

Start bonuses for each map - one faction only

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

Player Aid

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).	
Bristish 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.
WITHOUT COMMANDERS no bonuses work except terrain bonuses (starting 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 MOVE-Special

More information from extended mode

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
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 herds)		
		—
NORMAL WEATHER (no effect)		
BAD WEATHER (movement on land not possible)		
—		
SGF - GOOD WEATHER		SGF - BAD WEATHER

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ABBREVIATION	Tokens:
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:	Tokens:
	GRAIN
	FISH
	HERD OF SHEEP
	HERD OF PIGS
	HERD OF CATTLE
	HERD OF HORSES
	MEAT
PLAYER COMPONENTS	Tokens:
20 cubes (limited standard units) 15 tiles (buildings) 15 tiles (diplomacy, VP) 10 colored blocks (herds, mercenaries) 35 yellow discs (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. 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. 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.
COMBAT (6) SIEGE	Representation of training progress since the last round. After combat experience (max 1 level) is added here.
COMBAT (7) LOOTING	Representation of construction progress (LI units' work) since the last round (more LI units are faster: maximum 4).
REAR (8) TRAINING	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.
REAR (8) CONSTRUCTION	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	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).
REAR (10) FISHING	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.
NEW YEAR BREEDING	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.
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), 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 (encircl.).

Player Aid

Information about game (sub)phases

Pre-game information

SPECIAL PHASE		
② UNITS	③ MOVE SPECIAL, HERDS	④ RETREAT, ATTRITION
⑤ WITHDRAWAL, BATTLE	⑥ COMBAT	⑦ LOOTING
⑧ TRAINING, CONSTRUCTION	⑨ REAR TRADE, SALARIES	⑩ FISHING
⑪ SPECIAL PHASE		
GAME BORDERS 		LGF COLOR
LGF CAPACITY 		PLAYER STARTING COMPONENTS

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	 1 LI unit	 1 unit
	5 units		
	1 fed herd		
city	10 grain	 2 LI units	 2 units
	10 units		
	2 fed herds		
dock	2 fish	-	 1 ship
	2 ships		
port	4 fish	-	 2 ships
	4 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			
1) Each player draws one Rival token from the stack (made of one diplomacy tile per player in game)			
2) Each player rolls 6 white dice. (most swords determines first player for prelude)			
3) First player places 1st village tile on a LGF. (and then other players clockwise)			
4) Last player places 2nd village tile on a LGF. (and then other players counterclockwise)			
5) First player places 3rd village tile on a LGF. (and then other players clockwise)			
6) Last player may relocate one village tile. (and then other players counterclockwise).			
7) 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.			
8) On the player board: place gold disc on 5, rival tile on RIVAL: set tiles to 0 on the VP scale.			
9) Place red blocks on first subphase and year on the overview board.			

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	Standard land units			Standard naval units			Special units
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
requirement	village	city	village	remove herd of horses for up to 2 units	dock	port	village
location	settlement	city	encircled settlement	settlement	shipyard	port	settlement
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 Λ -10 PP
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4 Λ -2 PP
by upgrading	--	-3	-2	-8 -4	-2	-3	--
downgrading out of location	--	0	0	0	Landing	Landing	--
downgrading in location	--	+3	0	+4	+2	+3	--
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)
standard lives (*)	1 (1)	+during siege: 2 (1)	1, in the rearguard	2 (1)	1, in the rearguard	2	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

	Corsairs		War Elephants	
		outside cube limit no training		outside cube limit no experience
dock			be in the desert (Italia), be Elam (Orient)	
SGF adjacent with controlled GF			desert (Italia), Elam (Orient)	
cannot move, not fed or paid			can charge, never re-rolls	
-10 X -16 PP			--	
--			-6	
--			0	
--			+6	
4 white dice			2 red dice (no dice)	
3			3 (2)	
-- (--)			3 (--)	
--			1 (+2 grain)	

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.	
1 : = 2m X = 3m	
1 : = 3m X = 5m	
1 : = 4m X = 7m	
1 : X = 5m	
1 unit OR 1 village: -1 X -2 X -1m X destroy	
1 unused meat = 1 gold 1 city acts 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

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.

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 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 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 (Λ -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
Λ see Morale of units

	REAR-TRADE			limit 15 tiles per game		
	PRICE	BUILDINGS	TOKEN	TIME		
	[●] gold	[minimum number of LI units]		Game rounds		
	Λ [●] PP			(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. 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.

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 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: as payer, vassal - conditions increased 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]	Importance	
Conquest / loss of a city	+8 / -8	1 Tribute	+1 / -1 pt
Conquest / loss of a village	+4 / -4	1 Ransom	+2 / -2 pts
Vassalage	+2 / -1	1 Vassalage	+3 / -3 pts
Tribute or Ransom	+2 / -1	1 Aid	+1 / -2 pts
Aid	+1 / -0	1 Victory Point	1 pt
stolen/destroyed/lost herd	+1/0/-1	1 LGF (control X own)	1 pt
stolen/destroyed/lost grain	+1/0/-1	1 Settlement (CU)	1 pt
battle won/draw/lost:	+1/0/-1	5 Agricultural Points	1 pt
for eliminated units in New Year (total counted for the past year):		1 City (CU)	1 pt
0-9 PP	+0 / -0	10 Prestige Points	1 pt
10-19 PP	+1 / -1	Tiebreak - gold	
20-29 PP	+2 / -2		
30+ PP	+3 / -3		

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

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.

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 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 rearguard Λ 1 free re-roll	
VETERAN UNITS (place black CBT under unit) in the rearguard Λ 1 free re-roll, best result Λ +1 life	
ELITE UNITS (place gold CBT under unit) in the rearguard Λ 2 free re-rolls, best result Λ +1 life Λ 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.