

**The Board Game**

**Civilization Boards**

**Responsibilities:**

* All ought to give an overview of the civilization with feedback from Tess.
* **Referring to the *civilizations spreadsheet*, Tess ought:**
  + Convert the starting resources in the video game to the board game equivalent.
  + Convert the civilization bonuses in the video game to the board game equivalent.
  + Convert the combat values of the heroes in the video game to the board game equivalent.
  + Estimate the resource cost and pre-requisites of the hero cards based on the type of hero and the combat values.
* Korei ought to design the boards in Adobe InDesign.

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| **The Aztecs** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Jaguar Warrior**   + 1 **Great Pyramid of Tenochtitlan**   + 1 **Garland Wars**   + 1 **Atlatl** * 3units as Villagers on your **Town Center**. * 1 **Eagle Scout** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** to 5 on the **Population Track** | At its height, the Aztec Empire (1300-1521 AD) controlled all of central Mexico. Millions of people across 38 provinces paid tribute to Montezuma II. In 1521, the Aztec Empire collapsed primarily due to disease and a war with a Spanish and non-Aztecs-Mexican army.  The Aztecs were fierce warriors who valued combat skills above all other skills. The Aztecs also sacrificed thousands of people yearly on top of tall pyramids in accordance with their spiritual belief that human blood caused the Sun to rise each day. Despite their bloodthirsty ways, many Aztecs were also skilled artists, builders, farmers, and so forth. Their staple food was primarily corn with the economy largely based on this crop. They discovered how to make chocolate.  *Play as the Aztecs if you want to specialize in monks and infantry.* |

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| **The Aztecs** | | |
| |  | | --- | | **1 Team Bonus Card** | | **Relics** generate more gold | | **Specialty:** Monks and infantry  **Unique unit: Jaguar Warrior**  **Unique technologies:** **Atlatl** and **Garland Wars**  **Wonder: Great Pyramid of Tenochtitlan**  **Civilization bonuses:**   * Villagers carry extra resources * Military units are created faster * **Monks** gain HP for every researched **Monastery** technology | |  | | --- | | **1 Hero Card** | | **Montezuma II** | |

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| **The Berbers** | |
| **For set-up add:**   * **9 civilization-specific cards to your Binder:**    + 3 **Genitours**   + 3 **Camel Archer**   + 1 **Maghrabi Camels**   + 1 **Kasbah**   + 1 **Hassan Tower** * **5 civilization-specific cards to your allies Binder in a four player game:**    + 3 **Genitours** * 3units as Villagers on your **Town** **Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** to 5 on the **Population Track** | Modern scholars think that the Berbers are the descendants of the original colonizers of North Africa. At its height, the Berbers had many cities in North Africa in the mid-7th century. They profited greatly from trade routes and were key players in the medieval Mediterranean economy.  The Berbers were largely Islamic. Berber soldiers were dreaded in war because of their fast horses and guerrilla tactics. Berber traders were the first to open the commercial routes between Western Africa and sub-Saharan Africa, and were highly successful. They made lasting contributions to art, science, and philosophy. They also had a rich archaeological legacy (the Alhambra, Le Mezquita, the Koutoubia Mosque, and their in-game **Hassan Tower**).  *Play as the Berbers if you want to specialize in navy and cavalry.* |

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| **The Berbers** | | |
| |  | | --- | | **1 Hero Card** | |  | | **Specialty:** Monks and infantry  **Unique unit: Camel Archer** and **Genitours**  **Unique technologies:** **Kasbah** and **Maghrabi Camels**  **Wonder: Hassan Tower**  **Civilization bonuses:**   * Villagers move faster * Stable units are cheaper in the **Castle** and **Imperial** **Age** * Ships move faster | |  | | --- | | **1 Team Bonus Card** | | **Genitours** are available to all players at the **Archery Range** in the **Castle Age**  The **Kasbah** technology improves the working speed of **Castles** | |

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| **The Britons** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Longbowman**   + 1 **Yeomen**   + 1 **Warwolf**.   + 1 **Aachen Cathedral** * 3units asVillagers on your **Town Center.** * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | The Britons are a Western European civilization that represent the English and Anglo-Normans during the High Middle Ages to Late Middle Ages.  The Britons had skilled archers and employed the tactic of encroaching on enemies with strongholds. They also had skilled shepherds that were heavily involved in the wool trade.  *Play as the Britons if you want to specialize in foot archers.* |

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| **The Britons** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Foot archers  **Unique unit: Longbowman**  **Unique technologies:** **Yeomen** and **Warwolf**  **Wonder: Aachen Cathedral**  **Civilization bonuses:**   * **Town** **Centers** less wood starting in the **Castle** **Age** * Foot archers (except **Skirmishers**) have more range in the **Castle** and **Imperial** **Age** * Villagers gathering from **Sheep** work faster | |  | | --- | | **1 Team Bonus Card** | | **Archery Ranges** work faster. | |

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| **The Burmese** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Arambai**   + 1 **Shwezigon** **Pagoda**   + 1 **Manipur** **Cavalry**   + 1 **Howdah** * 3units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | At its height in the eleventh and twelfth century, the Burmese obtained many victories. The Mongols defeated the Burmese army in 1285 and the empire disintegrated into rivalling states. By the fourteenth century, four states filled the void but their rule was highly contested.  The Burmese were largely Buddhist. They cultivated rice. They also had a small standing army of soldiers called “brave ones” so they add to conscript troops during times of war.  *Play as the Burmese if you want to specialize in monks and elephants.* |

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| **The Burmese** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Monks and elephants  **Unique unit: Arambai**  **Unique technologies:** **Howdah** and **Manipur Cavalry**  **Wonder: Shwezigon Pagoda**  **Civilization bonuses:**   * **Lumber Camp** technologies are free * Infantry have more attack in the **Feudal** to **Imperial Age** * **Monastery** technologies are cheaper | |  | | --- | | **1 Team Bonus Card** | | **Relics** are visible on the map from the start of the game. | |

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| **The Byzantines** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Cataphract**   + 1 **Logistica**   + 1 **Hagia Sophia**   + 1 **Greek Fire** * 3units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | The Byzantine Empire was the eastern partition of the Roman Empire and outlived the western counterpart by a thousand years because of their defences to invasions from the east. At its zenith in 501-600 AD, the Byzantine Empire covered most of Europe, had a single currency across the Mediterranean, and had the richest economy in Europe with several trade routes connecting to the main city, Constantinople (including the Spice Trade). The Byzantine Empire ended when the Turks invaded Europe in 1453, successfully fought European armies, and captured the historically well-defended Constantinople with the aid of heavy cannon.  The Byzantines were largely Christian. Their architecture and art is almost entirely concerned with religious expression. Byzantines armies consisted of officers educated in military history and theory, and disciplined soldiers who could succeed against larger armies. The armies also had spies who would try to discover enemy plans and deflect aggressors through bribery.  *Play as the Byzantines if you want to specialize in defences* |

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| **The Byzantines** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Defensive  **Unique unit: Cataphract**  **Unique technologies:** **Greek Fire** and **Logistica**  **Wonder: Hagia Sophia**  **Civilization bonuses:**   * Buildings have a health bonus from the **Dark** to **Imperial** **Age** * **Camels** are cheaper * **Skirmishers** are cheaper * **Spearman** are cheaper * **Fire** **Ships** attack faster * Advancing to the **Imperial** **Age** is cheaper * **Town** **Watch** is free | |  | | --- | | **1 Team Bonus Card** | | **Monks** heal faster | |

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| **The Celts** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Woad Raider**   + 1 **Strongold**   + 1 **Furor Celtica**   + 1 **Aachen Cathedral** * 3units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | The video game bases the Celts on the Celts of Scotland, Ireland, and Wales in Western Europe.  The Celts are famous for building the Stonehenge 5,000 years ago.    *Play as the Celts if you want to specialize in infantry and siege weapons* |

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| **The Celts** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry and siege weapons  **Unique unit: Woad Raider**  **Unique technologies:** **Furor Celtica** and **Stronghold**  **Wonder: Aachen Cathedral**  **Civilization bonuses:**   * Infantry units move faster * Villagers at the **Lumber Camp** work faster * Siege weapons fire faster * Stealing **Sheep** from an enemy **Discovery Deck** is easier | |  | | --- | | **1 Team Bonus Card** | | **Siege Workshops** work faster | |

