

**DESIGN TEAM**

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| *The* ***Age of Empires II Expandable Card Game* (2000-2001)** |
| **Original concept:** David May  **Designers:** David May, Marcus D’Amelio, Ted Triebull    **Editor:** Todd Breitenstein  **Art directors:** Jonathon Queen (Willard Constaple Queen), David Aikins, Lynette Castrator  **Artists:** Andy Bennett, Brent Bowman, Matt Busch, Joe Corroney, Dave Groff, Joe Kovach, Lissanne Lake, Ron Miller, Tom Miller, Lee Moyer, Aric Nicholson, Steve Prescott, Chris Seaman, R. Ward Shipman, and Anthony Weiler.  **Helpers:** Brian Woodward, Kathleen Thrill, James Perry, Rachel Triebull, Tim Znamenacek, Jeff Prentiss, Corey Hoeft, Josh Brekke, Nick Johnson, Aaron Akagi, James McDaniel, Nancy Figatnur, Jordan Weisman, Beej Chapman, Angla Chapman, and Mike “Tass” Chapman, Rob Lowry, Rich Gain, James Bernard, Mike Webb, Stan Sord, Neale J. Carter, Todd Weaver, Jarred Saxman, Steven Curran, and Joseph Rodriguez.  **Game demos:** The game got demoed at Wizard World, Origins, and GenCon |
| ***Age of Empires II: The Board Game* (2018-2019)** |
| **Lead designer:** Korei Khan  https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQEGqpqBCCsaIkSlQdTS0pbOaCDC4a4jNH9RZ6Ogqt5onPpb6hhoQ  **Co-designer:** Tess Lynx  http://www.netnewsledger.com/wp-content/uploads/2018/02/Canada_lynx_portrait_by_Michael_Zahra.jpg  **Developers:** Jeremy Abbott  https://steamcdn-a.akamaihd.net/steamcommunity/public/images/avatars/d0/d007e8c36f5ed45132cd84c5c6a5fe3a845757b0_full.jpg  **Helpers:** Jacob Gonzales, Matt Asher, Timothy Rottenberg  https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcTJy6V7mGrwyMWMXyHhJJZ7VvbB7aVXL5XKVd1yPeV8Kda-sB_Q |

**LEGAL PERMISSIONS**

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| **Permissions granted by people** |
| * Andy De Pooter gave us permission to use his cover art from *Age of Empires II HD*. * Jean Sanfelice Bohlen gave us permission to use his main menu art from *Deviant Art*. |

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| **Permissions granted by companies** |
| * *Age of Empires I/II/II HD/III and Age of Mythology © Microsoft. Age of Empires II: The Board Game was created under Microsoft’s* [*Game Content Usage Laws*](https://www.xbox.com/en-us/developers/rules)using assets from these five games, and it is not endorsed by or affiliated to Microsoft. * *The United States Playing Cards Company (USPCC) does not license the Age of Empires II ECG and waives any residual copyrights between Microsoft and USPCC for this board game if and only if this board game is non-commercial endeavor.* |

**TABLE OF CONTENTS**

The rulebook

[**Chapter 01: The basics:**](#THE_BASICS)

1. [Game overview](#GAME_OVERVIEW)
2. [Expansion overview](#EXPANSION_OVERVIEW)
3. [Game balance](#GAME_BALANCE)
4. [Terminology](#TERMINOLOGY)
5. [Purchasable components](#PURCHASABLE_GAME_COMPONENTS)
6. [Downloadable components](#DOWNLOADABLE_GAME_COMPONENTS)
7. [Card features](#CARD_FEATURES)
8. [Your base](#YOUR_BASE)
9. [The map](#THE_MAP)
10. [Actions per turn](#ACTIONS_PER_TURN)
11. [Your technology zone](#YOUR_TECHNOLOGY_ZONE)
12. [Your resource supply](#YOUR_RESOURCE_SUPPLY)
13. [**Tactics Cards**](#TACTICS_CARDS)

[**Chapter 02: Playing the game:**](#PLAYING_THE_GAME)

1. [How you win](#HOW_YOU_WIN)
2. [Set-up – Game area](#SET_UP_GAME_AREA)
3. [Set-up – Player area](#SET_UP_PLAYER_AREA)
4. [Turn structure](#TURN_STRUCTURE)

**Chapter 01:**

**The basics**

**A) GAME OVERVIEW**

*Age of Empires II: The Board Game* is a game for two or four players aged 12+. Each player plays as the leader of one of thirty-one playable civilizations from 476 to 1,500 AD. Each civilization is different and has strengths and weaknesses. In a typical game, you start with a small base and with the open-ended goal of becoming a powerful empire. You build your empire by gathering resources, constructing buildings, creating and leading an army to victory, researching technological advancements, and advancing from Age I through to IV. The game lasts for around 2 to 2 1/2 hours. Do you have what it takes to crush your foes or demonstrate your superiority as a leader?

**The gameplay mechanisms:**

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| * Area control / influence * Partnerships * Grid movement * Hand management * Modular board | * Pick-up and deliver * Rock-paper-scissors * Secret unit deployment * Trading * Variable player powers |

**B) EXPANSION OVERVIEW**

*The Forgotten Empires* is an expansion for *Age of Empires II: The Board Game*, which adds content from *Age of Empires II HD*. **The expansion specifically adds:**

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| * The Italians * The Indians * The Slavs * The Magyars * The Incas * The Berbers * The Malians | * The Ethiopians * The Portuguese * The Burmese * The Khmer * The Malay * The Vietnamese * Soundtracks by Vitalis Eirich |

**C) GAME BALANCE**

**For the purposes of game balance, we have:**

* Established a relationship between *Age of Empires II: The Board Game* and [patch 5.8](https://store.steampowered.com/news/?appids=221380).
* Incorporated content from the *Age of Empires II HD* expansions that is not unique to a single civilization (e.g. **Fire** **Galleys**, **Demolition** **Rafts**, and **Palisade** **Gates**) or that belongs to civilizations from *Age of Kings* and *Age of Conquerors* into the base game.

**D) TERMINOLOGY**

In this section, you will find a definition of frequently used terms. Throughout all documents for *Age of Empires II: The Board Game*, you will find game components highlighted in **bold and gold text**.

