

ANCIENTS

TURN AND PANIC TRACKS

TURN: (MOST LAND BATTLES END AFTER TURN 6, NIGHTFALL IS USUALLY AT END OF TURN 6 FOR LONGER LAND BATTLES, NO LAND BATTLE LASTS LONGER THAN 12 TURNS; NAVAL BATTLES LAST 20 TURNS)

DAY	1	2	3	4	5	END	6
NIGHT	7	8	9	10	11	END	12
	13	14	15	16	17		18
	19	END	20				

BLUE PANIC LEVEL:

0	1	2	3	4
5	6	7	8	9

RED PANIC LEVEL:

0	1	2	3	4
5	6	7	8	9