

1. Setup

a. Each player gets to deploy:

- 2 levels of Caravan/Merchant Ship/War Wagon/Galley (ships only in Harbour areas)
- 1 Village on Inhabited Area
- 1 Ar(cher)

b. Also each player gets

- 1600fl. (2x500fl. 4x100fl. 3x50fl. 3x10fl. 3x5fl. 5x1fl.)
- 3 random EMPIRE cards and keeps 1
- 1 OBJECTIVE token of their choice
- Player Board, Screen, 3 Dice
- 10 markers (wooden disks)
- 10 control tokens (star-shaped)
- 8 property tokens (shield-shaped)
- 9 Commercial Road tokens
- 59 armies

c. Put on the map:

- 1 Barbarian LI in each FIRE territory
- 1 marker from each player on the HP track in position 10
- The turn marker on the HP track in position 1

d. Game Duration

Decide what the End of Game conditions will be.

- **Specific number of Turns.** The Game ends when the agreed-upon Turn is finished. 8 turns are considered a "Short Game", 10 is "Medium Game" and 12 is "Long Game".
- **Specific number of HP.** When a Player reaches the specified number of HP, the Game immediately ends.
- **Time Limit.** When the Time Limit is reached, the current Turn must be finished and then the Game ends.

The above Conditions can be combined (e.g. Long Game or 6 hours' Time Limit). Once the agreed conditions are met, the End Game Phase is executed.

2. Overview of Game Phases

Every Game Turn consists of the following Phases in order:

1. Turn Order
2. Events
3. Taxes & Maintenance
4. Purchases
5. Movement & Battles
6. Commerce
7. End Turn
8. End Game

Also, there are certain actions that can be taken by Players anytime while the Game Turn is in progress, these are discussed in Chapter 11.

3. Turn Order

Bid coins in closed hand, reveal simultaneously. Highest bidder becomes 1st player, the rest in sequence of highest to lowest bid. Break ties for 1st with a subsequent round of additional bidding. Break ties for other

positions according to previous Turn Order or at random. 1st player gives his bid to the last player. All others get to keep their money.

4. Events

On the 1st Turn, only Barbarian Dice Roll is executed. The 1st Player executes all steps below.

a. Barbarian Dice Roll

Barbarian Dice Roll is d4, d6, d8 all rolled at once. Barbarian Horde is 1LI + 1LI if d4<4 + 1Ar if d6<4 + 1Cptn if d8<4. One reroll is allowed for each die, all at once. Place the Barbarian Horde in the War Circle together with the Barbarian Dice.

b. EVENT card check

Draw the top card from the deck, choose two of the three events to be applied on the area shown in light and dark red^{1,2}. There are four types of events and every player that has the type of affected piece must roll a d6 for each type. There is no effect if the roll is higher than the number range below the event icon.

- The **Movement event** stops 1 or 2 affected Transports (place STOP tokens).
- The **Armies event** inflicts 1, 2, 3 or 4 Damage Points on affected armies.
- The **Buildings event** inflicts 1, 2 or 3 Damage Points on affected buildings (place DESTRUCTION tokens).
- The **Merchandise event** removes 1 or 2 affected merchandise on Transports.

c. Barbarian Supply

Three Barbarian Supply Points can be used to either **Move** a Barbarian Army on the map or **Place** more Barbarians. Each action consumes one Point.

Move a whole Barbarian Army to an adjacent territory. If moved from land to a sea, Barbarian Galleys appear as needed to carry the Army. If moved from sea to land, the Galleys are removed. Barbarian Armies in territories with players' Armies cannot be moved. Barbarian Armies in the 1st Player's home-Kingdom cannot be moved.

Place. Add 1 Army unit to a Barbarian Army or place 1 unit in an uncontrolled FIRE territory. If no uncontrolled FIRE territory exists, the 1st player can place 1 unit in a controlled empty Territory that is not part of a Kingdom. 1LI can always be placed. 1Ar or 1Cptn can be placed if the Barbarian Army already contains at least 2 or 4 units respectively.