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| **The Chinese** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Chu Ko Nu**   + 1 **Temple of Heaven**   + 1 **Rocketry**   + 1 **Great Wall** * 6units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [less] **Food**, [less] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | Chine was one of the largest and most advanced civilizations in the world. Various dynasties ruled populated cities that benefited from overseas trade, more food than people, high industrial output, and a large labour force. The Mongol attacks from 1206 caused economic turmoil and took millions of lives but the Mongol Yuan Dynasty made China a strong world power.  The Chinese were mostly Buddhist. The Chinese are famous for their inventions as they invented the compass, wheelbarrow, abacus, horse harness, stirrup, clock, iron casting, steel, paper, moveable type (printing), paper money, gunpowder, and the sternpost rudder.  *Play as the Chinese if you want to specialize in archers* |

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| **The Chinese** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Archers  **Unique unit: Chu Ko Nu**  **Unique technologies:** **Great Wall** and **Rocketry**  **Wonder: Temple of Heaven**  **Civilization bonuses:**   * **Town Centers** support ten population (instead of five) * Technologies are cheaper from the **Feudal** to **Imperial Age** * **Demolition Ships** have more HP | |  | | --- | | **1 Team Bonus Card** | | **Farms** start with more food | |

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| **The Ethiopians** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Shotel Warrior**   + 1 **Torsion Engines**   + 1 **Royal Heirs**   + 1 **Biete Medhane Alem** * 3units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Ethiopians if you want to specialize in archers and siege weapons* |

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| **The Ethiopians** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Archers and siege weapons  **Unique unit: Shotel Warrior**  **Unique technologies:** **Royal Heirs** and **Torsion Engines**  **Wonder: Biete Medhane Alem**  **Civilization bonuses:**   * Archers fire faster * Receive **Food** and **Gold** whenever a new Age is reached * The **Pikeman** upgrade is free | |  | | --- | | **1 Team Bonus Card** | | **Town Centers** and **Outposts** have more line of sight. | |

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| **The Franks** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Throwing Axeman**   + 1 **St. Vitus Cathedral**   + 1 **Chivalry**   + 1 **Bearded Axe** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Franks if you want to specialize in cavalry* |

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| **The Franks** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Cavalry  **Unique unit: Throwing Axeman**  **Unique technologies:** **Bearded Axe** and **Chivalry**  **Wonder: St. Vitus Cathedral**  **Civilization bonuses:**   * **Farm** upgrades are free * **Castles** are cheaper * Cavalry have more HP * **Villagers** at **Berry Bushes** work faster | |  | | --- | | **1 Team Bonus Card** | | **Knights** have more line of sight | |

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| **The Goths** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Huskarl**   + 1 **Perfusion**   + 1 **Mausoleum of Theodoric I**   + 1 **Anarchy** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Goths if you want to specialize in infantry* |

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| **The Goths** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry  **Unique unit: Huskarl**  **Unique technologies:** **Anarchy** and **Perfusion**  **Wonder: Mausoleum of Theodoric I**  **Civilization bonuses:**   * Infantry are cheaper starting from the **Feudal** **Age** * Infantry have an attack bonus against standard buildings * Villagers have more attack against **Boars** * Villagers carry more **Food** from hunting * A small population cap boost in the **Imperial** **Age** | |  | | --- | | **1 Team Bonus Card** | | **Barracks** work faster | |

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| **The Huns** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Tarkan**   + 1 **Marauders**   + 1 **Atheism**   + 1 **Arch of Constantine** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [less] **Wood**, [200] **Gold**, [100] **Stone** as resources in your resource supply. * A **Player Token** on 75 on the **Population Track** | *Play as the Huns if you want to specialize in cavalry* |

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| **The Huns** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Cavalry  **Unique unit: Tarkan**  **Unique technologies:** **Atheism** and **Marauders**  **Wonder: Arch of Constantine**  **Civilization bonuses:**   * **Cavalry Archers** are cheaper in the **Castle** and **Imperial** **Age** * **Trebuchets** have more accuracy against units | |  | | --- | | **1 Team Bonus Card** | | Stables work faster | |