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| **Glossary (A-H)** |
| **Active:** Refers to horizontally orientated **Unit Cards** and face up villagers.  **Adjacency:** Refers to orthogonal and diagonal adjacency.  **Age:** Refers to a **Dark Age, Feudal Age, Castle Age,** or **Imperial Age** card, which in chronological order denote one of four periods of civilization advancement.  **Area effect:** Refers to a **Unit Card** whose damage increases as the number of enemy units in a space that this **Unit Card** targets increases.  **Attachment:** A special subclass of **Tactics** **Cards** that go onto **Unit** **Cards** or **Building** **Cards**.  **Base:** The **Building Cards** on your side of the map.  **Enshrine:** Refers to putting one card underneath another card (e.g. a relic below a **Monastery**)  **Form:** A special subclass of **Unit** **Cards** that may be rotated 180 degrees to change their statistics.  **Flank:** All spaces adjacent to the space of a battle.  **Friendly:** Refers to yourself and your allies from the start of the game.  **Inactive:** Refers to vertically orientated **Unit Cards** and facedown Villagers.  **No-Man’s-Land:** The spaces between your side of the map and your opponents’ side of the map.  **Garrison value:** The number of **Unit Cards** that can occupy a single space.  **Hack attack/armour:** Refers to attack type 1 /resistance to attack type 1  **Hunt:** Wild land animals that give the killer **Food** like **Sheep**, **Boar**, And **Deer**. |

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| **Glossary (P-Z)** |
| **Pierce attack/armour:** Refers to attack type 2/resistance to attack type 2  **Power:** Refers to points. The formula is the sum of the **Food**, **Wood**, **Gold**, and **Stone** cost of a card (except for **Wonders** and **Castles**, which are worth double the sum of the resource cost).  **Pre-requisites: Unit Cards** will list their site of production on the card. **Technology Cards** may list other **Technology Cards** and **Building** **Cards** as requirements. **Building Cards** may list other **Building** **Cards** as requirements. Your current Age is also a pre-requisite to play cards.  **Relic:** An artefact, which only **Monk Unit Cards** can pick-up.  **Resource:** Refers to **Food**, **Wood**, **Gold**, or **Stone**.  **Shallows:** Refers to terrain that is both land and water terrain.  **Space:** Refers to the surface area of a 63 x 88m game card placed within the grid of the game.  **Team:** Refers to yourself and your allies from the start of the game.  **Upgrade:** A special subclass of **Unit** **Cards** or **Building** **Cards** that go onto lesser cards.  **Village:** Refers to your **Town** **Center**, the buildings adjacent to your **Town** **Center**, and the buildings adjacent to buildings adjacent to your **Town** **Center**.  **Villagers:** Workers. |

**E) PURCHASABLE GAME COMPONENTS**

**The approximate cost of the purchasable game components:**

* **For two players:** 250 AUD ≤ X ≥ 350 AUD
* **For four players:** 350 AUD ≤ X ≥ 450 AUD

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| **Resolving effects** |
| **1 D6 Effect Die** |
| (Ownership assumed) |
| Set of 6 Roman Numerals I-VI (1-6) 16mm Six-Sided Dice- White with Black Numbers by Koplow Games |

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| **Playing music** | |
| **1 Audio player** (Optional) | |
| (Ownership assumed) | |
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| **Game storage/orderliness** | |
| **2/4 Binders:** *Ultra Pro 360-card binders*. Place all of the **Building Cards**, **Technology Cards**, and **Unit Cards** for each player into a single binder in alphabetical order. Do not add the cards unique to any civilization (i.e. on the **Civilization Boards**) for now. | **: ? Bags (Resealable):** Organizes the contents of the box (e.g. the resources, die, and tokens). |
| [(44 AUD/2P or 87.8 AUD/4P)](https://www.ebay.com.au/itm/Pokemon-Album-Portfolio-Binder-Folder-Ultra-Pro-360-Card-Storage-Eevee-Art/272400793651?hash=item3f6c5a4033%3Ag%3AklsAAOSwLnBX821W&_sacat=0&_nkw=Pokemon+binder&_from=R40&rt=nc&_trksid=p2062857.m570.l1313.TR12.TRC2.A0.H0.XPokemon+binde.TRS0) | (Ownership assumed) |
| https://i.ebayimg.com/images/g/klsAAOSwLnBX821W/s-l300.jpg | https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQ3AKCuopMZKtpCGIGwyjA6BkVSTU1_1Se6m1Li0b4V6vVMj6KY3A |
| **1 Folder (A4):** Stores the rulebook. | **1 Box:** Stores everything but the binders. |
| (Ownership assumed) | (Ownership assumed) |
| http://ctcss.com.au/wp-content/uploads/2016/06/Bantex-A4-Refillable-Display-Book-Yellow-31801.jpg | http://img01.cp.aliimg.com/imgextra/i3/65620099/T24T0wXbhNXXXXXXXX_!!65620099.jpg |

