MOVE (2) UNITS**  
Each unit has a capacity of one movement into an adjacent field. Movement of up to two spaces can be achieved by combining unit and ship movement.

**MOVE (3) SPECIAL**  
Only units outside a locked field (containing a foreign unit before the sub-phase and throughout the sub-phase): Each unit has a capacity of one SPECIAL movement (for 14PP, ride, army, fleet, transport and brilliant commanders).

**MOVE (3) HERDS**  
Outside a locked field: Herds, stored grain and fish can be moved within CF (but only by 1 LGF across the sea).

**MOVE (4) RETREAT, ATTRITION**  
Outside a locked field: Units can retreat to an adjacent field with their own completed settlement or retreat to ships on an uncontested SGF. Ships can retreat to shipyards. Attrition (permanently neutral LGF / shipwrecking / weather, no supply, encircled, mountains).

**COMBAT (5) WITHDRAWAL**  
It is possible to withdraw units and commodities to a CUS on the same game field. An encirclement (loss of connectivity) occurs. A 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 are in the vanguard/standard/ in the rearguard). At the end VP and PP are counted.

**COMBAT (6) SIEGE**  
Optional attack without shields for attackers. The attackers 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 A blue dice). After breaking through the fortifications defenders lose LF bonus and attackers regain defensive bonus. At the end of this phase count VP and PP.

**COMBAT (7) LOOTING**  
Units can loot a controlled LGF (gain +1 gold if CF to CUS). Mark LGF with red token. PP effect. Sown grain or herds on LGF can also be destroyed. After successful siege building is destroyed and looted (village +2 gold; port +4; city +6) X is degraded. Undefined is seized.

**REAR (8) TRAINING**  
Representation of training progress since the last round. After combat experience (max 1 level) is added here.

**REAR (8) CONSTRUCTION**  
Representation of construction progress (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 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 A must be connected to a CUS A must have the presence of units or CUS (be controlled). Only here can you pay Ransom or Aid.  
If the white text salaries appears (once / twice a year), you have to pay your mercenaries (except ones bought in current round).

**REAR (9) TRADE, SALARIES**

**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 if you have the capacity to store them (dock 2 fish, port 4).

**NEW YEAR BREEDING**  
Award VP for acquired units for the past year (based on unit value in PP). Top up your prestige to 7 PP if you have under 7 PP.  
For every two equal herds, take a new herd from the supply and place it on controlled LGF on the map. For odd herd roll D6: 1,2 = success.  
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.

**SOWING**

**WEATHER (YIELDS)**  
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).

**YIELD**  
Place grain tokens from the supply on each sown grain: 3 on a yellow field; 2 on a green; 1 on a brown or turquoise field.

**TAXES**  
Earning gold from CUS tax collection (village +1 gold, 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.

**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) 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).

**WEATHER (WINTER)**  
The D6 roll determines the winter weather in climate region 1, climate region 2 and for all seas:  
good (no need to feed herds), normal (no impact), bad (no land movement, storms on all seas).

**SALARIES**  
-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 disbanded. Standard salaries (white text) occur in trade phase once / twice a 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. CF required. Unfed lost. Excess meat can be sold. Unfed and encircled settlements surrender to attacker. First attacker then defender (encircle).

**SPECIAL PHASES**

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Each unit has a capacity of one movement into an adjacent field. Movement of up to two spaces can be achieved by combining unit and ship movement.

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Outside a locked field: Herds, stored grain and fish can be moved within CF (but only by 1 LGF across the sea).

**MOVE (4) RETREAT, ATTRITION**  
Outside a locked field: Units can retreat to an adjacent field with their own completed settlement or retreat to ships on an uncontested SGF. Ships can retreat to shipyards. Attrition (permanently neutral LGF / shipwrecking / weather, no supply, encircled, mountains).

**COMBAT (5) WITHDRAWAL**  
It is possible to withdraw units and commodities to a CUS on the same game field. An encirclement (loss of connectivity) occurs. A 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 are in the vanguard/standard/ in the rearguard). At the end VP and PP are counted.

