

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
- CORSAIRS
4 white dice, 3 Lives, cannot move, not paid

ABBREVIATION

A - and at the same time
 X - either or
 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
 Pt - Point
 SGF - Sea Game Field
 VP - Victory Point

SEQUENCE OF SUBPHASES WITHIN THE GAME ROUND

① MOVE		② RETREAT	
UNITS		RETREAT	
③ COMBAT		⑤ LOOTING	
WITHDRAWAL, BATTLE		SIEGE	
④		⑥	
TRAINING, CONSTRUCTION		TRADE	
⑦ REAR			
⑧ SPECIAL PHASE			

PLAYER COMPONENTS

20 cubes (limited standard units)
 15 tiles (buildings)
 15 tiles (diplomacy, VP)
 10 color blocks (herds, Mercenaries)
 35 yellow discs (grain, gold)
 10 red octagons (looted LGF)
 Player board (gold, diplomacy)

COMMON COMPONENTS

81 doubled-sided CBT (cardboard tokens)
 2 red blocks (year, subphase on overview board)
 26 game dice
 2 Player Aids
 Game Plan
 Victory Points board
 Overview board 1 (Fast mode)

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

GAME BORDERS

2-3 players: impassable borders
 4-7 players: valid borders
 8-12 players: circle for islands

LGF COLOR

	0
	0
	+1
	+1
	0
	0
	0
	+1

level of fortification

PLAYER'S SETUP COMPONENTS

3 villages 5 Light Infantry 5 gold

1 dock 1 Transport Ships 0 Victory Points

BUILDINGS Tokens:

- VILLAGE (settlement)
- CITY (settlement)
- DOCK (shipyard)
- PORT (shipyard)
- FORTIFICATION (max 1 per settlement)

LARGE ARMY

+1 red = +1 unit
 (2 units LI = cube + 1 red)

+1 yellow = +3 units
 (10 units LI = cube + 3 yellow)

STORAGE CAPACITIES AND LIMITS OF BUILDINGS

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

- ### 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.
 - 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.

MOVE (1) 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 (2) 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).
COMBAT (3) 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 (3) BATTLE	Attack (dice roll), bonuses, losses, life recovery, escape option. 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 are counted.
COMBAT (4) 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.
COMBAT (5) LOOTING	Units can loot a controlled LGF (gain +1 gold if CF to CUS). Mark LGF with red token. After successful siege building is destroyed and looted (village +2 gold; port +4; city +6) X is degraded. Undefended is seized.
REAR (6) TRAINING	Representation of training progress since the last round. After combat experience (max 1 level) is added here.
REAR (6) CONSTRUCTION	Representation of construction progress (LI units' work) since the last round (more LI units are faster: maximum 4).
REAR (7) TRADE	You can buy, upgrade and train 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 be controlled. Only here can you pay Ransom or Aid.
TAXES (8)	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.
SALARIES (8)	-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 disband. When encircled, the attacker must pay first.

TAXES [] gold income

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

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

SALARIES [] gold payment

Cavalry	-2
Mercenaries	-2
other units	-1
CU city	-2
CU village	-1

Double the price is paid for a encircled unit or settlement. A unit without connection (CF) to a CUS must be disbanded.

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)
- 4) IMPORTANCE: Scoring after 5 years. Condition: Winner must be able to payed all settlements.

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).

WHITE DICE

D6

BLUE DICE

RED DICE

DOMINANCE

Conquest / loss of a city	[VP] +8 / -8
Conquest / loss of a village	+4 / -4
Vassalage	+2 / -1
Tribute	+2 / -1
Ransom	+2 / -1
Aid	+1 / -0
battle won/draw/lost:	+1/0/-1

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
Tiebreak - gold	

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
requirement	village	city	village	village	dock	port	village	dock
location	settlement	city	encircled settlement	settlement	shipyard	port	settlement	SGF adjacent with controlled GF
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	fight equally in all conditions	cannot move, not paid
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4	-10
by upgrading	--	-3	-2	-8	-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)	4 white dice
standard lives (*)	1	+during siege: 2 (1)	1, in the rearguard	2 (1)	1, in the rearguard	2	2 (2)	3
size for ships (salaries)	1 (1)	1 (1)	-- (1)	2 (2)	-- (1)	-- (1)	1 (2)	-- (0)

COMBAT - LOOTING

[●] gold income

each LGF +1

Place a max 1 red token [●] on the LGF:

- No more taxes and recruits from LGF.
- removal: complete settlement construction X pay 3 gold.
- Never LGF with your settlement.
- 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.

UNIT EXPERIENCE

Leveling up through 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

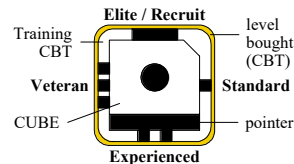
ELITE UNITS

(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).



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): 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.

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	settlement village [2 units]		2
-5	settlement city [4 units] (village upgrade)		2
-2	shipyard dock [1 unit]		2
-4	shipyard port [2 units] (dock upgrade)		2
-2	fortification [1 unit] (max 1 per settlement)	+	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.

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.

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).

2 LI units at a construction site