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| **Tracking player control/influence** | | | |
| **100 Player Tokens** | **100 Player Tokens** | **100 Player Tokens** | **100 Player Tokens** |
| [**(3.07 AUD)**](https://www.ebay.com.au/itm/100Pc-Plastic-Bingo-Chips-Markers-for-Bingo-Game-Cards-Counters-Xmas-Games/222732473064?hash=item33dbe3d2e8%3Am%3AmBKbE8hyMC8k7vGmceuQcvA&var=521589000853&_sacat=0&_nkw=100+plastic+chips+&_from=R40&rt=nc&LH_TitleDesc=0%7C0) | [**(3.07 AUD)**](https://www.ebay.com.au/itm/100Pc-Plastic-Bingo-Chips-Markers-for-Bingo-Game-Cards-Counters-Xmas-Games/222732473064?hash=item33dbe3d2e8%3Am%3AmBKbE8hyMC8k7vGmceuQcvA&var=521589000853&_sacat=0&_nkw=100+plastic+chips+&_from=R40&rt=nc&LH_TitleDesc=0%7C0) | [**(3.07 AUD)**](https://www.ebay.com.au/itm/100Pc-Plastic-Bingo-Chips-Markers-for-Bingo-Game-Cards-Counters-Xmas-Games/222732473064?hash=item33dbe3d2e8%3Am%3AmBKbE8hyMC8k7vGmceuQcvA&var=521589000853&_sacat=0&_nkw=100+plastic+chips+&_from=R40&rt=nc&LH_TitleDesc=0%7C0) | [**(3.07 AUD)**](https://www.ebay.com.au/itm/100Pc-Plastic-Bingo-Chips-Markers-for-Bingo-Game-Cards-Counters-Xmas-Games/222732473064?hash=item33dbe3d2e8%3Am%3AmBKbE8hyMC8k7vGmceuQcvA&var=521589000853&_sacat=0&_nkw=100+plastic+chips+&_from=R40&rt=nc&LH_TitleDesc=0%7C0) |
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| **Options** | | | | | |
| **Protecting the cards** | **1,600 (2P)/2,400 (4P) Sleeves** |  | **1,200 (2P)/2,400 (P) Sleeves** |  |  |
| ([150.56 AUD/2P or 205.47 AUD](https://www.amazon.com/KMC-Hyper-Matte-Sleeves-Sheets/dp/B0177K3VU6/ref=sr_1_5?ie=UTF8&qid=1531458724&sr=8-5&keywords=KMC+hyper+mat)/4P) |  | ([71.6 AUD/2P or 142.4 AUD](https://www.amazon.com/Ultra-Protectors-Sleeves-Standard-Colors/dp/B00HNJ9SRM/ref=sr_1_5?s=toys-and-games&ie=UTF8&qid=1536917488&sr=1-5&keywords=MTG+card+sleeves)) |  |  |
| https://crystal-cdn4.crystalcommerce.com/photos/1097053/large/51O8KZwZvhL.jpg |  | https://cdn.shopify.com/s/files/1/0921/7330/products/L2-3_PRO100_SLEEVES66x91_BLACK_L_900x900.jpg?v=1519797883 |  |  |
| **Quantity of food** | **100 Food** |  | **100 Food** |  | **Pen and paper** |
| [(22.5](https://www.meeplesource.com/proddetail.php?prod=Steaks) AUD) |  | [(11](https://www.meeplesource.com/proddetail.php?prod=RedCubes) AUD) |  | {Should own} |
| https://www.meeplesource.com/prodimages/Steaks1a.jpg |  |  |  |  |
| **Quantity of stone** | **100 Stone** |  | **100 Stone** |  | **Pen and paper** |
| [(22.5](https://www.meeplesource.com/proddetail.php?prod=Stones) AUD) |  | [(11](https://www.meeplesource.com/proddetail.php?prod=GreyCubes) AUD) |  | {Should own} |
| Stone Bits |  |  |  |  |
| **Quantity of wood** | **100 Wood** |  | **100 Wood** |  | **Pen and paper** |
| [(22.5](https://www.meeplesource.com/proddetail.php?prod=WoodPiles) AUD) |  | [(11](https://www.meeplesource.com/proddetail.php?prod=BrownCubes) AUD) |  | **{Should own}** |
| https://www.meeplesource.com/prodimages/WoodPiles_large.jpg |  |  |  |  |
| **Quantity of gold** | **100 Gold** |  | **100 Gold** |  | **Pen and paper** |
| ([22.5](https://www.meeplesource.com/proddetail.php?prod=GoldBars) AUD) |  | [(11](https://www.meeplesource.com/proddetail.php?prod=YellowCubes) AUD) |  | {Should own} |
| Gold Bar Bits |  |  |  |  |
| **Number of turns** | **25 Books** |  | **25 Books** |  |  |
| (11.5 AUD) |  | [(5.5](https://www.meeplesource.com/proddetail.php?prod=TanCubes) AUD) |  |  |
| Open Book Bits |  |  |  |  |

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| **Tracking the amount of damage dealt** |
| **50 Damage Die** |
| [(11.95](https://www.ebay.com.au/itm/16mm-10PCS-Set-Dice-Transparent-Standard-D6-Six-Sided-Acrylic-For-RPG-Gaming/263266645723?hash=item3d4bea36db%3Am%3AmF_AaZzkUiC_nYJbkDsGXiA&var=562266873700&_sacat=0&_nkw=16+red+dice&_from=R40&rt=nc&LH_TitleDesc=0) AUD) |
| https://i.ebayimg.com/images/g/EKcAAOSw5nxaVIHx/s-l1600.jpg |

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| **Tracking the number of military units on Unit Cards** | |
| **100 Unit Die** | **: 20 AI Die** |
| (23.9 AUD) | [(4.78 AUD)](https://www.ebay.com.au/itm/16mm-10PCS-Set-Dice-Transparent-Standard-D6-Six-Sided-Acrylic-For-RPG-Gaming/263266645723?hash=item3d4bea36db%3Am%3AmF_AaZzkUiC_nYJbkDsGXiA&var=562266873700&_sacat=0&_nkw=16+red+dice&_from=R40&rt=nc&LH_TitleDesc=0) |
| https://erpimgs.idealhere.com/ImageFormal/fd/9c/8a/fd9c8a34-7601-4cc6-b6e8-13e8b1484c44/heads/82edf181-8fec-484e-b638-841f6c9317c5.jpg | https://erpimgs.idealhere.com/ImageFormal/bd/31/96/bd31964c-d035-4f24-9b21-8bcc11e014b2/heads/90e7f52e-aa60-43ec-9db6-4fad112bb264.jpg |