**COMBAT (6) SIEGE**  
Optional attack without shields for attackers. The attackers 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 A blue dice). After breaking through the fortifications defenders lose LF bonus and attackers regain defensive bonus. At the end of this phase count VP and PP.

**COMBAT (7) LOOTING**  
Units can loot a controlled LGF (gain +1 gold if CF to CUS). Mark LGF with red token. PP effect. Sown grain or herds on LGF can also be destroyed. After successful siege building is destroyed and looted (village +2 gold; port +4; city +6) X is degraded. Undefined is seized.

**REAR (8) TRAINING**  
Representation of training progress since the last round. After combat experience (max 1 level) is added here.

**REAR (8) CONSTRUCTION**  
Representation of construction progress (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 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 A must be connected to a CUS A must have the presence of units or CUS (be controlled). Only here can you pay Ransom or Aid.  
If the white text salaries appears (once / twice a year), you have to pay your mercenaries (except ones bought in current round).

**REAR (9) TRADE, SALARIES**

**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 if you have the capacity to store them (dock 2 fish, port 4).

**NEW YEAR BREEDING**  
Award VP for acquired units for the past year (based on unit value in PP). Top up your prestige to 7 PP if you have under 7 PP.  
For every two equal herds, take a new herd from the supply and place it on controlled LGF on the map. For odd herd roll D6: 1,2 = success.  
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.

**SOWING**

**WEATHER (YIELDS)**  
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).

**YIELD**  
Place grain tokens from the supply on each sown grain: 3 on a yellow field; 2 on a green; 1 on a brown or turquoise field.

**TAXES**  
Earning gold from CUS tax collection (village +1 gold, 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.

**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) 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).

**WEATHER (WINTER)**  
The D6 roll determines the winter weather in climate region 1, climate region 2 and for all seas:  
good (no need to feed herds), normal (no impact), bad (no land movement, storms on all seas).

**SALARIES**  
-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 disbanded. Standard salaries (white text) occur in trade phase once / twice a 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. CF required. Unfed lost. Excess meat can be sold. Unfed and encircled settlements surrender to attacker. First attacker then defender (encircle).

REAR-TRADE UNITS [●] gold limit 20 cubes per game per player * in the mountains, wetlands, on ships and during sieges	Light Infantry	Heavy Infantry	Siege Engines	Cavalry	Transport Ships	War Ships	Mercenaries	Corsairs	War Elephants	REAR TRADE COMMODITIES [●] gold	WITHOUT PORT	WITH PORT	FEEDING (CF needed), m = meat All herds must be fed (X slaughtered). Then all units and settlements must be fed (X destroyed). Unfed and encircled settlement surrender to attackers automatically.
requirement	village	city	village	remove herd of horses for up to 2 units	dock	port	village	dock	be in the desert (Italia), be Elam (Orient)	BUY	SELL	BUY	SELL
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	cannot move, -4 shields from LF	can ride, can charge	carries up to 3 units	free move in Move-Retreat	+ with start bonus: cost -1 A -10 PP	cannot move, not fed or paid	can charge, never re-rolls				
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4 A -2 PP	-10 X -16 PP	--				
by upgrading	--	-3	-2	-8 -4	-2	-3	--	--	-6				
downgrading out of location	--	0	0	0	Landing	Landing	--	--	0				
downgrading 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 (1)	+during siege: 2 (1)	1, in the rearguard	2 (1)	1, in the rearguard	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 - CONSTRUCTION

LI construction progress is represented by rotating units 90° clockwise for each minimum number of units per round). Enter site: Only in REAR-Trade. Exit site: 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, rounded up.

2 LI units at a construction site

### COMBAT BONUSES

(bonuses stack)

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 starting with units in the vanguard, then standard. Destroyed units in the rearguard are then chosen by the defender. 1 sword remove 1 life or 1 shield. 3 dice without sword = 1 sword. 2 free (unused) swords = 1 shield. X 2 free (unused) swords = 1 sword in next battle round. Units that will remain at a construction site: In the rearguard and have full lives, but half attack and bonuses (rounded down). 5 units = +1 shield (in the vanguard). Against RIVAL: 4 units = +1 sword (valid with 3 or more 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

Place max 1 red token (●) on the LGF:  
- unlock sowing for 1 year costs 1 grain  
- no more taxes, recruits or 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

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

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 units -1  
CU city -2  
CU village -1

Double the price is paid for an encircled unit or settlement.

