

Various & Sundry, mainly Lloyd Krassner

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The WarpSpawn Second Big Book O'Games

Tome 5 Historical Games Part 1/3

Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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Part II

Games



Acropolis

Introduction

Card game for 2-6 players. Each player takes the role of a prominent citizen of a newly founded Greek Colony. Players make money (Drachmas) by trading goods at the market (Agora).

They then use this money to construct the important buildings of their Fledgling City State.

Victory

At the end of the game, the player who has the highest score in the most Construction Categories wins.

Game End

The game ends when all 15 cards of the Build deck have been claimed.

The Decks

There are 2 Decks: The Agora Deck The Build Deck

The Agora Deck

The Agora deck is composed of 12 types of cards with 4 copies of each. These cards represent goods that can be traded in the marketplace. Whenever the Agora deck runs out, shuffle the discard and draw from it.

The Build Deck

The Build deck is composed of 15 cards that fall into 3 types. These types or Construction Categories

include: Military, Civic, and Religious. The top card of the Build Deck is always kept face up.

Money

Use coins to represent Money. The term for coins is Drachmas. Drachmas not owned by any player are kept in the Treasury (Bank).

Victory Pile

Each player has a Victory pile where he keeps the Bid cards he has won. Players keep the cards in their Victory Pile face up and visible to all.

Setup

Shuffle the decks. Players vote on who goes first in the first Bid phase. If tied, draw straws. The first player to go is called the First Citizen.

Rounds

Play occurs in rounds. A Round consists of 2 Market Turns, and then 1 Build Turn.

Market Turn

Each player is dealt 7 cards from the Agora Deck. Players may feely trade cards with each other. After all players have finished trading, they sell their hands.

A Hand can be one of 11 types:

Hand Type Chart:	Drachmas:	Hand Name:
1 Pair	1	Bireme
7 Different	2	Democracy
2 Pairs	3	Philosophers
3 Pairs	5	Pythagoras
1 TOAK	5	Trireme
1 FOAK	7	Golden Rule

TOAK Three of a Kind

FOAK Four of a Kind

Hand Type Chart:	Drachmas:	Hand Name:
1 Pair & 1 TOAK	7	Phalanx
2 Pairs & 1 TOAK	9	Fleet
1 FOAK & 1 pair	9	Colony
2 TOAKS	11	City States
1 FOAK & 1 TOAK	13	Olympiad

Build Turn

Players openly bid on the face-up top card of the Build deck. This card is called the Bid card. The First citizen bids first and then bids proceed clockwise around the table.

Bids are verbal and not secret. Bids are in an amount of Drachmas. You cannot bid more Drachmas than you have. To stay in the Bid, you must bid a higher amount than the previous player.

If no one bids higher than you, you win the Bid. The winner must discard the Drachmas he Bid to the Trea-

Note that the cards are not numbered, so a pair, TOAK, and FOAK are Referring to having cards of the same suite. For example a pair could be 2 Wine or it could be 2 Fish. Gain Drachmas for your hand from the Treasury according to the Chart. Players discard their hands after selling them.

surey. Other players keep their Drachmas. Drachmas are saved from turn to turn.

The winner puts the Bid card into his Victory Pile. Next Bid Turn the player to the left of the First Citizen becomes the new First Citizen.

End Game Scoring

The Build cards in your Victory Pile are used for scoring. Each player is scored in 3 Categories: Military, Civic, and Religious. Each build card has a Score written on it for 1 category.

Add up your score in each of the 3 categories. If 2 players are tied in a category, the winner is the player with the Most Buildings in that category. If they are still tied, the player with The highest scoring Building

in that category wins the category. If there is a 3 way tie at the end in the 3 Categories, the tied player with The most Buildings at the end wins. If still tied, the tied player with The most remaining Drachmas at the end wins.

Agora Deck Card List

Card Name: Fish Meat Vegetables Cheese Wine
Bronze Cloth Pottery Goats Sheep Slaves Oil Note: 4
Copies of each card

Build Deck Card List Notation

M Military

C Civic

R Religious

Build Deck Card List

Card Name	Type	Score
Walls	M	4
Arsenal	M	5
Harbor	M	6
Strategion	M	7
Acropolis	M	8
Fountain House	C	4
Gymnasium/Stadium	C	5
Theatre	C	6

Card Name	Type	Score
Council Hall	C	7
Agora	C	8
Shrine	R	4
Great Altar	R	5
Sanctuary	R	6
Temple	R	7
Parthenon	R	8

Note: 1 Copy of each card

Optional Advanced Rules

Each Building you control provides you with a special ability:

Building Special Ability List

Building: Special Ability: Notes Walls: Defense: You are immune to the effects of your opponents buildings. Arsenal: Force Trade: Once on Market turn you may steal one random card from an opponent and then must immediately give him one card from your hand. Harbor: Slave Trade: Your Slave cards are Wild cards.

Strategion: Strategy: Once on Market Turn you may look at one opponents hand. Acropolis: High Vantage: You may always look at the next 3 cards in the Build deck. Fountain House: Refreshment: Once on Market turn you may draw the top card from the

Agora Deck and then must immediately discard one card from your hand.

Gymnasium/Stadium: Competition: All your Build cards score +1 in End game scoring. Theatre: Drama: You always bid first in Bid Turns (You are always first citizen) Council Hall: Politics: You get a +3 to all your Bids Agora: Philosophy: Draw 1 extra card from the Agora Deck on the first Market Turn of each Round. Shrine: Blessing of Poseidon: All your hands earn +1 Drachma Great Altar: Blessing of Apollo: Pairs earn +1 Drachmas Sanctuary: Blessing of Ares: TOAKS earn +2 Drachmas Temple: Blessing of Athena: FOAKS earn +3 Drachmas Parthenon: Blessing of Zeus: Draw 1 extra card from the Agora Deck on the second Market Turn of each Round.

Card Set

BGG Link





Age Of Antiquity

Introduction

Board game for 2-5 players. Ancient Civilization Building Theme.

Game End

The Game ends by mutual decision: Short Game: 12 Turns Regular Game: 16 Turns Long Game 20 Turns

Victory

The player with the most Victory Points (VP) at the end of the game wins.

Components

- 1. Culture Deck
- 2. Civ Deck
- 3. Event Deck
- 4. Leader Deck
- 5. Monument Deck
- 6. Action Board
- 7. The Map
- 8. Player Mats
- 9. Player Counter Sets
- 10. Five Count Counters
- 11. Six sided Dice
- 12. Leader Token
- 13. Turn Track and Token

Culture Card Deck

This deck has 15 cards each describing a different ancient Culture. Each culture has different starting stats. Each player takes the role of one of these Cultures at the beginning of the game.

.
01	02	03	04	05	06
07	08	09	10	11	12
13	14	15	16	17	18

The above numbered grid corresponds to the follow-

ID	Action
01	Trade
02	Monument
03	Shipbuilding
04	Initiative

Civ Card Deck

This deck has 37 cards each describing a special ability that a culture can develop during the game. Each player receives 5 random Civ cards at the beginning of the game that they can potentially use. Players can gain more Civ cards by picking the Dissemination Action.

Event Card Deck

This deck has 31 cards. These can confer random benefits or penalties. An Event card is revealed whenever a player takes the Event Action.

Leader Deck

This deck has 27 cards. Leaders offer random substantial short term benefits. A Leader card is revealed whenever a player takes the Leader Action.

Monument Deck

This deck has 24 cards. Monuments offer substantial benefits. When a player takes the Monument Action he picks and pays for 1 card from the top 4 Face-up cards in the Monument Deck. The player places that card in front of him and another Monument card is drawn to replace the one just built. Monuments provide a VP bonus when built.

The Action Board

This is the main board, placed in the center of the table. It is a 6 x 6 Grid, divided into 36 Squares. Each square should be big enough to contain 1 Player counter. Each square contains a title and text describing 1 or more possible actions.

.
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

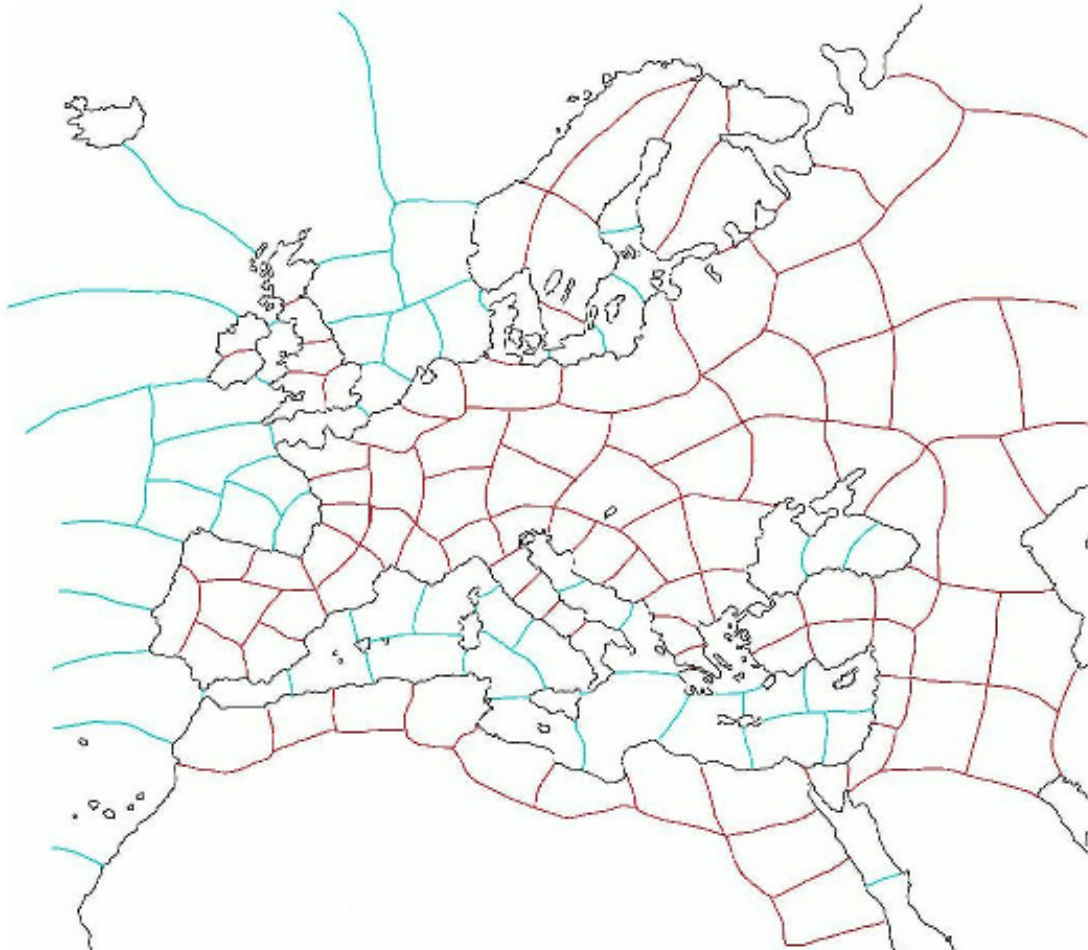
ing Action Squares:

ID	Action
19	Sea Raid
20	Civilization
21	Event
22	Production

ID	Action	ID	Action
05	Diplomacy	23	Population Explosion
06	Advancement	24	Population Growth
07	Immigration	25	Assimilation
08	Expansion	26	Colonize
09	Raise Armies	27	Plunder
10	Conquest	28	Labor
11	War	29	Cattle Raid
12	Market	30	Progress
13	Taxation	31	Dissemination
14	Cultural Revolution	32	Eureka
15	Urbanization	33	Fishing
16	Harvest	34	Leader
17	Land Use	35	Bread & Circus
18	Invention	36	Export

The Map

There are Land Territories and Sea Territories.



Pre Game Map Setup

Each Territory on the Map will produce 1 type of good. Types are determined randomly and are written directly onto the Map. (You may want to create multiple maps) Southern Territories are those that border

the Mediterranean or are otherwise south or lateral to it. All other territories are Northern.

Roll 1D6 for each land Territory. Every time a City is built, roll on the City Table to see what good it produces. This is in addition to the Good already present.

Land Territory Goods Table

1D6	Good
1	Metal
2	Rock
3	Plants

1D6	Good
4	Animals
5	Exotic
6	Forest

Metals

1D6	Name	Type
1-2	Bronze	Hard Metal
3-4	Iron	Hard Metal
5	Gold	Luxury
6	Silver	Luxury

Rock

1D6	Name	Type
1-3	Stone	Materials
4-5	Marble	Materials
6	Gems	Luxury

Plants

1D10	Name	Type
1-3	Wheat	Food
4	Olives	Food (South only; If North: Flax)
5	Cotton	Fabric (South only; If North: Beer)
6	Flax	Fabric (North only; If South: Olives)
7	Fruit	Food (South only; If North: Wheat)
8	Beer	Food
9+	Wine	Luxury

Animals

1D10	Name	Type
1-2	Cattle	Food
3	Oxen	Food
4	Hides	Fabric
5	Wool	Fabric

1D10	Name	Type
6	Cheese	Food
7	Pigs	Food
8	Birds	Food
9+	Horses	Luxury

Exotic

1D10	Name	Type
1	Spices	Food (South only; If North: Furs)
2	Herbs	Food
3	Incense	Luxury
4	Papyrus	Luxury
5	Dyes	Fabric
6	Furs	Fabric
7	Ivory	Luxury (South only; If North: Amber)
8	Dates	Food
9	Granite	Materials
10	Amber	Luxury

Forest

1D10	Name	Type
1-7	Wood	Materials (required to build Fleets!)
8	Gather	Food
9	Hunt	Food
10	Resins	Luxury

Water

1D10	Name	Type
1-3	Fish	Food
4	Salt	Food
5	Crabs	Food
6	Clams	Food

1D10	Name	Type
7	Pearls	Luxury
8	Whales	Food
9+	Trade	Luxury

City

1D6	Name	Type
1	Glass	Luxury
2-3	Pottery	Food
4	Textiles	Fabric

1D6	Name	Type
5	Linen	Fabric
6	Bricks	Materials

Player Mats

Each player has his own Mat kept in front of him on the table. Each Mat is a 4 x 4 Grid divided into 16 Squares. Each square should be big enough to contain a stack of Player counters.

.	.	.	.
01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16

The above numbered grid corresponds to the following Stockpile Squares:

id	Type
01	Territory Count
02	Gold
03	Government Level
04	Actions
05	City Count
06	Population
07	Industry Level
08	Culture Level

id	Type
09	Food
10	Agriculture Level
11	Ideas
12	Military Level
13	Resources
14	Armies
15	Fleets
16	Victory Points

Players stack up counters on a square to indicate the quantity they have of that item available.

Player Counter Sets

Each player needs a stackable set of counters of a unique color. These can be used as:

1. Action counters for the Action Board
2. Stockpile counters on a Players Mat
3. Control Markers on the Territory Map

Five Count Counters

There should be a common set of counters that players can use on their Player mats. Each one of these is worth 5 player counters.

Dice

Ten and six sided dice are needed. When determining a random player roll the die and count off going clockwise.

Turn Track And Counter

This is used to keep track of what number turn it is.

The Leader Token

The Leader takes possession of this object. The Leader gets to take the first action every turn followed by the other players going clockwise around the table.

Setup

Each player starts with 3 Territories: Select a Land Territory on the Map and place one of your counters in it. Then place a counter in 2 adjacent Territories (land or water). At the start of the game each player must have at least one territory that is not adjacent to a territory occupied by another player.

You cannot place a counter in a territory occupied by another player. Each player starts with 6 Food. Each player starts with 5 Resources.

Each player starts with 4 Gold. Each player starts with 2 Actions. Each player draws 2 Random Culture cards. He discards 1 and keeps the other.

A player keeps his selected Culture Card face up in front of him. Each player is dealt 5 Random Civ Cards. Flip over the top 4 cards of the Monument Deck.

Players roll high on the die to determine who the Lead Player is. Give the Lead Player the Leader Token. Place the turn marker on turn 1 of the turn track.

Rounding

Always round up.

Turn Sequence

Each Turn has 3 Phases:

1. Action Phase
2. Upkeep Phase
3. End Phase

1. ACTION PHASE
Players take turns taking actions, starting with the Leader and going clockwise. To take an action, take one of the counters from the action square on your player mat and place it onto any unoccupied square on the action board. Then read off the name of the square you selected. If the action square gives a choice of actions, immediately declare which one you are taking. Resolve actions as soon as they are chosen.

This continues until no players have any actions left. You cannot take an action you cannot pay for.

2. UPKEEP PHASE

You must pay 1 Gold or 1 Food for each of your Armies and Fleets. Remove the payments from your player mat. If you cannot or do not want to pay for an Army or Fleet, you may take the Mercenary Option: Discard the Unit and gain 3 Gold.

3. END PHASE

Remove all Player Counters from the Action Board and return them to each player's respective Action square on their Player Mat. Move the Turn counter 1 space up on the turn track.

I. Territory Stockpile

Territories are gained by the Colonize, Expansion, and Conquest Actions. They can also be stolen by the War Action. Territories limit the number of cities you can build.

The Land Use Action produces either Food or Resources based on the number of Territories you own.

Whenever you gain a territory place a counter on a Territory space on the map. Newly gained territories must be adjacent to territories you already control or connected by a number of sea spaces not in excess of the number of Fleets you own.

II. Population Stockpile

Populations are gained by the Immigration, Population Growth, and Population Explosion Actions. They can also be stolen by the Assimilation Action. Populations are used up to Expand and to build Cities, Armies, and Fleets.

III. Food Stockpile

Food is gained by the Harvest, Land Use, Fishing, and Market Actions. It can also be stolen by the Raid Action. Food is converted into populations through the Population Growth and Explosion actions.

Food can also be used for the upkeep of Armies and Fleets.

IV. Resource Stockpiles

This represents materials such as wood, stone, metal, cloth, and clay. Resources are gained by the Production, Land Use, Labor, and Market Actions. Resources can be used for building Cities and Monuments.

They are also needed to build Armies and Fleets.

V. Gold Stockpiles

Gold is gained through the Trade, Taxation, and Plunder Actions. It can be stolen by the Raid Action. Gold can also be used for the upkeep of Armies and Fleets.

Through the Market action, Gold can be used to buy Food, Resources, Ideas, and VP.

VI. Army Stockpiles

Armies are gained by the Raise Armies Action. Armies are required for the War, Conquest, and Cattle Raid Actions.

VII. Fleet Stockpiles

Fleets are gained by the Shipbuilding Action. Fleets enhance the Fishing Action. Fleets are required for the Colonization, Discovery, and Sea Raid Actions.

Armies can be used to satisfy requirements for War Actions.

VIII. City Stockpiles

Cities are gained by the Urbanization and Colonize Actions. Cities limit your maximum level in Government. The Taxation Action produces Gold based on the number of Cities you own.

The Cultural Revolution Action produces VP based in part on the number of Cities you own. When you build a City, stack a second Counter on top of a Territory you already control. 2 Counters in a Territory indicate the presence of a city.

Ix. Idea Stockpile

Ideas are gained by the Invention, Trade, Eureka, Dissemination, and Market Actions. Ideas are used up to put Civ Cards into play by using the Civilization Action. Ideas are used up to gain a Level in Government, Culture, Industry, Military, and Agriculture by using the Advance and Progress Actions.

X. Government Level Stockpile

Levels in Government are gained by using the Advance and Progress Actions. Government Levels increase the number of Actions you can take each turn. Your level in Government cannot exceed the number of Cities you control.

Xi. Agriculture Level Stockpile

Levels in Agriculture are gained by using the Advance and Progress Actions. Agriculture Levels increase the amount of Food you get from the Harvest action.

Xii. Industry Level Stockpile

Levels in Industry are gained by using the Advance and Progress Actions. Industry Levels increase the amount of Resources you get from the Production Action.

Xiii. Culture Level Stockpile

Levels in Culture are gained by using the Advance and Progress Actions. Culture levels apply to the Cultural Revolution and Assimilation Actions.

Ivx. Military Stockpile

Levels in Military are gained by using the Advance and Progress Actions. This gives an advantage in Wars.

Vx. Actions Stockpile

You get Actions = 2 + Your Level in Government.

Vix. Victory Point Stockpile

VP are gained through Eureka, Diplomacy, Initiative, Market, Conquest, and Cultural Revolution Actions. VP Totals determine the winner at the end of the game.

Advances

Government, Culture, Industry, Military, and Agriculture are collectively referred to as Advances.

1. THE TRADE ACTION

Gain 1 Idea. Also gain 1 + X Gold. X = Number of different types of Luxury Goods you Control.

2. MONUMENT ACTION

When a player takes the Monument Action he picks and pays for 1 card from the top 4 Face-up cards from the Monument Deck. The cost in Resources for the Monument is listed on the card. If you have access to Marble the cost is -2.

The Monument gives a VP reward and usually an additional benefit. The player places that card in front of him and another Monument card is drawn to replace the one just built. When you build a Monument, stack a third Counter on top of a Territory with a city you already control. Remember the Location of the Monument.

3 Counters in a Territory indicate the presence of a city with a Monument.

3. COLONIZE ACTION

Gain 1 Coastal Territory and 1 VP. Costs 1 Fleet.

4. SHIPBUILDING ACTION

Build X Fleets. Costs X Population and 3X Resources. Limit = 2 + number of Wood & Flax Territories you control.

5. FISHING ACTION

Gain 1 Food per Coastal Territory you control.

6. INITIATIVE ACTION

Gain 1 VP. You become the Leader. Take possession of the Leader Token.

7. DIPLOMACY ACTION

Gain 1 VP. Opponents cannot target you with the War Action the rest of this turn.

8. ADVANCEMENT ACTION

Gain 1 Level in any 1 Advance. Costs 2 Ideas.

9. IMMIGRATION ACTION

Gain 2 Population.

10. EUREKA ACTION

Gain 1 Idea and 1 VP.

11. EXPANSION ACTION

Gain 1 adjacent unclaimed Territory. Costs 3 Population.

12. RAISE ARMIES ACTION

Raise X Armies. Costs X Population and 2X Resources. Limit is 2 + the number of Fabric & Hard Metal Territories you control

13. CONQUEST ACTION

Gain 1 adjacent unclaimed Territory and 1 VP. Costs 1 Army.

14. WAR ACTION

Declare a target player whom you are attacking. That player must be adjacent by land or a number of sea spaces distant not in excess of the number of Fleets you own. You must have more Armies or more fleets to attack.

Both players roll 1D10 for each Army and Fleet they control. These are called Battle Rolls. Each roll of 8+ is a Victory.

Get +1 if your Military Level is higher. Get +1 if you have Bronze and opponent has no Hard Metals. Get +1 if you have Iron and opponent has only Bronze.

Get +2 if you have Iron and opponent has no Hard Metals. Get +1 if you have Horses and opponent does not. For each Victory gain 1 VP and your opponent loses 1 Army or Fleet.

If your opponent has no Armies or Fleets left, you steal 1 adjacent Territory of his for each Victory. If the Territory had cities and Monuments, you get these too.

15. MARKET ACTION

You may spend Gold to buy the following:

Cost in Gold	Purchase:
2	1 Food
3	1 Resource
4	1 Idea
5	1 VP

16. TAXATION ACTION

Gain Gold = $3X$. X = The number of Cities you control.

17. DISSEMINATION ACTION

Gain 1 Idea. Draw 1 random Civ card and add it to your hand. You cannot pick this action if you have 7+ Civ cards in your hand.

18. CULTURAL REVOLUTION ACTION

Gain VP = $1 + \text{Your Culture Level} + \text{The Number of Cities \& Monuments you control}$.

19. URBANIZATION ACTION

Gain 1 City. Costs 5 Population and 5 Resources. Max 1 city per territory.

20. HARVEST ACTION

Gain Food = $2 + X + Z$. X = Your Agriculture Level. Z = Number of Territories you control with Food type goods.

21. LAND USE ACTION

Gain Food = Number of Territories you control with Food type goods.

Or...

Gain Resources = Number of Territories you control with Material type goods.

Or...

Gain Gold = Number of Territories you control with Fabric type goods.

The Culture Deck

Culture:	Starting Bonuses:
Sumerians	Agriculture +1 VP +5 Industry +1
Egyptians	Agriculture +1 Culture +1 Industry +1
Babylonians	Agriculture +1 Culture +1 VP +5
Minoans	Fleet +2 Culture +1 VP +5
Hittites	Industry +1 Military +2 Armies +2
Phoenicians	Gold +7 Fleets +2 VP +5

22. INVENTION ACTION

Gain 2 Ideas.

23. PROGRESS ACTION

Gain 1 Level in any 1 Advance. Costs 3 Ideas.

24. SEA RAID ACTION

Steal 3 Gold from target opponent with at least 1 coastal territory if you have at least 1 Fleet.

25. CATTLE RAID ACTION

Steal 2 Food from a target opponent with adjacent territory if you have at least 1 Army.

26. LABOR ACTION

Gain $1 + X$ Resources. X = Number of Territories you control with Fabric type goods. Limit = $1 + \text{Your Level in Government}$.

27. CIVILIZATION ACTION

Put one of your Civ cards into play. Costs 1 Idea.

28. EVENT ACTION

Gain 1 VP. Draw the Top card of the Event Deck and resolve it Immediately. You cannot chose this action if you took it last turn.

29. PRODUCTION ACTION

Gain Resources = $2 + X + Z$. X = Your Industry Level. Z = Number of Territories you control with Material Type Goods.

30. POPULATION EXPLOSION ACTION

Gain X Population. Costs $2X$ Food. Limit = $2 + \text{the number of different Food types you control}$.

31. POPULATION GROWTH ACTION

Gain 2 Population. Costs 3 Food.

32. PLUNDER ACTION

Gain 1D6 Gold. You must have 1 Army or Fleet to take this action.

33. ASSIMILATION ACTION

Steal X Population from target player.

X $1 + \text{Your Culture Level}$

34. LEADER ACTION

Costs 1 Population. Draw the top 3 card of the Leader Deck. Play 1 and discard the other 2. You cannot chose this action if you took it last turn.

35. BREAD & CIRCUSES ACTION

Gain X VP. Costs $3X$ Food. Limit = $1 + \text{Number of Territories you control with Luxury Type Goods}$.

36. EXPORT ACTION

Gain Gold = $1 + \text{Your Industry Level} + \text{Your Agriculture Level}$.