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| **The Incas** | |
| **For set-up add:**   * **9 civilization-specific cards to your Binder:**    + 3 **Slinger**   + 3 **Kamayuk**   + 1 **Temple of the Sun at Machu Pichu**   + 1 **Couriers**   + 1 **Andean Sling** * 1 **Llama** on your **Town Center** * 3 units as Villagers on your **Town Center**. * 1 **Eagle Scout** on your **Town Center**. * [200] **Food**, [less] **Wood**, [200] **Gold,** and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Incas if you want to specialize in infantry* |

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| **The Incas** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry  **Unique unit: Kamayuk** and **Slinger**  **Unique technologies:** **Andean Sling** and **Couriers**  **Wonder: Temple of the Sun at Macchu Picchu**  **Civilization bonuses:**   * Villagers benefit from **Blacksmith** infantry upgrades * **Houses** support double population * Buildings cost less **stone** | |  | | --- | | **1 Team Bonus Card** | | **Farms** build faster | |

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| **The Indians** | |
| **For set-up add:**   * **9 civilization-specific cards to your Binder:**    + 3 **Imperial Camel**   + 3 **Elephant Archer**   + 1 **Sultans**   + 1 **Shatagni**   + 1 **Brihadeeswarar Temple** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] Food, [200] Wood, [200] Gold, and [100] Stone as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Indians if you want to specialize in camels and gunpowder units* |

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| **The Indians** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Camels and gunpowder units  **Unique unit: Elephant Archer** and **Imperial Camel**  **Unique technologies:** **Sultans** and **Shatagni**  **Wonder: Brihadeeswarar Temple**  **Civilization bonuses:**   * Villagers gathering from **Shore Fish** work faster and carry more **food** * Villagers are cheaper in the **Dark** to **Imperial** **Age** * **Camels** have more armour. | |  | | --- | | **1 Team Bonus Card** | | **Camels** have more attack against standard buildings | |

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| **The Italians** | |
| **For set-up add:**   * **9 civilization-specific cards to your Binder:**    + 3 **Genoese Crossbowman**   + 3 **Condottieri**   + 1 **Silk Road**   + 1 **Pavise**   + 1 **Genoa Cathedral, St. Lawrence** * **3 civilization-specific cards to your allies binder in a four player game:**    + 3 **Genoese Crossbowman** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Italians if you want to specialize in navy and archers* |

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| **The Italians** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Navy and archers  **Unique unit: Genoese Crossbowman** and **Condottieri**  **Unique technologies:** **Pavise** and **Silk Road**  **Wonder: Genoa Cathedral, St. Lawrence**  **Civilization bonuses:**   * **Docks** are cheaper * **Fishing** **Ships** are cheaper * Gunpowder units are cheaper * Advancing to the next Age is cheaper | |  | | --- | | **1 Team Bonus Card** | | **Condottieri** are available at the **Barracks** in the **Imperial Age** | |

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| **The Japanese** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Samurai**   + 1 **Yasama**   + 1 **Todal-Ji**   + 1 **Kataparuto** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Japanese if you want to specialize in infantry* |

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| **The Japanese** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry  **Unique unit: Samurai**  **Unique technologies:** **Kataparuto** and **Yasama**  **Wonder: Todal-ji**  **Civilization bonuses:**   * **Fishing Ships** have double HP, higher pierce armour, and work faster from the **Dark** to **Imperial** **Age** * **Mills** are cheaper * **Lumber** **Camps** are cheaper * **Stone** **Mines** are cheaper * **Gold** **Mines** are cheaper * Infantry attack is faster starting from the **Feudal** **Age** | |  | | --- | | **1 Team Bonus Card** | | **Galleys** have more line of sight | |

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| **The Khmer** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Ballista** **Elephant**   + 1 **Tusk** **Swords**   + 1 **Double** **Crossbow**   + 1 **Angkor** **Wat** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Khmer if you want to specialize in siege weapons and elephants* |

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| **The Khmer** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Siege weapons and elephants  **Unique unit: Ballista Elephant**  **Unique technologies:** **Double Crossbow** and **Tusk Swords**  **Wonder: Angkor Wat**  **Civilization bonuses:**   * No buildings required to advance to the next Age * No buildings required to unlock other buildings * **Battle** **Elephants** are faster * Villagers can garrison in **Houses** | |  | | --- | | **1 Team Bonus Card** | | **Scorpions** have more range | |

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| **The Koreans** | |
| **For set-up add:**   * **9 civilization-specific cards to your Binder:**    + 3 **War Wagon**   + 3 **Turtle** **Ship**   + 1 **Shinkicon**   + 1 **Panokseon**   + 1 **Hwangnyon** **Temple** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Koreans if you want to specialize in towers and navy* |

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| **The Koreans** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Towers and navy  **Unique unit: Turtle Ship** and **War Wagon**  **Unique technologies:** **Panokseon** and **Shinkichon**  **Wonder: Hwangnyon Temple**  **Civilization bonuses:**   * Villagers have more line of sight * Villagers gathering from **Stone Mines** work faster * Tower upgrades are free * Towers (except **Bombard** **Towers**) have more range in the **Castle** and **Imperial** **Age**. * Walls, Towers, and **Castles** are built 25% faster | |  | | --- | | **1 Team Bonus Card** | | **Mangonels** and **Onagers** have reduced minimum range | |

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| **The Magyars** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Magyar** **Huszar**   + 1 **Recurve** **Bow**   + 1 **Mercenaries**   + 1 **Hunyad** **Castle**. * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Magyars if you want to specialize in cavalry* |

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| **The Magyars** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Cavalry  **Unique unit: Magyar Huszar**  **Unique technologies:** **Recurve Bow** and **Mercenaries**  **Wonder: Hunyad Castle**  **Civilization bonuses:**   * Villagers kill **Wolves** with one strike * **Forging** is free * **Iron** **Casting** is free * **Blast** **Furnace** is free * **Scout** **Cavalry** are cheaper * **Light** **Cavalry** are cheaper * **Hussars** are cheaper | |  | | --- | | **1 Team Bonus Card** | | Foot archers have more line of sight | |

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| **The Malay** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Karambit** **Warrior**   + 1 **Thalassocracy**   + 1 **Kalasan** **Temple**   + 1 **Forced** **Levy** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Malay if you want to specialize in navy* |

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| **The Malay** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Navy  **Unique unit: Karambit Warrior**  **Unique technologies:** **Forced Levy** and **Thalassocracy**  **Wonder: Kalasan Temple**  **Civilization bonuses:**   * Age advance is faster * **Fishing** **Ships** and **Fish** **Traps** are cheaper * **Fish** **Traps** provide unlimited food * **Battle Elephants** are cheaper | |  | | --- | | **1 Team Bonus Card** | | **Docks** have more line of sight | |

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| **The Malians** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Gbeto**   + 1 **Tigui**   + 1 **Great** **Mosque** **of** **Djenne**   + 1 **Farimba** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Malians if you want to specialize in infantry* |

**Front**

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| **The Malians** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry  **Unique unit: Gbeto**  **Unique technologies:** **Farimba** and **Tigui**  **Wonder: Great Mosque of Djenne**  **Civilization bonuses:**   * Buildings cost less wood * Infantry have more pierce armour each Age from the **Feudal** **Age** * **Gold** **Mining** is free | |  | | --- | | **1 Team Bonus Card** | | **University** researches faster | |

**Back**

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| **The Mayans** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Plumed Archer**   + 1 **Tikal Temple I**.   + 1 **Obsidian Arrow**   + 1 **El Dorado** * 4units as Villagers on your **Town Center**. * 1 **Eagle Scout** on your **Town Center**. * [less] **F9od**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Mayans if you want to specialize in archers* |

**Front**

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| **The Mayans** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Archers  **Unique unit: Plumed Archer**  **Unique technologies:** **El Dorado** and **Obsidian Arrows**  **Wonder: Tikal Temple I**  **Civilization bonuses:**   * Natural resources last longer * Archers are cheaper in the **Feudal** to **Imperial** **Age** | |  | | --- | | **1 Team Bonus Card** | | Walls **are cheaper** | |