A unit without connection (CF) to a CUS must be disbanded.

### PRESTIGE

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

+2 for destruction of a LI unit  
+4 for destruction / capture of shipyards  
+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 a rival's LGF => -4  
Loss of 1VP (compared to the last round) => -4  
Surrendering as a vassal => -8  
For receiving gold from another player (aid) => -8  
-2 for buying twice as many units in 1 settlement (once)  
-4 to re-roll 2 of your dice in COMBAT X for re-roll 1 D6 (once)  
-6 in battle for attacker to choose 1 target from rearguard  
-8 to choose an additional rival  
-10 for Mercenaries (A -1 gold in REAR-Trade)  
This is only allowed for specific factions as starting bonus.  
-12 for units to build twice in REAR-Construction (1 round)  
-14 to give each unit a capacity of 1 move in MOVE-Special (1 round)  
-16 for Corsairs (in REAR-Trade, for 1 unit)

Prestige held:  
30+ PP: building price reduced by 1 gold  
50+ PP: construction speed doubled  
70+ PP: one of the MIGHT objectives  
A see Morale of units

### 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	village [2 units]	[ ]	4 3 2
-5	city [4 units] (village upgrade)	[ ] [ ]	4 3 2
-2	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. Cancel building outside Combat = +1 gold. Only one construction on LGF.

### VICTORY

A player can win in four ways (immediately to Sovereignty, after 5 years to Importance). Achieving Dominance / Might must be announced first by the player and at the end of the next round a check is made. If the 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) 14 LGF (control X own)
  - B) 9 settlements (CU)
  - C) 40 Agricultural Points
  - D) 2 cities (CU)
  - E) 70 Prestige Points
- IMPORTANCE: Scoring after 5 years. Condition: Winner must be able to feed (pay) all settlements (as well as minor goal C; sown grain is also counted here).

For every valid truce/vassalage: as recipient/lord - conditions reduced by: 2 VP (also when holding 1 minor goal), 2 LGF (also when holding 5+ VP), 1 CUS (also when holding 5+ VP), 5 AP (also when holding 5+ VP), no reduction or increase from cities 10 PP (also when holding 5+ VP).

### DOMINANCE

[VP]

Conquest / loss of a city	+8 / -8
Conquest / loss of a village	+4 / -4
Vassalage	+2 / -1
Tribute or Ransom	+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 Ransom	+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	

### 40 AGRICULTURE POINTS

2 fish X 1 stored grain	1 AP
1 herd of sheep	2 AP
1 herd of pigs X horses	4 AP
1 herd of cattle	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 A with unit/settlement

### 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.

### TRAINING

You can increase the experience level of units without combat. It is bought in REAR-Trade for units on LGF with CUS (same conditions as upgrades). One level costs 2 gold for one unit and takes one round (a 90° turn in REAR-Training).

Training CBT: Veteran, Standard, Experienced

### UNIT EXPERIENCE

Combat X Training

Combat experience improves unit abilities. 1 unit receives a level up for destroying 1 unit. Max 1 level up per unit per game round.

RECRUIT UNITS (in REAR-Trade: place white CBT under unit) in the vanguard A can never re-roll (for 4 PP, etc.) A 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 rearguard A 1 free re-roll

VETERAN UNITS (place black CBT under unit) in the rearguard A 1 free re-roll, best result A +1 life

ELITE UNITS (place gold CBT under unit) in the rearguard A 2 free re-rolls, best result A +1 life A as 2 units for bonuses and construction

Siege Engines: Recruit -3 (shields), Standard -4, Experienced -5, Veteran -6, Elite -7

### MOVEMENT LIMITS

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