ITALIA 13.8.1 — 290 BC

Etruscans: (at least one village in Etruria required to choose) In each TAXES phase extra +3 gold.
Carthaginians: Cannot recruit LI units. Optional Mercenary price: -10 PP Λ -1.
Greeks: Fleet formed with 2 units of ships. Ports reward +3 in TAXES or FESTIVALS instead of +2.
Illyrians: (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).
Celts: 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).
Romans: 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.
City of 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.
Port of 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.
Barbarorum (barbarians - permanently neutral GF = never combat): Each unit rolls a D6 for each game round spent on this field. If a 6 is rolled, the unit is destroyed.
Desert (permanently neutral GF = never combat): War Elephants can be bought here.
Climate: subtropical and temperate (white hatching) + sea

VIKINGS 13.8.2 — 800 AD

Vikings:
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).

Bristish islands:
Fishing is always successful.

Franks:
Starts with one fortification token at one village.

Slavs and Balts:
Start with 7 units of LI, but no Transport Ships or dock. LI units allowed to be sold for +1 gold.

Climate: temperate and cold (white hatching) + sea

ORIENT 13.8.3 — 1550 BC

Egypt: Player may place 1 city instead of 3 villages. They start without a herd of pigs and with 3 LI units.
Canaan: Can safely pass through Roads and Desert.
Qatna: Starts with one fortification token at one village.
Yamhad: Ships are 1 gold cheaper.
Hittites: LI may re-roll once for free.
Aegean: Ports reward +3 in TAXES or FESTIVALS instead of +2.
Mitanni: Buying two LI units in a round rewards a third unit for free.
Assyria: Optional Mercenary price: -10 PP Λ -1. Cannot recruit LI units.
Babylon: Player may place 1 city instead of 3 villages. They start without a herd of pigs and with 3 LI units.
Elam: Can buy War Elephants.
Kassites: Looting in lowlands +4 PP (instead of -4 PP).
Hurrians: Full brown LGF: +2 SDL (instead of +1 SDL). LGF with brown: +1 SDL (instead of +0 SDL).
Oasis: Oasis is standard LGF. Controlling Oasis enables crossing Roads safely.
Roads: (permanently neutral GF = never combat): Roll a D6 for each unit. If a 6 is rolled, the unit is destroyed. Safe passage costs -1 gold. If Oasis is controlled, then the owner is paid.
Desert (permanently neutral GF = never combat): Roll a D6 for each unit. If a 5 or 6 is rolled, the unit is destroyed.
Climate: subtropical and temperate (white hatching) + sea

BRITANNIA 13.8.1 — 410 AD

Scots, Irish (Hibernia): Fishing is always successful. In combat outside Hibernia +50% to the prestige gained (can be combined with bonus against a rival).
Insulea (islands): Ports reward +3 in TAXES or FESTIVALS instead of +2. No risk of shipwreck in autumn.
Picts (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).
Romans: 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.
Germans (Available with placement in 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).
Celts (Available with placement in 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).
Climate: temperate and cold (white hatching) + sea

TAIFAS 13.8.2 — 1050 AD

Christian Reinos (bonuses 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.

Muslim Taifas (includes Balearic Islands):
Cannot recruit LI units. Optional Mercenary price: -10 PP Λ -1 gold.

Almoravids:
Can trade with horses even without a port.

Franks:
Starts with one fortification token at one village.

Vikings:
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)

Climate: subtropical and temperate (white hatching) + sea

HUNS 13.8.3 — 373 AD

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.
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.
Bospor: Ports reward +3 in TAXES or FESTIVALS instead of +2. Start with fortification token at 1 village.
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).
Alans: They can offer ransom to the Huns valid for the whole game (paid once).
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.
Ostrogoths: Can dismantle a village for +4 gold. Only 1 unit needed to build a village in 4 rounds.
Slavs: LI units can be sold for +1. Full turquoise LGF: +2 SDL (instead of +1 SDL). LGF with turquoise: +1 SDL (instead of +0 SDL).
Black rivers: Each of the black sections can only be crossed in winter if 5 or 6 (D6) is rolled. Black river can also be crossed when there are ships in black section.
Looting: For Romans and Constantinople: looting the right coast of Danubius LGFs yields +4 PP. For non-Romans: looting the left coast yields +4 PP.
In the final graphic of the map the south (instead of north) part is with hatching.
Climate: subtropical (white hatching) + sea

