The Greatest Lineage

By Andrew Rogers

Intro:

This is a highly strategic board game where three players and a non-player group vie for control over the world of Gallipae. It takes place over the entire course of the eras known as the "Forgotten World" and the "First World". The three players are humanoid races (one elven, one human, and one dwarven) and the 4th group represents the monster races (although much more restricted in what they can do, the monster races will have an initial edge that can possibly be kept if the game goes well for them) as well as human, elven, and dwarven tribes. There are rules for war, treaties, alliances, and, of course, assassination/espionage attempts. A player wins by process of elimination. When everyone else loses, the remaining player wins. Two things can cause a player to lose: 1) If you (the ruler), your spouse, and all possible heirs (you can spend resources and time to name a non-family member as heir) are killed all at the same time, your race is considered to be insignificant and you lose. 2) If all the territory you own gets conquered, you lose.

VARIANT GOAL: If all players wish they may choose a more peaceful route. With this option you may only attack the non-player group. This means rules for assassinations and raids are nullified, although you may still commit acts of espionage. The winner, in this case is whoever has the most points at the end of the timeline. NOTE: Points in this instance are drawn from culture minus ruler culture points, technology points, military technology points, population, territories, prestige, and resource tokens. Not all is equal either (see appendix b).

Beginning:

In the beginning of the game you have 20 population (12 females and 8 males), 1 ruler (see below), 1 spouse (see below), 1 male and 1 female rank 2 royal family members (see below), two territories, 15 food tokens, and 18 wood tokens. Before your first turn you must decide whether your ruler is male or female. You also start with 13 prestige rating. This Prestige includes that which you receive from your tribe (see below)

Turns and what they can do for you:

Every turn several things happen to progress the game and further your cause. Remember, a turn does not represent a clear set amount of time, but it does represent time. In the beginning of the game you must roll to see who goes first. After that the order is clockwise around the board.

Order of turn phases:
1. Timeline check
2. Gain points
3. Role for population
4. Stockpile resources
5. Wage war/espionage
6. Build monuments
7. Spend points
8. Resource check
9. Age Advancement

Description of turn phases:
    Timeline Phase (optional for conquest goal and a work in progress)
    Turn 1-The angel Ocurst makes a deal with Death to become the first demon of great power and in exchange hands over the souls of the first two humans; Humans lose 2 male pop, Demonic Faction gains 16 culture points, Undead Faction gains 2 warrior pop.
    Turn 3-Death creates Vengeful God and The Dead King's Halo; Undead Faction Gains two

adjacent territories (elven player's choice), Undead Faction gains 5 Military Tech Points-The Wraith turns Slithouslon into a dragon; Monstrous Humanoid Faction loses 1 warrior pop and gains 5 military tech points and 8 culture points; Undead Faction gains 8 warrior pop

Turn 4-Archnemerech rises to power in Hell as the first true devil-Balshtak the Brutal becomes the second devil aligning himself with Archnemerech-Grathlak the Cruel becomes the third true devil-Demonic Faction gains 10 military tech points and 15 culture points

Turn 6-First World begins; each player and non-player kingdom loses 30 males (warrior pop for monster factions) and 30 females (non-warrior pop for monster factions), if a player does not have enough pop they revert an age and if they cannot revert an age, they lose, Undead Faction loses 5 military tech points and one territory of the elven player's choosing.

Turn 7-The Wraith's brother (LOTD) appears as the first vampire-Slithouslon finally comes into undeath as a servant for the LOTD; each Player loses 5 male and 5 female pop, Undead Faction gains that many warrior pop, Undead Faction gains 12 culture points

Turn 8-Klamaz creates white fire; all players get +8 military bonus; undead and demonic factions get -5 military bonus-Darsh is born; Monstrous Humanoid Faction gains 4 adjacent territories (dwarven player's choice)

Turn 9-Hans becomes a paladin; Humans gain +8 military tech points and all other players gain 3, Monstrous Humanoid Faction loses one warrior pop-Rome is founded by Hans; dwarves and elves gain 10 culture points, humans gain 5 culture points

Turn 10-The LOTD finds his brother's artifacts and dismantles Death's True God; Undead Faction gains 5 tech points and 2 territories-At 20 years old Hans kills Darsh; human empire gains 5 prestige, Dwarven player gains 8 culture points and takes the nearest monstrous humanoid territory.

Turn 11-At 40 years old and with several permanent injuries and physical afflictions Hans Terengalk becomes the immortal demi-god Hans the Great; human player gets 8 culture points-Alanzas becomes a White Fire Master; elven player gets 5 military tech points

Turn 12-Inferno takes over Hell-Inferno creates black fire-Death defeats The Peasant of Death and is able to create green fire; all non-player kingdoms gain a +10 military bonus this turn

Turn 13-Inferno creates orange fire; the demonic faction loses 4 military tech points

Turn 15-Inferno creates a rift between the Mortal Plane and Hell; all players lose revert one age

Turn 16-The former human, Aeruth the Dark becomes the youngest devil; the highest ranking human male royal family member is lost while the demon faction gains any benefits granted by that human

Turn 17-For some unknown reason, Tiamat betrays the evil gods by granting access to Hell to the Celestial Powers; each player gains 5 tech points and loses 5 male pop.

Turn 18-The Celestial Alliance forms and makes an assault on Hell but is driven back by an army led by the demon prince Ocurst-Tiamat is killed-The Peasant of War is killed-Ocurst kills Bahumut as Bahumut holds off the Infernal Forces so that the rest of the good gods can escape; demonic faction gets +5 military tech points, +5 warrior pop, each player loses 1 territory of their choice.

Turn 19-The Council of Power is founded; each monster faction loses 5 warrior pop and 5 military tech points, each player gains 4 culture points

Turn 20-Yithrey becomes the "Firekeeper"; human player gains 8 military tech points

1. At the beginning of this phase, if your prestige rank is negative and you are in a war, you have a 30% chance to be forced to withdraw from the war. DON'T LET THIS HAPPEN! YOUR OPPONENT WILL STILL HAVE THE RIGHT TO ASK FOR UP TO 75% OF YOUR RESOURCES, 50% OF YOU POPULATION, 25% OF YOUR TERRITORY AND ANY OTHER THING THEY CAN THINK OF IN THE TREATY!!!

2. During this phase, you gain 3 points for every 5 resource tokens you own, 2 points for every territory you own, 1 point per 20 prestige, and 2 points for every 10 population you have.

3. As long as you have at least 1/2 the amount of male population as female population, up to as many as ½ your females have a 50% chance +5% chance for every age achieved past the

first to grant you one population point (population points are always random in gender no matter how you get them). If the female fails she has a % chance to die equal to the role you failed with (ex. if a female had a 60% chance to produce a population point, but rolled a 73, she would have a 73% chance of death). The player may cluster gender roles as wished. This is also the phase of royal reproduction (See Special Population).

4. During this phase, you may dedicate up to 50% of your population (either male or female) to gather various resources. Regardless of the resource, each person collects 1 resource token per 10 technology points (max of 5 per person), of that type per turn. The resources you can choose to gather are determined by your age. In the Pre-stone Age you may gather wood or food. In the Stone Age, you may gather stone, wood, or food. In the Soft Metal Age, you may gather stone, copper, wealth, wood, or food. In the Early Humanoid Age, bronze replaces copper, and in the latter two ages, iron replaces bronze. When a metal is replaced, so is the stash that your kingdom has.

5. Declaring War: War can grant prestige and/or territory, eliminate enemies, and/or destroy their monuments. This is if you do well. If you don't or take too long, you lose prestige, population, and possibly territory, cities, and/or monuments. You may even be destroyed completely. While you need not declare war to carry out forms of espionage, or small, very limited raids, larger, more ambitious attacks require you to be at war with an enemy for the duration. You must secretly declare war at least 2 turns ahead of time in your war/espionage booklet. The first turn you are at war, you assign a group of male population to be warriors (from now till the end of the war these males no longer help you in any way outside of war). In the Pre-stone Age and Stone Age, for every 5 warriors you train, going to war costs 2 food tokens. In all other ages it costs 1 food token, one copper, bronze, or iron and one wealth token per 10 warriors. On each turn for each player in the war, they must decide if they want to add more warriors and if any royalty are in battle. As many or as few royalty can join, but only those who do grant any bonuses. These new warriors will also cost resources and can no longer count for other uses. Combat takes place on the turn of the aggressor. Combat has a variety of goals that it can achieve. Killing warriors is always a goal. All other goals are voluntary. You may choose to capture territory, kill enemy royalty (if they are involved), or take or destroy a monument and/or city (if it is in a territory that is being captured). Each opposing side must roll percentile dice separately for each goal they are attempting. To kill enemies you roll percentile dice, add all military bonuses, and the loser takes casualties equal to the amount he lost by in a percent (example: if you role a 82 and your opponent rolls 54, you kill 28% of his forces because 82-54=28). To take territory, you roll the same dice, add the same bonuses, and if you win by at least 15, you capture a territory. To kill enemy royalty, you must roll a 95-100 on a percentile die. Taking monuments or cities is automatic when you take their territory, but to destroy a monument, you must role a 50 or higher on a percentile die. When you take a monument it grants you ½ the prestige that it granted the original builder, unless you were the original builder in which case you gain all lost prestige back. To determine military bonuses look at the following chart. After all warriors are killed, if there are more casualties, they are taken from uninvolved males, then females.

Point Type	Amount
Amount of Warriors	+1 per 10 (round up)
Culture Points	+1 per 15 you have
Technology Points	+1 per 10 you have
Military Technology Points	+4 per 10 you have
Prestige	+1 per 10 prestige over enemy's prestige
Resource Tokens	-30 if you didn't have enough resources last turn

Misc. (Leading Royalty Points, Shaman Points, Timeline Points, Espionage Bonuses)	Varies (for details see below)
Player Strengths/Weaknesses	+15 for strong areas; -15 for weak areas

After 8 turns in even the most successful of campaigns, you start to lose Prestige at the rate of 2 per turn. This is accelerated by 4 per turn if you lose territory, 6 per turn if you lose at least 50% of your warriors (rounded up), and 2 per turn for each monument lost if you lose monuments. After a war the victor gains prestige equal to the same amount that the opponent lost.

Alliances: When allied with another player you gain 10 prestige for the duration of the alliance, 1 prestige per 2 turns and are free to trade resource tokens with any allies. For every 10 resources gained through trade, you gain 2 culture points and 1 additional prestige. Unfortunately, to break an alliance, you must openly declare war 5 turns ahead of time and lose the 10 prestige you gained at the beginning of the alliance.

Peace Treaties: Sometimes it is in the best interest of everyone for a war to just end. Here is where creativity and leverage come into play in this game. Basically, as long as everyone agrees on the treaty, anything goes. There are NO restraints to what you can force an empire into as long as you have the leverage necessary. This makes treaties the main thing making war worth the cost.

Raids: Raids are a great way to bleed an opponent without actually declaring war. For a raid to truly be a raid, it must consist of less than 10% of your population in warriors at the beginning of the raid, there must be at least one turn between raids, and you may NOT take territory. What you CAN do is destroy enemy population, burn/steal resources, or tear down monuments. You must roll separately for each goal. Each goal has a 40% chance of success minus 8% for each goal past the first that is attempted. No matter what, if he/she wishes, the opponent gets to roll to kill your troops as if you were at war. They get an additional military bonus to this role of 2 times the number of goals for your raid. If you succeed in destroying enemy population, you kill a percent of their population equal to the size of your force (you kill before the opponent gets a chance). If you succeed at burning or stealing resources, you burn or steal up to the amount of resource counters as ½ the die roll you rolled to succeed at this goal.

Capturing Territory:

1) By Force: ONLY TERRITORY THAT IS UNGUARDED AND UNOWNED CAN BE TAKEN WITHOUT DECLARING WAR. Any other time you wish to take territory by force you must declare war before invading and taking it. Territory IS considered unowned but still guarded if either it has been captured through a war that is still in progress OR if it is held by a member of a "non-player tribe" (see below). Both these territories are marked with yellow counters. You may only claim territory for free if you have 20 population for every territory you will have including the claimed territories.

2) Bought Territory: You must have 15 culture points to buy territory from a non-player tribe. You can use 5 territory points to buy any one territory that is considered to be unowned and is within a certain distance (dependent upon age) of your territory. This means that if you buy territory from a non-player tribe it DOES NOT force you into war against them. There is a limit of 1 territory plus 2 territories bought per 3 ages you have achieved each turn. For each age you achieve, you may buy territories up to one territory away. You must have 8 pop per territory you will have after the territories are bought.

Espionage:

--Spying: You must have 60 culture points to train a spy. Either gender can be spies. You may have up to 2% of your population as spies each turn. It takes at least 2 turns to train up to 2 spies at a time. Spies that are not successful in their mission are considered to be discovered and killed. Missions that can be chosen are: A) theft of 10 technology points, B) intelligence info on the military plans of a PC race player. Each successful turn with this

goal grants you a +5 to military bonuses and gives the enemy a -5 to military bonuses. C) theft of 5 military tech points. Whatever the mission, it is carried out in secret as you write it down in your war/espionage book in ink then replacing the book face down. This is to keep people from knowing your plans. On each player's turn, after a player has written in this book, each other player must role to see if they can uncover the spy (no matter whether it was a spy entry or not, and no matter who it was against. Any role under 25 means the spy is uncovered and killed). Even if untargeted players role well enough to discover the spy, they know nothing and nothing happens. They must also role to uncover an assassin (no matter whether it was an assassination entry or not, and no matter who it was against). A mission grants bonuses till it either succeeds once or the spy is uncovered. The mission occurs on the target's next turn. The base success rate of a spy is 40% with a 5% increase for each extra turn of training (max total of 65% success rate).

--Assassination: You must have 30 Culture points to train an assassin. Either gender can be assassins. You may have up to 1% of your population as assassins each turn. It takes at least 3 turns to train up to 1 assassin at a time. Assassins that fail have a base of 50% chance to be caught and killed. Missions that can be chosen are: A) Killing a non-ruling member of the royal family of a PC race, B) Killing the ruler of a PC race, C) Killing a shaman. Regardless of the mission it takes till the intended target's next turn to carry out the attempt. Again the missions are carried out in secret with the same method as spying. Just as in spying, a player can uncover an assassination attempt with a base role under 25 on percentile dice. The only difference is, while the roles from untargeted players against a spy are useless, the roles from untargeted players against assassins grant knowledge of the assassination attempt. They may choose to have a 50% chance of having one of their own assassins to kill the opposing assassin instantly. If they fail, their assassin dies. They may also choose to aid the assassin, increasing the success rate to a flat 80%.

--Assassination Methods: While there is always a base of 30% success rate for an assassin, there are multiple ways to alter this. First, each turn past the 3 minimum used to train the assassin, there is an increase of 5% success rating (max of 50%). Second, there are two options that assassins can be trained in to carry out their missions. The first is poisoning. This reduces each player's % chance to catch the assassin by 10% and a failure only means a 20% chance of being caught. However, it has a -15% chance of success. The second is melee combat. A melee combatant assassin is relatively easy to catch (any player need only role under a 40, and a non-successful attempt runs a 75% chance of capture), but they get a +30% chance of success.

6. This is the phase during which you build monuments. The easiest and most common way of gaining Prestige, monuments can only be built up to two at a time, and may only be started in the Stone Age or later ages. The amount of Prestige that is gained by building a monument is directly determined by the amount/types of resources used and how many population you devote to building the monument (see table below). There is no limit to the amount of resources you can use.

Resources Used	Prestige granted	Population required
5 Stone tokens	1	3
5 Wealth tokens	3	1
5 metal tokens (copper, bronze, or iron)	2	2

It takes 1 turn per 10 prestige the monument will grant to complete a monument. Any monument destroyed, takes with it the same amount of Prestige that it granted or would have granted. For every 25 extra workers, the duration of the build goes down by 1 turn. Any monument destroyed takes with it all prestige granted. When first started, monuments cost 8 Prestige, which is a penalty that is dropped upon completion. Going through a

sacred ritual to bless the construction of the monument before it is started, negates this penalty and grants +10 prestige, but it costs 20 food and 5 wealth. You may only have one monument per tribe, town or city.

7. This is the phase where all your points earned earlier in the turn can be spent in territory points, population points, culture points, technology points, military technology points (if you are in at least the soft metal age), ruler powers, and shaman powers. Use the following 3 tables to determine how much points must be spent for those goals.

Area to be Spent in	Amount Spent	Amount Gained
Territory Points	4 points in pre-stone age +6 points for each age beyond	1 Territory
Population Points	2 point	1 Population (the player roles once to determine percentage of male to female—see appendix a)
Culture Points	4 points	1 Culture Point
Technology Points	4 points	1 Technology Point
Military Technology Points	5 points	1 Military Technology Point

Ruler Powers:

Area to be Spent in	Amount Spent	Amount Added to Base
Culture Points	3 points	+2 Culture Points
Territory Points	20 points	+1 Territory If you have at least 8 population for each territory owned if you buy it
Military Bonus	1	+1 To Rolls

Shaman Powers:

Area to be Spent in	Amount Spent	Amount Added to Base
Military Bonus	2 points	+1 To Rolls
Opponent's Military Penalty	2 points	-1 To Rolls
Increase in % Chance a Mother Will Have a Child	20 points (max of 20 points spent in this way)	+5% (max of +10% chance total between shamans)

8. At the beginning of this phase you must have at least a base of 1 territory per 20 population (you can add 5 per 10 culture points to the amount of population allowed per territory). You must also use 1 food token per 5 population and 1 wood token for each 2 new population rounded up. If you do not have enough resources or territory, you lose 21-30% of your population.

9. In this game there are 2 groups of 3 ages each. They are:

Group 1 (The Pre-historic Ages): These are the earliest times of humanoids when they are absolutely no threat to the monster races (at this time the monster races do not act aggressively).

Pre-stone Age

Stone Age

Soft Metal Age

Group 2 (The Humanoid Ages): During these ages the player races begin to mobilize and the

monster races get a little more dangerous.
Early Humanoid Age
Middle Humanoid Age
High Humanoid Age

Age Advancement:
Whether you can advance in ages or not depends on the points you have in culture, technology, your excess resources, and, possibly (dependent on your age), the amount military tech. points and territory you have. See table below:

Age	Tech. and Pop. Points gained	Culture Points Needed	Technology Points Needed	Resource Token Stockpile Needed	Resource Token Cost	Military Tech. Points Needed	Territory Needed
Stone Age	+10	70	60	40 Food; 45 Wood	40 Food; 45 Wood	N/A	12 Territories
Soft Metal Age	+15	250	250	120 Food; 300 Stone; 150 Wood 350 Prestige	120 Food; 300 Stone; 150 Wood	N/A	70 Territories
Early Humanoid Age	+20	900	675	300 Food; 600 Wealth; 1000 Stone 900 Prestige	300 Food; 600 Wealth; 1000 Stone	50	110 Territories
Mid Humanoid Age	+25	3500	3500	600 Food; 800 Wealth 1,700 Prestige	600 Food; 800 Wealth	100	160 Territories
High Humanoid Age	+30	9000	10000	1000 Food; 1200 Wealth 4,500 Prestige	1000 Food; 1200 Wealth	200	180 Territories

NOTE: You can wait for up to 3 turns after you meet the requirements to advance before you actually declare that you are advancing if you wish.

Every time you advance to a new age, if possible, you receive territory, technology points dependent on your new age, population points dependent on your new age, your Prestige goes up by 10, and your population increases by +30% (after the new population points). In addition, with each new age, your females get an increase in the chance that they will successfully produce population points. You gain 10% of your old territory that must be

adjacent to an old territory.

NOTE: It IS possible to revert to previous ages if certain disasters strike if your technology points, culture points, or military technology points drop below the necessary amount for the age you are in. This reduces your Prestige by 10 for each age reverted.

Special Population:
1. You may have up to 3 ranks of royal family members: A: Rank one consists of you and your spouse. You grant a large amount of culture points, a small amount of territory points, and large military bonuses to all military or espionage operations. Over time you can spend points in these areas in order to customize your bonuses. Your spouse grants equal amounts of culture points at all times. B: rank two consists of your children. You may have up to four children at one time. If you wish you can replace a son or daughter (NOTE: this represents placing them out of your dynasty but does NOT kill them). Children grant similar bonuses (although less powerful) to their parent that is the same gender. When a rank 2 or 3 member replaces a ruler of the same gender, they start granting the same bonuses as their predecessor. Should the occasion arise where you are replaced by a child of a different gender, they start granting bonuses equal to the basic bonuses of a beginner ruler. Any new ruler starts with 2 children of random gender. C: Spouses and royal reproduction: You must pay 5 food tokens, and 3 wealth (if your civilization has wealth) and take one full turn to gain a spouse. Every turn with a spouse you have a 70% chance to gain a child of random gender (if you wish), and a 0% chance that your female rank 1 royal family member will die if you try and fail to have a child. D: Each ruler (other than your spouse) has a natural lifespan of 5 turns after gaining the throne. Your spouse ALWAYS dies with you. E: Rank three consists of any non-blood related heirs that you have named. They do not grant bonuses and may consist of up to 3 people. You choose the genders of rank 3 members.
2. Shamans: This section of the population consists of one for every tribe/town/city in your empire. They add points to military operations, subtract points from opponents' military operations, and add to the % chance that both mothers and children survive childbirth. The sizes of these bonuses are determined by points you spend in each individual shaman. Shamans only add to their own tribe/town/city. Shamans can also be used to perform ceremonies to bless the construction of monuments.

Ruler Base Bonuses:

Area of Bonus	Base Bonus
Culture Points	+10 To Culture Points
Territory Points	+0 Territories
Military Bonuses	+5 To Rolls

Spouse Bonuses

Area of Bonus	Bonus
Culture Points	Same as Ruler

Bonuses of Rank 2 Royal Family Members of the Ruler's Gender:

Area of Bonus	Bonus
Culture Points	+20% (rounded down) of Ruler
Military Bonuses	+2 To Rolls

Bonuses of Rank 2 Royal Family Members of the Spouse's Gender:

Area of Bonus	Bonus
Culture Points	+10% (rounded down) of Ruler

Shaman Bonus:

Area to be Spent in	Base Bonus
Military Bonus	+4 To Rolls
Opponent's Military Penalty	-4 To Rolls
Increase in % Chance a Mother Will Have a Child	0

Cities, towns, and tribes: you get one tribe, town, or city card per 5 territories (rounded up) that you own. Whether you get a tribe, town, or city, depends on your age. Starting in the Humanoid Ages, you get towns, and in the High Humanoid Age you get cities. Each tribe, town, or city adds to your maximum supportable population, your prestige, and the total number of shamans in your empire. See the table below:

Tribe	+5 supportable population	+3 initial prestige
Town	+10 supportable population	+5 initial prestige
City	+15 supportable population	+7 initial prestige

Once you stop migrating, you must determine which piece of territory the tribe, town, or city stays in. During the ages of migration, the tribe must be able to move back and forth between areas in lower positions near water and areas near a mountain. This means that sometimes you will have cards for tribes, but can't create the tribe, at this point the card is just a promissory note that you will get the tribe as soon as you get the necessary territory. Thus until you do, you may not have a shaman for that tribe.