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| **Tracking each player’s villagers** | | | |
| **100 Villager Tokens** | **100 Villager Tokens** | **100 Villager Tokens** | **100 Villager Tokens** |
| [**(18 AUD)**](https://www.ebay.com.au/itm/100pc-Blank-Poker-Chips-Roulette-Casino-Board-Game-Counter-Event-Token-8-Colours/142636378860?hash=item2135ca6aec%3Am%3AmtELhk3zFS1fyZsSKzSnCZw&var=441614445063) | [**(18 AUD)**](https://www.ebay.com.au/itm/100pc-Blank-Poker-Chips-Roulette-Casino-Board-Game-Counter-Event-Token-8-Colours/142636378860?hash=item2135ca6aec%3Am%3AmtELhk3zFS1fyZsSKzSnCZw&var=441614445063) | [**(18 AUD)**](https://www.ebay.com.au/itm/100pc-Blank-Poker-Chips-Roulette-Casino-Board-Game-Counter-Event-Token-8-Colours/142636378860?hash=item2135ca6aec%3Am%3AmtELhk3zFS1fyZsSKzSnCZw&var=441614445063) | [**(18 AUD)**](https://www.ebay.com.au/itm/100pc-Blank-Poker-Chips-Roulette-Casino-Board-Game-Counter-Event-Token-8-Colours/142636378860?hash=item2135ca6aec%3Am%3AmtELhk3zFS1fyZsSKzSnCZw&var=441614445063) |
| 100pc-Blank-Poker-Chips-Roulette-Casino-Board-Game-Counter-Event-Token-8-Colours | https://i.ebayimg.com/images/g/vtYAAOSwk-1aQfn3/s-l300.png | https://i.ebayimg.com/images/g/VEgAAOSwPPpaQfoQ/s-l1600.png | https://i.ebayimg.com/images/g/-wUAAOSwZB9aQfnn/s-l1600.png |

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| **Tracking if one’s villagers are active/inactive** |
| **20 A4 Sticker Paper** |
| ([4.44 AUD](https://www.ebay.com.au/itm/20-x-A4-White-Matte-Self-Adhesive-Sticker-Paper-Sheet-Label-Laser-Inkjet-Print/181544426765?hash=item2a44e41d0d:g:mz4AAMXQyY1TTgG5)) |
| https://i.ebayimg.com/images/g/mz4AAMXQyY1TTgG5/s-l1600.jpg |

**F) DOWNLOADABLE GAME COMPONENTS**

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| **Tracks** | |
| **1 Population Track:** Used to track each player’s current population. | **1 Power Track:** Used to track each player’s current amount of power. |
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| **Rules aids** | | |
| **31 Civilization Boards:** Used to describe a civilization and the unique rules for this civilization. | **31 Technology Trees:** Each technology tree is in two A4 parts. Technology trees show the cards accessible to a civilization plus if entities are strong or weak against other entities in combat | **4 Rules Summaries:** Used to remind players of the turn sequence. |
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| **Obfuscation measures** |
| **? Player Shields**: Use thick A2 sized cardstock paper. 1) Fold over the long side. 2) Fold the long edges in. 3) Cut off the wedges of the folded sides. |
| https://cf.geekdo-images.com/original/img/rnaXzxyyIUbfOXPv7gR0rSay_z8=/0x0/pic1296760.jpg |

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| **Digital files** | |
| **? Sound Files:** Background music from *Age of Empires I/II/II HD* and *Age of Mythology*. | **1 Cards List:** Contains a list of all of the cards, which is useful for alphabetically sorting cards inside of the **Binder**. |
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| **Cards that go inside of the Binders** | |
| **16 Age Cards:** Advancement level | **? Building Cards:** Structures |
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| **? Technology Cards:** Improvements | **? Unit Cards:** A civilian or military unit |
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| **Active/Inactive stickers** |
| **? Sleep Stickers:** Goes onto one side of the **Villager Tokens** |
| https://image.freepik.com/free-icon/zzz-sleep-symbol_318-47356.jpg |

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| **Cards that go outside of the Binders** | |
| **? Tactics Cards:** Represents micro. | **? Event Cards** Represents the game clock. |
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| **21 Map Cards** Depicts the map set-up. | **? Terrain Cards:** Forms the map. |
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| **? Alliance Cards:** Team bonuses | **? Hero Cards:** A historical figure. |
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| **? AI Cards:** A computer player’s cards |  |
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**G) CARD FEATURES**

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| **Card information** | | |
| **Title** | The name of the card. | |
| **Art** | A graphic depiction of the name of the card | |
| **Type** | Keywords used to categorize the cards | |
| **Armor classes** | Descriptors that affect whether or not combat bonuses apply. | |
| **Flavor text** | A short description of the card | |
| **Card effect** | A short description of what effect the card has when played. | |
| **Introduced in** | https://vignette.wikia.nocookie.net/ageofempires/images/1/1e/KingsIcon.png/revision/latest?cb=20151126122951 | *Age of Empires II: Age of Kings* |
| https://vignette.wikia.nocookie.net/ageofempires/images/9/94/ConquerorsIcon.png/revision/latest?cb=20151126122415 | *Age of Empires II: Age of Conquerors* |
| https://vignette.wikia.nocookie.net/ageofempires/images/6/65/ForgottenIcon.png/revision/latest?cb=20151126123637 | *Age of Empires II HD: The Forgotten* |
| https://vignette.wikia.nocookie.net/ageofempires/images/b/b7/AfricanIcon.png/revision/latest?cb=20151126123853 | *Age of Empires II HD: African Kingdoms* |
| https://vignette.wikia.nocookie.net/ageofempires/images/a/a6/RajaIcon.png/revision/latest?cb=20161220170137 | *Age of Empires II HD: Rise of the Rajas* |

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| **Card pre-requisites (per entity)** | | | |
| **Food:** Gathered from **Farms**, hunt, and fish | **Gold:** Gathered from **Gold** **Mines**, relics, **Trade** **Cogs**, and Trade **Carts**. | **Stone:** Gathered from **Stone** **Mines**. | **Wood:** Gathered from **Lumber** **Camps**. |
| https://image.flaticon.com/icons/png/512/58/58227.png | https://d30y9cdsu7xlg0.cloudfront.net/png/127202-200.png |  |  |
| **Population spaces**: The amount of free population that is required to train each unit (almost always 1) | **Villagers**: The number of villagers required at a vacant space to construct a **Building** **Card**. | **Turns to wait**: The research time (in turns) for a **Technology** **Card** or **Age** **Card** to come into effect. |  |
|  |  | https://cdn4.iconfinder.com/data/icons/simple-5/30/simple_time_clock_fast_express-512.png |  |

