

TAXATION

Development Level 1 DAMAGE

TP	0	1	2	3	4	5
0	8	7	6	4	3	2
1	10	9	7	5	4	2
2	12	10	8	6	4	3
3	14	12	10	7	5	3
4	16	14	11	8	6	3
5	18	15	12	9	6	4
6	20	17	14	10	7	4
7	22	19	15	11	8	4
8	24	20	16	12	8	5
9	26	22	18	13	9	5
10	28	24	19	14	10	5

Development Level 3 DAMAGE

TP	0	1	2	3	4	5	6	7	8	9	10	11
0	26	26	25	24	23	22	21	21	20	19	18	17
1	34	33	32	31	30	29	27	26	25	24	23	22
2	42	41	39	38	36	35	33	32	30	29	28	26
3	50	49	47	45	43	41	39	38	36	34	32	30
4	58	56	54	52	50	48	45	43	41	39	37	35
5	66	64	61	59	56	54	51	49	46	44	42	39
6	74	72	69	66	63	60	57	55	52	49	46	43
7	82	79	76	73	70	67	63	60	57	54	51	48
8	90	87	83	80	76	73	69	66	62	59	56	52
9	98	95	91	87	83	79	75	72	68	64	60	56
10	106	102	98	94	90	86	81	77	73	69	65	61

Development Level 2 DAMAGE

TP	0	1	2	3	4	5
0	16	15	14	12	11	10
1	20	19	17	15	14	12
2	24	22	20	18	16	15
3	28	26	24	21	19	17
4	32	30	27	24	22	19
5	36	33	30	27	24	22
6	40	37	34	30	27	24
7	44	41	37	33	30	26
8	48	44	40	36	32	29
9	52	48	44	39	35	31
10	56	52	47	42	38	33

Development Level 4 DAMAGE

TP	0	1	2	3	4	5	6	7	8	9	10	11
0	48	47	45	43	41	39	37	36	34	32	30	28
1	60	58	56	54	52	50	47	45	43	41	39	37
2	72	70	67	65	62	60	57	55	52	50	48	45
3	84	82	79	76	73	70	67	65	62	59	56	53
4	96	93	90	87	84	81	77	74	71	68	65	62
5	108	105	101	98	94	91	87	84	80	77	74	70
6	120	117	113	109	105	101	97	94	90	86	82	78
7	132	128	124	120	116	112	107	103	99	95	91	87
8	144	140	135	131	126	122	117	113	108	104	100	95
9	156	152	147	142	137	132	127	123	118	113	108	103
10	168	163	158	153	148	143	137	132	127	122	117	112

1. **NON_PLAYER GROWTH**
Draw Red Barbarian Cards
2. **EMPIRE ADVANCEMENT**
Bid for Advancements
3. **RESOURCES**
Place Resources on Map.
4. **TRADE**
Trade Resources
5. **FOOD CONSUMPTION**
Provinces Consume Food
6. **TAXATION**
Gather Tax
7. **EVENTS**
Draw Green Event Cards
8. **CONSTRUCTION**
Build Armies, Gallies and Develop Provinces.
9. **OPERATIONS**
Conflict and Occupation.
10. **RESOLUTION**
Victory points. Players may

1a. DRAWING INDEPENDENT CARDS

Number of Provinces	Cards
1	3
2-3	2
4-7	1
8 or more	0

8a. CONSTRUCTION SEQUENCE

1. Removal of existing units
2. Unit Construction
3. Unit Deployment
4. Repair and Development of Provinces

9d. LAND UNIT MOVEMENT POINT COST

ACTION	MP (FRND)	MP (NON-FRND)	DAMAGE
MARCH	2 ¹	3	1 total
ATTACH	2	3	-
DETACH	0	0	-
ATTACK	2	3	-
OCCUPY	3 ²	3	1 if '1 - 3' per unit
LOOT	3 ²	3	1 if '1 - 3' per unit ⁴
VOYAGE ³	2	3	-

1b. INDEPENDENT PROVINCE UNITS

Development Level	Units
2	1
3	2
4	2
5	4

8b. UNIT CONSTRUCTION COSTS

Professional 10 G^{*}, 1 M
Galley 10 G, 1 M

^{*} or 15 G during Manpower Shortage

- 1 Both Provinces must be Friendly, otherwise cost is '3' MPs.
- 2 Units can Occupy or Loot any Provinces except their own.
- 3 These are the costs for the initial Attach Action of a Voyage.
- 4 If the Province is Occupied, Looting Damage is 1 per unit.

3a. FOOD CONSUMPTION

Development Level	Units
1	1
2	2
3	4
4	6

8c. DEVELOPMENT COSTS

+ 1 Construction Unit 3 G, 1 M
- 1 Damage Point 3 G, 1 M
to Development 1 18 G, 6 M
from 1 to Development 2 18 G, 6 M
from 2 to Development 3 36 G, 12 M
from 3 to Development 4 36 G, 12 M

9e. COMBAT ROLLS

Professional d6
Militia d6-1
Barbarian d6-1
Galley d6
Pirate d6

4a. TRADE PHASE SEQUENCE

1. Player Trading (1st session)
2. Independent Trade session
3. Player Trade (2nd session)
4. Internal Trade

9a. MILITA CONSTRUCTION COST

Militia 3 G^{*}

^{*} or 5 G during Manpower Shortage

10a. RESOLUTION PHASE SEQUENCE

1. Capitals may change location
2. Victory Points are awarded
3. Destroyed players may restart
4. The Barbarian / Independent deck is reshuffled
5. Game may end

4b. TRADE MOVEMENT POINTS

Food	3 TMPs
Materials	3 TMPs
Trade Goods	6 TMPs

9b. UNIT MOVEMENT POINTS

Land Units 6 MPs
Sea Units 6 MPs
Leaders 9 MPs

4c. TRADE MOVEMENT COST

Move from a Developed or Pacified Province into an adjacent Developed or Pacified Province	2
All other Land Moves	3
Move from a Developed or Pacified Coastal Province, via any number of Sea Areas into another Developed or Pacified Coastal Province	2
All other Sea Moves	3

9c. SEA UNIT MOVEMENT COSTS

ACTION	MPs
SAIL	1
ATTACK	1
ATTACH	1
DETACH	1

#	ARMY	NAVY	CULT.	TECH.	GOV'T	# PROF	# GAL
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							