Barbarian Armies always gain Control of empty Territories and automatically Plunder them (immediately remove all Transports, Siege Engines, Buildings and Great Market cubes).

d. Rebellion check

The top card of the EVENT deck shows the tolerated Tax Level in fl. Players with higher Tax Levels suffer one Rebellion for every 10fl. of difference. Place one Barbarian Horde per Rebellion in home-kingdom Territories starting with the one that has the smallest player Army (player decides ties). If a player has any Rebellions from previous turns, he loses 1HP for each new Rebellion suffered.

5. Tax & Maintenance

Players adjust their Tax Tracks to the desired Tax Level (TL)

- **Receive Income** using the table below

<i>Number of Controlled Territories</i>	x TL
<i>Number of Villages</i>	x TL

¹ Dark Red is used to delineate the Kingdoms,

² The Grail (cup) mark on the top right of some cards should be ignored

<i>Number of Towns</i>	x TL x 2
<i>Number of Cities</i>	x TL x 3
<i>Number of Great Markets (GM)</i>	x 20 x GM cubes
<i>Player has no Armies on the map and no Controlled Territories</i>	200 fl.

- **Pay Maintenance** (20fl. per Army, Transport and Siege Engine); players can remove pieces for which they do not wish to pay Maintenance
- **Pay Interests** (10% of the Player's Debt), if one cannot pay he becomes Bankrupt. If this is his second consecutive Turn in Bankruptcy he is immediately eliminated from the Game, return all his tokens and pieces to the box. In order to pay his Interests, the Bankrupt Player must Plunder his Buildings and Transports (for 50% of their cost in fl.) to find the necessary funds. If he is still short, he must place Rebellions and receive 100fl. for each. In both cases, the Player can raise more money than needed.

6. Purchases

Players can buy Technologies, Buildings, Transports, Armies, Siege Engines and EMPIRE cards.

a. Technologies

They provide specific permanent additional actions. 100fl. per level. Previous Level must be owned. One Level per Technology can be bought.

b. Buildings

Build, Repair, Upgrade are possible only in Territories controlled by the Player. Only one Building of each Class can be built per Territory. See chart below.

Buildings are upgradable to the next Level by paying the difference in fl. and Technology Points (TP).

Repair Buildings for 50fl. per DESTRUCTION counter removed.

A Level III Building gives 1HP when built³.

Control Tokens gained by a Build or Upgrade action must be placed immediately in adjacent Territories that are empty from enemy Armies.

<i>Class</i>	<i>Type</i>	<i>Level</i>	<i>Structure Points</i>	<i>Battle Protection</i>	<i>Control Tokens</i>	<i>Cost</i>	<i>Prerequisites</i>
Civilian	Village	I	2	-	-	100fl.	Inhabited Area, Masonry, 1x Green TP
Civilian	Town	II	4	-	-	200fl.	Inhabited Area, Masonry, 2x Green TP
Civilian	City	III	6	-	-	300fl.	Inhabited Area, Masonry, 3x Green TP
Military	Tower	I	3	-1 Damage	1	100fl.	Architecture, 1x Green TP
Military	Fortress	II	6	-2 Damage	2	200fl.	Architecture, 2x Green TP
Military	Castle	III	9	-3 Damage	3	300fl.	Architecture, 3x Green TP
Religious	Cathedral	III	3	-	-	300fl.	Religion, 1x Purple TP

c. Transports

Transports can be Built or Upgraded only in Territories controlled by the active or by a Player that is in Civilian or Military Control Pact with the active Player. See chart below.

Transports are upgradable to the next Level by paying the difference in fl. and Technology Points (TP).

³ HP gains and losses are reflected immediately on the map's track. If a Player gains more than 49HP add a second marker on top to denote this and start from 0. If a player moves below 0HP add a merchandise cube on his marker and start moving it upwards.

<i>Class</i>	<i>Type</i>	<i>Level</i>	<i>Movement Points</i>	<i>Capacity</i>	<i>Cost</i>	<i>Prerequisites</i>
Civilian	Caravan	I	6	2	100fl.	Inhabited Area, Carpentry, 1x Blue TP
Civilian	Caravan	II	7	4	200fl.	Inhabited Area, Carpentry, 2x Blue TP
Civilian	Caravan	III	8	6	300fl.	Inhabited Area, Carpentry, 3x Blue TP
Military	War Wagon	I	6	3	100fl.	Inhabited Area/Military Building, Carpentry, 1x Blue TP
Military	War Wagon	II	7	6	200fl.	Inhabited Area/Military Building, Carpentry, 2x Blue TP
Military	War Wagon	III	8	9	300fl.	Inhabited Area/Military Building, Carpentry, 3x Blue TP
Civilian	Merchant Ship	I	6	2	100fl.	Harbour, Carpentry, 1x Blue TP
Civilian	Merchant Ship	II	7	4	200fl.	Harbour, Carpentry, 2x Blue TP
Civilian	Merchant Ship	III	8	6	300fl.	Harbour, Carpentry, 3x Blue TP
Military	Galley	I	6	3	100fl.	Harbour, Carpentry, 1x Blue TP
Military	Galley	II	7	6	200fl.	Harbour, Carpentry, 2x Blue TP
Military	Galley	III	8	9	300fl.	Harbour, Carpentry, 3x Blue TP

d. Armies

Armies can be placed only in Territories controlled by the active Player or by a Player that is in Military Control Pact with the active Player. See chart below. The maximum number of Armies placed on the map each Turn is equal to the number of Player-owned Civilian Building Levels + 3.

Captains are upgradable to the next Level by paying the difference in fl. and Technology Points (TP).

Armies that Surrendered during a previous Turn can be placed during this Phase.

Prisoners can be ransomed from other Players for double their Cost and placed during this Phase. The other party cannot set a different price and cannot refuse the exchange.

<i>Type</i>	<i>Cost</i>	<i>Power</i>	<i>Prerequisites</i>
Light Infantry	20fl.	+4 Attack Value per LI sacrificed	Inhabited Area/Military Building
Heavy Infantry	50fl.	-1 Casualty Value per HI	Inhabited Area/Military Building
Archer	50fl.	d8 per Ar before melee starts	Inhabited Area/Military Building
Cavalry	100fl.	+2 Damage per Cav	Inhabited Area/Military Building
Captain, Level I	100fl.	Use one Army Type Power, Activate a negated Power	Inhabited Area/Military Building, Military Arts, 1x Red TP
Captain, Level II	200fl.	Use two Army Type Powers, Activate a negated Power	Inhabited Area/Military Building, Military Arts, 2x Red TP
Captain, Level III	300fl.	Use three Army Type Powers, Activate a negated Power	Inhabited Area/Military Building, Military Arts, 3x Red TP

e. Siege Engines

Siege Engines can be Built or Upgraded only in Territories controlled by the active Player or by a Player that is in Military Control Pact with the active Player. See chart below.

Siege Engines are upgradable to the next Level by paying the difference in fl. and Technology Points (TP).

Type	Level	Cost	Movement Points	Damage to Army Units	Damage to Buildings	Prerequisites
Catapult	I	100fl.	4	2	-	Inhabited Area/Military Building, Mathematics, 1x Green TP
Trebouchet	II	200fl.	4	3	1	Inhabited Area/Military Building, Mathematics, 2x Green TP
Bombard	III	300fl.	4	4	2	Inhabited Area/Military Building, Mathematics, 3x Green TP

f. EMPIRE Cards

Each Player can buy one EMPIRE card. The Player pays the cost and draws 2 cards from the deck +2 for every Cathedral owned. The cost is 100fl. + 50fl. for every EMPIRE card already owned. Put the unchosen cards face down at the bottom of the deck.