Culture:	Starting Bonuses:
Athenians	Fleets +2 Culture +2
Spartans	Military +2 VP +5
Persians	Culture +1 Gold +7 Armies +2
Macedonians	Armies +2 Military +1 Territories +2
Romans	Culture +1 Military +1 Industry +1
Carthaginians	Fleets +2 Armies +2 VP +5
Celts	Armies +2 Culture +1 Territory +2
Huns	Armies +4 Military +1
Goths	Armies +4 Territory +2

Civ Card Deck

Great Work of Art Gain 5 VP

Bonus: Notes:

Coinage Whenever you earn Gold get +1 Gold

Gifted Seafarers	Gain 1 Action/turn for Fishing, Colonize, or Sea Raid only
Irrigation	Agriculture Level +1
Raiders	Gain 2 extra Gold every time you take any Raid Action
Great Fleet	Gain 3 Fleets
Poets	Gain 1 VP every time you take the Event Action
Slave Masters	Gain 2 extra Resources every time you take the Labor Action
City Planners	Gain 2 VP every time you take the Urbanization Action
Great Host	Gain 3 Armies
Granaries	Whenever you gain Food get +1 Food
Mining	Industry Level +1
Warrior Culture	Gain 3 VP every time your level in Military goes up
Metallurgy	Military Level +1
Lawgivers	Government Level +1
Music	Culture Level +1
Road Builders	Gain 1 Action/turn for Land Use, Raise Armies, or Labor only
Caravans	Gain 3 Gold every time you take the Trade Action
Writing	Gain 5 Ideas
Migration	Gain 2 Territories
Gifted Merchants	Gain 1 Action/turn for Trade or Market only
Fishermen	Gain 3 Food every time you take the Fishing Action
Great Engineers	Monuments cost 2 Less Resources
Great Architects	Your Monuments earn +2 VP when built
Great Horsemen	Gain 1 Action/turn for Expansion, Conquest or War only
Democracy	Gain 3 VP every time your level in Government increases
Monotheism	Steal 2 extra Population every time you take the Assimilation Action
Gifted Artisans	Culture Level +1
Men of Science	Gain 1 extra Idea every time you take the Eureka Action
Historians	Every War you are in earns you +2 VP
Philosophers	Gain 1 VP every time you take the Advancement Action
Imperialistic	Gain 1 VP every time you take the Conquest Action
Empire Builders	Gain 1 VP every time you take the Expansion Action
Gifted Orators	Gain 1 VP every time you take the Diplomacy Action

Event Deck Notation**ROL** Random Opponent Loses**Event Deck**

Event:	Notes:
Blight	ROL all his Food
Famine	ROL 3 Population and 3 Food
Piracy	ROL 6 Gold
Innovation	Gain 2 Ideas
Diffusion of Knowledge	All players gain 1 Idea
Plague	ROL 3 Population and 2 Armies
Barbarian Invasion	ROL 3 Armies
Peace	Gain 1 Gold and 4 Food
Golden Age	Gain 5 VP
Dark Ages	All players lose all Ideas
Barbarian Migrations	ROL 1 Territory
Sea Peoples	ROL 2 Fleets
Horse Tribes	ROL 4 Armies
Cultural Supremacy	Steal 1 Population from Target Player
Tribute	Gain 2 Gold and 3 Food
Resource Rich Area	Gain 5 Resources
Storm	ROL 1 Fleet
Legends	Play 1 Civ Card
Vitality	Gain 2 Actions this Turn
Exploration	Gain 1 Territory
Refugees	Gain 4 Population
Earthquake	ROL 1 Monument
Volcano	ROL 1 City
Patronage	Culture +1
Allied Tribes	Gain 2 Armies
Mild Weather	Gain 5 Food
Annexation	Steal 1 Territory from Target Player
Crossroads	Gain 1 City
Rebellion	ROL 2 Population and 1 Army
Civil War	ROL 2 Territories and 1 Army
Usurper	ROL 2VP

Leader Deck

Name:	Notes:
Gilgamesh	Gain 5 Resources
Menes	Culture Level +1
Cleopatra	Gain 10 Food
King Djoser	Gain 5 VP
Hammurabi	Gain 2 Ideas & 2 VP
Ramses	Gain 3 Actions
Nebuchadnezzar	Gain 5 VP
Moses	Gain 3 Population & 2 VP
Nefertiti	Gain 5 VP
King Minos	Gain 10 Gold
Xerxes	Gain 2 Armies
Socrates	Gain 3 Ideas
Sargon	Gain 2 Actions and 2 VP
Cyrus the Great	Gain 3 Actions

Name:	Notes:
Pythagoras	Industry Level +1
Alexander the Great	You may take 4 Conquest Actions this Turn
Plato	Gain 3 Ideas
Julius Caesar	You may take 3 Conquest Actions this Turn
Hannibal	Gain +1 to Battle Rolls this Turn
Aristotle	Gain 3 Ideas
Homer	Gain 2 Ideas & 2 VP
Jesus	Gain 8 Population
Constantine	Gain 3 Actions
Attila	You may take 2 War actions this Turn
Romulus	Gain 1 City
Alcibiades	Steal 2 VP from each Opponent
Vercingetorix	Gain 1 Army & 4 Population

Notes: Bonuses and gains by Leaders are one time only: So for instance if you gain Actions they are only for the current turn.

Monument Deck Notation

ETT Every Time You Take The

Cost Cost in Resources to build the Monument

VP VP gained by building the Monument

Monument Deck

Name:	Cost	VP	Bonus:
Stonehenge	6	6	Gain 1 VP ETT Pop Growth Action
Sphinx	5	5	Gain 1 VP ETT Civilization Action
Great Pyramid	10	10	Gain 2 Levels in Industry
Ziggurat	6	6	Gain 1 Resource ETT Taxation Action
Temple of Solomon	7	Gain 1 VP ETT Advancement Action	
Hanging Gardens	8	8	Gain 1 Level in Agriculture
Temple of Artemis	8	Counts as 1 Luxury Good	
Parthenon	7	7	Gain 1 Level in Culture
Statue of Zeus	6	6	Gain 1 VP ETT Leader Action
Mausoleum	7	7	Gain 1 VP ETT Event Action
Colossus	9	9	Gain 2 Gold ETT Market Action
Library of Alexandria	7	7	Gain 1 Idea ETT Dissemination Action
Oracle at Delphi	6	6	When Built look at next 7 cards in Event Deck
Petra	6	6	Gain 1 Gold ETT Trade Action
Tower of the Winds	5	5	Gain 1 Idea ETT Eureka Action
Masada	5	5	Gain 2 VP every time you defend in a War
Aqueduct of Nemausus	6	5	Gain 5 Food ETT Urbanization Action
Colosseum	8	8	Gain 1 VP ETT Bread & Circus Action
Forum of Trajan	7	7	Gain 1 VP ETT Taxation Action
Pantheon	7	7	Gain 1 Level in Culture
Baths of Diocletian	7	7	Gain 1 Food ETT Bread & Circus Action
Basilica Cistern	10	5	Gain 1 City
Persepolis	9	4	Gain 1 City
Hadrians Wall	6	6	Gain 1 Level in Military





Alexander The Game

Introduction

2 player Card & Dice Game. Alexander the Great Theme. One player is Alexander. The other is the Conquests.

Victory

Reduce opponent to zero Army tokens. The Victor's Score is equal to the number of Army Tokens he has left.

The Decks

There are 2 decks: Conquest Deck (Difficulty Cards) Alexander Deck (Solution Cards) The Alexander Deck gets the Reconnaissance Cards.

Dice

Six-sided Dice are needed.

Army Tokens

Each player gets 20 Army Tokens.

Setup

Shuffle the Decks. Each player gets one of the Decks.

Turn Sequence

Each turn has 6 Phases:

1. Logistics Phase
2. Reconnaissance Phase
3. Difficulty Phase
4. Strategy Phase
5. Conquest Phase
6. Final Phase

1. LOGISTICS PHASE

Each player draws 3 Cards from their own deck.

2. RECONNAISSANCE PHASE

The Alexander Player may discard a Reconnaissance card to look at his opponents hand. He may then draw 1 card or discard 2 cards to draw 3 cards.

3. DIFFICULTY PHASE

First the Conquest Player may discard 1 Card:

Card:	Effect:
Satrap	Play 2 more Cards or Draw 2 Cards and play 1.
Large Army	Gain 2 Bonus Dice.
Raids	Opponent Discards 3 Random Cards.
Fortified City	Gain 1D6 Army Tokens.
Privations	Gain 1 Bonus Die.
Mutiny	Opponent loses 1D6 Army Tokens.

The Alexander Player may immediately discard 1 card in response to a card just played by the Conquest player to negate it.

Card:	Effect:
Political Support	Negate Satrap Card.
Military Genius	Negate Large Army Card.
Occupation	Negate Raid Card.
Siege	Negate Fortified City Card.
Live Off the Land	Negate Privations Card.
Ruthlessness	Negate Mutiny Card.

4. STRATEGY PHASE

The Alexander Player may then play another card:

Card:	Effect:
Political Support	Gain 1D6 Army Tokens.
Military Genius	Gain 2 Bonus Dice.
Occupation	Gain 1D6 Army Tokens.
Siege	Gain 1 Bonus Die.

Card:	Effect:
Live Off the Land	Draw 2 Cards. Opponent discards 2 Random Cards.
Ruthlessness	Play 2 more Cards.

5. CONQUEST PHASE

The Conquest player rolls 3 Dice plus any Bonus Dice.
The Alexander player rolls 3 Dice plus any Bonus Dice.
The player with the lower sum loses Army Tokens equal to the difference of sums.

6. FINAL PHASE

Max hand is 3 cards. Discard excess cards.

Cardlist Notation

Copies of that card in the deck

D Difficulty

S Solution

X Special

Cardlist

Card Name:	#	Type:	Notes:
Satrap	4	D	(Governors, Tribes, Cities)
Large Army	4	D	(Darius, Memnon, Porus)
Raids	4	D	(Rebels, Persian Fleet, Scorched Earth)
Fortified City	4	D	(Tyre, Gaza)
Privations	4	D	(Starvation, Disease, Wilderness, Long Marches)
Mutiny	4	D	(Revolts, Rebellions, Conspiracy)
Political Support	4	S	Solve Satrap (Conciliation, Liberation, Marriage)
Military Genius	4	S	Solve Large Army (Elite Units, Outflank, Flexibility)
Occupation	4	S	Solve Raids (Outposts, Garrisons, Solidify Rear)
Siege	4	S	Solve Fortified City (Catapults, Assaults, Engineers)
Live Off the Land	4	S	Solve Privations (Naval Resupply, Allies)
Ruthlessness	4	S	Solve Mutiny (Massacres, Tyranny)
Reconnaissance	4	X	(Intelligence, Scouting, Exploration)

Solo Card Game Rules

Introduction

Solo Card Game with an Alexander the Great Theme.

Scoring

Your score = the number of cards in your Conquest Pile. Do not count cards in your Defeat Pile.

The Deck

The deck contains 2 card types: Difficulty Cards
Solution Cards

Setup

Shuffle the Deck. Randomly separate the Deck into 4 equal Territory piles. Flip over the Top card of each Territory Pile.

Turn Sequence

Each turn has 3 Phases:

1. Strategy Phase
2. Conquest Phase
3. Defeat Phase

Strategy Phase

You may put face up Solution Cards from the Territory piles into your hand. Your Hand may only ever

contain Solution cards. The Top card of all Territory Piles is always Face up, so When you take a Solution card, the next card is immediately placed Face up and Also becomes available to be put in your hand, if it is a Solution card.

You may never have more than 4 cards in your hand. If you put a fifth card in your hand, immediately discard a card to your Defeat Pile. You may discard (to the Conquest pile) a Face up Reconnaissance card to look at the Rest of the cards in that Territory (For 15 seconds).

Conquest Phase

You may overcome face up Difficulty cards in the Territory Piles. A Difficulty card is overcome by playing a Solution card that matches it. Both cards of the match are put in your Conquest Pile.

Defeat Phase

You may put face up face up Difficulty cards in the Territory Piles into your Defeat pile.

Victory

52 cards in the Conquest pile is a perfect score.
Exceptional = 48+

Good 44+

Clear victory = 40+





Anatolia 1000 Bc

Introduction

War game for 2-6 players. Each player controls a civilization in the area of Asia Minor circa 1000 BCE. Each turn represents 10 years.

Components

Map (see bottom of page) Player Counters Player Mats Victory Track Dice

The Map

The map is divided up into numerous regions. Note that regions are also referred to as territories, and spaces. Each region provides a specific resource.

Some regions are the starting locations of Civilizations (Boldface). Some regions start with a City (Italics and Strikethrough). Fish regions are Sea Regions.

The Egypt and Attica Trade spaces are Sea Regions. The Island of Rhodes is a land Region completely enclosed by a Sea Region.

Player Counters

Note that the term Markers, Tokens, and Counters are interchangeable. Each player has a set of counters of a unique color. Counters are used on the map to indicate control of regions and placement of cities.

Counters on player mats are used to keep track of resources.

Neutral Markers

These are used to indicate a space is controlled by a non-player civilization/tribe. Use white, black, or grey colors for neutral counters.

Player Mats

Each player gets a player Mat. A Mat is divided into 14 Sections. Sections are also referred to as Boxes or Spaces.

The Sections are labeled:

1. Population
2. Armies
3. Fleets
4. Ideas
5. Metal
6. Stone
7. Wood
8. Grain
9. Wine
10. Fish
11. Fruit

12. Olives

13. Livestock

14. Monuments

Each section is large enough to make a stack of player counters. Mats are used to keep track how many of each resource a player has.

Victory

The first player to accumulate 100+ Victory Points (VP) wins. If the Knowledge deck ever runs out, the game immediately ends and the player with the most VP wins.

Victory Track

This is a winding track of 100 numbered spaces. Each player uses a marker to keep track of how many VP they have.

Decks

There are 2 Decks: The Event Deck The Knowledge Deck

The Knowledge Deck

The top 4 cards of the Knowledge deck are always kept face up. There are several types of Resource Cards: Continuous cards, Bonus cards, Advantage cards. Continuous Knowledge cards provide a 1 specific Resource Point every turn in Resource Phase.

Bonus cards provide a one time bonus of 1 or more Resources. Advantage cards provide a continuous bonus to warfare or some other aspect of play.

Dice

Six and Ten sided dice are used.

Setup

Each player gets a set of counters of a unique color. Each player picks one civilization to control. Players place one marker on the map on the starting space of that civilization.

Players cannot pick a civilization adjacent to Civ picked by another player. Players roll high on 1D10 to see who goes first. Play proceeds clockwise. Each player starts with 2 Surplus Populations.

Each player starts with 2 Armies and/or Fleets. (Fleets may only be picked if the Civ is adjacent to a water region) Each player rolls 10 times on the Random Resource Table. Each roll gives one unit of the indicated Resource.

Place a neutral marker in every space not controlled by a player. Place 2 neutral markers in every City start

Random Resource Table

1D10	Resource:
1	Fruit
2	Olives
3	Livestock
4	Gold
5	Metal

space.

1D10	Resource:
6	Stone
7	Timber
8	Grain
9	Wine
0	Fish

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Resource Phase
2. Trade Phase
3. Event Phase
4. Upkeep Phase
5. Knowledge Phase
6. Build Phase
7. Recruit Phase
8. Conquest Phase
9. End Phase

Resource Phase

Gain 1 Resource from each of your Territories. Place a counter on the appropriate box of the player mat. Copper, Iron, and Tin all count as Metals.

Trade spaces provide Gold. Gold and Silver spaces count as Gold. Citrus and Figs count as Fruits.

Wheat and Barley count as Grain. Hunting and Herding count as Livestock. Each City provides 1 Gold and 1 Victory Point.

Each Monument provides 1 Victory Point. Continuous Knowledge cards provide a 1 specific Resource Point every turn in Resource Phase.

The Golden Rule

At any time you may convert 2 Gold into 1 Resource of any type. Likewise, at any time you may convert 2 Resources of the same type into 1 Gold.

Trade Phase

You may trade resources with your opponents.

Event Phase

Roll 1D6. On a roll of 4-6 draw 1 card from the Event Deck. If the event deck ever runs out, shuffle the discard and draw from it.

Upkeep Phase

Cities, Armies, Fleets, and Surplus Population have an upkeep cost of 1 Food of any type. If this cannot be paid, remove the unsupported unit from play. Ignore upkeep phase on your first turn of the game.

Knowledge Phase

Roll once on the Idea Table. Possession of Advance Knowledge cards with the Discovery Trait allow 1 extra roll each. The top 4 cards of the Knowledge deck are always kept face up.

You may buy one or more of the top 4 cards of the Knowledge deck. Their cost is in Idea Points. Bonus cards provide their one time bonus of 1 or more Resources immediately.

Place your Knowledge cards face up next to you on the table.

The Idea Table

1D10	Result
1-4	Nothing
5-9	Gain 1 Idea Point
10+	Gain 2 Idea Points

Record Idea Points on your Player Mat.

Build Phase

You may build 1 or more cities and 1 or more monuments. A City costs 2 Stone, 2 Wood, and 2 Surplus Population. A Monument costs 5 Stone and 1 Surplus Population.

A Monument gives an immediate bonus of 10 VP. To signify that you have built a city, place a marker onto the map onto a land region where you already have 1 or markers. To signify that you have built a monument, place a marker onto your player map on the monument space.

A Land Region may contain a maximum of 5 cities. Sea Regions may not contain cities.

Recruit Phase

You may recruit 1 or more Surplus Populations, Armies and/or Fleets. A Surplus population costs 3 units of Food of different types. An Army costs 3 Metal and 1 Surplus Population.

A Fleet costs 3 Wood and 1 Surplus Population.

Conquest Phase

You may attack target adjacent land regions with your Armies. You may attack target adjacent sea regions with your Fleets. A unit may keep attacking until it is destroyed or the player decides to stop.

For each attack, roll once on the Conquest Table. Advance Knowledge cards with the Warfare trait give you +1 to your roll on the Conquest Table. Likewise, facing opponents with Warfare bonuses give you -1 to your rolls.

Some Event cards will give a Modifier to your roll on the Conquest Table. Get a -1 to the Conquest roll for each city in the target Region. Get +1 to the Conquest roll if you have twice as many or more armies as the

defending Civilization.

Get +1 to the Conquest roll if the defender is a Neutral Civilization. Get -1 to the Conquest roll if you have twice as few or less armies as the defending Civilization. Get a -1 to the Conquest roll if the Region produces Stone or Metal.

If you conquer a region controlled by another player, he may prevent the conquest by sacrificing one of his armies (land region only) or fleets (sea region only). When you conquer a Region, if there are 1 or more cities there, discard 1 city and gain 2D6 Gold (Pillage Rule). When you conquer a Region, replace all the markers on it with markers of your own color.

Allies Rule: Players may lend each other Armies and Fleets (to the attacker or Defender).

The Conquest Table

1D10	Result:
1-4	The Attacking Unit is Destroyed
5-6	The Attacking Unit is Destroyed and The Target Region is Conquered
7-10+	The Target Region is Conquered

End Phase

Resources in excess of your stockpile limit are discarded in end phase.

Stockpile Limit

Except for gold, the most Resources you can keep of a single type is 8. The Limit for Gold is 24. Excess Resources are discarded in end phase.

Some Advance Knowledge cards will give a bonus to your Stockpile Limit.

Tribute Rules

Before attacking an opponent, you may demand Tribute as payment to not attack.

Peace Cards

When you buy a Peace card, pick a target opponent. Neither of you may attack each others Regions or ally

against each other for each of your next 3 turns.

Resurgence Rules

If your civilization is completely conquered, you may keep your VP and restart as a new Civilization. Pick from any available neutral civilizations first. If none are available, pick any Civ that is not the identity of an opposing player. Start in control of the chosen Civs start space with resources and units as described in the setup rules. You may also at the beginning of your turn give up on your current Civ and pick a new one; all the territories of the old one become neutral.

Knowledge Deck Card List Notation

- A** Advance card
- B** Bonus card
- C** Continuous card
- P** Peace card

Knowledge Deck Card List

Card Name:	Cost	Type	Notes
King Midas	4	B	Gain 12 Gold
Migration	5	B	Gain control of 2 adjacent neutral territories
Allies	3	B	Gain 1 Army
City State	5	B	Gain 1 City and 2 VP
Found Town	4	B	Gain 1 City
Coinage	3	B	Gain 9 Gold
Dynasty	3	B	Gain 2 VP and 6 Gold
Alphabet	3	B	Gain 6 VP
King Gordias	3	B	Gain 3 VP and 3 Stone

Card Name:	Cost	Type	Notes
Mythology	5	B	Gain 10 VP
Architecture	5	C	Gain 1 VP in Resource Phase
King Tantalus	4	B	Gain 4 VP and 6 Gold
Bronze Age	2	B	Gain 4 Metal
Iron Working	3	B	Gain 6 Metal
Double Headed Axe	3	B	Gain 3 VP and 3 Metal
Paganism	2	B	Gain 4 VP
Worship of Cybele	4	B	Gain 4 VP and 1 Surplus Population
Polytheism	4	B	Gain 8 VP
Music Traditions	3	B	Gain 6 VP
Religious Cults	3	B	Gain 2 VP and 1 Surplus Population
Famous Archers	5	C	Warfare +1
Distinctive Costumes	4	B	Gain 1 VP per Region you control
Electrum	2	B	Gain 6 Gold
Trade Routes	3	B	Gain 2 Gold per City you control
Maritime Power	3	B	Gain 1 Fleet
Slaves	2	B	Gain 2 Grain and 2 Stone
Mausoleum	6	B	Gain 1 Monument
Engineering	3	C	Gain 1 Stone in Resource Phase
Viticulture	3	C	Gain 1 Wine in Resource Phase
Mining Techniques	3	C	Gain 1 Metal in Resource Phase
Monolithic Sculpture	3	B	Gain 2 VP and 4 Stone
Swift Horses	4	A	Land Warfare +1
Many Fortresses	3	A	Land Warfare Defense +1
Famous Hunters	3	C	Livestock +1
Fierce Warriors	5	A	Warfare +1
Unique Pottery Style	4	CB	Stockpiles +1 and 3 Wine
Art	5	AB	Discovery and 2 VP
Philosophy	4	A	Discovery
Science	5	AB	Discover and 2 Metal
Irrigation	3	C	Gain 1 Grain in Resource Phase
Agriculture	3	B	Gain 3 Grain and 3 Olives
Legal System	4	CB	Stockpiles +1 and 2 VP
Suzerainty	3	B	Gain control of 1 Adjacent Territory
Seamanship	3	C	Gain 1 Fish in Resource Phase
Treaty	2	P	Peace Gain 2 VP
Diplomacy	2	P	Peace Gain 2 VP
Superior Organization	5	A	Warfare +1
Craftsmen	3	C	Gain 1 Gold in Resource Phase
Chariots	4	A	Land Warfare +1
Citadels	3	A	Land Warfare Defense +1
Royal Road	3	B	Gain 3 VP for every City you control
Colony	3	B	Gain control of 1 non-adjacent neutral Region
Orchards	3	B	Gain 3 Fruit and 3 Olives
Aegean Trade	5	C	Gain 1 Random Resource in Resource Phase

Event Deck

Card Name:	Notes
Famine	Lose 1 Surplus Population
Plague	Lose 1 Surplus Population
Storm	Lose 1 Fleet
Drought	Lose all your Grain
Blight	Lose all your Fruit
Disease	Lose 1 Army
Pestilence	Lose all your Livestock
Corruption	Lose 2D6 Gold
Dark Ages	Lose 2 Idea Points
Golden Age	Gain 1 extra Phase of your choice this turn
Progress	Gain 1 Idea Point
Prosperity	Gain 5 Gold
Immigrants	Gain 1 Surplus Population
Refugees	Gain 1 Surplus Population
Earthquake	Lose 1 Monument
Ruins	Lose 1 City
Fire	Lose all your Wood
Great King	Gain Warfare +1 this Turn
Rebellion	One of your territories becomes Neutral
Revolt	One of your territories becomes Neutral
Mined Out	One of your Metal Regions no longer produces
Trade	Gain 5 Gold
Dissemination	Gain 1 Idea Point
Conquest	Gain Warfare +1 this Turn
Raids	Steal 2 Resources from target Opponent
Epidemic	Lose 1 Surplus Population
Civil War	Lose 1 Army
Weak King	Suffer Warfare -1 until end of your next turn
Annexation	Gain control of 1 adjacent Region
Conversion	Gain control of 1 adjacent Region
Piracy	Lose 2D6 Gold
Vitality	Gain 1 extra Phase of your choice this turn
Legendary King	Gain 1 extra Phase of your choice this turn
Population Explosion	Gain 1 Surplus Population
Prophecy	Look at next 7 cards of either deck
Forgotten Lore	Lose 1 Continuous or Advance Knowledge card

Optional Rules

Strong Starts: At the start of the game, each player begins in control of all the adjacent regions surrounding their start space. **Cimmerian Late Start:** If the game goes 20 or more turns, a player may pick per the Resurgence rules to restart as the Cimmerians. The Cimmerians Start space is the region immedi-

ately above the Elamite Start space. The Cimmerians start with 6 Armies. **Knowledge Starts:** Certain Civs Start with 1 Specific Knowledge card: Ionians - Philosophy Arameans - Swift Horses Dorians - Aegean Trade Archeans - Maritime Power Phrygians - Famous Archers Lydians - Currency Phoenicians - Colony Lu-vians - Iron Working Amazons - Famous Hunters







Ancient Civilizations

Introduction

Dice and Record Keeping game for 2-4+ players. Civilization building Theme.

Victory

At the end of the game, the player with the most Victory Points wins. The game ends when anyone reaches 20 or more Territories.

Automatic Loss

If a player ever goes to zero territory or population he automatically loses.

Stat:	Abbreviation:
Cities	City
Infrastructure	Infra
Ideas	Idea
Victory Points	VP
Population	P
Stability	S
Territories	T

These numbers can go up and sometimes down. Each player will need a copy of the Record page to keep track. A player will also need to write down which

Component Overview

Rules and Charts. Charts and Pawns. Six-sided Dice.

Record Page and Writing Implements. One set of common counters.

Stats

Each Civilization has 14 Stats:

Stat:	Abbreviation:
Food	F
Resources	R
Culture	C
Military	M
Gold	G
Zeal	Z
Wonders	W

Wonders they own, and Which type of Leader they currently have.

Record Page

Name	:
Leader	_____
Infrastructure	_____
Victory Points	_____
Population	_____
Territories	_____
Food	_____
Resources	_____
Culture	_____
Military	_____
Gold	_____
Ideas	_____
Zeal	_____
Stability	_____
Cities	_____
Wonders	_____

Pawns

Each player has a set of 12 pawns of a unique color. There are 13 common Tracks. Pawns move along the

tracks.

The Common Tracks

In the rules the tracks appear as simple lists. However, for play they should be drawn out as circular loops where Each entry is a space that can be occupied by a pawn. Most tracks are 13 spaces long including the start space.

Note: The Pre-History track is extra-long so does not have to be circular The 13 Tracks Include: Pre-History Track Knowledge Track Military Track Cultural Track Agriculture Track Industry Track Building Track Wonder Track Religion Track Government Track Leader Track Trade Track Naval Track Note: In addition to the tracks there are also several charts. Charts do not require pawns.

Pre-history Track

Space:	Notes:
Dawn of Time	Start
Hunting	F+1
Gathering	F+1
Fire	R+1 F+1
Boats	T+1 F+2
Tools	R+1 F+2
Archery	M+1 F+2
The Wheel	R+2
Writing	C+2
Numbers	VP+1
Mysticism	Z+2
Clothing	C+2

Pregame Phase

Players place one pawn each on the start space of the Pre-History Track. Players roll high to see who goes first. Play proceeds clockwise. They take turns rolling the die and moving their pawns forward along the track.

When a player lands on a space they get the indicated boosts to their stats. They also put a marker on the space. If a player lands on a space that already has a marker they move to any space of their choice.

When every space on the Pre-History Track has been marked the Pregame ends. The Pre-History Track is not used during the main game. Note: In the main game, markers are not used except on the Wonders Track.

Space:	Notes:
The Arch	I+1
Painting	C+2
Cultivation	F+3
Nets	F+3
Metal Working	M+1 G+1
Pottery	C+1 F+2
Domestication	F+3
Papyrus	C+2
Glass	C+2
Migration	P+2
Ritual	Z+2

Setup

In addition to the boosts received in the Pregame each player gets an additional 5 points in Population, Territory, Food, Stability, Zeal, Military, and Culture. Players place one pawn in the start space of each Track.

Turn Sequence

Players take turns within each phase. There are 16 Phases in a Turn: Start Phase Leader Phase Agriculture Phase Population Phase Resource Phase Build Phase City Phase Wonder Phase Military Phase Culture Phase Religion Phase Government Phase Trade Phase Naval Phase Knowledge Phase End Phase

Roll And Move Rules

In most phases each player will roll one die and move along the indicated Track. The player gets the stat bonuses as described in the space he lands on. Start spaces give no benefits.

If you land on a start space, you may pay 1 Gold to roll 1D6 and move again. If a player lands on a (non-start) space occupied by another player's pawn,

he must instead take The space immediately before or after or roll 1D6 and move again. Note: Multiple pawns may occupy a single start space.

Start Phase

Players roll high anew to determine turn order within each phase. Play proceeds clockwise.

Leader Phase

Players move on the Leader Track.

Agriculture Phase

Players move on the Agriculture Track. Famine Rule: If your Food Score is ever less than 1 lose 1D6 Population You can have a max of 20 Food points saved up. Extra are lost.

Population Phase

Surplus Rule: A player may pay 5 Food to gain 1 Population.

Resource Phase

Players move on the Resource Track. You can have a max of 10 Resource points saved up. Extra are lost.

Build Phase

A player may pay 2 Resources to move once on the Building Track. Gain 1 Infrastructure Point every time you roll on the Building Track.

City Phase

For every 7 Infrastructure Points a player has he is considered to have 1 City. For every city a player has he may roll once on the City Chart.

Wonder Phase

A player may pay 2 Wonder Points to move once on the Wonder Track. Once you've built a Wonder, put a marker on that spot. No one else can build that Wonder.

Record which Wonders you own. Each Wonder gives you a bonus in Start Phase.

Military Phase

Players move on the Military Track. If a player ever has a Military score greater than 10, roll on the Conquest Chart. After rolling on the Conquest Chart lose 1D6 Military Points.

If a player ever has a Military score less than 1, roll on the Defeat Chart.

War Option

If you land on an opponent's pawn in Military Phase you may declare war: First, move your pawn to the start space. Next both players lose 1D6 Military points. Next both players roll 2D6. These are the War Rolls. The player with the higher Military Score adds 2 to his War Roll.

The higher score wins. There is no winner if the War rolls are tied. The winner steals 2 VP from the loser. If you, the aggressor, won, steal 1 Territory from the loser.

City Chart

Roll:	Result:
1	Gold +1
2	Gold +2
3	Culture +1

Conquest Chart

Culture Phase

Players move on the Culture Track. If you have 10+ Culture points, you must pay 10 Culture Points to gain 1D6 VP.

Religion Phase

Players move on the Religion Track. If a player ever has a Zeal score greater than 10, roll on the Conversion Chart. After rolling on the Religious Conversion Chart you lose 1D6 Zeal Points. If a player ever has a Zeal score less than 1, roll on the Civil War Chart.

Government Phase

Players move on the Government Track. If a player ever has a Stability score less than 1, roll on the Civil War Chart.

Trade Phase

Players move on the Trade Track. At the End of this Phase players may make purchases from the Purchase List Table. By doing this you are converting Gold into other Stats.

Trade Option

If you land on another player's pawn in Trade phase, you each get 1 Idea point and The two of you may freely trade Gold, Food, and Resource Points.

Naval Phase

Players move on the Naval Track.

Knowledge Phase

Players may pay 2 Idea Points to move once on the Knowledge Track.

End Phase

Review Record Pages for omissions and mistakes. Check for game end and automatic loss conditions.

Roll:	Result:
4	Culture +2
5	Resource +1
6	Idea +1

Roll:	Result:
1	Spoils of War: Gold +1D6
2	Enslavement: Pop +1D6
3	VP +1

Roll:	Result:
4	Glory: VP +2
5	Territory +1
6	Territory +2

Defeat Chart

Roll:	Result:
1	Put to the Sword: Pop -1D6
2	Plundered: Gold -1D6
3	Tribute: Gold -1D6

Roll:	Result:
4	Disgraced VP -3
5	Border Dispute: Territory -1
6	Overrun: Territory -2

Note: If you don't have enough Gold, lose it all and roll again.

Religious Conversion Chart

Roll:	Result:
1	Gold +2
2	Territory +1
3	Population +2

Roll:	Result:
4	Stability +2
5	Culture +2
6	Steal 1 Pop from one opponent

Civil War Chart

Roll:	Result:
1	Military -1
2	Population -1D6
3	Military -2

Roll:	Result:
4	Territory -1
5	Population -1D6
6	Territory -2

Purchase List Table

Gold:	Buys:
2	1 Food
2	1 Resource
3	1 Military

Gold:	Buys:
3	1 Culture
4	1 Stability

Leader Track

Space:	Notes:
Tyrant	Start
Genius	Ideas +3
Wise	Stability +3
Iconic	Culture +4
Religious	Zeal +5
Conqueror	Territory +3
Reformer	Get +1 or -1 to one Roll this turn
Builder	Resources +5 or Wonder +1
Politician	Reroll 1 Die roll this turn
Populist	Get 1 extra Roll on Military, Trade, or Naval Track
Usurper	Stability -1

Space:	Notes:
Weak	Stability -2
Madness	Stability -3

Agriculture Track

Space:	Notes:
Mother Earth	Start
Provinces	Gain Food = 1/3 your Territories rounding up
Farms	Food +3
Livestock	F+2
Groves	F+1
Vineyards	F+1
Herds	F+2
Grain	F+3
Bread & Beer	F+3
Cloth	R+1 M+1 G+1
Blight	Food -1D6
Pestilence	Food -1D6
Drought	Food -1D6

Trade Track

Space:	Notes:
Demand	Start
Trade Route	Gold +3
Sell Surplus	Trade Food or Resources for Gold on a 1 to 1 Basis
Plague	Population -1D6
Traders	G+1
Merchants	G+1
Banditry	Gold -1D6
Caravans	G+2
Coinage	G+3
Diffusion of Knowledge	Ideas +2
Treaty	Stability +2
Slave Trade	Population +1 G+1
Luxury Items	G+3

Naval Track

Space:	Notes:
Call of the Sea	Start
Ship Building	Military +2 Gold +1
Flood	Pop -1 Food -2 Infra -2
River Trade	Resources +1 Food +1 Gold +1
Storm	Military -1D6
Trade Fleet	Gold +3

Space:	Notes:
Piracy	Gold -1D6
Sea Trade	Gold +2 Ideas +1
Expedition	Territory +1 and Military +1D6 -3
Colonization	Territory +1 and Stability +2
Navy	Military +3
Biremes	Military +2

Industry Track

Space:	Notes:
Labor	Start
Clay Pits	Resources +2
Forest Logging	R+3
Masonry	R+2
Quarries	R+2
Mines	Military +1 R+1 Gold +1
Tar, Pitch, and Resin	R+1

Space:	Notes:
Earthquake*	Infra -1D6
Iron Forges	M+2 R+1
Carpentry	R+1
Craftsmen	M+1 R+1 G+1
Brickmaking	R+3
Fire	Infra -1D6

(* Roll 1D6: On a roll of 1 it's a Volcano! Also lose

1D6 Pop)

Building Track

Space:	Notes:
Construction	Start
Temples	Zeal +4
Roads	Infra +1 Gold +2
Bridges	G+3
Aqueducts	Food +4
Port	Gold +3 Culture +1
Granaries	F+3

Space:	Notes:
Wonder	Wonder +1
Walls	Military +3
Fortifications	M+4
Housing	Infra +1 Population +1
Urbanization	Infra +2
Public Works	Infra +1 Culture +3

Wonders Track

Space:	Notes:
Monuments	Start
Stonehenge	Get +1 or -1 to one roll per Turn
Ziggurat	Resources +1 per Turn
Pyramids	Get 1 Reroll per Turn
Mausoleum	Stability +1 per Turn
Colossus	Gold +1 per Turn
Hanging Gardens	Food +2 per Turn

Space:	Notes:
Great Wall	Military +2 per turn
Pantheon	Culture +2 per Turn
Parthenon	Zeal +1 per Turn
Great Library	Ideas +1 per Turn
Colosseum	M+1 and C+1 per Turn
Great Baths	VP +1 per Turn

Knowledge Track

Space:	Notes:
Ancient Wisdom	Start
Mathematics	R+1 M+1 Gold +1
Astronomy	Culture +1 F+1 Z+1
Medicine	Population +1
Engineering	Resources +3
Sailing	M+1 G+2
Calendar	Food +2 Zeal +1

Space:	Notes:
Architecture	R+1 C+2
Metallurgy	Military +3
Fermentation	Food +3
Irrigation	F +3
Breeding	F+2 M+1
Cartography	Territory +1

Religion Track

Space:	Notes:
Worship	Start
Sacred Texts	Zeal +2 Culture +1
Priesthood	Z+2

Space:	Notes:
Theocracy	Z+1 Stability +1
Theology	Z+1 Ideas +1
Divination	Z+1 C+1

Space:	Notes:
Ceremonies	Z+2 S+1
Mythology	Z+1 C+2
Monotheism	Z+3
Holy Days	Z+2

Space:	Notes:
Schism	Zeal -1D6
Holy War	Z+1 Military +2
Heresy	Zeal -1D6

Government Track

Space:	Notes:
Tyranny	Start
Laws	Stability +3
Social Classes	S+2
City States	S+2
Dynasty	S+4
Empire	S+2 Military +1
Democracy	S+1 Gold +2

Space:	Notes:
Bureaucracy	S+2
Republic	S+3
Uprising	Stability -1D6
Autocracy	S+1
Anarchy	Stability -1D6
Corruption	Stability -2 Gold -1D6

Culture Track

Space:	Notes:
Ethnicity	Start
Music & Dance	Culture +2
Sculpture	C+3
Science	Ideas +1 C+1
Sport	C+2 Military +1
Costume	C+1 M+1 Stability +1
Theatre	C+3

Space:	Notes:
Artisans	C+2 Gold+1
Cuisine	C+2 Food +1
Stagnation	Culture -1D6
Literature	C+2 Zeal +1
Jewelry	C+1 G+2
Philosophy	C+1 S+1 Ideas +1

Military Track

Space:	Notes:
Pax	Start
Warrior Code	Military +2 Culture +1
Logistics	M+3
Equestrian	M+2 Gold +1
Allies	M+3
War	Military -1D6
Barbarians	Military -1D6

Space:	Notes:
Raids	Gold +1D6
Incursions	Military -1D6
Raise Army	M+3
Levy Troops	M+2
Mercenaries	M+2
Garrisons	M+2





Ancient Generals

Introduction

Two player card game. Each player is a general fielding an ancient army represented by the player's decks. 100 card common deck.

40 Unit cards & 60 Tactics cards.

Setup

Shuffle the deck. Randomly deal 50 cards to each player. Each player now has his own 50 card deck.

Each player draws a hand of 5 cards from their own deck. The more aggressive player goes first.

Object

Run your opponent out of cards. Destroy his army. A player loses once he has no more cards left in his deck or reserve pile.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Scout Phase
2. Discard Phase
3. Draw Phase
4. Flank Phase
5. Artillery Phase
6. Attack Phase

Scout Phase

Discard a unit card with the scout trait to your reserve pile to look at your opponents hand, or the next 5 cards in any deck.

Discard Phase

Discard any number of cards from your hand to your reserve pile.

Draw Phase

Draw to fill your hand to 5 cards. If your deck ever runs out, shuffle your Reserve pile and use it as your deck. Cards sent to your Casualty pile stay there for the rest of the game.

Unit Card List

Unit Name	Type	#	Force	Damage	Notes
Slingers	LI	2	1	1	Scout; +5 vs WB, HI, EL; Evade WW

If there are no cards left in your deck or reserve pile, you lose.

Flank Phase

You may discard unit cards with the flank trait to gain one flank point each. Keep a running total of your flank points during the entire game. The player with the most Flank points is called the Encircling army, the other player is the Encircled army.

If tied, neither army is the encircling army.

Artillery Phase

Discard a Siege Artillery card to your reserve pile to cause opponent to discard one card from their deck to their casualty pile.

Attack Phase

Play one or more units from your hand to attack. These are the attackers. Place them face up on the table in front of you. The defending player may play up to one blocking unit per attacker.

The defender assigns specific blockers to specific attackers. Unblocked attackers do damage to the main body of the opponents army. The defender must discard a number of cards from his deck to his casualty pile equal to the damage rating of the attacking unit.

The units of the Encircling army do +1 damage each. If an attacker is blocked compare the force totals of the 2 units. The unit with the lower total is killed and is sent to that players casualty pile.

The victorious unit is sent to his owners reserve pile. A tie in Force values results in both units being killed. If the blocker can evade the attacker, both units are discarded to their reserve piles.

Tactics cards can be played by either player to affect the outcome of the battle.

Unit Types Abbreviation

Light Infantry LI (Skirmishers) Medium Infantry MI Warband WB Heavy Infantry HI Light Cavalry LC Heavy Cavalry HC Elephant EL War Wagon WW

Unit Name	Type	#	Force	Damage	Notes
Bowmen	LI	3	2	1	Scout; +5 vs WB, HI, EL; Evade WW
Javelineers	LI	2	3	1	Scout; +5 vs WB, HI, EL; Evade WW
Psiloi	LI	2	3	1	Scout; +5 vs WB, HI, EL; Evade WW
Auxilia	MI	2	1	2	Scout; +5 vs LI; Evade WB, HI, WW
Peltasts	MI	2	2	2	Scout; +5 vs LI; Evade WB, HI, WW
Barbarians	WB	2	1	3	+5 vs HI, HC, EL, WW
Horde	WB	1	2	3	+5 vs HI, HC, EL, WW
Warriors	WB	1	3	3	+5 vs HI, HC, EL, WW
Legionaires	HI	2	3	3	+5 vs WB, EL, WW
Hoplite Phalanx	HI	2	4	3	+5 vs WB, EL, WW
Horse Archers	LC	3	1	1	Flank; Scout; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Nomads	LC	3	2	1	Flank; Scout; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Light Chariots	LC	3	3	1	Flank; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Medium Cavalry	HC	2	1	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Cataphracts	HC	2	2	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Heavy Chariots	HC	2	3	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Elephants	EL	2	4	2	+5 vs WB, HI, LC, HC
War Wagon	WW	2	5	2	+5 vs WB, EL, Evade LI, LC

Number of that card in the deck

Tactics Card List

Card Name:	#	Effect:
Overrun	6	Increase Damage of attacking unit +2
Bloodlust	5	Increase Force of unit +3
Outflank	6	Play in Flank Phase. Worth 2 flank points
Shields	6	Blocking HI, MI, or WB get Evade combat result
Defensible Terrain	5	Blocking Light Infantry units are +3 and cannot be evaded
Difficult Terrain	5	Opponent cannot flank or attack this turn.
-	-	Play in opponents Flank Phase
Treacherous Terrain	5	Attacking HI, MI, or WB are +3 and cannot be evaded
Reserve	6	Draw 3 extra cards in any Flank Phase
Rally	6	In any Draw phase put 1 card from your Casualty
-	-	pile into your hand
Break Morale	5	Opponent cannot block this turn.
-	-	Play in Artillery Phase
Onagers	1	Siege Artillery
Scorpions	1	Siege Artillery
Catapults	1	Siege Artillery
Ballista	1	Siege Artillery
Trebuchet	1	Siege Artillery

Notes

Non-Artillery tactics cards when played, are sent to your Casualty pile.

Ancient Generals is now a Module for the Thoth

card Engine! (Thank you Zak & Walt O'Hara) for the Thoth card engine Get the module here.

De Bellis Antiquitatis Resource Page
Warfare in the Ancient World





Ancient Skirmish

Introduction

Board & card game for 2 players. Battle between two Ancient Armies. Bronze Age/Age of the Chariot. Each figure represents a group of 500 men.

Victory

You win if you destroy the opposing General or Camp.

The Map

Use an 8x8 chessboard for your battlefield.

Units

Use chits or miniatures to represent units (men). There are 6 types of units: I. Heavy Infantry II. Light Infantry III. Heavy Cavalry IV. Light Cavalry V. General VI. Camp

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share 4 common decks: I. Infantry Deck II. Cavalry Deck III. Shock Deck IV. Missile Deck

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Strategy Phase
2. Move Phase
3. Battle Phase

Strategy Phase

Draw 2 cards from the Infantry and/or Cavalry decks. Draw another 2 cards from the Shock and/or Missile decks. Place the 4 cards into your hand.

Max hand size = 8 cards. Discard excess cards. If a deck runs out, shuffle the discard and draw from it. Whenever a card is played or discarded put it in the discard pile of the appropriate deck.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The Target of the attack is destroyed (killed, captured, routed) Your opponent may play Defense cards to negate your attack.

Camps

Camps cannot move, attack, or defend. A camp may share its space with another Unit. A Camp is captured if any enemy unit moves into it.

Generals

Treat Generals as both Light & Heavy Cavalry & Infantry.

Elite Units

Generals & Elite Units must be attacked successfully twice before they are destroyed.

Outflanking Rule

Any Unit bordered on 2 sides by adjacent enemy units is automatically destroyed.

Card Lists Notation

M Movement

A Attack

D Defense

L Card can be used by Light Troops

H Card can be used by Heavy Troops

I Card can be used by Infantry

F Card can be used by Cavalry

HI Card can only be used by Heavy Infantry

LF Card can only be used by Light Cavalry

N Negate Move card just played by opponent

Z Card can be used by any Unit

X Special

Number of copies of that card in deck

Range = How far unit moves or attack goes

Type Purpose of card

Use Type of unit can use the card

Infantry Deck Card List

Card Name:	#	Range	Type	Use
March	5	1	M	I
Advance	5	1	M	Z
Run	5	2	M	I

Card Name:	#	Range	Type	Use
Rough Terrain	3	-	D	I
Difficult Ground	2	-	N	Z

Cavalry Deck Card List

Card Name:	#	Range	Type	Use
Advance	4	1	M	Z
Trot	4	2	M	F
Gallop	4	3	M	F

Card Name:	#	Range	Type	Use
Charge	4	4	M	F
Keep Distance	4	-	D	F

Shock Deck Card List

Card Name:	#	Range	Type	Use
Engage	2	1	M	H
Phalanx Formation	1	-	D	HI
Shield Wall	1	-	D	HI
Large Wood Shields	1	-	D	H
Scale Armor	1	-	D	H
Bronze Helmets	1	-	D	H
Spears	3	1	A	H
Straight Swords	1	1	A	H
Maces	1	1	A	H

Card Name:	#	Range	Type	Use
Khopesh	1	1	A	H
Eye-Axes	1	1	A	H
Pole Axes	1	1	A	H
Epsilon Axes	1	1	A	H
Piercing Axe	1	1	A	H
Javelins	1	2	A	Z
Hurling Sticks	1	2	A	Z
Daggers	1	1	A	Z

Missile Deck Card List

Card Name:	#	Range	Type	Use
Mobility	2	2	M	L
Skirmishers	2	-	D	L
Run Away	1	-	D	L
Hit & Run Tactics 1	-	D	L	
Move & Shoot	1	-	D	LF
Simple Bows	1	2	A	L
Arrows	2	2	A	L
Slingers	2	3	A	L
Composite Bows	1	4	A	L
Double Convex Bows	1	3	A	L
Archers	2	4	A	L
Daggers	1	1	A	Z
Javelins	2	2	A	Z
Hurling Sticks	1	2	A	Z

Army Lists

Each player picks one Army.

Sumerian Army List

Unit	#	Notes:
Camp	1	City-State
General	1	King of Ur
Heavy Infantry	10	Phalanx of Spearmen
Heavy Cavalry	4	Heavy 4-Wheeled Chariots pulled by Onagers

Akkadian Army List

Unit	#	Notes:
Camp	1	-
General	1	Son of Sargon
Light Infantry	14	Many Archers

Babylonian Army List

Unit	#	Notes:
Camp	1	-
General	1	Feudal Lord
Light Infantry	1	Royal Bodyguard (Elite) Sutu Slaves
Light Infantry	1	Royal Bodyguard (Elite) Elamite Mercenaries
Light Infantry	6	Citizen Army
Light Cavalry	4	Mounted Archers
Light Cavalry	2	Chariots

Elamite Army List

Unit	#	Notes:
Camp	1	-
General	1	Captain of Elam
Light Infantry	6	Archers

Unit	#	Notes:
Light Cavalry	2	Mounted Archers
Light Cavalry	2	Chariots
Light Cavalry	2	Heavy War Carts with Archers

Egyptian Old Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal
General	1	Vizier
Light Infantry	4	Militia

Unit	#	Notes:
Heavy Infantry	6	Militia
Light Infantry	2	Nubian Mercenaries
Light Infantry	2	Libyan Mercenaries

Egyptian Middle Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal
General	1	Theban Prince
Heavy Infantry	1	Royal Bodyguard (Elite)
Light Infantry	5	Permanent Military Service

Unit	#	Notes:
Heavy Infantry	6	Phalanx Spearmen
Light Infantry	1	Nubian Mercenaries
Light Infantry	1	Libyan Mercenaries

Early Egyptian New Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal

Unit	#	Notes:
Heavy Infantry	6	Phalanx Spearmen

Unit	#	Notes:
General	1	General
Heavy Infantry	1	Royal Bodyguard (Elite)
Light Infantry	5	Archers & Slingers

Unit	#	Notes:
Light Cavalry	1	Chariots
Light Infantry	1	Mercenaries

Late Egyptian New Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal
General	1	Pharos Son
Heavy Infantry	1	Royal Bodyguard (Elite)
Light Infantry	2	Archers & Slingers
Heavy Infantry	3	Phalanx Spearmen
Light Cavalry	4	Chariots
Light Infantry	1	Libyan Mercenaries
Light Infantry	1	Nubian & Ethiopian Mercenaries
Heavy Infantry	2	Sherden & Philistine Mercenaries

Libyan Army List

Unit	#	Notes:
Camp	1	-
General	1	Tribal Chief
Light Infantry	10	Spears & Bows
Light Cavalry	4	Chariots

Kush Army List

Unit	#	Notes:
Camp	1	-
General	1	Tribal War Chief
Light Infantry	7	Bows & Javelins
Heavy Infantry	7	Heavy Spearmen

Nubian Army List

Unit	#	Notes:
Camp	1	-
General	1	Tribal Chief
Light Infantry	14	Light Archers

Hyksos Army List

Unit	#	Notes:
Camp	1	-
General	1	Desert Prince
Light Infantry	4	Composite Bows

Unit	#	Notes:
Heavy Infantry	6	Scale Armor
Light Cavalry	4	Chariots

Hittite Army List

Unit	#	Notes:
Camp	1	-
General	1	Feudal Noble
Heavy Infantry	1	Royal Guard (Elite)

Unit	#	Notes:
Heavy Infantry	4	Iron Weapons
Heavy Cavalry	5	Chariots
Light Infantry	4	Mercenaries

Philistine Army List

Unit	#	Notes:
Camp	1	-
General	1	Captain
Heavy Infantry	8	Swords & Spears

Sherden Army List

Unit	#	Notes:
Camp	1	-
General	1	Captain
Heavy Infantry	14	Swords

Unit	#	Notes:
Heavy Cavalry	2	Chariots
Light Infantry	2	

Arab Army List

Unit	#	Notes:
Camp	1	-
General	1	Nomad Chief
Light Cavalry	14	Camel Archers

Aramaeac Army List

Unit	#	Notes:
Camp	1	-
General	1	General
Heavy Infantry	6	Spears & Shields

Unit	#	Notes:
Light Cavalry	2	Mounted Warriors
Light Cavalry	2	Chariots
Light Infantry	4	Bows & Slings

Israelite Army List

Unit	#	Notes:
Camp	1	-
General	1	General
Heavy Infantry	1	Royal Guard (Elite)
Heavy Infantry	1	Philistine Mercenaries

Unit	#	Notes:
Heavy Infantry	6	Tribal Militias
Light Cavalry	2	Chariots
Light Infantry	4	Bows & Slings

Judean Army List

Unit	#	Notes:
Camp	1	-
General	1	General
Heavy Infantry	1	Royal Guard
Heavy Infantry	1	Mercenaries

Unit	#	Notes:
Heavy Infantry	6	Tribal Militias
Light Infantry	1	Runners
Light Cavalry	2	Chariots
Light Infantry	3	Bows & Slings

Assyrian Army List

Unit	#	Notes:
Camp	1	-
General	1	Chief General
Heavy Cavalry	1	Royal Bodyguard (Elite)
Heavy Cavalry	1	4-Man Chariots

Unit	#	Notes:
Light Cavalry	2	Horse Archers
Heavy Infantry	6	Spear & Shield
Light Infantry	2	Bows & Slings
Light Infantry	2	Auxiliary Allies





Ancient Warfare

Introduction

Board & card game for 2 players. Battle between ancient armies. Each figure represents a general, camp or unit of troops.

Victory

You win if you destroy your opponents general or 8 of his units. A Camp counts as 2 units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Unit Type Table

Unit	Move	Range	Notes
Camp	0	1	
General	3	1	
Auxilia	3	1	
Warband	2	1	
Blades	2	1	
Spears	2	1	
Pikes	1	1	
Cavalry	4	1	Heavy Chariots

Army Composition

Every army has 1 General, 1 Camp, and 11 other units. You may designate 2 of your units as "Elite".

Choosing Army Composition

Besides the obligatory General and Camp pick any 11 units from the Unit list.

Dba Armies

For DBA army lists please consult the following site: DBA Online Disclaimer Note: DBA is a licensed copyrighted product. This is merely a fan site.

Units Table Notation

Move Move Limit.

Range = Unit may attack enemy units within this range. Below is a listing of all possible unit types.

Unit	Move	Range	Notes
Knights	3	1	
Psiloi	3	2	
Light Horse	5	2	Light Chariots
Bows	2	2	
Elephants	3	1	
Artillery	1	4	
War Wagons	2	2	
Scythed Chariots	4	1	

Special Ability Card Effects Table

Unit	Type	Special Ability	Notes
General	D	Rally	Rally any adjacent unit
Auxilia	A/D	Open Formation	Either if in Rough ground
Warband	A	Berserker Frenzy	Attack
Blades	D	Shield Wall	Defend
Spears	A	Throw Spears	Attack at range = 2
Pikes	A/D	Receive Charge	Either vs non-missile unit
Cavalry	A	Bows	Attack at range = 2
Knights	X	Dismount	Becomes a Blades unit
Psiloi	A/M	Run	Attack or Move = K
Light Horse	A/M	Wheel About	Attack or Move = K
Bows	A	Indirect Fire	Attack through units

Unit	Type	Special Ability	Notes
Artillery	A	Indirect Fire	Attack through units
Elephants	M+A	Trample	Move = 1 and then Attack
War Wagons	D	Strong Defense	Defend
Scythed Chariots	A	Open Ground	Attack if on Clear ground

A player may play (discard) a special ability card to activate one of the above effects.

Setup

Each player places his units on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Psiloi who may move through their own troops. The move card has a number.

This is the number of spaces the unit moves. A Unit cannot use a Move card with a value higher than its move limit. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Each of your units can make up to one attack (kill) on your turn. If one of your units has an enemy unit in range that it can automatically kill, then that unit is destroyed. No card needs to be played. Instead of making an auto-kill you may play (discard) an Attack card to have a unit attack any enemy unit in its range.

The target is destroyed unless it is immune to the attacking unit in which case it is recoiled. A recoiled unit must move back one space if possible. Attacks are diagonal or orthogonal. Units cannot attack through other units.

The defender may play a Defense card to prevent the target card from being killed. If a Recoil card is played the defending unit must move back one space or the Card cannot be played. Artillery cannot move and attack in the same turn.

To play a Supported Attack card the target must be in range of two of your units. To play a Reinforced Defense card the target must be next to a friendly unit. To play a Rally Defense card your general must be within 2 spaces of the unit.

To play an Outflank attack card the attacking unit must be closer to the opponents edge of the board than the defending unit. To play a Rough Defense card the target must be on Rough Ground

Automatic Kill Table

Unit	Automatic Kill:
Auxilia	Elephants, Bows, Psiloi
Warband	Blades, Pikes, Artillery, Bow, Spear
Blades	Bows, Auxilia
Spears	Bows, Auxilia, Pikes, Cavalry
Pikes	Blades, Auxilia, Cavalry
Cavalry	Psiloi, Blades, Bow, Light Horse, Artillery, Auxilia, Warband
Knights	Auxilia, Spear, Pike, Psiloi, Warband, Cavalry, Light Horse
Psiloi	Elephants, Psiloi
Light Horse	Elephants, Knights, Psiloi, Artillery
Bows	Knights, Cavalry, Light Horse, Psiloi, Pikes, Warband
Artillery	Elephants, War Wagons, Scythed Chariots
War Wagons	Cavalry, Knights, Light Horse, Scythed Chariots
Scythed Chariots	Knights, Blades, Warband, Light Horse, Auxilia
Elephant	Knights, War Wagons, Warband, Light Horse, Scythed Chariots

Immunity Table

Unit	Immune to:
Blades	Bows, Artillery
Spears	Bows, Artillery
Psiloi	Everything that do not auto-kill Psiloi
Light Horse	Everything that do not auto-kill Light Horse
Artillery	Bows
War Wagons	Scythed Chariots

Card List Notation

M Movement
A Attack
D Defense

X Special
Type Purpose of card
K as a Knight would move in chess
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Trod	5	1	M	
March	5	2	M	
Fast Pace	5	3	M	
Gallop	5	4-5	M	
Quick	5	K	M	Any unit with a Move of 3+
Attack	5	-	A	
Supported Attack	5	-	A	
Outflank	5	-	A	
Elite	5	-	A/D	Only by Elite units
Push	5	-	D	
Recoil	5	-	D	Move back 1 space
Reinforced	5	-	D	
Rally	5	-	D	
Rough Ground	5	-	D	
Special Ability	8	-	X	
Scout	2	-	X	Look at opponents hand

Terrain Types

Distribute terrain as you see fit. Clear = no modifications Rough = All Units except Auxilia & Psiloi must stop upon entering Rough. War Wagons cannot enter Rough.

Hills = Missile units get range +1 Impassable = No units may enter this space.

German House Rules

by Rudi Hofrichter

On Battlefield

Size of the table is not 8x8 but 12x12 for more historical setup.

On Generals

General is always the nominated element analog the DBA list General is never a LK or a Pl

On Terrain

Terrain setup is analog DBA 2.2. BUAs must be in range of 5 squares of two sides

On Different Types Of Terrain

Terrain covers 6 squares (Wood or hills) Wood blocks line of sight and and ranged attacks (exemption indirect fire) BUA (Build up area) covers 1 squared Units in fortified BUA neglect autokills small Rivers runs between squares small rivers block movement and like difficult terrain, on both riverbanks Difficult terrain card can be used if defence is across a river Units on hills can use difficult terrain cards against attacks from lower positions. stepp hills block movement like difficult terrain

Setup As DbA

Defender places the terrain and nominates the sides he want to set up analog DBA 2.2 set up is possible in the last 4 rows but the 2 column on the side must be vacant. Bias in an advanced position may be occupied Attacked places his units Defender swaps two

units Attackers draws card and begins plays (attention defender has yet no cards on his hand)

On Follow Up Movement Pursue

Kn, SCh,Hd,Wb follow up immediately if they kill or force the enemy to retreat and occupy the enemies position.

On Movement

you can play as many movement cards on one unit as you like you must move the exact range on the card (exemption 4-5) Retreats (as result of card or immunity) retreat must be done in a square nonadjacent to any enemy

Elephant

Movement: 3 Range: 1 Special: A Range 2

Horde

Movement:2 Range: 1 No special but no one has an autokill against the horde

Multiplayer Games

Battles: 2 Main players rest of players are either continents of the attacker of the defender contingents draw 3 cards sequence is as following: Attacker, attacker's 1. contingent 2.....3.... Defender, defender's 1. contingent 2. contingent....etc.... Army or contingent disintegrates if general or 2/3 units lost

Post battle sequence: half of the casualties come back. Owner nominates one unit which comes back, opponent nominates one unit as definite casualty and so on. In case of a dead general this unit must be nominated first.

Review

by Rudi Hofrichter:

We are one of the old tin figures collectors club in Germany and one of our members adapted in the thirties, forties and fifties our rules "Kriegsspiel" alters his experiences in the war. This follow up of the Kriegsspiel

is called "Planspiel" and covers modern warfare of the period 1930-1960. It is played in our club today in Germany and Austria. Planspiel is very fast and deadly and not comparable with any existing actual rule set. It is a mix of chess, accounting's seminar for a brigade commander on a Military academy and real logistics. But it is played on squares and has autokill rules....as we found your game on the internet we realised that your game is exactly what we shearched for so long. A very fast ancient game which fits on our squares. So your ancient warfare has 2 very important things in common with the legendary Planspiel and was so very attractive to a lot of serious collectors and players in our club. The next point why we think you game is a diamond is because it uses the army list from DBA, with allows us to use our resources material and our armies. Your system creates very historical outcomes if played with historical armies and enemies. As it uses the DBA element types it is easy to explain it to other players and people with thourough historical knowledge.

Another very important aspect is the speed we play our your game: with creation and placing of the terrain + deployment of the armies we need between 15 minutes up to 50 minutes for a game. It is possible to end the game within 1 turn and normally 3/4 of a deck are enough to finish of the opponent. Only multiplayer battles with 4-5 players which draw from one deck need more than 60min. This fastness, if played aggressively, makes it possible to end the game in one round with no discussion possible. No other ruleset is so cruel and leaves an opponent so chanceless as far as I know. This is actually biggest reason I like your system so much. Because the game is so fast it makes it possible to play the original DBA Campaigns in one day. This means we play on one day 8-15 battles with 4-6 people in a historical setting and political interaction between the battles. I also know no other system which enables the player to play completely so many battles on one day with a decisive result in the evening. We are able to play for example the first 2 crusades with all major battles (without stress) on one afternoon and evening!

Cardset Available

By Eric Sprague. Thanks!!!





Ancient Warfare Redux

Introduction

Board & card game for 2 players. Battle between ancient armies. Each figure represents a general, camp or unit of troops.

Victory

You win if you destroy your opponents general or 8 of his units. A Camp counts as 2 units.

The Map

Use a 8x8 chessboard for a small Battlefield.

The Men

Use chits or miniatures to represent units.

Unit Type Table

Unit	Move	Range	Type	Notes:
Camp	0	1	D	
General	4	1	-	Leader
Auxilia	3	1	SLI	
Warband	2	1	SHI	Germanics
Blades	2	1	SHI	
Spears	2	1	SHI	
Pikes	1	1	SHI	Macedonians
Horde	2	1	SHI	
Hoplites	2	1	SHI	Greeks
Legionnaires	2	1	SHI	Romans
Psiloi	3	2	MLI	(Peltasts)
Slingers	3	2	MLI	
Bows	3	2	MLI	
Longbows	2	3	MLI	English
Crossbows	2	3	MLI	Italians
Horse Archers	4	2	MLC	Parthians, Huns
Cataphracts	4	1	SHC	Byzantines (Knights)
Heavy Chariots	4	1	SHC	Babylonians
Light Chariots	4	2	MLC	Egyptians
Scythed Chariots	4	1	SHC	Persians
Elephants	3	1	SHC	Carthagians, Indians
Artillery	1	4	MH	
War Wagons	2	2	DH	

Army Composition

Every army has 1 General, 1 Camp, and 11 other units. You may designate 2 of your units as "Elite".

Choosing Army Composition

Besides the obligatory General and Camp pick any 11 units from the Unit list.

Dba Armies

For DBA army lists please consult the following site: [??DBA Online Disclaimer Note: DBA is a licensed copyrighted product. This is merely a fan site.](#)

Units Table Notation

Move Maximum Move Limit.

Range = Unit may attack enemy units within this range. Below is a listing of all possible unit types.

S Shock
M Missile
D Defensive
H Heavy

L Light
I Infantry
C Cavalry

Special Ability Card Effects Table

Unit:	Type	Special Ability:	Notes:
General	D	Rally	Rally any adjacent unit*
Auxilia	A/D	Open Formation	Only if in Rough ground
Warband	A	Berserker Frenzy	Attack
Blades	-	Efficient Killers	Can Attack Twice per turn
Spears	A/D	Versatile Spears	Either vs Shock unit
Pikes	D	Receive Charge	Kill Shock Unit Attacking them
Horde	-	Great Many	Start Game with 2 such units
Hoplites	D	Shield Wall	Defend
Legionnaires	A	Throw Pilum	Attack at range = 2
Psiloi	D+M	Run Away	Defend and Move Away = K
Slingers	A	Sling Stones	Attack
Bows	-	High Rate of Fire	Can Attack Twice per turn
Longbows	A	Indirect Fire	Attack over unit
Crossbows	D	Defensive Fire	Defend
Horse Archers	A+M	Parthian Shot	Attack and then Move Away = 2
Cataphracts	M+A	Charge	Move = 3 and then Attack
Light Chariots	-	Wheel About	Can Move twice per turn
Heavy Chariots	A	Bows	Attack at range = 2
Artillery	A	Indirect Fire	Attack over units
Elephants	M+A	Trample	Move = 1 and then Attack
War Wagons	D	Strong Defense	Defend
Scythed Chariots	A	Open Ground	Attack if on Clear ground

A player may play (discard) a special ability card to activate one of the above effects.

A Attack type Special Ability
D Defensive type Special Ability
M Movement type Special Ability
X Special type Special Ability

* Rally: the target unit is not destroyed by an attack

Setup

Each player places his units on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Light Infantry who may move through their own troops. The move card has a number.

This is the maximum number of spaces the unit can move. Moves are diagonal or orthogonal.

Army On The March Rule

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Each of your units can make up to one attack on your turn. To attack, play (discard) an Attack card to have a unit attack any enemy unit in its range. The Attacked unit must move back (retreat) exactly one space in the opposite direction of the Attack or be destroyed.

Any unit forced to retreat twice in the same turn is destroyed. Attacks can be diagonal or orthogonal. Units cannot attack over (through) other units.

The Defender may play a Defense card to negate a

Target Attack. Artillery cannot move and attack in the same turn. Light Infantry Attacked by Heavy Cavalry is killed automatically.

(The LI does not get to retreat, it is overrun) Light Cavalry cannot attack Missile Infantry (The MI will outshoot the LC and chase it away) Heavy Cavalry cannot Attack Heavy Infantry that has not already been forced to retreat this turn. (Formed HI presents an impenetrable hedge of spears) Cavalry and Light Infantry can retreat twice from Heavy Infantry attacks in the same turn without being destroyed. (The faster units easily evade the HI) If forced to retreat Elephants are

automatically destroyed.

Other Horse Cavalry will not attack Elephants. (Horses are afraid of Elephants)

Card List Notation

M Movement

A Attack

D Defense

X Other

Type Purpose of card

K as a Knight would move in chess

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Trod	6	1	M	
March	6	2	M	
Fast Pace	5	3	M	
Gallop	4	4	M	
Run	4	K	M	Any unit with a Move of 3+
Charge	3	1	M+A	Move 1 and then Attack 1
Attack	3	-	A	
Attack for Glory	3	-	A	Only if General within 2 Spaces
Supported Attack	3	-	A	Friendly unit must be adj to target
Outflank	3	-	A	Only by unit that moved this turn
Bloody Work	3	1	A	Only by Shock unit
Rain of Arrows	3	1	A	Only by Missile unit
Elite	3	-	A/D	Only by Elite unit
Push	3	-	A/D	Only by Heavy Infantry
Recoil	3	-	D	Move back 1 space
Reinforced	3	-	D	Friendly unit must be adjacent
Rally	3	-	D	Only if General within 2 Spaces
Skirmish	3	2	AMD	Only by Light units
Difficult Ground	3	-	X	Negate Target Move card
Special Ability	8	-	X	Activate Unit's Special Ability
Scout	2	-	X	Look at opponents hand

A/D Use as Attack or Defend card

M/D Use as Move or Defend card

AMD Use as Attack, Move, or Defend card

Terrain Types

Distribute terrain as you see fit: Clear = No modifications Rough = All Units except LI must stop upon entering Rough. War Wagons cannot enter Rough. Hills = Missile units get range +1 Impassable = No units may enter this space.

Faq Section

Q) Special Ability Cards and regular Move/Attack/Defend-type cards all are in the common deck together? A) Yes, all mixed in.

Q) Are there are actually separate "Special Ability Cards" in addition to the eight "Activate Unit's Special

Ability" cards in the regular deck? A) No. The 8 Special Ability cards can be used to activate any target units SA.

Q) Units listed as "D" (Camp & War Wagons) still need to use a Defend card when attacked? A) Yes

Q) Does the Camp "pack up and move" one space if successfully attacked, or is it destroyed on the first attack? A) Good point. I rule that it is destroyed (...and Looted)

Q) Can War Wagons ever attack? A) Yes (They are limited because some of the attack cards specify unit types, like Infantry, which they are not)

Q) When are Special Ability Cards (SAC) played? A) When appropriate according to the target Unit's Special Ability.

Q) If a SAC was played in movement phase then are you barred from playing one in attack phase that turn? A) The only real limit is that a given unit can only move once and attack once per turn (regardless if

it was a regular or special move or attack). Plus, you can move/attack with multiple units each turn, until you run out of cards.

Q) Can a SAC be played in lieu of regular Attack/Defense (E.g. Versatile Spears can either attack or defend against any Shock Unit by playing this card only; Slingers attack by playing this card only)? A) Yes

Q) Auxilia Special Ability is "Open Formation IF in rough ground?" A) This SA allows them to use a Special Ability card as either an Attack card or a Defense card if they are in a rough ground space.

Q) Warband Special Ability is "Berserker Frenzy." This is an attack, which they could do anyway with an attack card. What is the benefit of this ability? A) It gives them (8) more cards in the deck they can attack with (cards are a limited resource)

Q) Horde Special Ability: Is the extra Horde considered a double-strength unit or is it a separate piece on the board? A) It's a separate piece.

Q) Chariots are considered Cavalry, such that they cannot attack Elephants? A) Yes they won't attack Elephants.





Aristotle's School

Introduction

Players are students (Junior Members) of Aristotle's school in Athens Circa 334 - 322 BC. Players move about the Lyceum (Gymnasium and surrounding Grounds) to acquire knowledge.

Victory

The player with the highest score in the most Categories is the winner. The game ends when players have gone through the deck twice.

Student Bodies

Each player has a Pawn of a unique color to represent their Student.

Knowledge Deck

Players share a common deck. The deck contains 1 copy of each card listed. When a card is played, immediately gain its reward and then discard the card. Players do not keep a hand of cards. When the deck runs out the first time shuffle the discard and draw from it.

Points

During play you earn points in the 6 Categories. Use paper and pencil to keep track of these scores.

Action Tokens

Players share a set of action Tokens. There are 7 Types of Tokens: Material Cause Efficient Cause Formal Cause Final Cause Potentiality Actuality Aristotle

Using Action Tokens

- You can only use Tokens during your own turn.
- Discard a Material Cause Token to move 1 Additional Space in Move Phase.

#	Category:
1	Philosophy
2	Logic
3	Life Science

Each Category is further divided into 6 Subjects. Points are earned in individual Subjects, however for final end of game scoring, it is the total points earned by subjects within a category that count. Every time you gain a point in a Subject, you also get a corresponding

- Discard an Efficient Cause Token to move 2 Additional Spaces in Move Phase.
- Discard a Formal Cause Token to cause a target Dieroll to be rerolled.
- Discard a Final Cause Token to add or subtract 1 from a target Dieroll.
- Discard 1 of each of the 4 Cause Tokens to get an extra Turn.
- Discard a Actuality Token to move 1D6 Spaces in Move Phase.
- Discard a Potentiality Token when drawing cards to draw 1 additional card.
- Discard a Potentiality & Actuality Token to draw 2 Cards and keep one.
- Discard 2 Material Cause Tokens to gain 1 Point in the Physical Sciences Category
- Discard 2 Efficient Cause Tokens to gain 1 Point in the Logic Category
- Discard 2 Formal Cause Tokens to gain 1 Point in the Life Sciences Category
- Discard 2 Final Cause Tokens to gain 1 Point in the Humanities Category
- Discard 2 Potentiality Tokens to gain 1 Point in the Philosophy Category
- Discard 2 Actuality Tokens to gain 1 Point in the Arts Category
- Discard 1 Aristotle Token to gain 1 Point in any Category or to go to any Tile instead of your regular move. When Discarding Tokens to get Category Points, you can do this a max of once per turn.

Dice

Six and Ten sided dice are needed.

Categories And Subjects

There are 6 Categories:

#	Category:
4	Physical Science
5	Humanities
6	Arts

Action Token according to the Subjects Tables.

During play, when you gain a point in a Category (not in a specific subject) you do not get an Action Token.

Philosophy Subjects Table

#	Subject:	Notes:
1	General Philosophy	Gain 1 Material Cause Token
2	Political Science	Gain 1 Efficient Cause Token
3	Epistemology	Gain 1 Formal Cause Token
4	Metaphysics	Gain 1 Final Cause Token
5	Ethics	Gain 1 Potentiality Token
6	Empiricism	Gain 1 Actuality Token

Logic Subjects Table

#	Subject:	Notes:
1	Logic	Gain 1 Material Cause Token
2	Rhetoric	Gain 1 Efficient Cause Token
3	Oratory	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	Mathematics	Gain 1 Final Cause Token
5	Analytics	Gain 1 Potentiality Token
6	Dialectics	Gain 1 Actuality Token

Life Science Subjects Table

#	Subject:	Notes:
1	Embryology	Gain 1 Material Cause Token
2	Botany	Gain 1 Efficient Cause Token
3	Zoology	Gain 1 Formal Cause Token
4	Anatomy & Physiology	Gain 1 Final Cause Token
5	Biology	Gain 1 Potentiality Token
6	Medicine	Gain 1 Actuality Token

Physical Science Subjects Table

#	Subject:	Notes:
1	Meteorology	Gain 1 Material Cause Token
2	Physics	Gain 1 Efficient Cause Token
3	Chemistry	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	Astronomy	Gain 1 Final Cause Token
5	Cosmology	Gain 1 Potentiality Token
6	Optics	Gain 1 Actuality Token

Humanities Subjects Table

#	Subject:	Notes:
1	Economics	Gain 1 Material Cause Token
2	Psychology	Gain 1 Efficient Cause Token
3	Ancient Cults	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	History	Gain 1 Final Cause Token
5	Geography	Gain 1 Potentiality Token
6	Linguistics	Gain 1 Actuality Token

Arts Subjects Table

#	Subject:	Notes:
1	Poetics	Gain 1 Material Cause Token
2	Literary Theory	Gain 1 Efficient Cause Token
3	Music	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	Drama	Gain 1 Final Cause Token
5	Athletics	Gain 1 Potentiality Token
6	Aesthetics	Gain 1 Actuality Token

Board Tiles

The Board is composed of Tiles, called Lyceum Tiles. Arrange the Tiles into a circular track. The order of

the Tiles should be random.

Tile:	Notes:
Dromoi	You may as your move go to the Peripatoi
Gymnasium	Gain 1 Point in Athletics
Science Workshops	Gain 1 random Point from either Science Table
Palaistra	Gain 1 Point in Athletics
Student Library	Draw 2 cards: Play one, discard the other
Colonnades	Roll on the Wander Table
Botanical Garden	Gain 1 Point in Botany
Scientific Inquiry	Gain 1 random Point from the Physical Sciences Table
Demonstration	Gain 1 random Point from the Life Sciences Table
Apodyterion	Gain 3 non-Aristotle Action Tokens of your Choice
Shrine to the Muses	Gain 1 Point in Ancient Cults
Library of Histories	Draw 2 cards: Play one, discard the other
Stoa	Gain 1 Point in Geography
Library of Philosophy	Draw 2 cards: Play one, discard the other
Peripatoi	You may as your move go to the Dromoi
Student Government	Gain 1 point in Political Science
Research Assignment	Gain 3 non-Aristotle Action Tokens of your Choice
Experience	Gain 1 random Point from the Humanities Table
Temple to Apollo	Gain 1 Point in Ancient Cults
Racing Tracks	Gain 1 Point in Athletics
Covered Walkways	Roll on the Wander Table
Theatre	Gain 1 random Point from the Arts Table
Aristotle's Library	Draw 3 cards: Play one, discard the others
Philosophical Inquiry	Gain 1 random Point from the Logic Table
Zoo	Gain 1 Point in Zoology
Plato's Academy	Gain 1 random Point from the Philosophy Table
Public Spaces	Roll on the Wander Table

Setup

Shuffle the Lyceum Tiles and set up the Circular Track Board. Shuffle the Knowledge Deck. Players pawns start in the Gymnasium.

Players roll high on the 10 sided die to see who goes first.

Students, place the top card of the Deck onto that tile. The first student to land there gets that card, as well as the Tile's regular offering. If you land on the Aristotle Pawn, you gain 1 Cause Token of any type.

If on your move you pass over the Aristotle Pawn, gain 1 Aristotle Token.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Aristotle Phase
2. Move Phase
3. Learning Phase

Aristotle Phase

There is one Special Pawn for Aristotle. Aristotle starts the Game in Aristotle's Library. Move Aristotle forward (Clockwise) 2D6 Spaces.

Whenever he lands on a space containing one or more Students, they each get 1 Point in one Random Subject (First roll a random category, then a random subject) If he lands in a space containing no

Move Phase

Move your Pawn forward (Clockwise around the Track) one or two spaces OR you may move forward 1D10 spaces. You may spend an Action Token to alter your movement. When you land on 1 or more opponents pawns, you may steal 1 Token from any one of them.

Learning Phase

Follow the instructions on the Tile you have just moved to. This will usually earn you 1 card or some Action Tokens or 1 Point in one specific Subject or a choice on a List, or a roll on a Table.

Wander Table

Roll	Meet:	Notes:
1	Theophrastus	Gain 1 Point in Botany
2	Phanias of Eresus	Gain 1 Point in History
3	Eudemus of Rhodes	Gain 1 Point in Mathematics
4	Clytus of Miletus	Gain 1 Point in Geography
5	Aristoxenus	Gain 1 Point in Music
6	Dicaearchus	Gain 1 Point in Psychology
7	Meno	Gain 1 Point in Medicine
8	Demetrius of Phalerum	Gain 1 Point in Oratory
9	Nicomachus	Gain 1 Point in Physics
10	Nobody	—

Knowledge Deck Card List

Name:	Notes:
Aristotelian Logic	Gain 2 Points in the Logic Category
Syllogism	Gain 1 Point in Logic
Aristotelianism	Gain 1 Point in Political Science
The Good Life	Gain 1 Point in Ethics
Aristotle's Four Causes	Gain 2 Points in the Philosophy Category
Dichotomy	Draw an extra 2 cards to pick from
Laws of Association	Gain 1 Point in Psychology
Philosophical Debate	Gain 1 Point in Dialectic
Practical Debate	Gain 1 Point in Rhetoric
Syllogisms	Gain 1 Point in Rhetoric
Ethos, Pathos, and Logos	Gain 1 Point in Oratory
Lexis and Taxis	Gain 1 Point in Oratory
Continuous Theory of Matter	Gain 1 Point in Chemistry
Substance	Gain 1 Point in Chemistry
Organon	Gain 1 Point in Analytics
Aristotle's Theory of Universals	Gain 2 Points in the Physical Sciences Category
Natural Philosophy	Gain 1 Point in the Physical & Life Science Categories
Theoretical Science	Gain 1 Point in Physics, Mathematics, or Metaphysics
Practical Science	Gain 1 Point in Ethics or Politics
Buridan's Ass	Gain 1 Point in General Philosophy
Catharsis	Gain 1 Point in Drama
Generation of Animals	Gain 1 Point in Embryology
Causal Principle	Gain 1 Potentiality & 1 Actuality Token
Chain of Being	Gain 2 Points in the Life Sciences Category
Character	Gain 1 Point in Literary Theory
Connexive Implication	Gain 1 Point in Logic
Camera Obscura	Gain 1 Point in Optics
Parts of Animals	Gain 1 Point in Anatomy & Physiology
History of Animals	Gain 1 Point in Zoology
Law of Contradiction	Gain 1 Point in Metaphysics
Fifth Element	Gain 1 Point in Astronomy
Correspondence Theory of Truth	Gain 1 Point in General Philosophy
Laws of the Universe	Gain 1 Point in Cosmology
Kinesis	Gain 1 Point in Physics
Decorum	Gain 1 Point in Literary Theory
Condemn Deus ex Machina	Gain 1 Point in Literary Theory

Name:	Notes:
Epic	Gain 1 Point in Literary Theory
Essentialism	Gain 1 Point in General Philosophy
Finalism	Gain 1 Point in Analytics
Four Humors	Gain 1 Point in Medicine
Poetical Science	Gain 2 Points in the Arts Category
Genre	Gain 1 Point in Literary Theory
Haecceitism	Gain 2 Point in the Philosophy Category
Hylomorphism	Gain 1 Point in Dialectic
Idealization	Gain 1 Point in the Aesthetics
Ideational Theories of Meaning	Gain 1 Point in Linguistics
Identity Theory of Predication	Gain 1 Point in General Philosophy
Labour Theory of Value	Gain 1 Point in Economics
Doctrine of the Mean	Gain 1 Point in Ethics
Mental Faculty Theory	Gain 1 Point in Psychology
Metaphor	Gain 1 Point in Literary Theory
Mimesis	Gain 1 Point in Literary Theory
Multiple Causation	Gain 1 Point in Psychology
One Over Many Principle	Gain 1 Point in Metaphysics
Organic Form	Gain 1 Point in Literary Theory
Poetic Diction	Gain 1 Point in Poetics
Poetic Justice	Gain 1 Point in Drama
Poetic License	Gain 1 Point in Poetics
Species Essentialism	Gain 1 Point in Biology
Third Man Argument	Gain 1 Point in Metaphysics
Tragedy	Gain 1 Point in Drama
The Unities	Gain 1 Point in Drama

Links

Wikipedia





Barbarian Hordes

Introduction

Card game for 2-8+ players. Europe circa 400 AD.
Each player represents a nation existent at the time.
Each turn represents 5 years.

Victory

Be the first player to accumulate 10 Territory Tokens.

Defeat

Any player who loses all his Territory Tokens is wiped out. He may reenter the game as another Nation not yet played.

The Nations

Each Player picks one nation, starting with the Primary nations, then secondary, then tertiary, then quaternary.

- Primary Nations: Western Roman Empire, Huns, Visigoths, Ostrogoths.
- Secondary Nations: Eastern Roman Empire, Vandals.
- Tertiary Nations: White Huns, Sassanids.
- Quaternary Nations: Franks, Slavs, Burgundians, etc.

The Deck

Players share a common deck. The deck contains one of each card listed.

Dice

6 and 10-sided dice are needed.

Tokens

There are 2 types of Tokens: Army Tokens Territory Tokens

Setup

Each player starts with: 1 Unique Nation 5 Territory Tokens 10 Army Tokens 5 Randomly dealt cards. Roll high on 1D10 to determine Turn order

Taking Turns

Record player turn order. Turn order does not depend on players seating position. Seating position does determine who can attack whom.

Seating position can change during the game.

Turn Sequence

Players take turns. Each turn has 5 Phases: Fate Phase Recruit Phase Event Phase Conquest Phase End Phase

Fate Phase

Draw 1D6 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Gain 1D6 Army Tokens.

Event Phase

Most Event cards are played in this Phase.

Conquest Phase

You may attack the player to your immediate left or right. You are the Attacker. The target player is the Defender. Each player calculates a War Total (WT) as follows:

WT Army Tokens + Card Force Bonuses + 1D10

Army Tokens = Each side adds up all their Army Tokens. Card Force Bonuses = Some cards when played (discarded) offer a Force Bonus. Allies = Other players may send the combatants Armies and Cards.

The player with the higher WT wins the War. The Loser loses 1D6 Army Tokens. The Winner loses 1D6 - 3 Army Tokens.

The Winner takes a Territory Token from his opponent. If WT are equal or differ only by 1 there is a stalemate, and Both sides lose 1D6 Armies. Allied Armies are the last to be made casualties. (They usually run away)

End Phase

Max hand size is 8 cards. Discard excess cards.

Nation Special Abilities

Each Nation has a Special Ability: >Western Roman Empire: Skilled: Max Hand Size = 10. Plus Force cards played provide an additional +2 Force. >Huns: Horsemen: They get an extra Conquest Phase each turn.

>Visigoths: Berserkers: In Conquest phase sacrifice an Army Token to get Force +3 >Ostrogoths: Populous: Roll twice and use the better roll in Recruit Phase.

>Eastern Roman Empire: Manipulators: Draw an extra card in Fate Phase. >Vandals: Migratory: The may change their seating position in their own Fate Phase.

>White Huns: Aggression: Army Tokens get +1 Force when Attacking. >Sassanids: Defenders: Army Tokens get +1 Force when Defending. >Quaternary Nations: No Special Abilities

Card List Notation

X Event: Play in opponents Event Phase: Target player loses 1D6 Armies

G Event: Gain 1D6 Armies in Event Phase

A Armies

F Force

C Event played during Conquest Phase

E Event played in Event Phase

S Look at opponents hand: play anytime

Q Gain an Extra Conquest Phase

K Negate a Leader card just played

L Leader card

P Play on opponents turn: He may not attack you this turn.

I Play on opponents turn: He may not attack at all this turn.

M Player may change his Seating Position in Event Phase

V Play only after you have won in Conquest Phase: Gain 1D6 Armies in Event Phase

D Draw 3 cards in Event Phase

Y Automatic Stalemate in Conquest Phase

DO Defender Only

AO Attacker Only

Card List

Card Name	Type	Notes
Epidemic	X	
Pestilence	X	
Famine	X	
Decadence	X	
Corruption	X	
Conspiracies	X	
Disorder	X	
Factionalism	X	
Manpower Shortage	X	
Impoverished	X	
Collapse of State Apparatus	X	
Assimilation	X	
Civil War	X	
Lose Economic Base	X	
Insurrection	X	
Spiral of Decline	X	
Usurper	X	
Revolt	X	
Rebellion	X	
Great Leader	LC	F+10
Gifted General	LC	F+9
Strong Leader	LC	F+6
Brilliant Commander	LC	F+8
Experienced Commander	LC	F+7
Warlord	LC	F+5
Opponent has Weak Leader	LC	F+5
Opponent has Foolish Leader	LX	
Opponent has Mad Leader	LI	
Wise Leader	LG	
Charismatic Leader	LG	
Clever Ruler	LD	
Ambitious Leader	LQ	
Assassination	K	
Treason	K	

Card Name	Type	Notes
Barbarians vs Barbarians	C	F+4
Campaign	Q	
Annexation	Q	
Pretext for War	Q	
Invasion	Q	
Favorable Omen	Q	
Incursion	Q	
Overrun	Q	
Expedition	Q	
Conquest	Q	
Scouts	S	
Spies	S	
Driven Out	Y	
Absorbed	Y	
Peace	P	
Diplomacy	P	
Treaty	P	
Hostages	P	
Intrigue	I	
Succession	I	
Sea Power	C	F+5
Fleets	C	F+5
Counter Attacks	C	F+5
Spoils of War	V	
Pillage	V	
Loot & Burn	V	
Sack Cities	V	
Take Prisoners	V	
Stratagem	D	
Intrigue	D	
Prophecy	D	
Ruthlessness	C	F+7
Valor	C	F+7
Fortifications	C	F+8 DO

Card Name	Type	Notes
Killed in Battle	K	
Deposed	K	
Early Death	K	
Slaves	G	
Mercenaries	G	
Allies	G	
Taxation	G	
Prosperity	G	
Vassals	G	
Puppets	G	
Confederates	G	
Tribes	G	
Reserves	G	
Host	G	
Unity	G	
Subjects	G	
Horde	G	
Auxiliaries	C	F+3
Infantry	C	F+3
Cavalry	C	F+3

Card Name	Type	Notes
Garrisons	C	F+4 DO
Walled Cities	C	F+8 DO
Fortify	C	F+8 DO
Siege Engines	C	F+8 AO
Siege Artillery	C	F+8 AO
Besiege	C	F+4 AO
Cities Surrender	C	F+8 AO
Migration	M	
Shifting Borders	M	
Major Movements	M	
Pressure on the Frontier	M	
New Lands	M	
Ransoms	XG	
Raids	XG	
Tribute	XG	
Traitorous Allies	XG	
Logistic Strategy	C	F+9
Put to the Sword	C	F+6
Lay Waste	C	F+6

Three Player Variant

Rome: Special Abilities of Western & Eastern Roman Empire
 Attila the Hun: Special Abilities of Huns

& White Huns
 Goths: Special Abilities of the Visigoths & Ostrogoths





Battle Of Simancas

Introduction

Card Game for 2 players. Moors vs Christians. Spain 939 A.D. The Christian forces are an alliance between The Kingdoms of Leon, Navarre, and Castille.

The Moors are attacking the mountainous north with an army of 100, 000 men. In 3 days and during a solar eclipse the outnumbered Christian Army utterly destroys the invaders. One player is the Christians, the other is the Moors.

The Deck

Players share a unique common deck. Some cards can only be used by one side or the other.

Victory

The first player to win 5 hands is the winner.

Setup

Shuffle the deck.

Turn Sequence

1. Fate Phase
2. Strategy Phase
3. Battle Phase
4. Retreat Phase

Fate Phase

-Each player is dealt 9 cards.

Reserve Phase

-Each player may discard up to 4 cards and draw replacements. -If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

- Each player may discard one card to get its Strategic effect.
- The Muslim player goes first.
- Strategic Effects:
 - Discard a Leader card to draw 3 cards and discard any 2.
 - Discard a Strategy card to look at the next 5 cards in the deck and keep one.
 - Discard a Terrain card to draw 2 cards.
 - Discard a Cavalry card to draw a card and look at your opponents hand.

- Discard a Skirmisher card to cause your opponent to discard a random card from his hand
- Infantry do not have a Strategic effect.
- Discard a Weapon card search for a Cavalry, Skirmisher, or Infantry card in the Discard pile and put it in your hand.

Battle Phase

Players take turns either:

1. Placing one card down face up from their hand to the Table for its Force Value OR
2. Discarding one card for its Tactical effect.
 - Note if you have an opponent's card in your hand, you cannot place it, you Can only use it for its tactical effect.
 - The Muslim player goes first. Tactical Effects:
 - Discard a Skirmisher to destroy a placed Infantry
 - Discard a Cavalry to destroy a placed Skirmisher
 - Discard a Strategy card to draw 1 card and look at your opponent's hand
 - Discard an Infantry to destroy a placed Terrain
 - Discard a Terrain to destroy a placed Cavalry
 - Discard a Leader to draw 2 cards
 - Discard a Weapon to destroy another placed Weapon

Note that some placed cards will give Force bonuses to other placed cards When both players have finished playing cards add up the Force value of all The placed cards they have that were not destroyed. The higher Force value wins the hand. In case of a tie, neither player wins.

Retreat Phase

Both players discard all remaining cards in their hands.

Card List Notation

- L** Leader
- K** Skirmisher (Troops)
- C** Cavalry (Troops)
- I** Infantry (Troops)
- T** Terrain
- S** Strategy
- W** Weapons
- M** Only Moorish player may place
- X** Only Christian player may place
- B** Both players may place

The Comon Deck Card List

Name:	Type:	Force:	Use:	Notes:
Caliph Abd al-Rahman III	L	5	M	Draw 1 card when placed
Count Fernan Gonzalez	L	5	X	(Castille) All your Troops get +2
King Ramiro II	L	5	X	(Leon)
Garcia Sanchez I	L	4	X	(Navarre)
Christian Saints	L	3	X	All your Troops and Weapons get +2
Large Army	I	5	M	Also Counts as Skirmishers
Great Host	I	5	M	Also Counts as Cavalry
Cavalry Detachments	C	4	M	All Your other Cavalry get +1
Jund Cavalry	C	5	M	-
Andalusian Cavalry	C	4	M	-
Arab Cavalry	C	3	M	-
Bedouin	C	2	M	Your Strategy cards get +3
Military Order	C	5	X	-
Knights	C	4	X	-
Men-at-Arms	C	3	X	-
Caballeros	C	2	X	Your Strategy cards get +3
Nobility	C	5	B	Also counts as Leader
Lancers	C	4	B	-
Raiders	C	3	B	Enemy discards 1 random card when placed
Horsemen	C	2	B	Your Strategy cards get +3
Berber Light Cavalry	K	5	M	Also counts as Cavalry
Horse Archers	K	4	M	Also counts as Cavalry
Basque Light Cavalry	K	5	X	Also counts as Cavalry
Crossbowmen	K	4	X	Your Terrain cards get +1
Artillery	K	5	B	-
Light Cavalry	K	5	B	Also counts as Cavalry
Bowmen	K	4	B	-
Javelinmen	K	4	B	Also counts as Infantry
Slingers	K	3	B	-
Light Infantry	K	3	B	All Enemy Infantry get -1
Archers	K	2	B	Enemy discards 1 random card when placed
Light Troops	K	2	B	All Enemy Infantry get -1
Gorge	T	5	X	Your Skirmishers get +2
Cliffs	T	5	B	Your Skirmishers get +2
Fortress	T	4	X	-
City Walls	T	4	X	-
River	T	3	B	Enemy Troops get -1
Hills	T	3	B	Your Skirmishers get +1
Woods	T	2	B	All Cavalry get -1
Countryside	T	2	B	-
Invasion Route	T	1	M	Draw 1 card when placed
Plains	T	1	M	Draw 1 card when placed
Eclipse	T	2	B	All Troops in play get -1
Jihad	S	5	M	-
Campaign	S	4	M	Draw 1 card when placed
Treason	S	5	X	Enemy discards 1 random card when placed
Logistics	S	4	X	Enemy discards 1 random card when placed
Holy War	S	5	B	-
Rout	S	5	B	When Placed discard 1 placed Enemy Troop
Weak Points	S	4	B	All Enemy Troops get -1
Ambush	S	4	B	Your Terrain cards get +1
Counterattack	S	3	B	All Your Troops get +1

Name:	Type:	Force:	Use:	Notes:
Outflank	S	3	B	Your Cavalry get +2
Charge	S	2	B	Your Cavalry get +3
Melee	S	2	B	Your Infantry get +3
Blackguard	I	5	M	-
Eunuchs	I	3	M	-
Garrisons	I	3	X	Draw 1 card when placed
Militia	I	2	X	Your Terrain cards get +1
Army	I	5	B	-
Corps	I	5	B	-
Troops	I	4	B	-
Soldiers	I	4	B	-
Spearmen	I	3	B	-
Footmen	I	3	B	-
Mercenaries	I	2	B	You may place an Enemy Troop
Levies	I	2	B	-
Scimitars	W	4	M	Your Infantry and Cavalry get +1
Axes and Flails	W	4	X	Your Infantry and Cavalry get +1
Swords	W	5	B	Your Infantry and Cavalry get +1
Spears	W	5	B	Your Infantry get +1
Lances	W	4	B	Your Cavalry get +2
Shields	W	4	B	Your Infantry and Cavalry get +1
Chainmail	W	3	B	Your Infantry and Cavalry get +1
Bows	W	3	B	Your Skirmishers get +2
Arrows	W	2	B	Your Skirmishers get +2
Javelins	W	2	B	Your Skirmishers get +2
Slings	W	1	B	Your Skirmishers get +2
Daggers	W	1	B	All Your Troops get +1





Bronze Age Collapse

Introduction

Card game for 3 players. Simulating the Historical period 1200 - 1150 BC. This Era saw a rapid decline in civilization due to a combination of Natural Disasters and Invaders with Iron Weapons.

Three Players

One player is the Mycenaean Kingdoms One player is the Hittite Empire One player is the Egyptian Empire

Game End

The game ends when any player goes to zero in any Attribute. The player who went to zero gets -2 to their Culture Attribute.

Victory

The player with the most Culture points at the end of the game is the winner.

Attributes

Each player has 5 Attributes:

1. Vitality
2. Stability

3. Cities
4. Population
5. Culture

Attribute Scores

Each player starts with 5 Points in each Attribute. Scores will change during play. Use paper and pencil to keep track.

The Deck

Players share a common deck.

Setup

Shuffle the Deck. The player who went to zero in the last game goes first.

Turn Sequence

Players take turns. On your turn draw 3 cards from the top of the deck. Assign 1 card to each of the 3 Players.

Players record the changes to the score of affected Attributes. Discard all the assigned cards. Check for end game conditions.

Common Deck Card List

Card Name:	Notes:
Art	Culture +1
Architecture	Culture +1
Literature	Culture +1
Sculpture	Culture +1
Politics	Culture +1
Religion	Culture +1
Law	Culture +1
Mythology	Culture +1
Math	Culture +1
Founding	Cities +1
Colony	Cities +1
Population Growth	Pop +1
Food Surplus	Pop +1
Reform	Stability +1
Wise King	Stability +1
Forts	Vitality +1
Mines	Vitality +1
History Repeats	Shuffle Discard into Deck

Card Name:	Notes:
Interrupt Trade Routes	Vitality -1
Extinguish Literacy	Vitality -1
Dark Ages	Vitality -1
Palace Economies Replaced	Vitality -1
Cultural Disruption	Vitality -1
Tin Shortages	Vitality -1
Piracy	Vitality -1
Soil Degradation	Vitality -1
Climate Changes	Vitality -1
Loss of Central Authority	Stability -1
Fragile Society	Stability -1
Complex Society	Stability -1
Overspecialized Society	Stability -1
Top Heavy Political Structure	Stability -1
Revolts	Stability -1
Defections	Stability -1
Migrations	Stability -1
Civil War	Stability -1
Urban Depopulation	Cities -1
Razed Cities	Cities -1
Volcano	Cities -1
Natural Disaster	Cities -1
Earthquake	Cities -1
Phrygian Conquest	Cities -1
Thracian Conquest	Cities -1
Macedonian Conquest	Cities -1
Dorian Greek Conquest	Cities -1
Violent Change	Pop -1
Sea Peoples	Pop -1
Slave Raiding	Pop -1
Northern Invaders	Pop -1
Arameans	Pop -1
Famine	Pop -1
Crop Failures	Pop -1
Drought	Pop -1
Disease	Pop -1





Capulets & Montagues

Introduction

Card game for 2-5+ players. Setting: 13th Century Verona Italy. Each player controls a Greater Noble Family of the City vying for prestige.

Victory

The game ends at the completion of the 13th turn. The player with the most Prestige Points wins (Most Prestigious).

Dice

Six sided dice are needed to play.

Prestige Points

Use Tokens or Poker Chips to keep track of Prestige points.

The Deck

Players share a common deck.

Family Values

In addition to Prestige, each Family is described by 5 additional Traits: 1 - Blood 2 - Wealth 3 - Favor 4 - Dignity 5 - Vigor

Blood Trait

This is basically a body-count of the number of your Family members killed by Feuding with the other Great Families. If it is higher than the other Families, your Prestige will suffer.

Wealth Trait

How much money, land, gold, treasure you control. Often effort, in the form of Vigor, is required to accumulate Wealth. Wealth can be used to buy Favor and Dignity.

Favor Trait

The City is controlled by Prince Escalus of the Holy Roman Empire. This trait is a Measure of how favorably the Prince views your Family. Feuding will lower his Favor.

Entertainments & Money will win his favor.

Dignity Trait

This is a measure of the goodwill of the Church, the Populace, and The lesser Houses towards your Family. Scandal and Street fighting will lower your Houses Dignity. Donations and Public Service will increase it.

Vigor Trait

The Vital Energy (Mental, Physical, Spiritual) of your Family. This resource accumulates naturally and can be used to Gain Wealth and throw Public Spectacles. Vigor will determine Initiative in each Turn.

Trait Tracking

Use coins to keep track of your level in each of your Traits. If one of your traits goes below zero, it stays at zero and instead you lose prestige points equal to those that would have been lost by the Trait. Prestige levels can be negative.

Setup

Players decide on a name for their Family. Each player rolls 2D6 for each of their 5 Traits to determine their starting levels. Each player starts with zero Prestige.

Turn Sequence

Each turn has 6 Phases:

1. Fate Phase
2. Initiative Phase
3. Destiny Phase
4. Resolution Phase
5. Punishment Phase
6. Prestige Phase

Fate Phase

Flip over the top 7 cards of the Deck. These 7 cards are called the Fate cards. Spread them out in the middle of the table so all players can see them.

If the deck runs out, shuffle the discard and draw from it.

Initiative Phase

The player with the highest Vigor picks first. This player is known as the Leader. Next highest picks second and so on.

If tied, the higher Favor goes first. If still tied, roll high on 1D6. At the End of the Initiative Phase, all

players gain +1 to their Vigor except for the Leader. Initiative order should be fully resolved before proceeding to Destiny Phase.

Destiny Phase

Starting with the Leader each player takes a turn picking 1 Fate card. Continue Picking until all 7 Fate cards have been selected. Picking cards is done in Initiative order.

When all players have picked one card and there are still Fate cards remaining, the Leader picks again and so on. For Example: A game of 4 Players: John, Ricky, Lucy, and Mog Ricky is the Leader designated A. Next is Mog = B; Lucy = C, and finally John = D.

The Fate Cards are labeled: I, II, II, IV, V, VI, and VII Ricky goes first and picks III Mog goes second and picks I Lucy goes third and picks VI John goes fourth and picks IV Ricky goes again fifth and picks VII Mog goes again sixth and picks II Luck goes again seventh and picks V All the Fate cards are now gone. John missed out on getting a second card.

Resolution Phase

Players adjust their Traits up or down according to the Cards they picked in Destiny Phase. Some cards cause the traits of a targeted opponent to be modified. The Target should be selected in Destiny Phase as soon as the Card is picked.

Punishment Phase

Blood cards are cards that cause an opponents blood trait to be increased. Every time Blood is shed, there is a chance the Prince will punish the Family responsible, that is, the player who picked the Blood card. If you picked a Blood card, you are designated as "Guilty" of the Crime.

A Guilty player must save against his Favor Trait to avoid punishment: Roll 2D6. If the score is greater than your Favor Trait roll once on The Punishment Table. You make only one save roll per Blood card played And if you fail the save you suffer a roll on the Punishment table only once.

The Punishment Table

1D6	Result:	Notes:
1	Fines	Wealth -1
2	Reprimand	Favor -1
3	Reparations	Wealth -1 and Opponent gets Wealth +1
4	Imprisonment	Dignity -1 and Vigor -1
5	Banishment	Wealth -1 and Dignity -1
6	Execution	Blood +1 and Favor -1

Prestige Phase

The player with the lowest Blood Trait gains 1 Prestige Point (PP). The player with the highest Wealth Trait gains 1 PP. The player with the highest Favor Trait gains 1 PP.

The player with the highest Dignity Trait gains 1 PP. The player with the highest Vigor Trait gains 1 PP. In case of ties, no one gets the PP.

Card List Notation

- B** Blood
W Wealth
F Favor
D Dignity
V Vigor
 * Pick a Target Opponent whose Trait is affected
 ** The same Target Opponent

Card List

Card Name:	B	W	F	D	V
Slaying	+3*	-	-1	-1	-
Party	-	-1	+3	-	-1
Brawl	+3*	-	-1	-1	-
Murder	+1*	-	-	-	-
Scandal	-	-	-1*	-2**	-2
Plot	-	-	-2*	-1**	-2
Entertainment	-	-	+2	-	-1
Build Church	-	-2	-	+3	-
Alms to the Poor	-	-1	-	+2	-
Manage Estates	-	+1	-	+1	-1
Caravans	-	+3	-	+1	-2

Card Name:	B	W	F	D	V
Traders	-	+2	-	-	-1
Markets	-	+1	-	+1	-1
Banking	-	+2	-	-1	-
Merchants	-	+2	-	-	-1
Pay Taxes	-	-2	+1	+2	-
Tariffs	-	-1	+2	-	-
Church Tithe	-	-1	-	+2	-
Gifts	-	-1	+2	-	-
Tribute	-	-1	+2	-	-
Fray	+3*	-	-1	-1	-
Skirmish	+3*	-	-1	-1	-
Costume Ball	-	-1	+3	-	-1
Masquerade	-	-1	+3	-	-1
Government Office	-	-	+1	+2	-2
Public Works	-	-2	-	+3	-
Patronage	-	-1	+2	-	-
Tragic Affair	-	-	-2*	-1**	-1
Conspiracy	-	-	-2*	-1**	-2
Donations	-	-1	-	+2	-
Charity	-	-1	-	+2	-
Financing	-	+1	-	-	-
Collect Tolls	-	+2	+1	-1	-1
Loans	-	+2	+1	-1	-
Military Service	-	-1	+2	+2	-2
Wedding	-	-2	+3	+2	-2
Politics	-	-1	+2	+1	-1
Corruption	-	+4	-1	-2	-
Public Service	-	-1	+1	+2	-1
Dispute	+2*	-	-	-1	-
Sword Fight	+3*	-	-1	-1	-
Luxury Goods	-	+2	+1	-	-2
Spices & Wines	-	+2	+1	-	-2
Artisans	-	+1	-	+1	-1
Craftsmen	-	+1	-	+1	-1
Killing	+3*	-	-1	-1	-
Diplomatic Service	-	-	+1	+1	-1
Alliances	-	-2	+1	+3	-1
Festival	-	-1	+2	+1	-1
Memorials	-	-1	-	+2	-
Intrigue	-	-	-3*	-	-2
Courtly Fashions	-	-1	+1	+1	-
Agriculture	-	+2	-	-	-1
Harvest	-	+3	-	-	-2
Guilds	-	+1	-	+1	-1
Carnival	-	-1	+1	-	-1
Criminal Activities	-	+3	-1	-1	-
Accusations	-	-	-1*	-1**	-1
Feudal Obligations	-	-1	+1	+1	-
Mortal Feud	+2*	-	-1	-	-





Card Driven DbA

by Rudi Hofrichter Linear Campaign Scenarios for Card Driven DBA

1. Play the games in the following order
2. The Campaign is lost if the General is killed or the final battle is lost.
3. After each Battle two surviving units from defeated army are recruited.
4. A lost camp counts as two lost units.
5. A lost General counts as two lost units.
6. Really the halve of the killed units after each battle.
7. Optional can the Conqueror draw 6 cards.
8. If not mentioned, you pick your elite units.
9. Roll a dice how draws cards first.

1. CRUSADE 1096-1099 A.D "LIBERATION OF JERUSALEM"

Conqueror: Early Crusader 1xKn(General) 5x Kn /Bl, 4x Ax, 2x Ps

(Godfrey of Bouillion, Raymond of Toulouse, and Robert of Flanders or Bohemond, Tancred and Robert of Normandy)

* Battle 1: Siege of Nicaea 1097 A.D.

Army: Seljuks of Rum (Kilij Arslan) 1x Cv (General), 1x Cv, 8x LH, 2x Ps

Notes:- Crusader:All Kn are mounted, - Place 3 Hills, two on the side of the Seljuks.

* Battle 2: Battle of Dorylaeum 1097 A.D.

Army: Seljuks of Rum (Kilij Arslan) 1x Cv (General), 4x Cv, 6 x LH, 1x Ps

Notes: Crusader: All Kn may dismount, - place a lake on the side of the Crusaders.

* Battle 3: Sallying out of Antioch 1098 A.D.

Army: Allied Army of Mosul (Kerbogha) 1x Cv (General) 3x Cv, 3x LH, 1x Wb, 1 x Ax, 2x Ps, 1x Hd

Notes: Crusader: Only one Kn is mounted, the rest is Bl, Cv is Sp and LH is Ps- Crusaders have no camp, but a city on their side.

* Final Battle 4. Battle of Ascalon 1099 A.D.

Army Fatamid Egyptian (al-Afdal) 1x Cv (General) 3x Cv, 2x LH, 4x Bw, 1x Sp, 1x Ps

2. RUSADE 1147-1148 A.D. "DEBACLE AT DAMASCUS"

1. onqueror: Medieval German (Conrad III) 1x Kn (General/Elite) 3x Kn, 1x Cv, 1x Bl (Schwaben/Elite), 3x Sp, 1x Cb,

2. Conqueror: Feudal French (Louis VII) 1x Kn (General/Elite) 1x Kn(Templiers/Elite), 2x Kn, 3x Sp,

2x Ps, 1Hd

* Battle 1: 2ed Dorylaeum 1146 A.D. (Medieval German)

Army: Seljuks of Rum (Kilij Arslan jr.) 1x Cv (General), 1x Cv, 8x LH, 2x Ps

Notes: No terrain, - No units are recruited

* Battle 2: Mount Kadmos 1148 A.D. (Feudal French)

Army: Seljuks of Rum 1x Cv (General), 1x Cv, 8x LH, 2x Bw

Notes: place 3 hills, The French have no camp, - the Hd counts as 3 units, the 3x Kn enter as reinforcements. - No units are recruited

* Battle 3: The orchards of Damascus (Medieval German + Medieval French)

Army: Syrian Damascus: 1x Cv (General) 3x Cv, 5x Ps, 1x Wb, 1x Ax, 1 Hd

Notes: Place 12 Woods, - Syrian: no camp, Crusader: Each Army has there own camp, - just one hand of cards is played for both armies,- if a general is killed his army disintegrates. Each army count their own losses and leaves incase 3/4 are killed. Recruitment: distribute 1xBl and 1xSp at will (Contingent of Jerusalem)

* Final Battle 4: The plains of Damascus (Medieval German + Medieval French; if not disintegrated)

Army: Syrian Damascus: 1x Cv (General) 3x Cv, 4x LH, 2 Ps, 1x Wb, 1 Hd

Notes: Place no terrain. Syrian: no camp. Crusaders: Just one hand of cards is played. , - if a general is killed his army disintegrates. Each army count their own losses and leaves incase 3/4 are killed. Halve of the Kn must be dismounted as Bl (rounded up).

* Optional: 3 Player Campaign: 1.Player Conrad III, 2. Player Louis VII, 3. Player Seljuk and people of Damascus.

In Battle 3 and 4 the crusaders each have a hand of cards and draw 3 cards. The German starts to play and after him the French.

- Crusader Mayor victory: Final Battle won and bigger army than the other crusader.
- Crusader minor victory: Final Battle won and General alive
- People of Damascus Victory: Final Battle won.

Titel "Legendary Leader" award if: More Generals slain than the other Leader.





Castle Keep

Introduction

A 2-4 player game of medieval conquest.

Object

Be the first player to control 7 castles on the map.

The Map

Use a hex map. Locate 12 castles on the map. Other hex types include clear, forest, mountain, river, and sea.

Counters

Each player has a set of chits of a unique color. Each chit set includes control markers and army markers.

The Deck

The deck contains 60 cards, 4 of each of the 15 types in the card list.

Setup

Each player starts in control of 3 castles, and has 1 army in each. Each player starts with a full hand of 7 cards. Determine turn order: Each player draws one card. High siege value goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. March Phase
3. Battle Phase
4. Recruit Phase
5. Control Phase

Draw Phase

All players fill their hands to 7 cards. If the deck runs out, shuffle the discard, and draw from it.

Card List

March Phase

Only one army per hex. Armies may move 2 spaces over clear hexes. Armies may move 1 space over castle, forest & river hexes.

Armies cannot move into mountain or sea hexes. Discard a March card to move an army a second time.

Battle Phase

The active players armies may attack adjacent enemy armies. Fight one battle at a time. The active player chooses which battle to resolve next.

At the beginning of all battles both players fill their hands to seven cards. If the defending army is in a castle it is a siege battle. If the defending army is not in a castle it is an open battle.

Both players may play some or all of their cards. Cards have numeric values for both open & siege battles. Some cards destroy other cards in open battle.

The destroyed cards are discarded simultaneously and immediately. In a siege there are some cards that can only be played by the attacker or the defender. Each side adds up the total value of all its cards to get a Battle total.

In open battle defenders in forest hexes get +2 to their battle total. In open battle defenders in river hexes get -2 to their battle total. An army gets +1 to its battle total for every other friendly army adjacent to the enemy army.

Compare the battle totals. The higher total wins. The defender wins ties. The losing army is destroyed. If the attacking army wins it may move into the empty hex left by the loser.

All cards played are discarded.

Recruit Phase

You can have as many armies as you have castles under your control. If you currently have less armies than castles you may raise one new army in any one of your castles.

Control Phase

On all castles that one of your armies occupy remove any control markers of your opponents and place one of your own control markers.

Name	Open	Siege	Notes
Archers	3	4	Destroy a Pikemen card in open battle
Crossbowmen	2	4	Destroy a Pikemen card in open battle
Swordsmen	3	3	
Pikemen	3	3	Destroy a Knight card in open battle
Knights	4	3	Destroy an Archer card in open battle
Boiling Oil	0	4	Defender only
Parapets	0	5	Defender only
Moat	0	6	Defender only
Ladders	0	4	Attacker only
Sappers	0	5	Attacker only
Siege Tower	0	6	Attacker only
Catapults	1	4	
Trebuchets	1	5	
Ballistae	2	3	
March	1	0	





Castle Siege

Introduction

Simple Wargame for two players. One player is the Attackers (Besiegers) The other player is the Defenders (Besieged)

Victory

The Attackers wins if any attacking unit moves into any one of the 4 center squares of the Castle. The Defender wins if the attackers are reduced to 10 or less units.

The Board

Use a Chessboard The middle 16 spaces are the Castle Spaces.

Dice

Six sided dice are needed.

Units

Use chits (counters) to represent units. Each player has a set of chits of a different color. The Defenders have 16 units: 4 Cannons 4 Knights 4 Archers 4 Boiling Oil Cauldrons The Attackers have 28 units: 4 Cannons 8 Knights 4 Archers 4 Sappers 4 Battering Rams 4 Siege Towers

Setup

The Defender places his chits facedown in his castle, one unit per space. The Attacker places his units facedown on the spaces that border the edge of the map, one unit per space.

First Turn

Flip all units face-up. Defenders go first (Attackers are moving into position)

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Move Phase
2. Breach Phase
3. Attack Phase

Move Phase

Roll 1D6. This is the number of units you may move this turn. A unit may move to an adjacent space. The stacking limit for friendly units on castle spaces is 2.

The stacking limit for friendly units on open spaces is 3. Units of both players may occupy the same space at the same time. Defenders may not leave the castle.

Attacking Cannons, Battering Rams, and Siege Towers may not enter Castle spaces. Attackers may only enter a castle space under 3 conditions:

1. The Castle space is breached (It has a Breach marker on it) and they roll 3+ on 1D6.
2. The Attackers are moving off of a Siege Tower and they roll 4+ on 1D6.
3. The Attackers scale the walls on a roll of 6 on 1D6.

Breach Phase

Certain attackers may attack the Castle walls. A Battering Ram may attack an adjacent Castle Space. The Space is Breached on a roll of 5+ on 1D6.

Sappers may attack an adjacent Castle Space. The Space is Breached on a roll of 6+ on 1D6. A Cannon may attack a Castle Space up to 2 spaces away.

The Space is Breached on a roll of 6+ on 1D6. Place a "Breach" counter on a Breached space. A Unit that attempts to make a Breach in this Phase cannot attack in Attack Phase.

Attack Phase

All your units may attack once this phase. Killed units are removed from play. Knights kill opposing units in the same space on a roll of 4+ on 1D6.

Knights kill enemy knights in the same space on a roll of 5+ on 1D6. Defending knights may attack adjacent units in the spaces adjacent to the castle by throwing rocks. This type of attack kills on a roll of 6+ on 1D6. Attacking Cannons have a range of 2 spaces. They kill on a roll of 6+ on 1D6.

Defending Cannons have a range of 3 spaces (Height Advantage). They kill on a roll of 6+ on 1D6. Cannons cannot attack units in the same space.

Cauldrons may attack units in the same space, or adjacent units in the spaces adjacent to the castle, by pouring Boiling Oil. This type of attack kills on a roll of 5+ on 1D6. Attacking Archers have a range of 1 space. They kill on a roll of 6+ on 1D6.

Defending Archers have a range of 2 spaces (Height Advantage). They kill on a roll of 6+ on 1D6. Archers kill opposing units in the same space on a roll of 6+ on 1D6.

Sappers kill opposing units in the same space on a roll of 6+ on 1D6. Rams and Siege Towers cannot attack.





Celtic Skirmish

Introduction

Board & card game for 2 players. Minor Battle between two Celtic War Bands. Abstract skirmish level combat.

Each figure represents a single man (unit).

Terrain Features

Terrain:	Notes:
Clear	No Effect
Rough	Chariots may not enter or Cross
Broken	Chariots may not enter or Cross; All units must stop upon Entering
Elevation	This Unit may use Elevation cards.
Depression	Other Units may use Elevation Cards against this Unit
Trees	Missile attacks may not be made through this Space
Water	Units may not enter this space

The Men

Use chits or miniatures to represent men. There are 3 types of men: Chieftains, Champions, & Warriors

Unit Table

#	Type	Hits	Elite
1	Chieftain	3	Yes
4	Champion	2	Yes
8	Warrior	1	No

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has. Elite units have Armor and Ride Chariots.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Maneuver Phase
3. Battle Phase

Victory

You win if you kill the opposing Chieftain.

The Map

Use an 8x8 chessboard or grid of larger size. Include Terrain Features to Taste.

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Chariot Units can be moved up twice per turn.

Battle Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks do one Hit of damage to the target.

Use Chits or coins to record damage. A man reduced to Zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement
A Attack

D Defense
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	#	Type	Range	Notes:
Iron Sword	2	A	1	Orthogonal; Elite
Long Sword	2	A	1	Diagonal; Elite
Individual Prowess	1	A	1	Orthogonal; Draw 1 Card
Heroic Feat	1	A	1	Diagonal; Draw 1 Card
Brave Warrior	1	A	1	Diagonal
Strong Warrior	1	A	1	Orthogonal
Berserker Rage	1	A	1	Opponent Discards 1 Card
Tall Warrior	1	A	1	-
Overrun	1	A	1	Then Move Forward = 1
Long Spear	2	A	2	Orthogonal
Lancea	2	A	2	Diagonal
Throwing Spears	2	A	3	Orthogonal
Gaesum	2	A	K	-
Javelins	2	A	3	Diagonal
Fierce Onslaught	1	M	1	Then Attack = 1
Charge	1	M	2	Then Attack = 1
Strike from Above	1	A	1	Elevation Only
Throw from Height	1	A	4	Elevation Only
Battle Chariot	3	M	5	Elite
Carpentum	4	M	4	Elite
Maneuver	4	M	K	-
Very Fast	4	M	3	-
Fast	5	M	2	-
Walk	6	M	1	-
Naked Warriors	2	M	2	Non-Elite
Bronze Helmet	1	D	-	Elite
Mail Shirt	1	D	-	Elite
Leather Armor	1	D	-	Elite
Charioteer	1	D	-	Elite; And Move = 3
Large Shield	1	D	-	-
Wooden Shield	1	D	-	-
Height Advantage	1	D	-	Elevation Only
War Cries	1	X	-	Draw 1 Card; Opponent discard 1 Card
Clash Weapons	1	X	-	Draw 1 Card; Opponent discard 1 Card
Carnyx War Horns	1	X	-	Draw 1 Card; Opponent discard 1 Card
Fearsome Visage	1	X	-	Draw 1 Card; Opponent discard 1 Card
Insults	1	X	-	Move Opposing Unit Forward 3 Spaces
Challenge	1	X	-	Move Opposing Unit Forward 3 Spaces
Omens	1	X	-	Draw 2 Cards
Battle Songs	1	X	-	Draw 2 Cards
Boasts	1	X	-	Draw 2 Cards

Links

[Celtic Warriors Re-enactors](#)

Cardset & Pieces Available

[Thanks Ron!!! Click Here](#)





Celtic Warbands

Introduction

Card game for 2 players. Theme: Continental Celtic Intertribal Warfare circa Fifth Century BC. Poker type mechanics.

Victory

The first player to win 5 turns wins the battle.

The Deck

Players share a common deck. The deck has 3 copies of each card in the card list.

Background

Each player controls a band of rival Celtic Warriors. Each game represents a battle between these opposed Tribes. Each hand represents a Champion: His weapons, traits, etc.

Each turn represents a duel between 2 Champions. The winner of the turn takes the severed head of the losing Champion.

Card Suites

There are 5 Suites:

- 1. Traits
- 2. Weapons
- 3. Armor
- 4. Costume
- 5. Boons

Ratings

Each card has a rating from 1 to 5. Higher numbers are better.

Setup

Shuffle the deck. The Fiercest player goes first.

Card List

Card Name:	Type	Rating
Tall	T	1
Strong	T	2
Brave	T	3
Large Shield	A	1
Bronze Helmet	A	2

Turn Sequence

Players take turns. Each turn has 3 Phases:

- 1. Destiny Phase
- 2. Fate Phase
- 3. Fight Phase

Destiny Phase

Each player is dealt 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Fate Phase

Players may discard up to 5 cards and draw replacements.

Fight Phase

Players reveal their hands. Determine the Total Rating of each hand. To get the Total Rating, add together the Ratings of the individual cards plus Special Bonus Ratings, but not those of excluded cards.

The higher Total Rating wins the Turn.

Special Bonus Ratings & Excluded Cards

If you have all 3 different cards in a suite get a +3 Suite Bonus to your Total Rating (TR). If you have 2 copies of the same card in your hand one copy is excluded. If you have all 3 copies of a card in your hand get a +5 Card Bonus to your TR.

If you have 2 different cards from each of the 5 Suites in your hand get a +7 Flush Bonus to your TR.

Card List Notation

- T** Traits
- W** Weapons
- A** Armor
- C** Costume
- B** Boons

Card Name:	Type	Rating
Iron Sword	W	3
Woad Dye	C	1
Golden Torc	C	2
Chariot	C	3
Bards Song	B	1

Card Name:	Type	Rating
Mail Shirt	A	3
Throwing Spear	W	1
Long Spear	W	2

Card Name:	Type	Rating
Druids Omen	B	2
Heroes Fate	B	3

Game Play Notes

During play players should fully indulge in War cries, shouting Insults, singing Battle Songs, making Boasts, smashing their Swords against their Shields and blowing on War Horns... While drunk of course. Proper attire includes blue body paint and bleached spiky hair.

Links

[History Warfare Celtic Well](#)

Cardset Available

Thanks Ron! [Click Here](#) For bigger cards [click Here](#). Thanks Albert! Awesome cardset in Spanish & English:

[Click Here](#) Thanks Felisan!

Betting Variant

New Turn Sequence:

- 1. Ante Phase (2 Tokens minimum)
- 2. Destiny Phase
- 3. First Round Bets (Stand, Raise, Match, Fold)
- 4. Fate Phase
- 5. Second Round Bets (Stand, Raise, Match, Fold)
- 6. Fight Phase
- 7. Vae Victus Phase (Winner takes pot)

The player with the most Tokens in the most Categories at the end of 7 turns wins. Token Categories include: Gold, Captives, Heads, Cattle Each player starts with 10 Tokens in each Category.





City States

Introduction

War and politics in ancient Greece.

Dice

Six and Ten sided dice are required.

The Board

Use a map of the Aegean circa 430 B.C. Divide the map into spaces, either hexagonal or irregular shaped. Make sure to include cities that existed at the time.

Victory

Control the most city states at the end of 36 turns.

Alternate Fantastical Board

Have the map be geographically inaccurate collection of islands and small land masses. Include the following city states: Athens (Athenians), Sparta (Spartans), Troy (Trojans), Archea (Archeans), Ionia (Ionians), Thebes (Thebians), Corinth (Corinthians), Thrace (Tracians), Crete (Cretans), Doria (Dorians), Amazonia (Amazonians), Macedonia (Macedonians)

Terrain Chart

There are several types of spaces:

Type	Move Cost	Stack	Defense	Notes
Water (Sea)	1	4	-	Fleets only
Clear	1	5	-	
Farms	1	4	-	
Fishng Villages	1	4	-	Fleets may dock
Mountainous	X	X	-	Impassable
Mountain Pass	2	1	+7	
Forest	2	2	+3	
Swamp	2	2	-2	
Hills	2	3	+4	
Cities	2	4	+5	Fleets may dock
Sandy Coast	1	4	-	Fleets may beach
Rocky Coast	2	3	-1	

Move Cost = Move cost of unit to enter the space.
Stack = Maximum number of Armies or fleets that may occupy the space. Defense = Modifier a Defending unit gets to its Defense roll.

(Attackers do not get the modification!)

Scales

Each space = 400 square miles. Each turn is = 1 Month. An army unit is composed of 5000 men of various troop types.

Most troops were heavily armed hoplites, supported by light infantry, and some cavalry/chariots. A Fleet unit is composed of 25 Triremes (Each carries 170 rowers and 30 marines/officers).

Setup

Each player chooses one city on the map to be their home city. Players should not choose adjacent cities. Shuffle the deck.

Each player is dealt a hand of 5 cards. Each home city starts with 2 Armies, 2 Rowers and 2 Fleets. (Or 4 Armies if landlocked) Each home city starts with a treasury containing 10 Gold. Each home city starts with 3 Leaders.

Each home city starts with 6 City Traits. Roll on charts to determine Hero Traits and City Traits. Players roll high on 1D10 to determine turn order.

All minor cities are considered to be neutral.

Home Cities

Home cities have a base income = 7 Gold per turn.
Home cities have Defense Modifier = +8

Minor Cities

Any city not chosen to be a Home city is a minor city. Minor cities have a base income = 1D6 Gold per turn. Roll once at the beginning of the game.

This base income is fixed for the remainder of the

game. The map may have base incomes of cities written onto it.

Units

There are 6 types of units: Armies, Rowers, Fleets, Transports, Baggage, and Leaders. Armies and Rowers have a recruitment cost of 2 gold. Armies and Rowers have an upkeep cost of 1 gold per turn each.

Baggage has a recruitment cost = 1 and no upkeep. Transports has a recruitment cost = 2 and no upkeep. Fleets have a recruitment cost = 4 and no upkeep.

Leaders have no recruitment cost or upkeep. Transports are merchant round ships, whereas Fleets are composed of Trireme long boats (warships).

Stacking Rules

Each terrain type has a stacking limit. Stacking limits apply only to Armies, Fleets and Transports. Leaders and Baggage do not count against stacking limits.

A Fleet can carry one unit of Rowers and 2 Baggage units. An Army (Not on a transport at sea) can carry up to 4 Baggage units. A Transport can carry one Army unit or 8 Baggage units.

An Army or Fleet can carry any number of Leaders.

Counters

Use counters or chits to represent units. Each player has a set of counters of a unique color. Armies, baggage, rowers, transports, and Fleets are non-unique.

Leaders are unique so each counter must be numbered or named. Use counters to represent gold. Additional unit status counters are necessary to identify the following conditions: Razed, Hostile, Starvation

The Deck

Players share a common deck. The deck contains one of each of the cards in the card list.

Turn Sequence

Players take turns. Each turn has 9 phases:

1. Draw Phase
2. Revenue Phase
3. Upkeep Phase
4. Recruit Phase
5. Diplomacy Phase
6. First Move Phase

7. Sea Battle Phase
8. Land Battle Phase
9. Second Move Phase

Draw Phase

Draw 2 cards from the deck. Maximum hand size = 7 cards. Discard excess cards.

If the deck runs out shuffle the discard and draw from it.

Revenue Phase

Collect revenue from your Home City, and all Minor cities you control. Revenue is in "Gold". Cities under siege cannot produce revenue.

A city is considered to be under siege if there is an enemy army (or rowers) or fleet adjacent to it. Hostile minor cities generate only half revenue (rounding up). Razed cities produce no income.

Each city with Razed counters on it may remove 1 counter this phase.

Upkeep Phase

An Army or Rowers must be in or adjacent to a friendly city to receive upkeep. Razed cities and Cities under siege cannot provide upkeep. Pay 1 gold to upkeep each such Army and Rowers you control.

Units completely surrounded by enemy units cannot receive upkeep, but they can use baggage counters. If a unit receives upkeep or uses up a baggage counter remove any starvation counters on it. Leaders and ships do not require upkeep.

If a Baggage unit is used up discard it. If a unit does not receive upkeep or baggage roll 1D6 (The upkeep roll): 1-5 Nothing. Put a starvation counter on the unit. 6+ The unit disbands or surrenders.

Add 1 to the roll for every starvation counter on the unit. Subtract 1 from the roll if the unit is in farmland or fishing village terrain.

Recruit Phase

Each city may recruit 1 Army or Rowers or Fleet or Transport. To recruit (Build) a Fleet or transport, the city must be adjacent to the sea. Each city may recruit up to 6 baggage units per turn.

Newly recruited units are placed in the city space. Pay the Recruitment cost of the unit. The unit starts in the City.

Each Home City state may also make one 1D10 'Experience Roll' per turn.

1-9 Nothing happens

10 Gain 1 Leader 50% or Gain 1 Random City Trait 50%

Razed, besieged, and hostile cities may not recruit.

Diplomacy Phase

Every player gets one free diplomacy roll per turn. Leader Traits, City Traits, and Cards allow additional

diplomacy rolls. When making a diplomacy roll, target any hostile, neutral, or enemy controlled minor city state.

Roll 1D6 (The Diplomacy Roll):

D6 Result

1-5 Nothing Happens

6+ Remove Hostility counter or Gain control of Neutral city state or Enemy city state revolts.

Add one to the Diplomacy roll if the city is hostile. If there is a revolt, place 1D3 Rebel units in the City. They will attack any Enemy units in the city.

If a city contains no enemy units and only rebel units, it becomes neutral. Discard rebel units from a neutral city. Place a control marker on any city you control.

First Move Phase

Units have a certain number of Move points they can use per turn. Armies and Rowers can move 4 spaces on land. Leaders can move 6 spaces on land.

Armies "use up" 2 movement points to enter Forest & Hill spaces. Manned Fleets can move 10 spaces by sea. Transports can move 8 spaces by sea.

A Fleet requires rowers aboard to move and fight. Transports may carry rowers, but do not require them to move. Fleets and Transports can enter city, sandy, and fishing village coastal hexes.

Baggage that is not carried cannot move by itself. Leaders move with Armies and Fleets or independently. Your units may not enter Neutral or enemy cities.

D6 Result

1-4 the unit was destroyed/captured (And any Leaders/Armies/Rowers/Baggage onboard)

5-6 the unit retreats to an adjacent space containing no enemies

(If this move is not possible the unit is destroyed) Transports with Armies get a battle roll of 1D6. Ships in coastal spaces are considered to be beached. They may be attacked this turn.

Land Battle Phase

Your units may attack enemy units in an adjacent space. You may combine the attacks of all of your units adjacent to an enemy stack. For every Army unit attacking roll 1D10 (Attack Roll) and add any City Trait bonuses to get the Attack Total.

The opponent rolls 1D10 (Defense Roll) + bonuses for every defending Army in the stack to get the Defense Total. Leader Traits can modify Battle rolls. Both players may play cards to increase or modify these Battle totals.

The side with the higher Battle total is the winner. The loser must roll 1D6 (Casualty Roll) for each of his units in the battle: 1-4 the unit was destroyed/captured. 5-6 the unit retreats to an adjacent space containing no enemies (If this move is not possible the unit is destroyed) Rowers get a battle roll of 1D6.

Cities get a Defense roll of 1D6. There is always a garrison present. (This is in addition to any armies present) Attackers get +1 to their rolls if they are attacking a hostile city. Terrain defense modifiers only

Your units cannot enter spaces occupied by enemy Armies, Rowers, or manned Fleets. If your Armies, Rowers, or manned Fleets enter a space containing only enemy Leaders, Baggage, Transports, or unmanned Fleets you capture them. Captured Baggage & Transports change to your color.

Captured Leaders may be ransomed or put to death. Units may pick up/ drop off baggage freely.

Sea Battle Phase

Your units at sea may attack enemy units in an adjacent sea space. You may combine the attacks of all of your units adjacent to an enemy stack. For every Fleet unit attacking roll 1D10 (Attack Roll) and add any City Trait bonuses to get the Attack Total.

The opponent rolls 1D10 (Defense Roll) + bonuses for every defending Fleet in the stack to get the Defense Total. Leader Traits can modify Battle rolls. Both players may play cards to increase or modify these Battle totals.

The side with the higher Battle total is the winner. The loser must roll 1D6 (Casualty Roll) for each of his Fleets/Transports in the battle:

apply to a unit if it is Defending.

You may attack a neutral city. A neutral city will have 1 Army present. If you defeat the defending army of the neutral city immediately move an attacking unit into the city. You gain control of the captured city, but it is hostile.

Put a control marker and a hostility counter on the city. If you capture a city you may also plunder it for 3D6 Gold. Put 3 Razed counters on the city. If you plunder a city you may also destroy it: Put a total of 6 Razed Counters on it.

Ships in coastal spaces are considered to be beached. They may be attacked this turn.

Second Move Phase

All of your units may move again. Your Fleets and transports must end their move in city, sandy, and fishing village coastal hexes. If a Fleets or transport is unable to do this roll 1D6 (Navigation Roll):

1-4 Nothing

5-6 Storms sink the unit.