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| **Combat statistics for the damage formula (per entity)** | | | |
| **Hack attack:** Damage type 1 | **Pierce attack:** Damage type 2 | **Health points (HP):** Refers to the life of units and the structural integrity of buildings. | **Elevation bonus:** The hack and pierce attack values, and the HP multiplied by 0.25. |
|  |  |  | https://cdn.iconscout.com/public/images/icon/premium/png-512/top-of-a-hill-3ab4441ca29a22ad-512x512.png |
| **Hack armor:** Resistance to damage type 1 | **Pierce armor:** Resistance to damage tppe 2. | **Combat bonuses:** Modifiers to attack and health that apply against certain entities. |  |
|  | https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcR2dXsyztAOiBsUVONGf8X0RHqV0OEmEtIkstg1bkhofAef-SNelg | [Text field] |  |

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| **Distance symbols** | | |
| **Minimum distance value**: The number of spaces away from a card that the card with this value must be to attack. | **Movement value**. The number of spaces that a card can move per turn. | **Range value:** The number of spaces away from a card that a card can attack. |
|  |  | https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcSkm_-H7autydgpk91XJfSfF4rfEuTjH8DOpWRI0qufJqQ7de-z0Q |

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| **Capacity symbols** |
| **Garrison value**: Each garrisoned **Unit Card** increases the number of arrows fired. **Unit Cards** with the archer armour class add two arrows per archer unit. All other units add one arrow per unit. Garrison value furthermore protects your units from attacks so long as they stay garrisoned. |
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| **Score symbols** |
| **Power value**: The sum of the resource cost. **Wonders** and **Castles** are worth 2x the power. |
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**H) YOUR BASE**

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| **Bases** |

Use 2-4 **Player Screens** to hide your base from your opponents and allies. The only time that you show your base to the players (lift the **Player Screens**) is when that player has **Unit** **Cards** in your base (they are in line of sight of your base). Your ally can send units into your base upon researching **Cartography**.

**Example base (player 1):**

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|  |  | **Palisade Wall** | **Palisade Wall** | **Palisade Wall** | **Palisade Gate** | **Palisade Wall** | **Palisade Wall** | **Palisade Wall** | **Palisade Wall** |
|  | **Dock** | **Outpost** | **Lumber Camp** | **Barracks** | **Town Center** | **Farm** | **House** | **House** | **House** |
|  |  | **House** | **Lumber Camp** | **Farm** | **Farm** | **Farm** | **House** | **House** | **House** |

If one of your **Building** **Cards** is isolated from (not adjacent to) the rest of your **Building** **Cards** then the isolated **Building Card** is still part of your base and will stay in the same spot.

**I) THE MAP**

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| **Terrain Cards** |

* Each player has a default deck of **Terrain** **Cards** for their base.
* Each game has default deck of **Terrain** **Card** for No-Man’s-Land.
* Each **Terrain** **Card** has a unique number on the front of the card.

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| **Space limitations** |

Each **Terrain** **Card** can support up to three **Unit** **Cards** and an infinite number of **Villager** **Tokens**

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| **Map Cards** |

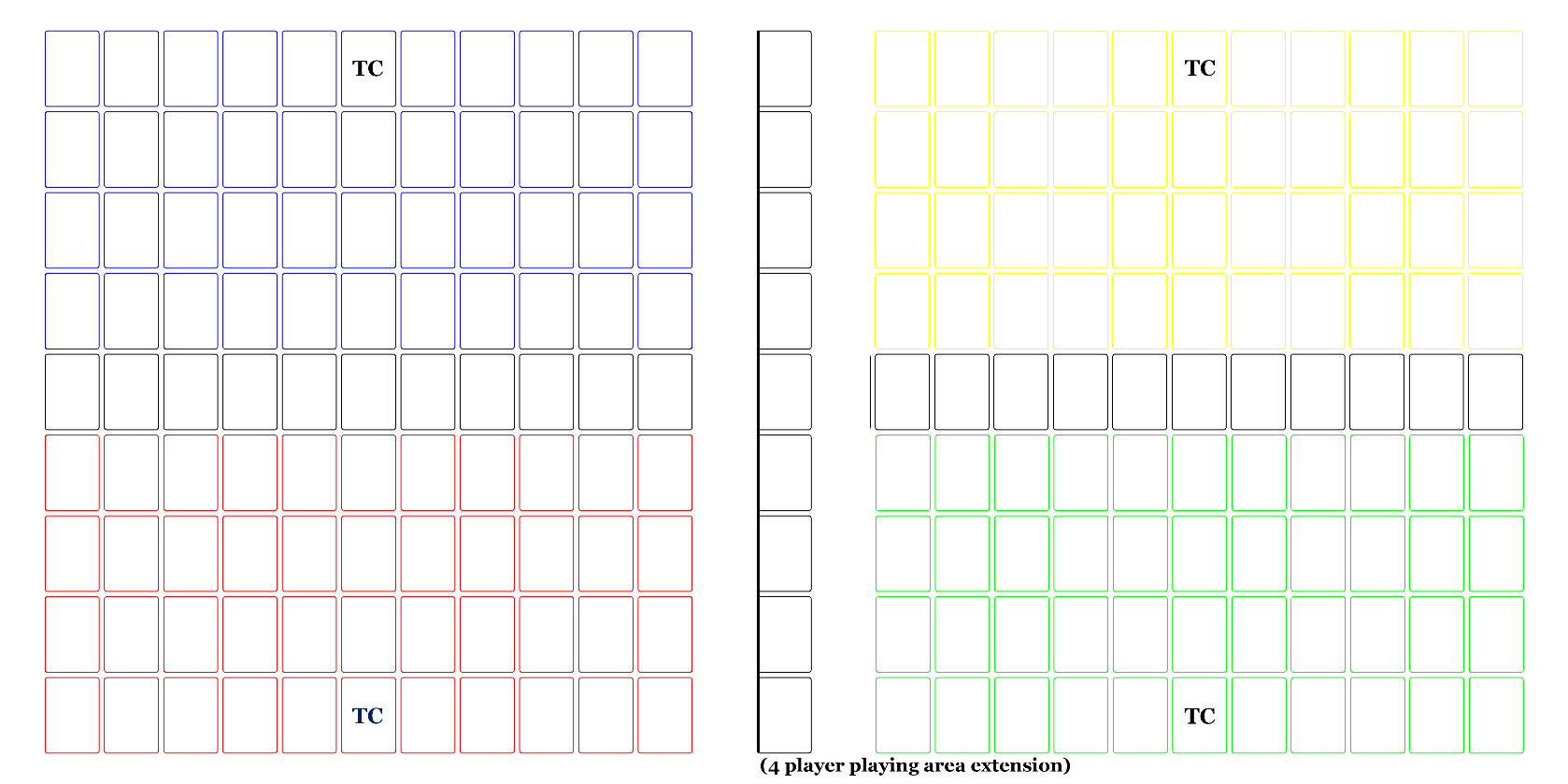
**Map Cards** indicate:

* The size of the map.
* The **Terrain** **Cards** in play (with reference to their unique numbers)
* If certain number ranges of **Terrain** **Cards** must go in specific regions of the map facedown.
* A **Terrain** **Card** must be in every space of the map in a facedown position.

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| **Interpreting Map Cards** |

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| **Key code** | |
| **Text** | **Shaded** |
| **TC:** A particular player’s initial Town Center  **W:** Place a random **Water Terrain** **Card**  **S:** Place a random **Shallow Terrain** **Card**  **F:** Place a random **Forest Terrain** **Card**  **C:** Place a random **Cliff** **Terrain** **Card**. | **Blue:** P1 base  **Red:** P2 base  **Green:** P3 base  **Yellow:** P4 base  **Black:** No-Man’s-Land zone |

**Example Map Card layout:**



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| **Unit movement** |

All units (military and civilian) can move X adjacent spaces using their movement value so long as they are not blocked. Units do not teleport at any point during *Age of Empires II: The Board Game*. In which case, units can move 1/2 a space (i.e. onto the intersection between two **Terrain** **Cards**).

**Terrain Card movement blocks:**

* Water**–** Impassible for land units unless these units are inside of a **Transport** **Ship**.
* Land **–** Impassable for ship units
* Shallows – Passable for land and ship units.
* Elevation **–** Passable. Units can stand on the elevation space for an attack bonus.
* Forest **–** Impassible if there is **Wood**. Use villagers, **Onagers**, and **Trebuchets** to remove **Wood**.

**Note:** Facedown **Terrain** **Cards** also act as impassable obstacles.

**Building Card movement blocks:**

* Walls/Closed gates **-** Impassible. Walls/Closed gates have two spaces (interior and exterior) on a single card. Units on the exterior space cannot attack units on the interior space and vice versa.

**J) ACTIONS PER TURN**

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| **Entity inactivity** |

If an entity does anything (**except move**) then that entire entity becomes inactive.

**Tracking inactivity:**

* Turn **Unit Cards** and **Building** **Cards** vertically
* Turn **Villager** **Tokens** to the side with the asleep sticker

Inactive entities cannot do any other actions for the remainder of this turn.

**Note:** Playing cards (e.g. **Building** **Cards** or **Unit** **Cards**) does not cause the entity to inactivate.

**K) YOUR TECHNOLOGY ZONE**

Put all of your **Technology** **Cards** to the right of your **Age Cards** in a facedown position. Reveal **Technology** **Cards** when their ability comes into effect (not necessarily when research completes).

**Diagram:**

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| **Dark** **Age** card | Your Age I technologies |
| **Feudal** **Age** card | Your Age II technologies |
| **Castle** **Age** card | Your Age III technologies |
| **Imperial** **Age** card | Your Age IV technologies |

**L) YOUR RESOURCE SUPPLY**

Put all of your **Food**, **Wood**, **Gold**, and **Stone** behind your **Player Screen** and near you. You can alternatively put your resources on your **Civilization** **Board**.

**M) TACTICS CARDS**

You may play **Tactics** **Cards** at any time unless stated otherwise on the **Tactics** **Card**. All played **Tactics** **Cards** are permanently out of the game and go into a discard pile.

**Chapter 02:**

**Playing the game**

**N) HOW YOU WIN**

**You win *Age of Empires II: The Board Game* by conquest if:**

*Always in effect*. **One** opponents has no more **Town Centres**.

*Always in effect*. **One** opponents has no more villagers and food.

*Optionally in effect*. Your team members have a **King/Queen** card in play and **one** enemy does not.

**You win *Age of Empires II: The Board Game* by superiority as a leader if:**

*Always in effect*. **One** opponent states, *“I resign”*, which is an irreversible resignation.

*Optionally in effect*. Your team built a **Wonder** and defended the **Wonder** for six turns.

*Optionally in effect*. Your team got five relicsand enshrined them in a **Monastery** for six turns.

*Optionally in effect*. Your team controls a **Monument** after thirty turns have passed.

*Optionally in effect.* After the set amount of time, your team has the most power.

If there is a tie for the victory conditions or if you run out time, the team with the most powerwins.

**Ways to earn power:**

* During the game, earn points equal to the point value of killed entities.
* At the end of the game, total the point value indicated on each in play card.
* At the end of the game, convert each leftover resource to half a power.

**A player elimination variant [four players]:** You must defeat both opponents to win (not one).

**O) SET UP – GAME AREA**

**Map Cards:**

1) Choose one **Map Card** and follow the instructions on the **Map** **Card**.

**If you are playing with the Monument victory condition:**

* Place 1 **Monument** face up in the centre of the map (the centre of No Man’s Land).

**Resources:**

1) Place a small supply of **Food**, **Wood**, **Gold**, and **Stone** in an accessible location for all players.

**Unit Die:**

1) Place a small supply of **Unit** **Die**/**AI Unit Die** in an accessible location for all players.

**Books:**

1) Place a small supply of **Books** in an accessible location for all players.

**Event Cards:**

1) Shuffle the **Event** **Cards**.

2) Place the deck of **Event** **Cards** in a visible location for all players.

**Tactics** **Cards**:

1) Make a four-layered tactics deck with each layer containing eight random **Tactics Cards**/player for each of the four ages with the cards with the lowest age cards on the top and the highest on the bottom.

2) Place the tactics deck in an accessible location for all players.