RISK OF SHIPWRECK 13.3, 14.6

	SPRING, SUMMER	AUTUMN	GOOD WINTER	BAD WINTER
calm SGF	-	-	-	[dice]
stormy SGF	-	-	[dice]	[dice]

UNIT MORALE 14.7

The quality of morale is determined by the amount of prestige held.

VERY LOW MORALE (0-9 PP) remove 1 sword from each group of min. 1 – max. 5 units
LOW MORAL (10-29 PP) no effect
AVERAGE MORALE (30-49 PP) for every 4 units (defense): + 1 shield in front of the army
HIGH MORALE (50-69 PP) 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
VERY HIGH MORALE (70+ PP) for every 3 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

MOVE BONUSES 13.2, 14.3

Fleet (4 ships): Can move as one in the MOVE-Special for free.
Mountains: Vikings must land.
Mountains and Wetlands: Entry stops unit movement for the current round (except LI).
Wetlands: Ships may enter the LGF without landing.
Cavalry and War Elephants in mountains roll a D6 - attrition (6: unit is destroyed).
Unit with no connection to a completed settlement at the end of the MOVE phase: automatically loots LGF X roll a D6 - attrition (6: unit is destroyed).
Encircled units and settlements without feeding phase this round roll a D6 (6: unit / settlement must be X destroyed). A unit may take a loss designated for settlement. City/Cavalry rolls twice, War Elephants roll three times.

LEVEL OF COMMAND 14.8

First purchase directly. Upgrade by paying the difference. No salaries paid: reduced to WITHOUT COMMANDERS.

WITHOUT COMMANDERS no bonuses work except terrain bonuses (starting situation)
BAD COMMANDERS (purchase -2, salaries -1) no effect
AVERAGE COMMANDERS (purchase -4, salaries -2) + each unit can be re-rolled twice
BETTER COMMANDERS (purchase -6, salaries -3) + each unit can re-roll once for free
BRILLIANT COMMANDERS (purchase -8, salaries -4) + each unit has a capacity of 1 in MOVE-Special

SOWING - WEATHER - YIELD 14.5

D6 roll for each LGF of sown grain:

CLIMATE SUBTROPICAL	CLIMATE TEMPERATE	CLIMATE COLD
GOOD WEATHER (place 1 extra grain for every one sown)		
[dice][dice]	[dice]	—
NORMAL WEATHER (no effect)		
[dice][dice][dice]	[dice][dice][dice]	[dice][dice][dice]
BAD WEATHER (place 1 less grain for every one sown)		
[dice]	[dice][dice]	[dice][dice][dice]

WEATHER IN WINTER 14.6

D6 roll for climate region 1, climate region 2 and for all seas:

CLIMATE SUBTROPICAL	CLIMATE TEMPERATE	CLIMATE COLD
GOOD WEATHER (no need to feed herds)		
[dice][dice]	[dice]	—
NORMAL WEATHER (no effect)		
[dice][dice][dice]	[dice][dice][dice]	[dice][dice]
BAD WEATHER (movement on land not possible)		
—	[dice]	[dice][dice][dice]

SGF - GOOD WEATHER	SGF - BAD WEATHER
[dice][dice][dice]	[dice][dice][dice]

ABBREVIATION 1.1

Λ - and at the same time
X - either or
CBT - cardboard token
CF - Connected Fields
CU(S) - Completed Uncircled (Settlement)
D6 - six-sided dice
F - food
GF - Game Field
LGF - Land Game Field
LI - Light Infantry
m - meat
PP - Prestige Point
Pt - Point
SDL - Settlement Defence Level
SGF - Sea Game Field
VP - Victory Point

