

MoT	Lev.	Price	MP	Load
 Merchant ship (trade)	I	200	+1 WEAVING +1 ASTRONOMY +1 CARTOGRAPHY	6 10 goods 10 armies
	II	250		7 20 goods 10 armies
	III	300		8 30 goods 10 armies
 Caravan (trade)	I	100	+1 CARTOGRAPHY +1 ROADS +1 LOGISTICS	6 10 goods 10 armies
	II	150		7 20 goods 10 armies
	III	200		8 30 goods 10 armies
 Galley (war)	I	200	+1 WEAVING +1 ASTRONOMY +1 CARTOGRAPHY	7 20 armies
	II	250		8 30 armies
	III	300		9 40 armies
 War chariot (war)	I	100	+1 CARTOGRAPHY +1 ROADS +1 LOGISTICS	7 20 armies
	II	150		8 30 armies
	III	200		9 40 armies

Loading / Unloading	Without Settlements, Far ports, Captains	With Settlements, Far ports, Captains
Goods, MoS.	2 MP	1 MP
Armies, MoT.	1 MP	0 MP

GAME TURN	
	<b>SWORDS</b> Auction the first swords and/or draw them to determine player turns. *Seasons.
	<b>EMPIRE CARDS</b> Draw a number of cards from the Empire deck equal to LT+1 following the order of the swords; choose 1 and, if you want, pay 100 Forints to hold 1 second card.
	<b>DIPLOMACY</b> Propose/declare diplomatic actions. Use Empire cards.
	<b>PURCHASE</b> Buy Technologies, Captains, buildings, MdT, MdA. Use Empire cards.
	<b>TAXES</b> Receive Forints from your territories, Technologies and Empire cards. Repay loans and/or apply for new ones.
	<b>REINFORCEMENTS</b> Prepare the armies you obtain from Kingdoms, Technologies and Empire cards. Exchange prisoners and/or pay a ransom.
	<b>EVENTS</b> Resolve rebellions and Events. Barbarians recruitment and attack. Roll 2d6 for Calamities.
	<b>PLACEMENT</b> Place purchases and reinforcements on the map, if you also have LOGISTICS in reserve.
	<b>COMBAT</b> Move and attack, play Empire cards. Mark prisoners: 10% rounded up, 20% if you have STRATEGY.
	<b>TRADE</b> Move and trade. Use Empire cards.

Land	Name	Cost MP	Supply	Price	Name	Type
	PLAINS	1	5 SV of armies +5 AGRICULTURE +5 CROPS ROTAT.	100, 200, 300 Florins	Captain level I, II, III	
	FOREST	2 (2D map) +½ (3D map)	5 SV of armies +5 HUNTING	100, 200, 300 Florins	MdA level I, II, III	
	HILL	2	5 SV of armies +5 BREEDING	300 Florins	Fairs level I	
	DESERT	2 War chariot 1 Caravan	5 SV of armies	100 Florins	Far port level I	
	MOUNTAIN	3 2 ROADS	5 SV of armies			
	RIVER	+1 +0 ROADS	level I, II, III respectively +10, +20, +30 SV	/	Buildings 50, 100, 150 Florins	
	TORRENT	+½ +0 ROADS	+5 SV of armies	Last 10 SV 1d6+1	Tower level I 100 Florins	
	STRAIT	3 (by land)	+10 SV of armies	Last 20 SV 1d6+2	Fort level II 300 Florins	
	PORT	1	+15 SV of armies	Last 30 SV 1d6+3	Castle level III 700 Florins	
	Border of COASTAL SEA	1	+10 SV of armies	/	Religious capital	
	Border of OPEN SEA	2 1 ASTRONOMY	+10 SV of armies	/	Cathedral 1000 Florins	