

Errata

v0.992

General:

◦ 2 sheets of Player Aids for White mode only are replaced by 2 sheets of First game.

From White Mode:

◦ Final scoring: not looted LGF 2 points, looted LGF 1 point.

◦ Any ship may enter a coastal LGF with a small river without landing (Only Vikings enter any coastal HPZ or further down a small river). If they are destroyed in combat, the CBT of the empty ships is placed in the appropriate LGF.

◦ Mercenaries are not trained. Mercenaries and Corsairs can be bought with higher experience levels for additional gold.

◦ You cannot build in a encircled settlement. Settlement construction can be attacked directly without siege (shipyard or fortification construction is protected by the settlement).

◦ During a siege, units generally have standard lives but modified attack.

From Yellow Mode:

◦ War Elephants can be separated during siege (as CBT). A detached unit acts as light infantry during a siege. If destroyed, the War Elephants' CBT remains on the respective LGF for regaining.

v0.993

General:

◦ Total of 6 game variants: casual players (First game, Basic game), experienced players (White mode, Green mode), hardcore players (Yellow mode, Red mode).

◦ First game is reduced compared to White mode by: rivals, diplomacy, attrition, looting, unit experience, recruitment, non-standard unit attack, non-standard unit lives, part of combat bonuses, cities, fortifications, heavy infantry, cavalry and corsairs. The number of units and buildings is not limited. Game objectives are limited to one. The base game is reduced compared to green mode by: cattle herds, horse herds, agriculture points.

◦ Reworking of the game rules to 40 pages with more pictures and explanations (+colours of 2 new variants: grey, dark green). The abbreviation LF (level of fortification) has been replaced by SDL (settlement defence level). However, in some places it still remained LF by mistake. There may be other inaccuracies and ambiguities in the texts. They will be corrected in the new - 40-page - version of the rules (v0.995) on 30.9.2023.

◦ On the 2 sheets of the First Game (white background) there is also a Basic Game (light green background) = Player card for casual players.

◦ Optional rule for simultaneous play. When a player passes, they must pass a specific unit.

~~◦ During the First and Basic Game you can also keep track of the Total Points on the Victory Points Scale → use the cube.~~

◦ On permanently neutral fields - only desert paths are fought on.

◦ Ships can only be bought and sold in shipyards.

◦ From Yellow Mode: Only connected herds can be considered for breeding.

v0.994

General

◦ Rival is valid in the First and Basic game.

◦ Move-Retreat is renamed to Move-Regroup. Combat-Withdrawal is renamed Combat-Retreat.

◦ The game is divided into Core Content (2 casual modes) and Supplementary Content (4 complete modes).

◦ Optional: A diplomatic token can be placed on the grain to mark disputed sown grain.

◦ Added Game Board number 14 - Total Points Scale.

◦ Total points are only evaluated at the end of the year. If someone is ahead by 12 points, the game ends. Total points are calculated only at the end of the last round of the year (recommended also at the end of the second to last round of the year; optional at the end of each round).

◦ new board of cardboard chips 21x28 cm - added: Food Need (8x), Food/Meat (8x), Building Income (8x), LGF Income (8x).

◦ Income from buildings: optional trace of income from buildings during the first half of the year.

◦ Income from LGF: Optional tracing of income from LGF during the first half of the year.

◦ Food need: Optional tracing of food need for units and settlements during the second half of the year.

◦ Food: Optional tracing of the player's total food supply (fish, grain, meat) during the second half of the year. This corresponds to a small target of 50 food.

◦ Meat: Optional tracing of the number of meats obtained during the feeding phase.

From Green Mode:

◦ 40 Agriculture points (for herds 2-4-6-4) are replaced by 50 Food points (for herds 3-5-7-5). 1 Food = 2 Fish = 1 Grain = 1 Meat. Herds (animals) can still only be fed with grain, units and settlements can be fed with food.

From Yellow Mode:

◦ Transport is cancelled.

◦ Grey LGF - sheep only; brown and turquoise LGF - pigs or sheep only; green or yellow LGF - any herd.