BUILDINGS 10.3.2

VILLAGE (settlement; SDL 1)
CITY (settlement; SDL 2)
DOCK (shipyard)
PORT (shipyard)
FORTIFICATION (+1 SDL, Ambush, Supply)

COMMODITIES 12.5

GRAIN
FISH
HERD OF SHEEP
HERD OF PIGS
HERD OF CATTLE
HERD OF HORSES
MEAT (no token)

PLAYER COMPONENTS 2.0

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

COMMON COMPONENTS
81 doublesided CBT (cardboard tokens)
3 red blocks (year, subphase, battle phase)
26 game dice (D6, White, Blue, Red)
4 Player blocks
Game Plan
1 Victory Points board
4 Overview boards (White - Green - Yellow - Red mode)
1 Start bonuses board
1 Morale / Command board
2 Battle boards

UNITS 10.3.3

LIGHT INFANTRY white dice, 1 Life, can build
HEAVY INFANTRY red dice, 2 Lives, no active move in MOVE-Regroup
SIEGE ENGINES no attack, 1 Life, cannot move, - 4 shields from SDL
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-Regroup
MERCENARIES blue dice, 2 Lives, cost 2 annually, not fed
CORSAIRS 4 white dice, 3 Lives, cannot move, not fed or paid
WAR ELEPHANTS 2 red dice, 3 Lives, can charge, never re-rolls

SPECIAL PHASE 3.2

1 SPECIAL PHASE
2 UNITS
3 MOVE — SPECIAL, HERDS
4 REGROUP, ATTRITION
5 RETREAT, BATTLE
6 COMBAT — SIEGE
7 LOOTING
8 EXPERIENCE, CONSTRUCTION
9 REAR — TRADE, SALARIES
10 FISHING
11 SPECIAL PHASE

core content | supplementary content 1.6

Basic Game	Green mode	Yellow mode
First Game	White mode	Red mode

It is used exclusively in the First Game and White mode (only in White mode)

casual players | experienced players | hardcore players

STORAGE CAPACITIES AND LIMITS OF BUILDINGS 6.3.1

BUILDING	STORAGE	BUY X RECRUITMENT	UPGRADE X TRAINING
village	5 grain; 5 units; 1 fed herd	1 LI unit	1 unit
city	10 grain; 10 units; 3 fed herds	2 LI units	2 units
dock	2 fish	-	1 ship
port	4 fish; 4 ships	-	2 ships
fortification	+1 unit	-	-

GAME BORDERS 6.1

2-3 players / 4-7 players / 8-12 players
impassable borders | valid borders | sea
circle for islands

LGF COLOR 6.2.1

	grain yield	SDL bonus
	+3	0
	+2	0
	+1	+1
	+1	+1
	---	0
	+3	0
	+2	0
	+1	+1
	+1	+1

LGF CAPACITY 6.3

unlimited units — LGF active controlled
1 village — LGF passive controlled
X 1 city — settlement upgrade
1 dock — shipyard extension
X 1 port — shipyard upgrade
+ 1 fortification — defensive extension

PLAYER STARTING COMPONENTS 4.1

3 villages
1 dock
5 Light Infantry
1 Transport Ships
10 grain
2 herds of sheep
1 herd of pigs
5 gold
0 Victory Points
7 Prestige Points

REPRESENTATION (LARGE ARMY/ MOVE CAPACITY) 8.1

+1 red = +1 unit (2 units LI = cube + 1 red)
+1 yellow = +3 units (10 units LI = cube + 3 yellow)
undepleted movement
depleted movement in subphase: 2 3 4

PRELUDE 4.2

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. (most swords determines first player for prelude)
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 grain 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.

Regular subphases

MOVE (2) UNITS 8.2 — 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 (3) SPECIAL 13.2 — Only units outside a locked field (containing a foreign unit before the sub-phase and throughout the sub-phase): Each unit has a capacity of one SPECIAL movement (army, ride, fleet, transport and brilliant commanders).

