

ADMINISTRATION AND REBELLION TABLE

	0%	10%	20%	30%	40%	50%	60%	70%	80%	REBELLION
2	rebellion	rebellion	3	4	5	6	good ruler	corruption	10	mercenary defection
3	rebellion	good ruler	4	5	6	7	8	good ruler	11	financial disaster
4	3	4	5	6	7	corruption	9	10	revival	pirate attack
5	4	5	6	good ruler	8	9	10	11	12	provincial rebellion
6	5	6	7	corruption	9	10	11	12	13	civil disorder
7	corruption	corruption	corruption	9	10	good ruler	good ruler	good ruler	good ruler	complete collapse
8	6	7	8	8	good ruler	11	12	13	14	mercenary units leave
9	7	8	9	7	corruption	12	13	14	14	army mutiny
10	8	9	good ruler	10	11	8	14	revival	good ruler	provincial rebellion
11	corruption	3	10	11	12	13	corruption	9	revival	attempted coup
12	good ruler	corruption	11	12	13	14	revival	8	9	rebellion and revival

SEQUENCE OF PLAY

1. Starting player determination
2. Start positions (B)
 - 3.1. Tribal combination (B)
 - 3.2. Tribal growth (B*)
 - 3.3. Movement (BKE)
 - 3.4. Barbarian unit creation (B)
 - 3.5. Combat (BKE)
 - 4.1. Tax collection (BKE)
 - 4.2. Upkeep (KE)
 - 4.3. Expenditures (KE)
 - 4.4. Administration (KE) & Tribal unrest (B)
 - 4.6. Abandonment / progress (BKE)

COMBAT RESULTS TABLE

	1-4	1-3	1-2	2-3	1-1	3-2	2-1	5-2	3-1	4-1	5-1	6-1
2	AR1	AR3	AR1	AR1	DR1	DR2	AE	DR3	DR1	AR1	DR1	DR2
3	EX	AR1	AR2	AR1	EX	DR1	EX	AR1	DE	DE	DE	DE
4	AE	AE	AE	EX	AR1	AE	DR1	EX	AR1	DR3	DR3	EX
5	AE	AR2	AR1	DR1	DE	EX	DR2	DR2	DE	DE	EX	DE
6	AE	AE	AE	AE	DR1	AR1	DE	DE	DR1	DE	DE	DE
7	AR2	AR1	EX	AR1	AE	DE	AR1	DR1	EX	DR1	DE	DE
8	AE	AE	AR1	EX	EX	EX	DR1	DE	DE	DR2	DE	DR3
9	AR1	EX	AE	AE	AR1	DR1	EX	EX	DR2	EX	DR2	DE
10	AE	AE	AR1	AR1	EX	AR1	DE	AR1	DR1	DE	DR1	DE
11	AR3	AR1	DR1	DE	AR1	DR1	EX	DR1	DR3	DE	DE	DE
12	AR1	DR1	AR1	AR1	DR2	DR2	DR1	EX	DE	EX	DR3	DR1

BARB. UNIT CREATION TABLE

	GERMAN	SLAV	HUN	VIKING	TURK	PICT	ARAB	AFRICAN
1								
2								
3								
4								
5								
6								
tk	6	6	8	8	5	6	5	6

UNIT CONVERSION CHART

original unit	purch.	upkp.	converted unit
barbarian	np	—	
3-4	np	—	
barbarian	np	—	
2-4	np	—	
barbarian	np	—	
4-2	np	—	
barbarian	np	—	
2-3	np	—	
barbarian	np	—	
4-2	np	—	
barbarian	np	—	
1-4	np	—	
barbarian	np	—	VANISH
(2)-1	np	—	VANISH

kingdom	6	3	
4-4	6	3	
kingdom	4	2	
4-2	4	2	
kingdom	2	1	VANISH
2-3	2	1	VANISH
kingdom	4	2	
1-4	4	2	
kingdom	np	—	VANISH
+1-4	np	—	VANISH

empire	10	5	VANISH
5-3	10	5	VANISH
empire	6	3	VANISH
4-2	6	3	VANISH
empire	4	2	VANISH
1-4	4	2	VANISH
empire	2	1	VANISH
(4)-0	2	1	VANISH