

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 A -10 PP
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4 A -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)

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

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 : ~~X~~ = 2m X ~~X~~ = 3m
 1 : ~~X~~ = 3m X ~~X~~ = 5m
 1 : ~~X~~ = 4m X ~~X~~ = 7m
 1 : ~~X~~ X ~~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.

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

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.

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

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

PRICE [●] gold A [●] PP	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.

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
 5 AP (also when holding 5+ VP), no reduction or increase from cities
 10 PP (also when holding 5+ VP).

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).

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

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

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

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 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

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).

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.