**The Population Track**:

1) Each player should mark his or her maximum population on this track with a **Player Token**

**The Power Track**:

1) Each player should mark his or her current power (i.e. at 0) on this track with a **Player Token**

**P) SET UP – PLAYER AREA**

**Get your base sorted:**

1) Choose one of the 31 available **Civilization Boards.**

2) Apply the set-up instructions on your **Civilization Board.**

3) Place all of your **Player** **Tokens** near you

4) Place all of your **Villager** **Tokens** near you

5) Place a **Player** **Screen** in front of your base.

**If you are playing with the King/Queen victory condition:**

* Play 1 **Castle** adjacent to your **Town** **Center**
* Garrison 1 **King**/**Queen** inside of your **Town** **Center**

**The Technology Tree:**

1) Take the two A4 parts of the **Technology Tree** that corresponds to your **Civilization** **Board**.

**The Player Aid:**

1) Take one

**The Technology Zone:**

1) Take the **Dark** **Age** card from your binder. You start with this card in your technology zone.

**A faster start variant [two or four players]:** Each player may take a **Feudal Age**, **Castle Age**, or **Imperial** **Age** card in addition to a **Dark** **Age** card and add this card to their technology zone.

**The AI Cards**

1) Put all of the **AI Cards** into a deck

2) Shuffle the deck

**Q) TURN STRUCTURE**

**Each turn consists of the following phases:**

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| **Played in real-time** | **Played with simultaneous turn phases** |
| 1) Draw phase  2) Ready phase  3) Event phase  4) Exploration phase  5) Collection phase  **6) Base building phase:**   * Building/Deconstructing * Repairing * Enlisting * Researching | 7) **Player interaction phase:**  7.1) Movement phase  7.2) Attack declaration phase  7.3) Attack resolution phase |

**To clarify:** Each player takes phases 1-7 at the same time as all other players. During phases 1-6, you do not have to wait for people to finish their phase before proceeding to the next phase. During phase 7, you have to wait for people to finish their sub-phase before proceeding to the next sub-phase.

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| **1) Draw phase** |

Take three cards from your **Binder**. You may add cards to your hand that you cannot play right now. You cannot take cards that your **Technology** **Tree** prohibits you from taking.

**Note:** For your first card draw, you will generally add 1 **Mill**, **House**, and **Lumber Camp** to your hand

**Note:** A particular **Tactics Card** may allow you to take cards inaccessible to your civilization.

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| **2) Ready phase** |

Activate all of your inactive **Unit Cards** and **Building** **Cards** by turning them vertically. Activate all of your **Villager Tokens** by flipping them over to the side without the asleep sticker.

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| **2) Event phase (SOLO MODE only maybe)** |

If you are playing alone, draw one **Event** **Card** from the events deck and apply the effect unless one event is already in effect. Reshuffle the **Event** **Card** into the deck once you resolve the effect.

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| **3) Exploration phase** |

You can use one **Villager Token** or one **Unit Card** adjacent to the space of a facedown **Terrain** **Card** to flip over the **Terrain** **Card** to the face up side. Resolve the effects indicated on the **Terrain Card**. Inactivate any used **Villager** **Tokens** or **Unit** **Cards**. Certain **Terrain** **Cards** will require you to:

1) Search for an **AI** **Card** in a deck

2) Roll a **D6** **Effect** **Die**

3) Put an **AI** **Die** (matching the rolled value) on the **AI Card**.

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| **4) Collection phase** |

You may collect X resources per active villager on a resource producing building or per **Fishing** **Ship** unit on a **Fish** **Trap**. You may also collect X resources per active villager on a **Mill** or **Town** **Center** or per active **Fishing** **Ship** on a **Fish** if there are resources on these cards. You must collect X gold for each **Monastery** enshrined relic. You must also collect X gold per active **Trade** **Cart** and **Trade** **Cog** owned. The default X value is one resource for everything except Monasteries, which yield three gold. You must inactivate any units that you used to gain resources during this phase.

**Note:** Certain civilizations and **Technology Cards** will modify the value of X.

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| **5) Main phase** |

Do any of these actions in any order.

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| **Building** |
| **Building** **Cards** will have a villager cost. The villager cost refer to how many active villagers need to be in a space with no **Building** **Cards** for you to play a **Building** **Card** in this space. **Building** **Cards** will also have a resource cost and a particular terrain type that they go on. Note that **Lumber** **Camps**, **Gold** **Mines**, and **Stone** **Mines** can only go where there is **Wood**, **Gold**, or **Stone** on the map. |

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| **Repairing** |
| You can use active villagers at the space of a damaged **Building** **Card** to remove 1 damage die value per villager. The **Building** **Card** will indicate the repair cost in resources (**Wood** or **Stone**). |

**Note:** Villagers used to build or repair a **Building** **Card** must inactivate.

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| **Deconstructing** |
| You can return any of your **Building** **Cards** that do not have enemy units on them to your binder. |
| **Researching** |
| You can play **Technology** **Cards** or **Age** **Cards** into your technology zone by meeting the pre-requisites indicated on the card. Put **Books** onto the card to denote the number of the turns the card takes to research. You remove one book from any of the cards you are researching every one of these base building phases. Research is complete when there are no **Books** remaining on the card. Leave the fully researched card facedown until you use the effect on this card and then the card stays face up.  **Note:** Researched cards are not cumulative (you may only have one copy per player).  **Note:** Researched upgrades go on top of an existing upgrade and override that upgrade. |

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| **Enlisting Unit Cards** |
| You can enlist villagers at your **Town** **Center** by paying one food per villager. You can also play your **Hero** **Card** at your **Town** **Center** by paying the resource cost indicated on the **Hero Card**. You can furthermore play a **Unit** **Card** on the **Building** **Card** that the **Unit** **Card** trains from if you meet the pre-requisites and have enough resources to pay for a single unit. You can then choose to pay further resources to add more units onto the **Unit** **Card**. There is a limit of six units per **Unit** **Card**.  **Note:** You can enlist up to 5 villagers per **Town** **Center** each turn.  **Note:** You can enlist up to 6 military units per **Building Card** that the unit trains form each turn.  **Note:** You cannot enlist units if enlisting these units would exceed your maximum population. |

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| **Replenishing units on Unit Cards** |
| You can add more units to any **Unit** **Card** anywhere in your base that there is a **Unit** **Card**. **Unit** **Cards** do not have to be on the **Building** **Card** that they train from for you to add more units to them. |

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| **7) Player interaction phase** |

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| **7.1) Movement phase** |

You can now move your units X adjacent spaces on the map. X refers to the movement value of the units.

