

area, attacking, or causing conflict. If players share an area and the population limit of the area is not exceeded, all tokens co-exist and no conflict situation occurs in this area.

Attacking a city

As soon as a player enters an area containing an enemy city or a pirate city, this is considered 'attacking the city', regardless of the number of tokens used (even if it is 1). To successfully attack a city a player must move at least 7 tokens into the city area or the attack fails. 'Attacking' only applies to attacking a city; tokens can not be attacked.

Defending a city

A city under attack can be defended by moving tokens into the area, either before or after the attack. The defending player should of course regard the order of movement. Only during the Conflict-phase it will first result in a token conflict. It is not possible for two or more players to combine in attack; it will result in a token conflict between all players involved. Any remaining tokens are regarded as attacking the city, even if the number of tokens proves insufficient. If the city is not attacked successfully, this will eventually result in surplus population.

4. CONFLICT

Order of resolution in a Conflict-phase

There are 2 different types of conflict. Conflict between tokens of a single player and a city is defined as 'city attack'. A conflict between tokens of two or more players in an area that also contains a city is considered a 'token conflict'.

4a. All token conflicts are resolved before all city attacks are resolved. It is preferable to resolve all token conflicts simultaneously. Any possible unsuccessful city attacks are not considered token conflict and these tokens are only removed during the resolution of city attacks. Any foreseen surplus population may not be removed during the Conflict-phase.

4b. Only after all token conflicts have been resolved, all city attacks must be resolved one at a time, in A.S.T.-ranking order of the defending players. Attacks on pirate cities are always resolved before any other city attacks. If more than 1 city belonging to a single player is attacked, he may choose the order.

The barbarians

For the purpose of the Conflict-phase only, other than clearly specified, all barbarian tokens and pirate cities are considered as if they would belong to a single player defined as 'The Barbarians'. If a rule refers to players, this rule may refer to 'The Barbarians' as well. 'The Barbarians' do not benefit from any Civilization Advances.

4A. RESOLUTION OF TOKEN CONFLICTS

Token conflicts are resolved in 'rounds of token removal'. For each area in which a token conflict occurs, players must count all tokens involved. In each round, the player having the minority must first remove 1 of his tokens. Next, the following player in minority order must remove 1 of his tokens from the area, and so on, until all players involved have done so, or until the token conflict has ended. If players have an equal number of tokens to start with, they must remove their tokens simultaneously.

After each round of token removal, the check for token majority is done again and a new round of token removal starts, and so forth. The conflict in an area immediately ends as soon as at any moment the population limit is no longer exceeded or a single player is the only player occupying the area with tokens (even if he exceeds the population limit). A conflict may end before a full round of token removal is completed. Any excess tokens remain in the area. It may occur that by removing tokens simultaneously the area ends up depopulated or occupied by fewer tokens than the population limit.

If a token conflict occurs in an area that also contains a city, the conflict ends as soon as only a single player has tokens left in the area. Any remaining tokens this way are not removed during token conflict, and this is considered a city attack. Removed tokens are returned to stock.

4B. RESOLUTION OF CITY ATTACKS

For each city attack, first define whether the attack is successful or not. By default, an attack is successful if the attacker has at least 7 tokens in the area containing the enemy city. In the case of an unsuccessful attack, all tokens from the attacking player in the city area are destroyed.

Resolution of a successful city attack

A successful city attack is divided into 4 steps. Each city attack must be resolved completely, one at a time, in the following order: