







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

<p><b>VIKINGS</b></p> <p>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).</p>	<p><b>FRANKS</b></p> <p>Starts with one fortification token at one village.</p>	<p><b>START BONUSES - VIKINGS</b></p>	<p><b>CHRISTIAN REINOS</b></p> <p>(valid only in Iberia)  Full brown LGF: +2 SDL (instead of +1 SDL).  LGF with brown: +1 SDL (instead of +0 SDL).  All Taifas are Rivals.</p>	<p><b>MUSLIM TAIFAS</b></p> <p>(includes Balearic Islands)  Cannot recruit LI units. Optional Mercenary price: -10 PP <math>\Delta</math> -1 gold.</p>
	<p><b>BRITISH ISLANDS</b></p> <p>Fishing is always successful.</p>		<p><b>VIKINGS</b></p> <p>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)</p>	<p><b>ALMORAVIDS</b></p> <p>Can trade with horses even without a port.</p>
	<p><b>SLAVS and BALTS</b></p> <p>Start with 7 units of LI, but no Transport Ships or dock. LI units allowed to be sold for +1 gold.</p>		<p><b>FRANKS</b></p> <p>Starts with one fortification token at one village.</p>	

**START BONUSES - TAIFAS - P2 - 10**

<b>RED MODE</b> (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
<b>1</b>	<b>WINTER</b>	<b>SPRING</b>		<b>SUMMER</b>		<b>AUTUMN</b>		<b>WINTER</b>
<b>2</b>	<b>NEW YEAR</b>	<b>BREEDING</b>	<b>SOWING, WEATHER AND YIELDS</b>	<b>TAXES</b>	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition	MOVE Units Special, Herds Regroup, Attrition
<b>3</b>	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
<b>4</b>	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
<b>5</b>	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Fishing	REAR Experience, Construction Trade Salaries Fishing	<b>HARVEST</b>	<b>FESTIVALS</b>	<b>WEATHER</b>	<b>FEEDING</b>

<p><b>VERY LOW MORALE</b> (0-9 PP)</p> <p>every min.1 - max.5 units lose 1x sword (effect stacks)</p>	<p><b>AVERAGE MORALE</b> (30-49 PP)</p> <p>for every 4 units (defense): + 1 shield in the vanguard</p>	<p><b>VERY HIGH MORALE</b> (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><b>UNIT MORALE</b></p>	<p><b>WITHOUT COMMANDERS</b></p> <p>no bonuses work except terrain bonuses (starting situation)</p>	<p><b>AVERAGE COMMANDERS</b></p> <p>purchase -4, salaries -2</p> <p>+ each unit can re-roll 2x</p>	<p><b>BRILLIANT COMMANDERS</b></p> <p>purchase -8, salaries -4</p> <p>+ each unit has a capacity of 1 in MOVE-SPECIAL</p>
<p><b>LOW MORALE</b> (10-29 PP)</p> <p>no effect</p>	<p><b>HIGH MORALE</b> (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><b>BAD COMMANDERS</b></p> <p>purchase -2, salaries -1</p> <p>no effect</p>	<p><b>BETTER COMMANDERS</b></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). 			Reinforce-ments	<b>13 - BATTLE</b>	
Initiative AND involvement of reserves	<b>LEFT</b> (max. 5 units for yellow/green LGF, max. 3 units for brown/turquoise LGF)	<b>CENTER</b> (max. 6 units for yellow/green LGF, max. 4 units for brown/turquoise LGF)	<b>RIGHT</b> (max. 5 units for yellow/green LGF, max. 3 units for brown/turquoise LGF)			
Deployment in position AND Cavalry/Elephants attack	<b>Losses</b> Round up for 2 units, round down for 1 unit	<b>Entering / Reserves</b> <b>(3 units on the board for each unit from map)</b> <b>War Elephants</b>		<b>Cavalry</b>		<b>Escape</b>
Entering units AND minimum numbers (1/4 for positions (rounded down))		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).

↑ **AND losses****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)Escape?  
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?  
YES↓ Victory Points  
AND  
Prestige Points