**Meeting in the middle:**

Suppose that player A and B have units in two different spaces with a movement value that enables them both to reach one another, and they both want to fight (i.e. one player does not want to move away from the battle). In such cases, the two units do not switch places and instead meet in the middle of the two spaces. If there is no middle space then the two units fight at the intersection of two **Terrain** **Cards**.

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| **Forming squads** |
| A squad consists of up to three **Unit** **Cards** and is more susceptible to area effect attacks from siege weapons. You can form a squad by moving one **Unit** **Cards** onto one another friendly **Unit** **Card**. The squad moves at the pace of the slowest **Unit** **Card**. In regards to combat, you sum the combat values of all of your **Unit** **Cards** versus a single or other **Unit** **Cards** in battle, including combat bonuses. |

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| **Re-organize squads** |
| The order of **Unit** **Cards** in a squad matters. Your opponents must always attack and kill your topmost **Unit** **Card** before proceeding to attack the **Unit** **Cards** underneath unless they have ranged units, which will allow them to target any **Unit** **Cards** in the stack. You can re-arrange the order now. |

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| **Disbanding squads** |
| A squad is reducible to its individual constituents in this phase too. If you disband a squad of **Unit** **Cards** then one **Unit** **Card** stays in the current position and the rest move to an adjacent space. |

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| **Garrison/Ungarrison units** |
| If you have units at the space of a **Building** **Card** or **Unit** **Card** with a garrison value then you may garrison or ungarrison them (using no movement). The garrison die denotes the number of garrisoned units. Garrisoned units cannot kill or be killed until the entity they are garrisoned inside dies. |

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| **Relic retrieval** |
| If you have a **Monk** **Unit** **Card** at the space of a relic then you can put the relic on the **Unit** **Card** but this will end movement with that **Unit** **Card** for this turn. |

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| **Relic drop-off** |
| Moving your **Monk** **Unit** **Card** with relics to your **Monastery** allows you to enshrine the relic. You enshrine the relic (for zero movement) by putting the relic card underneath the **Monastery**. |

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| **Splitting units on Unit Cards** |
| The units on a **Unit** **Card** are moveable to the same type of **Unit** **Card** if they are in the same space. |

After every player moves, the **AI** **Cards** move towards the target indicated on the card. Each **AI** **Card** has a movement value. If the target is not present then the **AI** **Card** does not move.

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| **7) Attack declaration phase** |

You declare what entity (in this case, building or unit) will attack another entity.

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| **Melee units** |
| Units with a range of 1 must be in the same space/spot for an attack to occur. |

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| **Ranged units** |
| Units with a range value higher than 1 can attack from afar. Note that ships with range can target entities on shore terrain. Note that entities can attack from any base to another base or from No Man’s Land to a base and vice versa. Note that ranged units can shoot over cliffs and walls but not forests. Note that targeting cavalry with ranged units is not ideal due to their movement value. |

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| **Monk units** |
| Similarly count as ranged units. Furthermore can declare a healing or conversion attempt.  **Healing** (applies to friendly **Unit Cards** only): Either remove one damage taken from a friendly **Unit Card** or prevent one damage token from going onto a friendly **Unit Card** this battle.  **Conversion** (against enemy **Unit** **Cards**)**:** If your opponent has not researched **Heresy** then you can take a unit from an enemy **Unit** **Card** and put this unit on your own **Unit** **Card**. If your opponent has researched **Heresy** then you just kill one unit on an enemy **Unit** **Card**.  **Conversion** (against enemy **Building** **Cards**)**:** Put a plastic disc of your colour on the building. You now control the **Building** **Card** and your opponent cannot use this **Building** **Card**. |

You also decide if you want to respond to an attack. In which case, you may move any of your units towards a space that an enemy unit is attacking based on the units movement value. If this causes your unit to enter the space where a battle is happening then the attacker must instead fight this arriving unit.

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| **8) Attack resolution phase** |

The main damage formula is attack (type 1 or 2) minus health with armour (type 1 or 2) negating attack.

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| **Standard combat formula (apply over two rounds)** |
| Damage = unitQuantity (pierceDamageDealt + hackDamageDealt)  pierceDamageDealt =  hackDamageDealt = |

The damage indicates the HP reduction on the defending entity

Each defending entity has a HP value, which means that if the damage adds up to equalling that HP value, the defending entity dies. Each defending unit has to die before the Unit Card dies

There are nonetheless two different (less commonly used) formulas for combat.

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| **Area effect formula** |
| Area effect damages multiple units in a space. You apply the same combat formula from earlier but furthermore multiply the result by the number of units on the target space. |

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| **Elevation formula** |
| The elevation combat bonus adds to the pierce and hack attacks, and the HP value. |

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| **Monk combat formula** |
| If you roll a d6 die and the value is less than or equal to the number of units on the **Monk** **Unit** **Card** then your declared conversion or healing attempt is successful. Otherwise, the attempt fails. |

You will apply a combat formula simultaneously to the units involved and over two rounds with rounds representing rate for the fire unless a **Unit** **Card** states that the unit is ineligible to attack during a round.

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| **Ranged attacks** |
| If you roll a d6 die and the value is greater than or equal to the number of units on the ranged **Unit** **Card** then the attempt fails for this round of combat. |

All dead **Unit** **Cards** and destroyed **Building** **Cards** return to a player’s **Binder**. You should track the power earnt from kills on the **Power** **Track**. Note that if a unit dies in the first round of combat then there is no second round of combat. Note that the loss of a **Building** **Card** that supports your current population does not result in the loss of any units that causes the excess population. Note that the death of a **Monk** carrying a relic results in the relic returning to No-Man’s-Land. Note that the death of a hero returns means that the hero is permanently out of the game.

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| **Winning a battle** |
| If you win a battle then draw one **Tactics** **Card** |