













YELLOW MODE (Original) year of play	TRUCE IN FORCE			TRUCE IN FORCE			TRUCE IN FORCE			TRUCE IN FORCE			TRUCE IN FORCE			TRUCE IN FORCE																	
1	 WINTER			SPRING						SUMMER						 AUTUMN 			WINTER														
2	NEW YEAR			BREEDING, SOWING AND YIELDS			TAXES			UNITS	MOVE SPECIAL, HERDS		REGROUP, ATTRITION		UNITS	MOVE SPECIAL, HERDS		REGROUP, ATTRITION		UNITS	MOVE SPECIAL, HERDS		REGROUP, ATTRITION										
3	UNITS	MOVE SPECIAL, HERDS		REGROUP, ATTRITION		UNITS	MOVE SPECIAL, HERDS		REGROUP, ATTRITION		UNITS	MOVE SPECIAL, HERDS		REGROUP, ATTRITION		RETREAT, BATTLE	COMBAT SIEGE		LOOTING		RETREAT, BATTLE	COMBAT SIEGE		LOOTING									
4	RETREAT, BATTLE	COMBAT SIEGE		LOOTING		RETREAT, BATTLE	COMBAT SIEGE		LOOTING		RETREAT, BATTLE	COMBAT SIEGE		LOOTING		EXPERIENCE, CONSTRUCTION	REAR TRADE		FISHING		EXPERIENCE, CONSTRUCTION	REAR TRADE		FISHING									
5	EXPERIENCE, CONSTRUCTION	REAR TRADE		FISHING		EXPERIENCE, CONSTRUCTION	REAR TRADE		FISHING		EXPERIENCE, CONSTRUCTION	REAR TRADE, SALARIES		FISHING		HARVEST						FESTIVALS						FEEDING					

<p>SCOTS, IRISH</p> <p>(Hibernia): Fishing is always successful. In combat outside Hibernia +50% to the prestige gained (can be combined with bonus against a rival).</p>	<p>PICTS</p> <p>(Caledonia): LI may cross impassable (black) borders. Full brown LGF: +2 SDL (instead of +1 SDL). LGF with brown: +1 SDL (instead of +0 SDL).</p>	<p>INSULEA</p> <p>(islands) Ports reward +3 in TAXES or FESTIVALS instead of +2. No risk of shipwreck in autumn.</p>	<p>START BONUSES - BRITANNIA</p>	<p>ETRUSCANS</p> <p>(at least one village in Etruria required to choose) In each TAXES phase extra +3 gold.</p>	<p>CARTHAGINIANS</p> <p>Cannot recruit LI units. Optional Mercenary price: -10 PP Λ -1 gold. (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.)</p>	<p>GREEKS</p> <p>Fleet formed with 2 units of ships. Ports reward +3 in TAXES or FESTIVALS instead of +2.</p>
<p>ROMANS</p> <p>(Britannia): Cannot recruit LI units. Optional Mercenary price: -10 PP Λ -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.</p>	<p>CELTS</p> <p>(Britannia) They start with 2 herds of pigs and 1 herd of sheep. Full brown LGF: +2 SDL (instead of +1 SDL). LGF with brown: +1 SDL (instead of +0 SDL)).</p>	<p>GERMANS</p> <p>(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: +2 SDL (instead of +1 SDL). LGF with turquoise: +1 SDL (instead of +0 SDL).</p>		<p>ILLYRIANS</p> <p>(bonuses valid only in Illyria) LI may cross the black line in the mountains. Full brown LGF: +2 SDL (instead of +1 SDL). LGF with brown: +1 SDL (instead of +0 SDL).</p>	<p>CELTS</p> <p>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).</p>	<p>ROMANS</p> <p>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. (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.)</p>

RED MODE (Extended) year of play	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE
1	  WINTER	SPRING		SUMMER		 AUTUMN 		  WINTER
2	NEW YEAR	BREEDING	SOWING, WEATHER AND YIELDS	TAXES	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition
3	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	COMBAT Retreat, Battle Siege Looting	COMBAT Retreat, Battle Siege Looting	COMBAT Retreat, Battle Siege Looting	COMBAT Retreat, Battle Siege Looting
4	COMBAT Retreat, Battle Siege Looting	COMBAT Retreat, Battle Siege Looting	COMBAT Retreat, Battle Siege Looting	COMBAT Retreat, Battle Siege Looting	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade, Salaries Fishing
5	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade, Salaries Fishing	HARVEST	FESTIVALS	WEATHER	FEEDING

<p>VERY LOW MORALE (0-9 PP)</p> <p>every min.1 - max.5 units lose 1x sword (effect stacks)</p>	<p>AVERAGE MORALE (30-49 PP)</p> <p>for every 4 units (defense): + 1 shield in the vanguard</p>	<p>VERY HIGH MORALE (70+ PP)</p> <p>for every 3 units (defense): + 1 shield in the vanguard</p> <p>against a rival (offense): for every 3 units: +1 sword</p> <p>against a non-rival (offense): for every 4 units: +1 sword</p>	<p>UNIT MORALE</p>	<p>WITHOUT COMMANDERS</p> <p>no bonuses work except terrain bonuses (starting situation)</p>	<p>AVERAGE COMMANDERS</p> <p>purchase -4, salaries -2</p> <p>+ each unit can re-roll 2x</p>	<p>BRILLIANT COMMANDERS</p> <p>purchase -8, salaries -4</p> <p>+ each unit has a capacity of 1 in MOVE-SPECIAL</p>
<p>LOW MORALE (10-29 PP)</p> <p>no effect</p>	<p>HIGH MORALE (50-69 PP)</p> <p>for 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</p>			<p>BAD COMMANDERS</p> <p>purchase -2, salaries -1</p> <p>no effect</p>	<p>BETTER COMMANDERS</p> <p>purchase -6, salaries -3</p> <p>+ each unit can re-roll 1x for free</p>	

Round of battle	 Multicolor LGF - roll D6 for each position: 1,2,3 - yellow/green X 4,5,6 - brown/turquoise (marked with a  token). 			Reinforcements	13 - BATTLE	
Initiative AND involvement of reserves	LEFT (max. 5 units for yellow/green LGF, max. 3 units for brown/turquoise LGF)	CENTER (max. 6 units for yellow/green LGF, max. 4 units for brown/turquoise LGF)	RIGHT (max. 5 units for yellow/green LGF, max. 3 units for brown/turquoise LGF)			
Deployment in position AND Cavalry/Elephants attack	Losses	Entering / Reserves (3 units on the board for each unit from map) War Elephants			Cavalry	Escape
Entering units AND minimum numbers (1/4 for positions (1/4 rounded down))		Round up for 2 units, round down for 1 unit	Start with 50% energy. Energy: combat in battle round -25%, Reserves in battle round +25%.			

**Reinforce-
ments**

Multicolor LGF - roll D6 for each position: 1,2,3 - yellow/green X 4,5,6 - brown/turquoise (marked with a red token).

**LEFT**(max. 5 units for yellow/green LGF,
max. 3 units for brown/turquoise LGF)**CENTER**(max. 6 units for yellow/green LGF,
max. 4 units for brown/turquoise LGF)**RIGHT**(max. 5 units for yellow/green LGF,
max. 3 units for brown/turquoise LGF)AND
lossesEscape?
Interception?
Move?
Reinforcements?**Escape****Cavalry****Entering / Reserves**
(3 units on the board for each unit from map)
War Elephants
Start with 50% energy. Energy: combat in battle round -25%,
Reserves in battle round +25%.**Losses**
Round up for 2 units,
round down for 1 unitNO
Victory?
YESVictory Points
AND
Prestige Points