Note: Beached Ships do not get terrain defense modifiers.

Leaders

For each newly recruited leader roll 1D6 (Leader Roll):

1-3	1 Skill
4-5	2 Skills
6	3 Skills

Roll on the Leader skills table to determine what these skills are. Record the Leaders skills, name, and chit identification.

Leader Skills Table

1D100	Skill	Effect
01-04	Heroism	Stack gets + 1D6 added to Battle Total
05-08	Strategist	All units in stack get +1 to Battle Rolls
09-12	Oratory	Get 1 extra Diplomacy roll per turn.
13-16	Courage	All units in stack get +2 to Defense Rolls
17-20	Leadership	All units in stack get +1 to Battle Rolls
21-24	Judgment	Get 1 extra Diplomacy roll per turn.
25-28	Brilliance	Stack gets + 1D6 added to Battle Total
29-32	Adventurous	All units in stack get +1 to Attack rolls
33-36	Ambitious	Get 1 extra Diplomacy roll per turn.
37-40	Charisma	All units in stack get +1 to Battle Rolls
41-44	Admiral	Fleets in stack get +2 to Battle Rolls
45-48	General	Armies in stack get +2 to Battle Rolls
49-52	Honorable	Get 1 extra Diplomacy roll per turn.
53-56	Organization	Nearest friendly city may recruit 1 extra unit per turn.
57-60	Logistics	Units in stack get -1 to starvation rolls & +1 Move point/turn.
61-64	Politician	Get 1 extra Diplomacy roll per turn.
65-68	Intellectual	Get 1 extra Diplomacy roll per turn.
69-72	Intrigue	Get 1 extra Diplomacy roll per turn.
73-76	Siegecraft	Units in stack get +2 Force when attacking or defending cities.
77-80	Benevolent	Get 1 extra Diplomacy roll per turn.
81-84	Diplomacy	Get 1 extra Diplomacy roll per turn.
85-88	Statecraft	Maximum hand size +1
89-92	Resolve	All units in stack get +1 to Battle Rolls
93-96	Economics	Income of Home city +1
97-00	Historian	Hero counts as 1 city for victory conditions at end of game.

City Traits Table

These include technology, resources, superior unit types, and cultural attributes associated with the city.

D6D6	Trait	Effect
11	Stoicism	Units get -1 to starvation rolls
12	Greek Fire	All Fleets get +1 to Battle Rolls
13	Seamanship	All Fleets & Transports get +1 Movement Points
14	Slavery	Home City Income +1
15	High Culture	Get 1 extra Diplomacy roll per turn
16	Code of Laws	Get 1 extra Diplomacy roll per turn
21	Siegecraft	Units get +2 to attack cities
22	Fortifications	Units get +2 when defending cities
23	Trade	Home City Income +1
24	Mining	Home City Income +1
25	Shipbuilding	All Fleets get +1 to Battle Rolls
26	Bronze Panoply	All Armies get +1 to Battle Rolls

D6D6	Trait	Effect
31	Democracy	Get 1 extra Diplomacy roll per turn
32	Hoplites	All Armies get +1 to Battle Rolls
33	Peltasts	All Armies get +1 to Battle Rolls
34	Cavalry	Opponent gets -1 to Casualty rolls
35	Triremes	All Fleets get +1 to Battle Rolls
36	Phalanx	All Armies get +1 to Battle Rolls
41	Chariots	All Armies get +1 to Attack Rolls
42	Discipline	All Armies get +1 to Battle Rolls
43	Archers	All Armies get +1 to Battle Rolls
44	Rowers	All Fleets get +1 to Battle Rolls
45	Courage	All Units get +1 to Defense Rolls
46	Militaristic	All Units get +1 to Attack Rolls
51	Naval Tactics	All Fleets get +1 to Battle Rolls
52	Training	All Armies get +1 to Battle Rolls
53	Ram & Prong	All Fleets get +1 to Battle Rolls
54	Wine	Home City Income +1
55	Sea Worthy	Fleets get -1 to Navigation Rolls
56	Athletic	All Armies get +1 Move points.
61	Long Walls	Units defending Home City get +4
62	Profsnl Army	All Armies get +1 to Battle Rolls
63	Silver Mines	Get +3D10 gold one time only
65	Olive Oil	Home City Income +1
66	Pottery	Home City Income +1

Card List

Card Name:	Effect:
Break Formation	Add 1D10 to your battle total.
Treasure	If you capture a city get 1D10 gold.
Savage Fighting	Add 1D6 to your battle total.
Determined Resistance	Add 1D10 to your defense total.
Allies Leave	Opponent gets -1D10 to his battle total.
Forced March	Army Stack gets +2 Movement points this turn.
Disorganization	Opponent gets -1D10 to his battle total.
Starvation	Put a starvation counter on all units in target besieged city.
Withdrawal	All your units in battle get +1 to casualty roll.
Strong Position	All your Armies in battle get +3 to defense roll.
Boarding Actions	All your Fleets in battle get +3 to battle roll.
Strong Garrison	Add 1D10 to your defense total when defending a city.
Diekplus Circle	All your Fleets in battle get +3 to defense roll.
Threatened	Opponent gets one less Diplomacy roll this turn.
Superior Numbers	All your units in battle get +2 to battle roll.
Economic Blockade	Opposing city generates no income next turn.
Storms	All ships in target square must make a navigation roll.
Marathon	Army Stack gets +2 Movement points this turn.
Night Raid	Add 1D10 to your attack total.
Contributions	Gain 2D6 Gold.
Narrow Channel	Add 2D10 to your defense total in sea battle.
Coercion	Gain 1 extra Diplomacy roll this turn.
Short supplies	Remove 1D6 Baggage units from target stack.

Card Name:	Effect:
Defiance	Opponent gets one less Diplomacy roll this turn.
Natural Allies	Gain control of target neutral city
Formal Agreement	Gain control of target neutral city
For the Common Defense	Gain control of target neutral city
Intrigue	Gain 1 extra Diplomacy roll this turn.
Alliance	Gain control of target neutral city
Political Ties	Gain 1 extra Diplomacy roll this turn.
Hesitation	Target stack may not attack this turn.
Delaying Action	All your units in battle get +1 to casualty roll.
Racial Ties	Gain 1 extra Diplomacy roll this turn.
Narrow Defile	Add 2D10 to your defense total in land battle.
Colonial Ties	Gain 1 extra Diplomacy roll this turn.
Reconnaissance	Add 1D10 to your battle total.
Bribes	Gain 1 extra Diplomacy roll this turn.
Elite Units	Add 1D6 to your battle total.
Artful Diplomacy	Gain 1 extra Diplomacy roll this turn.
Outflank	Add 1D10 to your battle total.
Failure	Target Leader that lost a battle is discarded.
Revolt	Target enemy controlled minor city revolts.
Exiled	Target Leader is removed from game for 2D6 turns.
Election	Discard one leader and Gain one new Leader
Political Rivalry	Opponents units cannot move or attack on his next turn.
Reinforce Wings	Add 2D6 to your defense total in land battle.
Ideological Ties	Gain 1 extra Diplomacy roll this turn.
Relieving Force	Stack gets +2 Movement points if in aid of a city.
Grand Strategy	Draw 1D6 cards.
Spy	Look at opponents hand.
Assassination	Kill target leader.
Intervene	Gain 1 extra Diplomacy roll this turn.
Pitched Battle	All your units in battle get +2 to battle roll.
Plague	All units in city make an upkeep roll at +2.
Desertions	All units in stack make an upkeep roll.
Treachery	Add 1D10 to your battle total.
Atrocities	Opponent gets one less Diplomacy roll this turn.
Brutality	Opponent gets one less Diplomacy roll this turn.
Massacre	Opponent gets one less Diplomacy roll this turn.
Enslavement	Opponent gets one less Diplomacy roll this turn.
Executions	Negate a revolt.
Promise of Clemency	Gain 1 extra Diplomacy roll this turn.
Suspicious	Opponent gets one less Diplomacy roll this turn.
Liberators	Gain 1 extra Diplomacy roll this turn.
Attack Beached Ships	Add 2D10 to your attack total vs. Fleets/Transports.
Ransom Prisoners	Gain 1D6 Gold.
Truce	No one may attack until the end of your next turn.
Ambassador	Gain control of target neutral city.
Exact Tribute	Target enemy controlled minor city revolts.
Install Governments	Target enemy controlled minor city revolts.
Install Garrisons	Target enemy controlled minor city revolts.
Negotiations	Gain 1 extra Diplomacy roll this turn.
Coup	Opponents Home city gets 1D6 Razed Counters.
Social Division	Opponents units cannot move or attack on his next turn.
Internal Jealousies	Opponent loses 2D6 Gold.
Escape	All your units in battle get +1 to casualty roll.

Card Name:	Effect:
Disaffected	Opponent gets one less Diplomacy roll this turn.
Skirmish	All your units in battle get +1 to casualty roll.
Raids	Target city produces no income next turn.
Surprise Attack	Add 2D10 to your attack total.
Tactical Ruse	Add 2D6 to your defense total.
Military Blunder	Opponent gets -2D10 to his battle total.
Right Flank Drift	Add 1D6 to your battle total in land battle.
Sapping	Add 1D10 to your attack total vs. city.
Siege Works	Add 1D6 to your attack total vs. city.
Siege Artillery	Add 1D6 to your battle total at siege.
Block Escape	Opponents units in battle get -1 to casualty roll.
Cavalry Pursuit	Opponents units in battle get -1 to casualty roll.

Minor State Trait Optional Rule

trait.

Roll a city trait for each minor city state. As long as a player controls that city, his home city also gets that





Civ Builder

Introduction

Card game for 2-4+ players. Each player controls a civilization.

Victory

The game ends after 12 Rounds. The player with the most Victory Points wins.

The Deck

Players share a common deck. The deck has 12 types of cards and 9 copies of each card.

#	Civilization:	Start with 1D6 extra points in the Attribute:
1.	Middle East	Trade
2.	North Africa	Engineering
3.	India	Religion
4.	Southern Europe	Conquest
5.	Mediterranean	Seafaring
6.	Northern Europe	Agriculture
7.	China	Government
8.	Central Asia	Equestrian
9.	South America	Culture
10.	Meso America	Science

Setup

Each player is dealt 5 cards.

Round Sequence

Each Round is divided into 6 Phases:

1. Initiative Phase
2. Draw Phase
3. Trade Phase
4. Action Phase
5. Score Phase
6. End Phase

Initiative Phase

The player with the highest Government Score goes first. Play proceeds in order of Government scores. If 2 players are tied, highest Religion goes first.

If still tied, highest Culture goes first. If still tied, roll high on 1D6. Order as determined above is referred to as initiative order.

Dice

Six sided dice are used.

Attributes

Each civilization has 10 attributes: Conquest Trade Culture Science Agriculture Religion Seafaring Government Equestrian Engineering Each player starts with 1D6 points in each attribute (roll for each separately). As play progresses the civs gain points in their attributes.

Civilizations

At the beginning of the game each player picks one of the following civilizations:

Draw Phase

Each player in initiative order draws 5 cards. If the deck ever runs out, shuffle the discard and draw from it. The player with the highest Agriculture score may draw a sixth card.

Trade Phase

Players may trade cards with each other. Limit this to 4 minutes. The player with the highest Trade score may always look at any players hand.

Action Phase

In Initiative order, each player gets a turn. On your turn, you may make one or more melds. A Meld consists of 1 or more Attribute cards of the same type, and up to 1 Leader card.

The first meld a player makes in a turn must contain 1 or more cards. The second meld a player makes in a turn must contain 2 or more cards. The third meld a player makes in a turn must contain 3 or more cards.

The fourth meld a player makes in a turn must contain 4 or more cards. The fifth meld a player makes in a turn must contain 5 or more cards. You immediately score points in that attribute equal to the number of

cards in the meld.

You also score an equal number of Victory points. After scoring a meld you may take a special action that depends on the Attribute of the Meld:

Special Action Table

Attribute:	Special Action:
Conquest	Steal 2 total points in target Attributes from target opponent.
Trade	Look at opponents hand. Take up to 4 cards. Give him back that many cards.
Culture	Gain 4 Victory Points.
Science	Look at the next 7 cards in the deck. Take 2 of them.
Agriculture	Draw 3 cards from the deck and put them in your hand.
Religion	Steal 2 random cards from target opponent.
Seafaring	Steal 2 Victory Points from target opponent.
Government	You may discard X cards and draw X +2 cards from the deck.
Equestrian	Target opponent discards 3 random cards.
Engineering	Draw 2 cards from the deck and gain 3 Victory Points.

Meld Making Notes

Leader cards are Wild cards for purposes of making Melds. Disaster cards don't do anything except take up space in your hand. The player with the highest Religion Score may use Disaster cards as wild cards when making melds! The player with the highest Seafaring Score may use Sea cards as wild cards when making Trade or Conquest melds.

Score Phase

At the beginning of Score phase, the player with the highest Science score may gain 1 point in any attribute of his choice. Go through each of the 10 Attributes in turn. On turns 1-4 the player with the most points in an Attribute gains 1 Victory Point.

On turns 5-8 the player with the most points in an Attribute gains 2 Victory Points. On turns 9-12 the player with the most points in an Attribute gains 3

Victory Points. If two or more players tie for first, they each get the points.

The player with the highest Culture score gains 1 extra VP.

End Phase

Max hand size is 5 cards. The player with the highest Conquest score has a max hand size = 7. Discard excess cards.

The player with the highest Equestrian score may discard all of his cards to gain 3 VP.

Common Deck Card List

Card Name: Conquest Trade Culture Science Agriculture Religion Seafaring Government Equestrian Engineering Leader Disaster Note: there are 9 copies of each card in the deck.





Civ Lite: Ancients

Introduction

Card game for 2-4+ players. Players vie to make Civ Melds.

Victory

Be the first player to accumulate 20 Civ Tokens.

Civ Tokens

Players share a set of Civ Tokens (CT).

The Deck

Players share a Common Deck. There are 6 Main Suites and 2 Minor Suites

ABR Abbreviation

CN Cards Needed

Civ Deck Suite Table

Suite:	ABR	Type:	Basic Special Ability:
Civilization	C	Major	Contact: Look at Opponents Hand
Leader	L	Major	Vision: Search Deck for 1 card then shuffle
Wonder	W	Major	Greatness: Gain 1 CT
Advance	A	Major	Culture: Draw 5 cards and discard 3
Military	M	Major	Raid: Steal 1 Random card from Opponent
Building	B	Major	Foundations: Search Discard for 1 card
Disaster	D	Minor	Setback: Opponent Discards 2 Cards
Boon	X	Minor	Growth: Draw 3 Cards

Civ Advanced Special Ability Table

Suite:	CN	Advanced Special Ability:
Civilization	2	Remake: Steal 1 CT from Opponent
Leader	2	Pass the Torch: Gain 2 CT
Wonder	3	Golden Age: Gain 3 CT and draw 2 Cards
Advance	2	Wisdom: Gain 1 CT and draw 3 Cards and discard 1
Military	3	Conquest: Steal 4 Random cards from Opponent
Building	3	City Builder: Gain 2 CT and take another turn after this
Disaster	3	Wiped Out: Opponent Discards entire Hand
Boon	2	Population Explosion: Draw 5 Cards

Setup

Shuffle the deck. Each player is dealt a hand of 5 cards. Oldest Player goes first.

Rise Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Rise Phase
2. Action Phase
3. Meld Phase
4. Fall Phase

Action Phase

You may discard card(s) to activate 1 Basic or Advanced Special Ability. On the Civ Deck Suite Table it shows the Basic Ability activated when you discard One card of the indicated type. On the Civ Advanced Table it shows the Advanced Ability activated when you Discard 2 or 3 (as listed under the CN column) cards of the indicated type.

Meld Phase

You may play 1 Meld. A Meld consists of 1 card from each Major Suite and either 1 Disaster or 1 Boon card. Immediately gain 5 Civ Tokens.

Discard all the Meld Cards and draw 5 new Cards.

Fall Phase

Max hand size is 7 cards. Discard excess cards.

Civ Common Deck Card List

— Civilization Suite Cards: Sumerians, Egyptians, Babylonians, Minoans, Hittites, Phoenicians, Myceneans, Greeks, Romans, Macedonians, Assyrians, Celts, Carthaginians, Goths, Huns, Persians

— Advances Suite Cards: Religion, Metal Working, Astronomy, Laws, Alphabet, Philosophy, Engineering, Music, Irrigation, Coinage, The Wheel, Masonry, Medicine, Mathematics, Fermenting, Government

— Buildings Suite Cards Granaries, Palaces, Roads, Arenas, Amphitheaters, Walls, Aqueducts,

Temples, Libraries, Barracks, Light Houses, Harbors, Mines, Citadels, Markets, Quarries

— Military Suite Cards: Spearmen, Axemen, Swordsmen, Phalanx, Elephants, Slingers, Legion, Biremes, Triremes, Catapults, Archers, Chariots, Horse Archers, Hoplites, Peltasts, Cataphracts

— Leader Suite Cards: Gilgamesh, Menes, Cleopatra, King Djoser, Hammurabi, Ramses, Nebuchadnezzar, Homer, Alexander the Great, Jesus, Hannibal, Moses, Caesar, Attila, Boudicca, Aristotle

— Wonder Suite Cards: Stonehenge, Sphinx, Pyramids at Giza, Ziggurat Hanging Gardens, Colossus, Mausoleum, Oracle at Delphi, Forum of Trajan, Hadrian's Wall, Temple of Solomon, Pantheon, Baths of Diocletian, Parthenon, Coliseum, Basilica Cistern

— Disaster Suite Cards: Flood, Volcano, Earthquake, Famine, Epidemic, Barbarians, Civil War, Desertification

— Boons Suite Cards: Tribute, Trade Routes, Wealth, Vitality, Exploration, Innovation, Peace, Empire





Civ Quest

Introduction

The Quest for the ultimate Civ Lite game continues! Civilization type Game. Dice, Map, and Record Keeping. 2-7 players.

The Map

The Mediterranean divided up into multiple areas (about 20 per player).



Units

Each player has a set of units of a unique color. There are 2 types of units, Population Tokens(PT) and City Tokens(CT).

Action Dice

Each player will need access to multiple six sided dice.

Record Keeping

Use a pad and pencil to keep track of: Idea Points, Resource Points, Victory Points, and Advances.

Setup

Each player places 7 PT onto one empty Area on the board. Players roll high on 1D6 to see who goes

first.

Turn Sequence

There are 8 Phases:

1. Leader Phase
2. City Phase
3. Advance Phase
4. Growth Phase
5. Build Phase
6. Disaster Phase
7. Clash Phase
8. Migration Phase

Leader Phase

Roll once on the Great Leader Table. Roll 1D6 (Leader Roll):

Great Leader Table

1D6	Leader Type	Notes
1	None	Nothing
2	Scientist	Get +1D6 IP (Idea Points)

1D6	Leader Type	Notes
3	Administrator	Get +1D6 RP (Resource Points)
4	Religious	Get +1D6 PT (Population Tokens)
5	Imperialistic	Get +1D6 MP (Move Points)
6	Conqueror	War +1 and Get +1D6 extra Clash Phases (War only) this turn
7+	Iconic	Get +1D6 VP (Victory Points)

The old Leader dies and a new leader is rolled for each of your turns.

City Phase

Roll once on the City Table for each City you control: Roll D6 (City Roll):

City Table

1D6	Result
1	Gain 1 Population Token
2	Gain 1 Idea Point
3	Gain 1 Resource Point

1D6	Result
4	Gain 1 Move Point
5	Pick one of Above
6+	Gain 1 Victory Point

Advance Phase

Gain 1D6 Idea Points (IP). This is the Idea Roll: Idea Points are saved from turn to turn. You may turn in 5 IP to gain 1 Random Advance: Roll once on the Research Table. If you roll on the research table and get an Advance you already know, you may pick One you do not know.

If you randomly get an Advance that has a require-

ment you do not already have, you Get the requirement instead. The second Advance you buy in a turn costs 7 IP, the third 9 IP and so on. Max IP you can store is 15. Excess is lost.

Research Table

Roll 2 dice for first and second numbers.

Roll	Advance	Notes
1-1	Pottery	VP+1 Mitigate Famine
1-2	Politics	Get +1 to Leader Rolls
1-3	Sailing	Move 2 by Sea
1-4	Navigation	VP+1 May enter Deep Sea Areas (Req Sailing)
1-5	Medicine	VP+1 Mitigate Plague
1-6	Fortifications	War +1 (Req Masonry)
2-1	Chariots	War +1 (Req Wheel)
2-2	Archery	War +1
2-3	Siegecraft	War +1 (Req Archery)
2-4	Cavalry	War +1
2-5	Biremes	War +1 (Requires Shipbuilding)
2-6	Triremes	War +1 (Req Biremes)
3-1	Coinage	Get +1 to Build Rolls
3-2	Philosophy	Get +1 to Idea Rolls
3-3	Irrigation	Get +1 to Growth Rolls
3-4	Wheel	Get +1 to Migration Rolls
3-5	Music	VP+2
3-6	Metal Work	War +1
4-1	Drama	VP+2
4-2	Monotheism	Get +1 to Trade Rolls (Req Mythology)
4-3	Roads	PT may move any number of Areas within your Empire
4-4	Masonry	VP+2
4-5	Literature	VP+2 (Req Writing)
4-6	Law	Reroll 1 Target roll on your turn
5-1	Writing	VP+2
5-2	Architecture	VP+1 You may build Wonders (Req Masonry)

Roll	Advance	Notes
5-3	Engineering	VP+1 Mitigate Floods (Req Architecture)
5-4	Shipbuilding	VP+2
5-5	Mythology	VP+2
5-6	Husbandry	Get +1 to Growth Rolls
6-1	Mining	Get +1 to Build Rolls
6-2	Mathematics	Get +1 to Idea Rolls
6-3	Monarchy	VP+1 Mitigate Revolts
6-4	Aqueduct	VP+1 Gain 1 City (Req Engineering)
6-5	Glass Working	VP+2
6-6	Geography	Get +1 to Migration Rolls

Growth Phase

Gain 1D6 Population Tokens (PT). This is the Growth Roll. These may be placed in any Areas you control. Max PT a single Area can maintain is 10 (plus 1 city). Excess is lost.

choice. See Wonder List. Wonders are unique. They can only be built once. You cannot build more Wonders than you currently have Cities.

Max RP you can store is 15. Excess is lost.

Build Phase

Gain 1D6 Resource Points (RP). This is the Resource Roll. You may spend 5 RP and discard 5 PT to build a City in any Area you control. An Area may contain only 1 city.

You may spend 10 RP to gain 1 Wonder of your

Wonder List

Wonder	Notes:
Great Wall	Mitigate Barbarians
Great Pyramids	VP+3

Grt Lighthouse Gain 1 Trade Roll per turn

Stonehenge	Gain 1 Advance
Great Library	Idea Rolls +1
Colossus	Resource Rolls +1
Oracle	Reroll 1 target roll on your turn
Parthenon	Gain 1 City Roll each turn
Hanging Gardens	Growth Rolls +1
Sphinx	Only costs 7 RP

Disaster Phase

Roll 1D6. This is the Disaster Roll: On a roll of 5+ your culture Experiences a disaster. Roll 1D6 to

determine Type:

1D6	Disaster Type
1	Famine
2	Plague
3	Flood

1D6	Disaster Type
4	Earthquake
5	Barbarians
6	Revolt

Next roll 1D6 (Casualty Roll) to determine how many Population Tokens you lose. Lose these from any of your Areas. A city may be broken down into 5 PT to take losses. If you have an Advance that mitigates a disaster you get -2 to the Casualty roll.

1D6	Trade Result
1-3	Steal 1 RP
4	Steal 1 IP
5	Gain 1 Advance Opponent knows but you do not
6+	Steal 1 PT

Clash Phase

For each other Civ you are adjacent to, you may choose either Trade or War. If you choose Trade roll on the Trade Table (this is the Trade Roll):

If you choose War, each player rolls 2D6 (War Roll) and adds their bonuses from War Advances. Attacker picks 2 adjacent Areas, 1 controlled by each player. The higher War Roll Total Wins. Defender wins ties.

Loser loses all Units in the Area lost. The winner gains control of the opposing Area by placing 1 PT from off board onto the Newly conquered Area.

Migration Phase

Roll 1D6 (Migration Roll) to get that many Move Points (MP). You may use 1 MP to move 1 PT to an adjacent Area. Sailing and Road Advances allow PT to move further.

Move Points are not saved from turn to turn. Use them or lose them.

End Of Game

The Game ends when any of the following happens:
— All Areas containing Land are occupied. — All Won-

ders are built. — Any one player has 7 or more cities.

— Only 1 player is left. (automatic winner)

Scoring

At end of game add up your Victory Points:

- From Advances and Iconic Leaders
- Earned from City rolls
- Get 1 per Area you occupy
- Get 5 per Wonder you built

Highest VP score wins.





Classical Conquests

Introduction

Board game for 2-4+ players. Ancient Civilization Conquest Theme.

Victory

The first player to accumulate 100+ Victory Points is the winner.

Dice

Six, eight and twelve sided dice are needed.

The Map

The map is composed of irregular shaped Territory spaces. Spaces can be either Land or Sea. Spaces

start out with either the land or sea designation but are otherwise blank.

In set up roll on the Land and sea tables to determine the Resource type for each individual Territory on the map. For each game print a new copy of the map, and write the resource types directly onto it.

Sea Table

1D6	Resource:	Notes:
1-3	Salt	No Value
4-5	Fish	Food
6	Trade	Can be used as any other Resource

Land Table

1D8	Resource:	Notes:
1	Grain	Food
2	Herds	Food
3	Wine	Luxury
4	Olives	Luxury
5	Wood	Needed for Fleets
6	Iron	Needed for Armies
7	Stone	Needed for Monuments and Cities
8	Gold	Can be used as any other Resource

Tokens

Each player gets a set of Tokens of a unique color. Each Token set has 6 Types of Tokens: Armies Fleets Villages Cities Monuments Resources

Research

Each player gets a Research Chart. A Research Chart has 12 Traits and a place for recording Victory Points (VP). Each Trait has a space for current level and current accumulated research points.

Use pencil to record on the Research Track.

