






YELLOW MODE (Original) year of play	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>EGYPT Player may place 1 city instead of 3 villages. They start without a herd of pigs and with 3 LI units.</p>	<p>CANAAN Can safely pass through Roads and Desert.</p>	<p>QATNA Starts with one fortification token at one village.</p>	<p>YAMHAD Ships are 1 gold cheaper.</p>	START BONUSES - ORIENT	<p>SLAVS LI units can be sold for +1 gold. Full turquoise LGF: +2 SDL (instead of +1 SDL). LGF with turquoise: +1 SDL (instead of +0 SDL).</p>	<p>OSTROGOTHS Can dismantle a village for +4 gold. Only 1 unit needed to build a village in 4 rounds.</p>	<p>HUNS Start with 2 sheep herds, 2 horse herds, 3 LI, 3 Cavalry, 1 village, 5 grain, 7 gold and 7 PP. They use Transhumance (Feeding - red mode).</p>	<p>ALANS They can offer ransom to the Huns valid for the whole game (paid once).</p>
<p>AEGEAN Ports reward +3 in TAXES or FESTIVALS instead of +2.</p>	<p>MITANNI Buying two LI units in a round rewards a third one for free.</p>	<p>ASSYRIA Optional Mercenary price: -10 PP Δ -1. Cannot recruit LI units.</p>	<p>BABYLON Player may place 1 city instead of 3 villages. They start without a herd of pigs and with 3 LI units.</p>		<p>BOSPOR Ports reward +3 in TAXES or FESTIVALS instead of +2. Start with fortification token at two villages.</p>	<p>VISIGOTHS Every time a Roman buys Mercenaries, receive +2 gold. Can dismantle a village for +4 gold. LI may cross impassable (black) borders in mountains.</p>	<p>ROMANS Every village on the Danubius starts with a fortification. Can cross the Danubius at any time. LI may only be bought in recruitment. Vassal of Constantinople.</p>	<p>CONSTANTINOPLE GF available to 1 player. They place 1 city instead of 3 villages. They start without a herd of pigs and with 3 LI units. They are the lord of the Romans.</p>
<p>KASSITES Looting in lowlands +4 PP (instead of -4 PP).</p>	<p>HURRIANS Full brown LGF: +2 SDL (instead of +1 SDL). LGF with brown: +1 SDL (instead of +0 SDL).</p>	<p>HITTITES Light Infantry may re-roll once for free.</p>	<p>ELAM Can buy War Elephants.</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>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>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>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 red token). 			Reinforce-ments	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 Round up for 2 units, round down for 1 unit	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 (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).

**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?
YES↓ Victory Points
AND
Prestige Points