

nie uważa się za wejście na obszar, atak lub spowodowanie konfliktu. Jeśli różni gracze współdzielą jeden obszar, a jednocześnie limit ludności nie jest przekroczony sytuacja konfliktu nie występuje.

#### **Atakowanie miasta**

Jak tylko gracz wkroczy na obszar zawierający wrogie miasto lub miasto piratów, uważa się to za "atak na miasto" niezależnie od liczby używanych żetonów (nawet jeśli jest to tylko 1 żeton). Aby skutecznie zaatakować miasto gracz musi przesunąć przynajmniej 7 jednostek na obszar miasta lub atak się nie powiedzie.

"Atakowanie" odnosi się tylko do ataku na miasto, jednostki nie mogą być atakowane.

#### **Obrona miasta**

Atakowane miasto może być bronione przez jednostki przesunięte na obszar, zarówno te z przed jak i po ataku. Broniący się gracz musi oczywiście brać pod uwagę kolejność ruchów. Only during the Conflict-phase it will first result in a token conflict. Nie jest możliwe zaatakowanie jednego gracza przez dwóch lub więcej graczy. Takie posunięcie spowoduje konflikt pomiędzy wszystkimi graczami na spornym obszarze. Jednostki które pozostaną na obszarze uważa się za atakujące miasto - nawet jeśli jest ich mniej niż 7. Jeśli nie jest możliwe zdobycie miasta aktualną ilością jednostek limit populacji (0) na spornym obszarze uważa się za przekroczony.

## **4. Konflikt**

#### *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 . Rozstrzyganie konfliktów jednostek**

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. Atakowanie miast**

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: