

RISE AND FALL

Leader/National Characteristics Summary

National Characteristics:

	Infantry	Cavalry	Ships
ROME	+1	-1	
PERSIA		+1	-1
ARABS		+1	-1
EAST AFRICA	+1		
WEST AFRICA	+1		
PICTS		-1	+1
VIKINGS (Norway)		-1	+1
DANES		-1	+1
WEST GERMAN	+1		
SOUTH GERMAN	+1		
EAST GERMAN	+1		
HUNS		+1	-1
TURKS		+1	-1
DACIANS	+1		

Leaders:

MILITARY movement: 5

- 1) +1 Attack for all Land units stacked with leader
- 2) +1 movement for all units moving with leader (from start of turn)

DIPLOMATIC movement: 5

- 1) at start of movement phase: convert ANY independent kingdom (1) on the board, may be moved through immediately without combat

POPULAR movement: 5

- 1) In Empire: areas revolt on -1, same area adjacent or with leader -2 (not on sea)
- 2) In kingdom: -1 all unit costs, if built in same area with leader -2

ADMINISTRATIVE movement: 5

- 1) +10% tax in kingdoms and empire - counts for victory points!

NAVAL movement: 8

- 1) +1 Attack for all ship units stacked with leader
- 2) +2 movement for all ship units moving with leader (from start of turn)

If leader is killed, he is regenerated for free 3 turns later in the transition phase.

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