**Back**

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| **The Mongols** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Mangudai**   + 1 **Nomads**   + 1 **Great Tent of Genghis Khan**   + 1 **Drill** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Mongols if you want to specialize in cavalry archers* |

**Front**

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| **The Mongols** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Cavalry archers  **Unique unit: Mangudai**  **Unique technologies:** **Drill** and **Nomads**  **Wonder: Great Tent of Genghis Khan**  **Civilization bonuses:**   * **Cavalry** **Archers** fire faster * **Light** **Cavalry** have more HP * **Hussars** have more HP * Villagers gather food from animals faster | |  | | --- | | **1 Team Bonus Card** | | **Scout** **Cavalry** have more LOS | |

**Back**

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| **The Persians** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **War** **Elephant**   + 1 **Taq** **Kasra**   + 1 **Mahouts**   + 1 **Boiling** **Oil** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [extra] **Food**, [extra] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Persians if you want to specialize in cavalry* |

**Front**

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| **The Persians** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Cavalry  **Unique unit: War Elephant**  **Unique technologies:** **Boiling Oil** and **Mahouts**  **Wonder: Taq Kasra**  **Civilization bonuses:**   * **Town** **Centers** have double HP * **Town Centers** work faster from the **Feudal** to **Imperial** **Age** * **Docks** have double HP * **Docks** work faster from the **Feudal** to **Imperial** **Age** | |  | | --- | | **1 Team Bonus Card** | | **Knights** have extra attack against archers. | |

**Back**

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| **The Portugese** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Organ** **Gun**   + 1 **Carrack**   + 1 **Caravel**   + 1 **Belem** **Tower**.   + 1 **Arquebus** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Persians if you want to specialize in navy and gunpowder units* |

**Front**

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| **The Portugese** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Navy and gunpowder units  **Unique unit: Caravel** and **Organ Gun**  **Unique technologies:** **Arquebus** and **Carrack**  **Wonder: Belem Tower**  **Civilization bonuses:**   * All units cost less gold * Ships have more HP | |  | | --- | | **1 Team Bonus Card** | | **X** | |

**Back**

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| **The Saracens** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Mameluke**   + 1 **Zealotry**   + 1 **Madrasah**   + 1 **Great** **Mosque** **of** **Samarra** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Saracens if you want to specialize in camels and navy* |

**Front**

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| **The Saracens** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Camels and navy  **Unique unit: Mameluke**  **Unique technologies:** **Madrasah** and **Zealotry**  **Wonder: Great Mosque of Samarra**  **Civilization bonuses:**   * Tribute fee is less * **Transport** **Ships** have double HP and carry capacity * **Galleys** attack faster * **Cavalry** **Archers** have higher attack against buildings * **Markets** cost less wood | |  | | --- | | **1 Team Bonus Card** | | Foot archers have higher attack against buildings. | |

**Back**

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| **The Slavs** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Boyar**   + 1 **Orthodoxy**   + 1 **Kizhi** **Pogost**   + 1 **Druzhina** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Slavs if you want to specialize in infantry and siege weapons* |

**Front**

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| **The Slavs** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry and siege weapons  **Unique unit: Boyar**  **Unique technologies:** **Orthodoxy** and **Druzhina**  **Wonder: Kizhi Pogost**  **Civilization bonuses:**   * Villagers gathering food from **Farms** work faster * **Tracking** is free * Siege weapons are cheaper | |  | | --- | | **1 Team Bonus Card** | | Military buildings provide population | |

**Back**

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| **The Spanish** | |
| **For set-up add:**   * **9 civilization-specific cards to your Binder:**    + 3 **Missionary**   + 3 **Conquistador**   + 1 **Torre** **del** **Oro**.   + 1 **Supremacy**   + 1 **Inquisition** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Spanish if you want to specialize in monks and gunpowder units* |