MOVE (3) HERDS 12.2 — Outside a locked field: Herds, stored grain and fish can be moved within CF (but only by 1 LGF across the sea).

MOVE (4) REGROUP 8.5 — Outside a locked field: Units can move to an adjacent field with their own completed settlement or to ships on an uncontested SGF. Ships can move to shipyards.

MOVE (4) ATTRITION 8.6 — Attrition (permanently neutral LGF / shipwrecking / weather, no supply, encircled, mountains).

COMBAT (5) RETREAT 9.2 — It is possible to retreat units and commodities to a CUS on the same game field. An encirclement (loss of connectivity) occurs. A retreating herd that remains in the settlement after the battle must be fed.

COMBAT (5) BATTLE 9.3 — Attack (dice roll), bonuses, losses, life recovery, escape option, escape interception. 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 and PP are counted.

COMBAT (6) SIEGE 9.4 — Optional attack without shields for attackers. The attackers must first break into the settlement (breaking through all of the SDL's shields in one round). The defenders attack directly with SDL bonus (for each SDL: 5 shields Λ blue dice). After breaking through the SDL defenders lose SDL bonus and attackers regain defensive bonus. At the end of this phase count VP and PP.

COMBAT (7) LOOTING 9.5 — Units can loot a controlled LGF (gain +1 gold if CF to CUS). Mark LGF with red token. PP effect. Sown grain or herds on LGF can also be destroyed. After successful siege building is destroyed and looted (village +2 gold; port +4; city +6) X is degraded. Undefended is seized.

REAR (8) EXPERIENCE 10.1 — After combat experience (max 1 level) is added here. Representation of training progress since the last round.

REAR (8) CONSTRUCTION 10.2 — Representation of construction progress (LI units' work) since the last round (more LI units are faster: maximum 4).

REAR (9) TRADE 10.3 — You can buy and sell commodities; buy and upgrade 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 Λ must be connected to a CUS or CUS (be controlled). Only here can you pay Ransom or Aid.

REAR (9) SALARIES 11.2.1 — If the white text salaries appears (once / twice a year), you have to pay your mercenaries (except ones bought in current round).

REAR (10) FISHING 12.3 — Roll a D6 for each SGF to see if the fishing was successful. Take 1 fish from each calm SGF (2 from stormy) you control to the connected shipyards if you have the capacity to store it.

Special phases

NEW YEAR 13.6 — Award VP for acquired units for the past year (based on unit value in PP). Top up your prestige to 7 PP if you have under 7 PP.

BREEDING 12.6 — For every two equal herds, take a new herd from the supply and place it on controlled LGF on the map. For odd herd roll D6: 1,2 = success.

SOWING 12.7 — You can sow 1 stored grain on each free LGF (if not occupied by a herd) that you control and that has a FC with CUS. You cannot sow on a grey LGF.

WEATHER (YIELDS) 14.5 — The D6 roll determines the summer weather for each LGF of sown grain: good (place 1 more for each grain sown), normal (no effect) or bad (place 1 less for each grain sown).

YIELD 12.8 — Place grain tokens from the supply on each sown grain: 3 on a yellow field; 2 on a green; 1 on a brown or turquoise field.

TAXES 11.1 — Earning gold from CUS tax collection (village +1 gold, port +2, city +3) Λ +1/2 for each LGF. LGF must not be looted Λ must be connected to a CUS Λ must have the presence of units or CUS.

HARVEST 12.9 — You can harvest sown grain from controlled LGF into linked CUS if you have the capacity to store it (village 5 grain, city 10 grain, +1 grain for fortification token).

FESTIVALS 13.7 — Gain PP for CU (village +1PP, port +2, city +3) Λ +1/2 for each LGF. LGF must not be looted Λ must be connected to a CUS Λ must have the presence of units or CUS. Double (-1 grain for each village, -2 for city), triple (-2, -4).