Players' Strengths and Weaknesses: A. Elves are masters of the low-lying forest region, but not so great in the mountains. This means they get bonuses to rolls in low-lying areas, and minuses in mountainous areas and hilly areas. However in the rare mountainous forested regions, they receive no bonus or penalty. B. Dwarves are the eternal opposites and enemies of the elves. They receive bonuses in the mountains and hills, they also receive minuses for forests and swamps. Humans are the "average Joe". They neither gain bonuses nor receive penalties.

Non-player tribes/kingdoms: The vast majority of the territory in the beginning of the game is just occupied by non-player tribes or actually owned by non-player kingdoms. This is the biggest difference between the two. The non-player tribes are also the same races as the players, while the kingdoms are powerful monster races. Fortunately for the players there will be more non-player tribes than kingdoms. In fact, for simplicity's sake, there will only be 3 non-player kingdoms (although they will start out more advanced than the players and will have multiple colonies). The non-player kingdoms, also known as monster factions, are the Demonic Kingdom, the Undead Kingdom, and the Monstrous Humanoid Kingdom. These kingdoms will not act aggressively until all the players are out of the Pre-historic Ages, and afterword will go to war with their first player 2 turns after the last player leaves the Pre-historic Ages for the first time. The three factions attack whoever has the most amount of territories the closest to the non-player kingdom's capitol. In the event of a tie, the non-player kingdom goes to war with all those that are tied. Due to the predictability of this, the non-player kingdoms will NOT use espionage. In addition, all wars with a non-player kingdom are endless UNLESS the player can't handle it anymore at which point they must pay tribute equal to 10 wealth and 4 food per turn you were at war with the non-player

kingdom to the non-player kingdom. However, once 2 turns of peace have passed, the monster faction goes to war with the player who has the closest territory. A non-player kingdom has 50 troops per territory in the beginning of the game and need not have any particular amount to hold a territory. They all are considered to have 500 culture points, 500 technology points, and 80 military technology points at all times. Non-player kingdoms never gain any other bonuses. A monster faction always attempts every goal possible in war and faced with the choice of destroying or capturing a monument, they always destroy it. Basically all things normally decided by humans will be pre-set for the non-player kingdoms. Otherwise, they act as any other player. The same cannot be said for the non-player tribes. Nothing ever changes for them and they do nothing--that is unless they are attacked. If a non-player tribe goes to war with a player, the non-player tribe cannot pull out. If the player gives up they must pay "tribal tribute" of 30 food tokens and 60 wood tokens. Non-player tribes gain no military bonuses aside from warrior count and are considered to have 50% their population in warriors in the beginning of the gamed. Non-player tribes have a set population of 50 per territory in the beginning of the game, and when the population can no longer support the territory they have (they need at least 10 population for each territory), they lose a random territory until it can. When they are down below that needed to support 1 territory, they are eliminated.

Non-player progression—
1. Non player tribes: These gain one female population and one male warrior population every two turns as well as two culture points every turn.
2. Non player kingdoms: These gain four warrior population every turn and one military population ervery two turns.

Appendix a:

% die roll	% Male Population	% Female Population
1-5	69	31
6-9	64	36
10-15	60	40
16-24	56	44
25-36	53	47
37-64	50	50
65-76	47	53
77-85	44	56
86-91	40	60
92-95	36	64
96-100	31	69

Appendix b:

Points Source	Point Worth
Culture	200%
Technology	100%
Military Technology	50%
Territories	150%
Prestige	400%
Population	25%

Stone	125%
Metal	200%
Food	50%
Wood	50%
Wealth	500%
Ages Past 1st Achieved	10,000pts each