**Front**

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| **The Spanish** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Monks and gunpowder units  **Unique unit: Conquistador** and **Missionary**  **Unique technologies:** **Inquisition** and **Supremacy**  **Wonder: Torre del Oro**  **Civilization bonuses:**   * Villagers construct buildings faster * **Blacksmith** upgrades do not cost gold * **Cannon** **Galleons** benefit from Ballistics * Gunpowder units fire faster | |  | | --- | | **1 Team Bonus Card** | | **Trade Carts** and **Trade** **Cogs** return more gold. | |

**Back**

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| **The Teutons** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Teutonic** **Knights**   + 1 **Maria** **Laach** **Abbey**.   + 1 **Ironclad**   + 1 **Crennellations** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Teutons if you want to specialize in infantry and defence* |

**Front**

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| **The Teutons** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry and defence  **Unique unit: Teutonic Knight**  **Unique technologies:** **Ironclad** and **Crenellations**  **Wonder: Maria Laach Abbey**  **Civilization bonuses:**   * **Monks** have more healing range * Towers can garrison more units * **Murder** **Holes** is free * **Farms** are cheaper | |  | | --- | | **1 Team Bonus Card** | | All units resist conversion | |

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| **The Turks** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Janissary**   + 1 **Sipahi**   + 1 **Selimiye** **Mosque**   + 1 **Artillery** * 3 units as **Villagers on your Town Center.** * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Turks if you want to specialize in gunpowder units* |

**Front**

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| **The Turks** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Gunpowder units  **Unique unit: Janissary**  **Unique technologies:** **Sipahi** and **Artilley**  **Wonder: Selimiye Mosque**  **Civilization bonuses:**   * Gunpowder units have more HP * Gunpowder technologies are cheaper * **Chemistry** is free * Villagers gathering from **Gold** **Mines** work faster * **Light** **Cavalry** is free * **Hussar** is free | |  | | --- | | **1 Team Bonus Card** | | All units resist conversion | |

**Back**

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| **The Vietnamese** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Rattan** **Archer**   + 3 **Imperial** **Skirmisher**   + 1 **Paper** **Money**   + 1 **Chatras**   + 1 **But** **Thap** * **3 civilization-specific cards to your allies Binder in a four player game:**    + 3 **Imperial** **Skirmisher** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * 1 **Player Token** from you and your allies on your opponents’ **Civilization Board** * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Vietnamese if you want to specialize in archers* |

**Front**

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| **The Vietnamese** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Archers  **Unique unit: Rattan Archer** and **Imperial Skirmisher**  **Unique technologies:** **Chatras** and **Paper Money**  **Wonder: But Thap**  **Civilization bonuses:**   * Reveal enemy positions at the start of the game * **Archery** **Range** units have more HP in the **Feudal** to **Imperial** **Age** * **Conscription** is free | |  | | --- | | **1 Team Bonus Card** | | The **Imperial** **Skirmisher** unit upgrade in the **Imperial** **Age**  If the Vietnamese player researches **Paper** **Money** then allies receive free **Gold** | |

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| **The Vikings** | |
| **For set-up add:**   * **6 civilization-specific cards to your Binder:**    + 3 **Longboat**   + 3 **Berserk**   + 1 **Chieftains**   + 1 **Borgund** **Stave** **Church**.   + 1 **Berserkergang** * 3 units as Villagers on your **Town Center**. * 1 **Scout Cavalry** on your **Town Center**. * [200] **Food**, [200] **Wood**, [200] **Gold**, and [100] **Stone** as resources in your resource supply. * A **Player Token** on 5 on the **Population Track** | *Play as the Vikings if you want to specialize in infantry and navy* |

**Front**

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| **The Vikings** | | |
| |  | | --- | | **1 Hero Card** | | **X** | | **Specialty:** Infantry and navy  **Unique unit: Berserk** and **Longboat**  **Unique technologies:** **Chieftains** and **Berserkergang**  **Wonder: Borgund Stave Churh**  **Civilization bonuses:**   * Warships cost less in the **Feudal** to **Imperial** **Age** * Infantry have less HP in the **Feudal** to **Imperial** **Age** * **Wheelbarrow** is free * **Hand** **Cart** is free | |  | | --- | | **1 Team Bonus Card** | | **Docks** are cheaper | |