WEATHER (WINTER) 14.6 — The D6 roll determines the winter weather in climate region 1, climate region 2 and for all seas: good (no need to feed herds), normal (no impact), bad (no land movement, storms on all seas).

SALARIES 11.2 — -2 gold for each Mercenaries, Cavalry and City, -1 for each other unit and CU village; double for those encircled. Units with no connection to the CUS are disbanded. When encircled, the attacker must pay first. Victory check.

FEEDING 12.10 — Feed the herds with grain X slaughter them - you will get meat. At the same time feed all settlements with fish / grain / meat. CF required. Unfed lost. Excess meat can be sold. Unfed and encircled settlements surrender to attacker. First attacker then defender (encircl.). Victory check.

REAR-TRADE UNITS — Standard land units / Standard naval units / Special units

REAR-TRADE UNITS [○] gold — 10.3.3
limit 20 cubes per game per player
* in the mountains, wetlands, on ships and attack during siege

	Light Infantry (basic unit)	Heavy Infantry	Siege Engines (In the rearguard.)	Cavalry	Transport Ships (In the rearguard.)	War Ships	Mercenaries (Higher experience can be bought. No training. Outside cube limit.)	Corsairs (Higher experience can be bought. No training. Outside cube limit.)	War Elephants (No experience.)
requirement	village	**city**	village	remove herd of horses for up to 2 units	dock	**port**	village	dock	be in the desert (Italia), be Elam (Orient)
location	settlement	city	encircled settlement	settlement	shipyard	port	settlement	SGF adjacent with controlled GF	desert (Italia), Elam (Orient)
ability	can build	cannot actively move in MOVE-Regroup	cannot move, -4 shields from SDL	can ride, can charge	carries up to 3 units	free move in Move-Regroup	+ with start bonus: cost -1 Λ -10 PP	cannot move, not fed or paid	can charge, never re-rolls
buy (recruitment)	-2 (-1)	--	--	--	--	--	-4 Λ -2 PP	-10 X -16 PP	--
by upgrading	--	-3	-2	-8 / -4	-2	-3	--	--	-6
downgrading out of location	--	●+0	●+0	●+0	Landing: ●+🚫	Landing: ●+🚫	--	--	🟡+🐘
downgrading in location	--	●+3	●+0	●+4	Landing: ●+2	Landing: ●+3	--	--	🟡+6
standard attack (*)	white dice (reverse white dice)	red dice (blue dice)	--	red dice (blue dice)	white dice	blue dice	blue dice	4 white dice	2 red dice (no dice)
standard lives (*)	1 (1)	1 (1)	1	2 (2)	1	2	2	3	3 (2)
size for ships (salaries)	1 (1)	1 (1)	--	2 (2)	-- (1)	-- (1)	1 (1 2)	-- (--)	3 (--)
size in feeding	1	1	1	1 (+1 grain)	1	1	2 gold annually	--	1 (+2 grain)

REAR TRADE COMMODITIES — 10.3.3

[○] gold

COMMODITIES	WITHOUT PORT BUY	WITHOUT PORT SELL	WITH PORT BUY	WITH PORT SELL
sheep 🐑	X	+3m	-5	+3
pigs 🐖	X	+5m	-7	+5
cattle 🐄	X	+7m	-9	+7
horses 🐎	X	+5m	-7	+5
grain 🟡	-2	+1/2	-2	+1
fish 🔴	-1			+1/2
meat (m)	X	in spring, summer +1/2		in autumn, winter +1

FEEDING — 12.10

(CF needed), m = meat

All herds must be fed **X** slaughtered. Then all units and settlements must be fed **X** destroyed. Unfed and encircled settlement surrender to attackers automatically (if the attacker feeds the village)

- 1 🐑 : [crossed] = 2m **X** [crossed] = 3m
- 1 🐖 : = 3m **X** = 5m
- 1 🐄 : = 4m **X** = 7m
- 1 🐎 : [crossed] **X** [crossed] = 5m

1 unit OR 1 village = -1 food:
-1 🟡 **X** -2 🔴 **X** -1m **X** destroy

1 unused meat = 1 gold
1 city acts like 2 units
Cavalry = 1 + 1 grain, War Elephants = 1 + 2 grain

TRANSHUMANCE: No need to feed herds in winter if on green LGF (for subtropical climate) or on a yellow LGF (for temperate and subtropical climate).