7. Combat (in Turn Order)

Players alternate executing one Full Movement and possibly engaging in one or more Battles. Once all Players' Military Transports and Siege Engines have done a Full Movement, the Phase ends.

a. Full Movement

Players execute one Full Movement by moving one Group of Military Transports and/or Siege Engines and expending Movement Points (MP).

Military Transports may carry Armies up to their Capacity. A War Wagon/Siege Engine takes up one Capacity in the Galley it is carried on. A moving Transport can pick up/drop off carried pieces from/to a Territory. Transports and Siege Engines can move alone.

- Transports moving to an adjacent Territory/Sea Zone spend 1MP
- Galleys entering or leaving Territories spend 1 MP
- Units Embarking/Disembarking a Galley spend 0 MP
- Units moving from the Player's own Castle to an adjacent Territory spend 0 MP
- Units plundering or stealing unescorted Civilian Transports spend 0 MP

A Full Movement can be any of the below:

- Move up to the maximum number of Territories allowed by the Group's MP
- Enter a Barbarian or non-allied Player-controlled Territory⁴
- Just pass (no move)

Place a STOP marker beside the moved pieces to denote that they have executed a Full Movement.

A Battle immediately follows the Full Movement if units meet an enemy in the same Territory (or Sea Zone). Barbarian Armies are always considered enemies and must be dealt-with first. Battles with other Players' Armies happen at the discretion of the active Player.

b. Battle

A Battle is fought in a number of Battle Rounds. The active Player is the Attacker and he is rolling any additional dice etc. if fighting a Barbarian Army. Whenever both parties should act, the Attacker acts first.

⁴ Take note of the remaining MP; they can be used if the Player gets involved in a Battle and decides to Flee

Damage Points (DP) are assigned by the receiving Player first to melee units, then Archers, then Siege Engine crews. LI, Ar, Cptn, embarked HI and embarked Cav are removed when hit. HI becomes LI when hit, Cav becomes HI when hit. Units removed during a successful Capture attempt are instead taken Prisoners. The captor places them in front of his Screen; they can reenter during the upcoming Purchase Phases if they are ransomed.

If the Battle ends with no Fleeing or Surrender and the losing army had at least 4 units (removed or Captured), the winner gains 1HP. In a Battle with a Barbarian Army, if all the Player's Armies are removed or if he Flees, he also loses 1HP.

Each Battle Round consists of the following steps in order:

i. Declarations

1. The Attacker may declare that he is **Fleeing**; he needs to have remaining Movement Points (MP) and must also state how many he will use
2. The Player with the larger Army may declare a **Capture attempt**. He must enjoy at least a 3:1 superiority ratio otherwise he suffers the Capture Attempt Penalty
3. The owner of a Military Building in the Territory must declare were **Battle Protection** will be applied, i.e. against DP inflicted by enemy Siege Engines, Archers or Melee Units

ii. Artillery Step

Players assign Armies to serve as Siege Engine Crews (max. 3 per Engine) and declare if they all target opposing Armies or Buildings. In a Sea Battle, a Galley's Level is the number of usable Siege Engine Levels on it.

Roll d8 for every Crew; each result of 1-3 is a hit. Inflict DP or place DESTRUCTION tokens according to the type of Siege Engine, subtract the Siege Engine Battle Protection value from the total (Buildings cannot be protected). If the target is a Barbarian Horde, apply the first DP to LI, then to Ar, and finally to Cptn.

iii. Army Unit Powers

Players determine which side's Captains will be used (Cptn Levels cancel each other out) and what Captain Power will be activated. Players determine which side's LI, HI and Cav Powers can be activated and declare the ones that will. In a Sea Battle, HI and Cav Powers are unusable.

A Barbarian Army will always a) use their Archer Power, b) use their Captain Power for Archers, c) use their LI Power if there are at least 2 Barbarian LI and their Army is outnumbered (1 if there are 2-3 LI, 2 if there are more).

iv. Archer Step

If only one side has Archers, roll d8 for each. A result of 1-3 inflicts 1 DP, subtract the Archer Battle Protection value from the total.

v. Melee Step.

Players roll their dice (one reroll is allowed). Barbarian Armies' rolls are already on the board. The lowest single die roll is the Casualty Value (CV). The highest die roll is the Attack Value (AV). Two equal rolls are counted as the square of the number rolled (e.g. if d6=5 and d8=5, AV=25). If all rolls are equal they are counted as the cube of the number rolled (e.g. if triple 4's are rolled, AV=64).

AV modifiers are:

- LI Power,
- Turn Order Penalty for both players⁵,

⁵ See inside the Player's screen

- Total Galley Level difference increases the stronger fleet's AV (Sea Battles only),
- Attacker's AV is halved (round up) if Fleeing,
- Capturer's AV may be halved (round up) due to the Capture Attempt Penalty

Highest AV determines the winner of the Battle Round (exception: if all the Capturer's Armies are removed he loses the Round).

The Battle Score is the difference between the two AVs or the number of the winner's melee units, whichever is lower. Reduce the Battle Score by the Melee Battle Protection value.

Determine Massive Superiority bonus. For every 20 points of AV difference the winner can increase the Battle Score by 1 or decrease his CV by 1.

- The loser assigns DP equal to the Battle Score
- The loser or the tied Player assigns DP due to his opponent's Cav Power
- Players assign DP equal to their CV
 - after possible reduction due to their HI Power
 - after possible increase by the number of the fleeing attacker's MPs
 - a Player suffering a Capture attempt has a CV of 0
- In a Naval Battle, Galleys that lost all their Armies in this Battle Round maybe sunk (discarded to the box together with their contents) if a 1-3 is rolled on a d8

vi. End of the Battle Round

If there are still opposing armies after the end of the Round, the attacker may choose to a) start another Battle Round, b) Flee, c) ask for the defender's Surrender or d) Surrender himself. Surrender must be mutually agreed, the Surrendering Player removes all his Armies from the map and places them in front of his Screen; they can reenter during the upcoming Purchase Phases. To win the Battle Round and succeed in his Capture attempt, the captor must have the highest AV **and** finish with at least one Army still on the map; in any other case, the captor loses and no Prisoners are taken.

c. End of the Full Movement

If the attacking or defending Player has remaining Armies in the Territory/Sea Zone he should also

- ..decide for each enemy-owned piece if it will be Plundered (removed for 50% of its value in fl.) or kept (Stolen), Barbarian Armies always Plunder but only if alone
- ..gain Control of the Territory and possibly remove a foreign Control Token from it if no other Armies are present. Gain 1HP for an Inhabited Area and for each Building Level. 2HP are gained by the first conqueror of Jerusalem or Rome. HP are not gained the second time the Territory changes hands in the same Turn. Retaking Control of a home-kingdom Territory yields 0HP except if crushing a Rebellion, in which case it yields 1HP.

If no Armies remain in the Territory, it reverts to its default status; a home-kingdom Territory becomes controlled by its original owner and any other Territory becomes uncontrolled.

8. Commerce (in Turn Order)

Players act with their Civilian Transports during this Phase. One Player finishes all his actions before the next Player can start his. A Civilian Transport has a number of MPs that can be expended in the Movement, Buying and Selling Merchandise actions explained below.

Lone Civilian Transports are automatically plundered when encountered by Barbarian forces, other Players' forces may automatically Plunder or Steal them at their owner's discretion.

Great Markets are a feature of Inhabited Areas. They are created and enhanced with cubes generated by Civilian Transports passing through or trading with them. The Great Market cubes are placed beside the Inhabited Area on the map. The Great Market Value is equal to the number of cubes present.

Buying and Selling is not possible if

- the Territory and/or any of its adjacent Sea Zones contain Players' forces at war with each other
- the Territory and/or any of its adjacent Sea Zones contain Barbarian forces
- the Territory is Controlled by a Player who is not in Commercial Pact with the active Player

a. Movement

Caravans move between Territories expending 1MP for each Territory entered. Territories with no hostile or Barbarian Armies can be entered. Entry in uncontrolled Territories does not trigger the appearance of a Barbarian Horde.

Merchant Ships move between Sea Zones expending 1MP for each Sea Zone entered. Sea Zones with no hostile or Barbarian Galleys can be entered.

Civilian Transports moving out of an Inhabited Area...

- enhance its Great Market Value. Place one cube (take it from the box) of a Merchandise they carry that is not already present
- may complete their own Commercial Road Stage if they are "on the Road"

b. Buying

A Buying action costs 1MP and must be executed in a Territory with an Inhabited Area. The Civilian Transport can buy any quantity of the offered Merchandise (the cube printed next to the Inhabited Area's name) up to its Capacity. Similarly, Merchant Ships expend 1MP in a Harbor in order to Buy Merchandise. The base cost is 100fl. per cube bought and it can be modified by certain Technologies and EMPIRE cards.

After the Buying action, the active Player may open a Commercial Road to any other Inhabited Area on the map. The Road must be 4, 6 or 8 Stages long; the relevant markers get placed on the map with the "X"/incomplete side up. The small "on the Road" marker is placed on the Transport that will complete the journey. The current Inhabited Area is the Origin of the Road and is not a Stage. The Destination Stage is denoted with the bigger marker.

c. Selling

A Sell action costs 1MP and must be executed in a Territory with an Inhabited Area. The Civilian Transport can sell any quantity and Type of the Merchandise (cubes) carried except the one on offer. Additionally, if selling to a Great Market, the types of cubes Sold must not be already present. The base selling price per cube is 100fl. and the possible modifications are:

- certain Technologies and EMPIRE cards
- +20fl. multiplied by the Great Market's Value
- +50fl. multiplied by the Commercial Road Points spent

The last two cannot be combined. Civilian Transports that Sell in an Inhabited Area enhance its Great Market Value with one cube of the types they Sell (take the cube from the box).

When a Civilian Transport "on the Road" executes the Sell action, all the Player's Commercial Road markers are removed immediately from the map and they become immediately available. If the Sell action is taken at the Road's Destination and all intervening Stages are complete (non-"X" side up), the Player gains a number of Points equal to the number of Stages minus 2. Each Point must be immediately spent to either gain 1HP or a 50fl. bonus to each cube sold.

9. End of Turn

Remove all STOP markers from the map.

Rotate all tapped EMPIRE cards.

Flip all OBJECTIVE tokens to their colored side.

If this is not the last turn of the game, a new turn begins; advance the turn marker on the score track.

10. End of Game

Once the agreed End Game conditions are met, the End of Game steps are executed.

i. Rebellion Check

The 1st Player removes the top EVENT card and uses the Tax value at the top of the following card for a final Rebellion Check. Apply HP penalties normally.

ii. Scoring Bonuses

See table for final scoring bonuses. In case of a tie, tied Players receive 1HP each. Whoever has the most HP wins the Game. First tie-breaker is money, second tie-breaker goes to the Player who played 1st last.

<i>Most coins (minus Debt and 10% Interests)</i>	3HP
<i>Highest (Uncontested) Great Market Value</i>	3HP
<i>Highest Technology Level⁶</i>	3HP
<i>Most Cities</i>	3HP
<i>Most Castles</i>	3HP
<i>Most Territories</i>	3HP
<i>Most Monopolies⁷</i>	3HP
<i>Control of Jerusalem⁸</i>	3HP
<i>Control of Rome</i>	3HP

iii. Per-player scoring

Each Player needs to check with the below table to see how many HPs will be lost due to Prisoners and Debts or gained due to OBJECTIVE tokens held.

<i>Prisoners held by other Players</i>	1-3 -3HP	4-6 -6HP	7+ -9HP					
<i>Amount of Debt</i>	500fl. -2HP	1,000fl. -4HP	1,500fl. -6HP	2,000fl. -9HP	2,500fl. -15HP			
<i>OBJECTIVE tokens</i>	0-1 0HP	2 1HP	3 3HP	4 5HP	5 8HP	6 11HP	7 15HP	8+ 20HP

11. Actions that are available anytime

The following action can be taken anytime, even outside the Players' turn.

i. Take a Loan

The Player gets 500fl. from the Bank and moves his Debt marker one position to the right (max.2500fl.). This action can only be done once per turn.

ii. Pay Debt

The Player pays 500fl. to the Bank and moves his Debt marker one position to the left. This action can only be done once per turn.

⁶ Tie-breaker: Number of Technologies that reached the specific Level

⁷ A Monopoly is the control of all Inhabited Areas offering a specific merchandise by one Player

⁸ The Mamluk Sultanate cannot gain this bonus

iii. **Activate an EMPIRE Card**

The Player uses an EMPIRE Card by rotating (tapping) the card in order to do one of the below

- **execute the action** provided by the card’s Character
- **obtain the temporary⁹ OBJECTIVE tokens** shown on the bottom right; if multiple tokens are gained, they must be spent during the same Phase
- **accomplish the Objective** shown on the back of the card and return the card to the bottom of the deck (obtain one of the shown OBJECTIVE tokens)

iv. **Take a Diplomatic action**

Apart from War Declaration, all other actions are called Pacts and require more than one Player. At any time, one of the signatories or any other Player, if the Pact is known, can announce that a Player is in Breach of a Pact. If there is no consensus for the Breach, a vote is taken by all Players (secret Pacts must be made public, ties result in no effect). If a Player is found to be in Breach of a Pact he loses 2HP and the Pact expires immediately.

The types of Diplomatic actions are:

- **War Declaration.** This is unilateral and allows the Player to attack his opponent from the following Turn on. Alternatively, the Player can immediately start hostilities for a penalty of 3HP. A War Declaration immediately terminates all Pacts between the two Players and the aggressor is automatically in Breach for all such.
- **Armistice.** Both Players agree not to attack each other for the current Turn.
- **Peace Treaty.** Both Players agree to end the current state of War between them.
- Enter in a **Diplomatic Pact.** This can involve more than two Players. It has to be in writing, kept secret or not. All Pact conditions must be explicit otherwise the standard game rules are applicable. If no Expiry is mentioned, a Pact lasts until the end of the game or when all signatories agree to end it.

<i>Commercial Pact</i>	Allows Trade inside other Players’ Territories
<i>Passage Agreement</i>	Allows Military Unit Movement through other Players’ Territories
<i>Military Control Pact</i>	Allows Armies entering the map and newly built Military Transports/Siege Engines, to be placed in other Players’ Territories; placement prerequisites for each type of piece must still be observed
<i>Civilian Control Pact</i>	Allows newly built Civilian Transports to be placed in other Players’ Territories; placement prerequisites for each type of piece must still be observed
<i>Non-belligerence Pact</i>	No War Declaration can be made between the signatories
<i>Defensive Alliance</i>	If one of the signatories is attacked, the allied player(s) will provide at least X Armies and their Transports in support. This obligation lasts until the war or the Alliance ends; whichever comes first. The attacked player can direct the supporting army units. The owning player must follow the directions or be considered in Breach of the alliance, unless these directions imply breaking another pact or suffering HP loss.
<i>Offensive Alliance</i>	Same as Defensive Alliance but the supporting Armies are used to attack another Player.

⁹ No actual tokens are handed to the player

v. Remove an owned piece from the map

Return the piece to the box. The piece must not be involved in a possible Battle.

vi. Use a Technology

Technologies provide Actions that can be used in specific Phases during the game. There are 6 Technologies and 4 Technology Levels, for a maximum of 24 different Actions. The same Technology Action can be taken multiple times as long as the required amount and Type (color) of Technology Points is spent. Technology Points can be obtained in three ways:

- by activating EMPIRE Cards to gain temporary OBJECTIVE tokens
- by flipping OBJECTIVE tokens to gain 1 Technology Point of that Type for each
- by paying 100fl. per Technology Point