

For each city that this player could not collect tax from, 'the beneficiary' may choose and annex 1 of his cities, referred to as 'tax revolt'. This beneficiary does not collect taxes for any newly gained cities this way in the same turn. In this phase no check for city support is made. If the beneficiary of a tax revolt has insufficient cities to replace a city, for the remaining city or cities a new beneficiary is selected. If all players have 9 cities on the board, any remaining cities affected by tax revolt are destroyed instead.

Example: Michael has 5 cities on the board. He must transfer 10 tokens from stock to treasury, but he has only 7 tokens in stock. He must transfer all 7 to treasury and 2 of his cities revolt. Frank has the most cities in stock and becomes the beneficiary. He may choose 2 of Michael's cities and replace them with his own, from stock.

If 2 or more players are victims of a tax revolt, the tax revolts are resolved in A.S.T.-ranking order. A victim of a tax revolt cannot be the beneficiary of his own or any other player's tax revolt during the same turn.

2. POPULATION EXPANSION

Order: Simultaneously, but may be resolved in A.S.T.-ranking order if desired.

2A. POPULATION EXPANSION

Each player must place tokens from stock in each area containing his tokens:

1 token in each area containing 1 of his tokens and 2 tokens in each area containing 2 or more of his tokens (so an area containing 3 or 4 tokens only gets an additional 2; not 3 or 4).



Tip: It is preferable to place each expanded token upside down so that each player can clearly see which tokens were originally situated in the area and which are expanded. Flip all tokens to the colored side when finished.

If a player does not have sufficient tokens in stock to complete his population expansion, he may choose where to add available tokens from stock taking into account the above guidelines. This may include re-dividing his previously placed tokens this turn. Players cannot choose to expand fewer tokens than possible. Adding tokens during the Population Expansion-phase is not considered attacking. Barbarian tokens do not expand.

2B. CENSUS

After a player has expanded his population according to the rules, he must count all of his tokens on the board and change the status of his Census-marker on the Census track (cities and ships are not counted).

Tip: Since a player has exactly 55 tokens, sometimes it is easier to count the tokens in stock and treasury combined and subtract this number from 55.



Place the Census-markers alongside the numbers rather than on top of them.

Use the numbers on the Census-markers to indicate their mutual A.S.T.-ranking order, pointing away from the track



Use the inside of the track for players holding 'Military'. Their mutual A.S.T.-order is again defined by the numbers on the Census-markers.