REAR-CONSTRUCTION — 10.2

2 LI units at a construction site. In the rearguard.

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. Place empty construction CBT.
All buildings: Max. 4 units at the construction site.
Elite units build as two units (4 elite units build as 8 units).
Accelerated building for gold: build a quarter more = pay 1/2 of the cost of building in gold, rounded up.

0% | 25% | 50% | 75% | 100%

COMBAT BONUSES — 9.3.5, 9.3.6 (bonuses stack)

3 dice without sword = 1 sword.
Against RIVAL: 4 units = +1 sword
5 units = +1 shield (in the vanguard).
6 identical units = + 7th die
1 sword remove one life or 1 shield.
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).
1 Settlement Defence Level = 5 shields and 1 blue dice in siege.
Wetlands (turquoise) and Mountains (brown): +1 SDL 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.
Reverse white dice: A sword on a white dice means empty and vice versa.
Supply (Fortification): Added blue dice in battle (1 per village; 2 per city).
Ambush (Fortification): One sided attack with blue dice once the enemy enters the LGF (1 per village; 2 per city).
Charge (Cavalry and War Elephants): 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 halved.
Vikings can also have ships on LGF (coastal, small rivers).

COMBAT - LOOTING — 9.5 [○] gold income

each LGF   +1

Only units can loot LGF. Without connection to CUS no profit.

Place max 1 red token (🔴) on the LGF:
- unlock sowing for 1 year costs 1 grain
- no more taxes, recruits or festivals from LGF
- removal: complete settlement construction **X** pay 3 gold

Against a rival LGF with settlement: + 4 PP
Against any other LGF (never with your settlement): -4 PP

After a successful COMBAT - SIEGE:

village	+2	Defeated undefended settlement is seized.
port	+4 **X** +0, → dock	
city	+6 **X** +0, → village	Defeated defended settlement is destroyed and looted **X** degraded.

SALARIES — 11.2

[○] gold payment

only for Fast mode:

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

Double the price is paid for an encircled unit or settlement.

A unit without connection (CF) to a CUS must be disbanded.

PRESTIGE — 13.1 [○] PP

(+50% PP gained against a rival):
+2 for destruction of a LI unit
+4 for destruction / capture of shipyards
+4 for looting a rival's LGF with settlement
+4 for destruction of a different unit
+8 for destruction / capture of a village
+8 for gaining a vassal
+8 for providing gold to another player (aid)
+12 for destruction / capture of a city
It can also be gained peacefully in festivals.

For looting outside a rival's LGF => -4
Loss of 1VP (compared to the last round) => -4
Surrendering as a vassal => -8
For receiving gold from another player (aid) => -8
-2 for buying twice as many units in 1 settlement (once)
-4 to re-roll 2 of your dice in COMBAT **X** for re-roll 1 D6 (once)
-6 in battle for attacker to choose 1 target from rearguard
-8 to choose an additional rival
-10 for Mercenaries (Λ -1 gold in REAR-Trade).
 This is only allowed for specific factions as starting bonus.
-12 for units to build twice in REAR-Construction (1 round)
-14 to give each unit a capacity of 1 move in MOVE-Special (1 round)
-16 for Corsairs (in REAR-Trade, for 1 unit)

Prestige held:
30+ PP: building price reduced by 1 gold
50+ PP: construction speed doubled
70+ PP: one of the MIGHT objectives
Λ see Morale of units

REAR-TRADE BUILDINGS — 10.3.2

limit 15 tiles per game (the other 15 tiles are intended for diplomacy and as markers)

