

Players are the leaders of stone-age tribes, whose goal is to be the first one to reach a higher level of advancement. This can be either a higher technological level, a greater population or the elimination of opposition.

## Components

Villagers (generic) mv 6", carry 3

Hunters (basic for hunter tribes) mv 7", carry 3, +1 combat vs animals

Gatherers (basic for gatherer tribes) mv 6", carry 4

Builders (requires construction) mv 6", carry 3

Warriors (requires warfare) mv 7", +1 combat vs rivals, carry 2

Club: 4-5: KO, 6: dead

Axe (stone, bone, flint +1, copper +2): 5: KO, 6: dead

Spear (stone, bone, flint +1, copper +2): 5: KO, 6: dead (strikes first)

Bow: 8" range, 5: KO, 6: dead

Sling: 6" range, 5-6: KO

Throwing spear: 4" range, 4-5: KO, 6: dead

Shield: -1 to attackers

Combined attacks: every supporting attack gives a +1 modifier to attack.

Venerables (generic, just eat and do minor labour in camp, can't fight)

Shaman (advances spiritual level)

Shaman's tent (village zone extends 6 inch from tent)

Tents

Huts

Fireplace

Granary

Rabbits +1 to attack roll, 1 food

Deer 0 to attack roll, 4 food, 1 bone

Elk -1 to attack roll, 5 food, 2 bone; attack: 4-5: KO, 6: dead; move towards villagers if attacked.

Mammoth -1 to attack roll, 8 food, 5 bone; attack: 3-4: KO, 5-6: dead; move towards villagers if attacked.

Sabre-tooth tiger 0 to attack roll, 3 food, 2 bone; attack: 4: KO, 5-6: dead; move towards villagers unless with fire, if attacked, move anyway.

Food counters

Venerable markers -1 movement, +1 combat for enemy attacks.

Wisdom counters (positive modifier for dying from age)

Pregnancy counters (reduce effectiveness in combat and economy), -1 modifier for production, -1 movement per counter.

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## Turn sequence

Feed (every model eats food from friendly camp within 12" or carried food)

Age (roll a die for every adult, if high enough the that adult is venerable and a possible shaman successor)

Die from age (roll a die for every venerable adult, if high enough, then he dies, else add wisdom counter. Wisdom counters are a positive modifier for die from age roll)

Elect new shaman (shaman is the venerable member with most wisdom)

Breed (roll die for adults in camp, if success, put pregnancy marker on non-pregnant female, if critical failure, male dies. Add pregnancy counter on every pregnancy. If three counters at beginning of phase, roll die for kids, male, female, number, dead female.)

Build (construct new tents, huts, weapons in exchange for wood, bone, stone and labour)

Advance (roll die to see if shaman, given he's fed and left in peace, makes spiritual advance. Positive modifier for births, deaths and wisdom counters on shaman. Roll a die to see if technological developments are made in warfare. Positive modifier if hunting this turn, positive modifier if waging war this turn. Roll a die to see if a new concept can be taken into use. These are copper, horses, cattle, fire, etc.)

Barbarize (if tribe has no shaman, then spiritual advance level goes back one step)

Move wild animals (every large animal or herd moves in (random) direction or towards food or lone villagers if carnivore)

Combat (fight villagers)

Individual moves 1 (sides move in random order)

Move (every model may move)

Combat (fight animals, rivals)

Gather (collect food from killed animals, rivals, berry bushes, granaries)

Individual moves 2 (sides move in random order)

Move (every model may move)

Combat (fight animals, rivals)

Gather (collect food from killed animals, rivals, berry bushes, granaries)

Move wild animals (every large animal or herd moves in (random) direction or towards food or lone villagers if carnivore)

Combat (fight villagers)

Individual moves 3 (sides move in random order)

Move (every model may move)

Combat (fight animals, rivals)

Gather (collect food from killed animals, rivals, berry bushes, granaries)

Move (back to camp, usually) (sides move in random order)

At any point during a move action any carried items can be dropped off at camp, (friendly) model which hasn't moved or on the ground.