

# POLEIS

## Income

Per adjacent colony reachable by Sea	1	
Per adjacent colony reachable by Land	0.5	Save halves and add them all up, then discard any leftover half.
<b>Tax Policies (choose 1):</b>	<b>Income</b>	<b>Notes</b>
1. Wise Administration	1	
2. Heavy Taxation	1 die	But on a roll of 1, receive no income of any kind at this colony.
3. Radical Taxation	2 dice	Subtract colony level from the roll. On a roll of 2-4, receive no income at this colony <b>and</b> lose one of level, walls or drachmas equal to 5 per level.

## Colony Upgrade Costs

Settlement —6→ Village —12[19]→ Town —24[37]→ City (Bracketed price applies if walls)

## Colony Information

Size	Basic Income	Walls Cost	Capacity	Strength	Victory Points	Victory Points if Walled
<b>Settlement</b>	1	N/A	1	2	1	N/A
<b>Village</b>	2	5	2	4	2	3
<b>Town</b>	3	10	3	6	4	6
<b>City</b>	4	20	4	8	8	12

## Other Investments

Investment	Cost	Notes
<b>New Settlement</b>	6	Adjacent Town or City, max 1 per colony per turn
<b>Army</b>	5	Investor is at least a Town, max 1 per colony per turn
<b>Arts Card</b>	4	(Base Cost)
<b>History/Exploration Card</b>	5	(Base Cost)
<b>Science Card</b>	6	(Base Cost)

## Combat Notes

1. Army combat strength is 2.
2. Colony combat strength is 2 times the number of tokens in it (walls double a colony's strength).
3. Acropolis gives +1 to defending colony's value, after doubling.
4. Spartan receives +3 if his Armies present

## Combat Table

Combat Result	Effect
<b>Attacker ≥ 2x Defender</b>	Effects suffered by Defender: 1. Remove colony's walls, armies and 8 drachmas. 2. Colony converts to attacker's color (and claims remainder of the money).
<b>Attacker &gt; Defender, but &lt; 2x Defender</b>	Defender removes one of his armies or 1 colony level or colony's walls. Defender removes 5 drachmas. If colony only a settlement, colony converts to attacker's color.
<b>Tied</b>	Attacker retreats to adjacent tile center or ship. If none available, eliminated.
<b>Defender &gt; Attacker, but &lt; 2x Attacker</b>	Attacker loses one 1 army. Remainder of attackers retreat to adjacent tile center or ship. If none available, eliminated.
<b>Defender ≥ 2x Attacker</b>	All attacking armies eliminated.