PRICE [○] gold Λ [🔴] PP	BUILDINGS [minimum number of LI units]	TOKEN	TIME 4 3 2 (Game rounds in REAR-Construction)
-3	village [2 units]		4 3 2
-5	city [4 units] (village upgrade)		4 3 2
-2	dock [1 unit]	⚓	4 3 2
-4	port [2 units] (dock upgrade)		4 3 2
-2	fortification [1 unit] (max 1 per settlement)	+	4 3 2

Only Light Infantry units are allowed to build. More units build faster (max. 4). You cannot build in an encircled settlement. Settlement construction can be attacked directly without siege (shipyard or fortification construction is protected by the settlement). Only a village with a port can be upgraded to a second city. Cancel building outside Combat = +1 gold. Only one construction on LGF.

VICTORY — 5.0

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)
C) 50 Food
D) 2 cities (CU)
E) 70 Prestige Points

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),
5 F (also when holding 5+ VP),
no reduction or increase from cities
10 PP (also when holding 5+ VP).

4) IMPORTANCE: **Total points** after 5 years (or a lead of 12 pts at end of year).
*Condition: Winner must be able to feed (pay) all settlements (as well as minor goal C; sown grain is also counted here).

DOMINANCE — 5.2, 5.7 [VP]

Conquest / loss of a city	+8 / -8
Conquest / loss of a village	+4 / -4
Vassalage	+2 / -1
Tribute or Ransom	+2 / -1
Aid	+1 / -0
stolen/destroyed/lost herd	+1/0/-1
stolen/destroyed/lost grain	+1/0/-1
battle won/draw/lost:	+1/0/-1

for eliminated units in New Year (total counted for the past year):
0-9 PP	+0 / -0
10-19 PP	+1 / -1
20-29 PP	+2 / -2
30+ PP	+3 / -3

IMPORTANCE — 5.4, 5.8

Tiebreak - gold

1 Victory Point	1 pt
1 Settlement (CU)	1 pt
1 (looted) LGF	1 pt
1 not looted LGF	2 pts
1 Tribute	+1 / -1 pt
1 Ransom	+2 / -2 pts
1 Vassalage	+3 / -3 pts
1 Aid	+1 / -2 pts
5 food	1 pt
1 City (CU)	1 pt
10 Prestige Points	1 pt

50 FOOD 1 F = 2 fish = 1 grain = 1 m
2 fish **X** 1 stored grain	1 F
1 herd of sheep	3 F
1 herd of pigs **X** horses	5 F
1 herd of cattle	7 F

TAXES — 11.1 [🟡] gold income

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

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

FESTIVALS — 13.7 [🔴] PP income

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

Size can be selected:
small: free of cost
double: -1 grain/village, -2 grain/city
triple: -2 grain/village, -4 grain/city

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

REAR - FISHING SUCCESS RATE — 13.5

Fishing is always successful (1 fish) in Basic mode.

D6 must be rolled for each SGF:
1 to 4 - success,
5,6 - nothing.

In calm SGF you catch 1 fish, in stormy SGF you catch 2 fish.

UNIT EXPERIENCE — 9.6 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 Λ can never re-roll (for 4 PP, etc.) Λ 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 Λ 1 free re-roll

VETERAN UNITS (place black CBT under unit) in the rearguard Λ 1 free re-roll, best result Λ +1 life

ELITE UNITS (place gold CBT under unit) in the rearguard Λ 2 free re-rolls, best result Λ +1 life Λ as 2 units for bonuses and construction

Siege Engines: Recruit -3 (shields), Standard -4, Experienced -5, Veteran -6, Elite -7

REAR-TRADE - TRAINING — 10.3.1

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). **1 level costs 2 gold for 1 unit** and takes one round (a 90° turn in REAR-Experience).

Training CBT — Elite / Recruit — level bought (CBT)
Veteran — Standard — pointer
CUBE — Experienced

Dice chart — 9.7

D6 / white dice / blue dice / red dice

PRESTIGE — 13.1

(see above)

MOVEMENT LIMITS — 8.5.3

Heavy Infantry cannot actively 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.

Player Aid   12.1.   Information   during the game   v0.994