Research Chart

Traits:	Research Pts	Level
Nautical (Naval Battles Bonus)	_____	_____
Military (Land Battles Bonus)	_____	_____
Arts (Adds to VP each turn)	_____	_____
Engineering (Bonus Stone)	_____	_____
Agriculture (Bonus Food)	_____	_____
Industry (Bonus Luxuries)	_____	_____
Metallurgy (Bonus Iron)	_____	_____
Ship Building (Bonus Wood)	_____	_____

Traits:	Research Pts	Level
Economics (Bonus Gold)	_____	_____
Government (Units Build Limit)	_____	_____
Science (Counts towards Research)	_____	_____
Religion (Monuments Build Limit)	_____	_____
Victory Points (VP)	_____	_____

Common Resource Trait Pool Chart

Keep a paper with a circled space labeled for each of the 6 categories of Resources: Food, Luxuries, Gold (and Trade), Wood, Iron, Stone. Whenever a player gains a resource in one of these from 1 of their traits, have them put one of their Resource Tokens in the corresponding space. As they are used up during play remove them.

Resources are not saved from turn to turn. Empty

Civilization List

Civilization:	Starting Traits:
Minoans	Shipbuilding 1 Arts 1
Egyptians	Religion 1 Engineering 1
Sumerians	Agriculture 1 Economics 1
Phoenicians	Economics 1 Shipbuilding 1
Athenians	Shipbuilding 1 Nautical 1
Spartans	Military 1 Agriculture 1

this chart at the end of every turn. Also at the end of every turn remove all unused resource tokens that are on the map.

Setup

Each player must pick one Civilization. Each player starts with 1 City placed in one territory of their choice. Players may not place within 2 spaces of another City. The oldest player goes first.

Civilization:	Starting Traits:
Romans	Government 1 Engineering 1
Macedonians	Military 1 Economics 1
Babylonians	Industry 1 Science 1
Persians	Arts 1 Religion 1
Celts	Arts 1 Agriculture 1
Goths	Military 1 Metallurgy 1

Turn Sequence

Players take turns. Each turn has 10 Phases:

1. Produce
2. Upkeep
3. Build
4. Upgrade
5. Settle
6. Move
7. Battle
8. Recruit
9. Research
10. Score

Produce Phase

For a Territory to produce, it must have a Villages Token or City Token on it. Put 1 Resource token in each of your Territories (except for Salt) of the type it normally produces according to the Land & Sea Tables. Each City also produces 1 Gold.

These are used up for upkeep, settling, building, recruiting, and upgrading. Gain 1 extra stone resource for each level in engineering you have. Gain 1 extra food resource for each level in agriculture you have.

Gain 1 extra gold resource for each level in economics you have. Gain 1 extra luxury resource for each level in industry you have. Gain 1 extra wood resource for each level in ship building you have.

Gain 1 extra iron resource for each level in metallurgy you have. When you use up a resource, remove one of your resource tokens from the map or the common resource pool trait chart.

Upkeep Phase

Each Fleet and Army and City requires 1 Food. Remove Resource Tokens from your Food producing Territories or the Food space on the common resource pool trait chart until this requirement is met. Unfed Units are discarded.

A city will be reduced to a village by famine. However if it has a Monument, the Monument will remain!

Build Phase

You may build a Monument in a City you control. To do this, you must use up 2 Food and 1 Stone plus any 1 resource for every other Monument already located in that city. You cannot Build more total Monuments than 1 + your Level in Religion.

Upgrade Phase

You may convert a Villages Token into a city token. To do this, you must use up 2 Luxuries and 1 Stone. Max 1 city per space.

Settle Phase

You may build 1 Villages Token for free each turn. Villages are placed in empty Land spaces next to spaces occupied by your cities, villages, or fleets. You may place additional villages Tokens (1 max per space) but each extra village placed in a turn requires you to use up 1 Food or Luxury Resource and 1 Wood or Stone Resource.

Movement Phase

You may move your units (Armies and Fleets) An Army may move 2 Spaces. A Fleet may move 4 Spaces. Units may stack.

Armies may move through friendly Fleets at no movement cost. You cannot move though enemy held spaces.

Battle

If your units occupy a space with enemy units or settlements there will be battle. Each side rolls 1D8 and adds their Military level (if on land) or Nautical level (if at sea). The lower roll discards 1 unit. Defender wins ties. If the defender loses all his units, and then the settlement is also defeated, the settlement (village or city) is captured by the invader.

Replace the settlement with one of the invaders color.

Recruit Phase

You may recruit Armies and Fleets. Each Army requires you to use up 1 Iron. Each Fleet Requires you

to use up 1 Wood.

You cannot Build more Units than 1 + your Level in Government + the number of cities you control. All Armies must start in cities. All Fleets must start in Sea spaces adjacent to cities.

Research Phase

You get one free roll on the Research Table. Get 1 extra roll for every level in Science you have. You may pay 1 resource of any type to get an extra roll.

You may pay 2 resources of any type to get a second extra roll. You may pay 3 resources of any type to get a third extra roll. You may pay 4 resources of any type to get a fourth extra roll. etc.

When you make a roll you gain a research point in the indicated trait. When the number of research points you have in a trait exceeds your level in that trait by one, you gain 1 level in that trait and your current number of research points (RP) in that trait is reset to zero. (For example: 1 RP in the Arts will move you to level 1 in the Arts. A further 2 RP will get you to level 2. Another 3 RP will get advance you to level 3 and so on)

Research Table

1D12	Trait:	Notes:
1	Nautical	Your Level adds to your roll in Naval Battles
2	Military	Your Level adds to your roll in Naval Battles
3	Arts	Adds to VP gained in Score Phase
4	Engineering	Gain stone
5	Agriculture	Gain food
6	Industry	Gain luxuries
7	Metallurgy	Gain iron
8	Ship Building	Gain wood
9	Economics	Gain gold
10	Government	Increases your unit recruit limit
11	Science	Gain rolls on Research table
12	Religion	Increases your monument build limit

Score Phase

Gain 1 Victory Point (VP) for every Monument you control. Gain 1 VP equal to your current level in the Arts.

Optional Rules

Token Reduction- Reduce Token types to 3 types: Unit, Settlement, and Resource. Unit Tokens- These can be used to represent Fleets or Armies. Settlement Tokens- 1 in a space represents a village. 2 in a space represents a city. 3+ in a space represents a city with monuments.





Condottieri Captains

Introduction

Card game for 2+ players Italy 1200-1550. Each player is an Italian City State.

Victory

Play ends after everyone has had 10 turns. The Player with the most Provinces wins. If Provinces are tied, the tied player with the most Ducats wins.

Defeat

If you are ever reduced to zero provinces, you automatically lose. Whoever conquers your last Province gets all of your cards and Ducats.

The City States

- xEach player picks one:
- xMilan (+2 when Attacking)
- xVenice (Start with 2 extra cards)
- xFlorence (Make an extra 2 Ducats per turn)
- xGenoa (Start with 20 extra Ducats)
- xNaples (Start with 1 extra Province)
- xPisa (+2 when Defending)
- xPapal States (Max hand size +2)
- xSavoy (Upkeep costs are -1 Ducats per Captain)

Provinces

Each player starts with 5 Provinces. Use Tokens to represent Provinces.

Ducats

Ducats are money. Use coins to represent Ducats.

The Deck

Players share a common deck.

The Cards

There are 6 card types: Captains, Troops, Traits, Events, Revenue, and Battle cards

Setup

Each player is dealt a hand of 7 cards. Mulligan: If you did not get a Captain, reveal and discard your hand and draw again. The most Italian player goes first.

No player may attack on his first turn.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Opportunity Phase
2. Revenue Phase
3. Recruit Phase
4. Upkeep Phase
5. Event Phase
6. Battle Phase
7. Diplomacy Phase

Opportunity Phase

Each player Draws 1 card from the top of the deck and puts them in their hand. If the deck ever runs out, shuffle the discard and draw from it.

Revenue

Gain 1 Ducat from each of your Provinces and for each Revenue card attached to one of your Provinces.

Recruit

- You may recruit Captains, Troops, Traits, and Revenue cards from your hand.
- You may put one Captain card into play.
- You may attach Trait and Troop cards to your captains.
- You may attach Revenue cards to your Provinces.

A Province may have a max of 1 Revenue card attached.

Upkeep

Each Captain you control costs half his Total Force Rating (TFR) rounded-up to keep in play. For example you have a Level 4 Captain with 2 Traits and 3 Troops attached: His TFR = 9. His Upkeep cost = 5. You may discard Troops to lower the Upkeep cost.

If unable to pay, discard the Captain and all attached cards.

Events

Play Event cards in this Phase.

Battle

You may send your Captains to attack your opponents. You may only attack the players to your immediate left or right. Your opponent may block an attack with one of his Captains.

If an attack is unblocked, the defender must give the attacker one of his Provinces. (Revenue cards remain attached) To resolve the Battle compare the TFR (Total Force Rating) of both Captains. Players may play (discard) Battle cards to increase their TFR. The Player with the higher TFR wins the Battle.

In a Tie no one wins. The losing Captain must discard one attached Troop card. If the Captain has no attached Troop cards, then the Captain is discarded.

A single Captain may block more than one attacking Captain per turn, in this Case each attacking Captain is fought separately in turn.

Diplomacy Phase

Players may make deals and promises. This includes trading and gifts of Ducats, Provinces, and

Cards in the hand and in play. Max hand size is 5 cards. Discard excess cards.

Emergency Defense Rule

You may put a Captain into play at any time by paying Ducats = his TFR

Card List Notation

C Captains
S Troops
A Traits
E Events
B Battle
R Revenue
Copies of that card in the deck
TFR Total Force Rating
TC Target Captain
PIYH Put it in your hand
LAOH Look at Opponents Hand

Card List

Card Name	#	Type	Force	Notes
New Contract	1	E	-	Search deck for TC & PIYH
Skilled Commander	1	A	+1	
Foreign Mercenaries	2	S	+1	
Tactical Leader	1	A	+1	
Management Skills	1	A	+1	
Entrepreneur	1	A	+1	
Avoid Battle	1	B	-	Negate Battle
Prolong War	1	B	-	Negate Battle
Heavy Cavalry	2	S	+2	
Crossbowmen	2	S	+1	
Pikemen	2	S	+1	
Professional Soldiers	2	S	+1	
Besiege Important City	1	E	-	TC must Block
Field Fortifications	2	B	+4	Defender Only
Armored Knights	2	S	+2	
Surprise Attack	1	B	+5	Attacker Only
Ambush	1	B	+5	
Rapid March	1	B	+5	
Disadvantage	1	B	+3	
Back Against Obstacle	1	B	+3	
Logistic Strategy	1	B	-	Negate Battle
Strong Position	1	B	+4	
Spies	2	E	-	LAOH
Cavalry Squadrons	2	S	+1	
Reserve	1	B	+4	
Devastate Enemy Territory	1	E	-	Opponent loses 5 Ducats
Heavy Infantry	2	S	+1	
Crafty	1	A	+1	
Ambitious	1	A	+1	

Card Name	#	Type	Force	Notes
Raise Siege	1	E	-	TC must Attack
Artillery	1	S	+1	
Assess the Situation	1	E	-	LOAH
Pavesarii Shield-Bearers	1	S	+1	
Loyalty	1	A	+1	
Buy Enemy Captain	1	E	-	Control TC; Costs 10 Ducats
Campaign Season Over	1	E	-	Opponent cannot attack this turn
Careful Reconnaissance	1	E	-	LAOH
Republican Regime	1	R	-	
Francesco Sforza	1	C	5	
Michele Attendolo	1	C	5	
Shrewd	1	A	+1	
Calculating	1	A	+1	
Take Prisoners	1	B	+3	
Attack Rear	1	B	+4	
Determined Resistance	1	B	+3	
Stalemate	1	B	-	Negate Battle
Maneuvers	1	B	+3	
Niccolo Piccinino	1	C	2	
Intrigue	1	E	-	LAOH
Pillage	1	E	-	Steal 3 Ducats from Opponent
Plunder	1	E	-	Steal 3 Ducats from Opponent
Duchy	1	R	-	
Oriental Trade	1	R	-	
Merchant Empire	1	R	-	
Raze Province	1	E	-	Opponent Loses 5 Ducats
Rebellion	1	E	-	Opponent Loses 5 Ducats
Garrison	1	B	+3	Defender Only
Patron of the Arts	1	R	-	
Shipbuilding	1	R	-	
Trade Routes	1	R	-	
Reputation	1	A	+1	
Envelopment	1	B	+3	
Concentration of Force	1	B	+3	
Seasoned Commander	1	A	+1	
Block Route of Retreat	1	E	-	TC must Attack
Balestrieri	1	S	+1	
Rally	1	B	+3	
Military Intelligence	1	E	-	LAOH
Treachery	1	E	-	Control TC; Costs 10 Ducats
Carmagnola	1	C	4	
Gonzaga	1	C	4	
Assassination	1	E	-	Discard TC
Braccio da Montone	1	C	5	
Bartolomeo Colleoni	1	C	4	
Malatesta da Verruchio	1	C	4	
Castruccio Castracane	1	C	3	
Faggiuola	1	C	3	
Giovani Acuto	1	C	3	
Casale Monferrato	1	C	2	
Erasmus de Narni	1	C	2	





Conquest Of Canaan

Introduction

Card and Dice game for 2+ players. Canaan circa 1300 - 1100 BC. Each player represents 1 Nation vying for control of Palestine.

Victory

At the end of 20 turns, the player with the most City Tokens wins.

City Tokens

The land of Canaan (Palestine) is represented by a pool of 20 City Tokens.

Army Tokens

Tokens (of a different color) are also used to keep track of Armies. Each Army Token a player owns generates 1 Force in Conquest phase. Each Army Token roughly represents 1,000 men.

Nations

Each player must pick 1 Nation. Available Nations Include: Canaanites Hebrews Egyptians Hittites Philistines Assyrians Minor Kingdoms Each Nation has a special Ability.

Canaanites

The Canaanites are the decadent native inhabitants of the region. They start with 10 of the City Tokens before the Remaining Tokens are given out in Setup Phase.

Hebrews

The Hebrews are religious zealots with superior leadership. Their Max hand size is +1.

Egyptians

The Egyptians are populous but in decline. They start the game with 20 Armies.

Hittites

The feudal Hittite war machine is efficient with good logistical support. The Hittites are allowed 1 extra conquest phase per turn.

Philistines

The Philistines are master iron workers of Agean stock. The Philistines get +1D6 Force in Numbers Category.

Assyrians

Expansionist & Sophisticated. The Assyrians are very adept at siege-craft. Opponents may not use Defense cards vs Assyrians.

The Assyrians get +1 to their Muster Rolls.

Minor Kingdoms

Have no Special Abilities. These Include: Moabites, Edomites, Ammonites, Phoenicians, Arameans

No Tokens

If you are out of City Tokens or Army Tokens you are Not eliminated from the game.

Setup

Divide up the City Tokens amongst all Players. Each player draws 5 cards Each player starts with 10 Army Tokens. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. The current player is the Active player (also the Attacker) Each turn has 4 Phases:

1. Leadership Phase
 2. Muster Phase
 3. Alliance Phase
 4. Conquest Phase
1. LEADERSHIP PHASE

All players fill their hands to 7 cards. Players may discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

2. MUSTER PHASE

Active player gains 1D6 Army Tokens. (The Muster Roll)

3. ALLIANCE PHASE

Declare who you are attacking this turn (or Pass). You are the Attacker, your target is the Defender. Other players may ally with either of you.

An ally can lend 1 card or up to 5 Army Tokens. Army Tokens not destroyed are returned at the end of the turn.

4. CONQUEST PHASE

Conquest Phase represents 1 Battle between 2 Nations. First Attacker & Defender may fill their hands to 7 cards. Next The Attacker & Defender determine who has the advantage in 4 categories:

1. Numbers
2. Strategy
3. Intelligence
4. Morale

Players play cards to generate Force in each Category. Players compare Force Totals in each Category. Ties in a Category remain ties.

If one player has the advantage (wins) in more Categories, he wins the Battle. If the players tie in categories won, roll high on 1D6 to determine winner. The loser loses 1D6 x 10% of their Army Tokens.

The winner loses 10% of their Army Tokens and takes a City Token from the Loser. A Player cannot lose more Armies than his opponent has Armies.

Numbers Category

Each Army a player controls generates 1 Force. Some cards when played generate additional Numbers Category force. The Player with the most Force wins the numbers category.

Strategy Category

Attacker & Defender play strategy cards. Each card has a Force value. The Player with the most Force wins the Strategy category.

The Defender may play Defense cards as Strategy cards. The Attacker may use Siege cards, but only if the defender used a Defense card. If a Defense card is played, terrain cards are discarded if played or in play.

Intelligence Category

Attacker & Defender play intelligence cards. Each card has a Force value. The Player with the most Force wins the intelligence category

Morale Category

Attacker & Defender play Morale cards. Each card has a Force value. The Player with the most Force wins the Morale category

Card List Notation

- I** Intelligence
- S** Strategy
- M** Morale
- D** Defense
- B** Siege
- N** Numbers
- R** Retreat = Play if loser in conquest phase, to reduce your casualties by half.
- P** Pursuit = Play if winner in conquest phase to double opponents casualties.
- Q** Player gets an extra conquest phase this turn (only if he won the first)
- U** Opponent cannot Attack you this turn
- A** Target Player cannot Ally this turn
- G** Gain an extra 2 Army Tokens this Turn
- Z** Opponent loses 1D6 Army Tokens (Play in his Muster Phase)
- X** Special

Common Deck Card List

Card Name:	Type	Force	Notes:
River Crossing	S	4	
First Wave	S	2	
Second Wave	S	3	
Spearhead	S	3	
Night March	S	4	
Clever Stratagem	S	5	
Maneuvers	S	2	
Ruse	S	5	
Renew the Attack	S	3	or Numbers = 2
Strategic Insight	S	2	Draw 1 card when played
Enemy Complacency	S	4	or Intelligence = 2
Screening Force	S	2	or Intelligence = 2
Surprise	S	5	
Sham Retreat	S	5	
Open Plain	S	4	Terrain
Deployments	S	2	or Numbers = 1
Covered Position	S	3	or Intelligence = 2
Pitched Battle	S	3	or Numbers = 2

Card Name:	Type	Force	Notes:
Main Assault	S	4	
Ambush	S	5	
Attack Downhill	S	5	Terrain
Block Approach	S	4	
Cunning	S	5	
Take the Initiative	S	4	
Concerted Attack	S	2	& Numbers = 1
Forced March	S	3	
Split Forces	S	4	
Fight in Woods	S	2	Terrain
Guerrilla Tactics	S	3	
Speed & Mobility	S	2	
Swampy Ground	S	5	Terrain
Diversion	S	4	
Threaten Flank	S	3	& Morale = 2
Decoy	S	4	
Intercept	S	3	or Intelligence = 2
Surrounded	S	5	
Pre-Arranged Signal	S	4	or Intelligence = 2
Attack Rear	S	5	
Trap	S	5	
Night Attack	S	5	
Narrow Gorge	S	5	Terrain
Timing	S	5	
Stealth	S	5	or Intelligence = 2
Set Battle	S	2	
Mountains	S	4	Terrain
Formations	S	2	& Numbers = 1
Phalanx	N	3	or Strategy = 2
War Chariots	N	3	
Picked Troops	N	3	
Multitude	N	2	
Towers & Battlements	D	4	
Ramparts	D	4	
Entrenchment	D	3	
Garrison	D	2	& Numbers = 1
Formidable Defenses	D	5	
Outpost	D	3	
Stronghold	D	4	
Citadel	D	4	
Fortified City	D	5	
Strong Defenses	D	4	
Earthquake	B	9	
Weak Walls	B	5	
Scale the Walls	B	5	
Starvation	B	5	
Siege Engines	B	5	
Tunnel	B	5	
Ramp	B	5	
Fire & Smoke	B	4	
Battering Rams	B	5	
Innkeeper	I	4	
Underestimate	I	4	

Card Name:	Type	Force	Notes:
Observers	I	3	
Reconnoiter	I	3	
Know Terrain	I	5	Terrain
Spies	I	5	
Vantage Point	I	4	
Misled	I	5	
Learn Dispositions	I	3	
Infiltrate Camp	I	4	
Learn Intentions	I	2	Draw 1 card when Played
Scouts	I	4	
Catch Enemy Spy	I	3	
Mission	I	4	
Communications	I	2	& Strategy = 1
Reports	I	3	
Lookouts	I	2	
Personal Reconnaissance	I	5	
Traitor	I	5	
Demoralized	M	3	
Divine Intervention	M	6	
Terror	M	5	
Flush with Victory	M	5	
Leadership	M	3	& Strategy = 3
Self-Assurance	M	4	
Champion	M	5	
Revive Spirits	M	4	
Exhaustion	M	3	& Numbers = 1
Anxiety	M	3	
Break	M	5	
Leader Slain	M	7	
Vengeance	M	4	
Superstition	M	4	
Blow Trumpets	M	3	
Heroic Action	M	5	
Confusion	M	3	
Panic	M	5	
Desperate	M	5	
Religious Beliefs	M	3	
Prowess	M	3	
Psychological Impact	M	4	
Daring	M	3	
Campaign	Q	-	
Occupation	Q	-	
Logistics	Q	-	
Invasion	Q	-	
Pillage & Plunder	Q	-	
Subjugation	Q	-	
Impose Authority	Q	-	
Pre-Emptive Strike	Q	-	
Interference	Q	-	
Counter Offensive	Q	-	
Organized Retreat	R	-	
Friendly Territory	R	-	
Escape	R	-	

Card Name:	Type	Force	Notes:
Regroup	R	-	
Smite Foe	P	-	
Rout	P	-	
Flee	P	-	
Disperse Foe	P	-	
Harass Fugitives	P	-	
Blocking Force	P	-	
Exploit Victory	P	-	
Decisive Victory	P	-	
Pursuit	P	-	
Diplomacy	U	-	
Wells Dry Up	U	-	
Weakness	U	-	
Empty Promises	A	-	
Threatened	A	-	
Ally Minor Tribe	G	-	
Gather Host	G	-	
Centralized Government	G	-	
Tribal Contingents	G	-	
Mercenaries	G	-	
Auxiliary Troops	G	-	
Local Clans	G	-	
Natural Allies	G	-	
Drought	Z	-	
Internal Divisions	Z	-	
Desertions	Z	-	
Nomad Razzias	Z	-	
Raids	Z	-	





Conquests Of Charlemagne

Introduction

Card game for 2-4+ people. Theme: Charlemagne (Charles the Great), King of the Franks 768-814.

Game End

The game ends when all 10 Regions have been conquered.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

The Decks

There are 2 decks: The Region Deck The Play Deck

The Play Deck

The play deck has 3 card types: Foe Cards War Cards Victory Cards

The Region Deck

There are 10 cards in the Region deck, 1 for each Region. These are placed on the table face-up and lined-up so they are Visible to all players.

The Regions

Each region has a Strength Rating (SR) and a Victory Point (VP) value.

Region:	SR	VP	Notes:
Aquitania	10	2	Plus Gascony; Starts the game as Hostile
Lombardy	15	4	Threaten Rome
Saxony	20	4	German Tribe
North Iberia	10	2	Moors & Basques; The Spanish March
Bretons	5	1	West Gaul
Benevento	5	2	Lombardy must be Conquered first
Bavaria	5	1	Must be Conquered before the Avars
Slavs	10	2	The Welatabians
Avars	20	5	Descendants of the Huns; Rich in Plunder
Danes	15	3	The Northmen

Setup

Place the 10 Region cards. Shuffle the Play deck. The most French player goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Fate Phase
2. Foe Phase
3. Fortune Phase
4. Fight Phase
5. Feat Phase
6. Finale Phase

Fate Phase

Draw 3 cards from the Play Deck. Place them face-up in front of you. If the deck runs out, shuffle the discard and draw from it.

Foe Phase

Place any Foe cards you drew onto any Regions that have Not yet been conquered. Note: When placing (attaching) a Play card onto a region, place it Slightly under the Region card so its Strength is still visible.

Fortune Phase

Place any Victory cards you drew onto any Regions that have Not yet been conquered.

Fight Phase

Place any War cards you drew onto any Regions that have Not yet been conquered. See the Hostility & Conquest Rules. War cards, Foe cards, and Region Cards have Strength Ratings. If the total Strength of the War cards on a Region is equal to or greater than The Strength of the Region card plus attached Foe cards, you conquer the Region.

Feat Phase

If you conquered a Region (card) last phase, place it, and any attached Victory cards into your Victory Pile. Discard all Foe and War cards on the Region card. Each Victory card is worth 1 Victory Point (VP) Each Region has its own VP value listed on the card.

Finale Phase

You must play all 3 cards you were dealt this turn if possible. If it is not possible to play a card, discard it.

Hostility Rules

Some War and Foe cards have the Hostility Trait. These can be played on a Non-Hostile Region to make it become Hostile. War cards without the Hostility Trait can only be played on Hostile Regions.

Play Deck Card List

Card Name:	Type	SR	Trait
Appear in Person	W	4	
Frankish Nobles	W	2	
Fierce People	F	5	
Devil Worshippers	F	3	
Wage War	W	4	
Long Campaign	W	2	
Renew War	F	5	H
Compel Foe	W	4	
Great Vigor	W	4	
Submission	W	4	C
Quick Conclusion	W	4	C
Premature Death	W	4	C
Grounds for War	W	2	H
Entreaties	W	2	H
Declare War	W	2	H
Long Siege	W	2	
Hostages	V	-	
Restoration of Lands	V	-	
Oath of Allegiance	V	-	
Surrender	W	4	C
Subdue	W	4	C
Rebellion	F	5	H
Exhaustion	W	4	
Pepin	W	4	
Set Son as King	V	-	
Subjection	W	4	C
Banishment	V	-	
Expulsion	V	-	
Tributary	V	-	
Bitter Struggle	W	2	
Persistence	W	2	
Dishonorable	F	3	

The only Region that starts the game Hostile is Aquitania. The other Regions must be converted to a Hostile State.

Conquest Rules

Some War cards have the Conquest Trait. These cards can only be used if by playing them you actually Conquer in that Phase the Region you play them on.

Card List Notation

F Foe Cards
W War Cards
V Victory Cards
SR Strength Rating
C Conquest Trait
H Hostility Trait

Card Name:	Type	SR	Trait
Protracted War	W	2	
Strong Position	F	3	
Arduous Contest	F	5	
Frontier Garrisons	W	2	
Muster Vassals	W	2	
Treachery	F	5	H
Demand Obedience	W	2	H
Threats	W	2	H
Harassing Raids	F	3	H
Invasion	F	5	H
Send Army	W	2	
Great Sum of Money	V	-	
Arrogant Duke	F	3	H
Challenge	F	3	H
Summon Troops	W	2	
Great Army	W	4	
Pitch Camp	W	2	
Quell Uprising	W	4	C
Insurrection	F	3	H
Auxiliaries	W	2	
Depopulate Region	V	-	
Seize Treasure	V	-	
Spoils of War	V	-	
Scara Elite Cavalry	W	2	
Vain Boastful King	F	5	H
Preparations for War	W	2	
Skillful Planning	W	2	
Barbarous Tribes	F	3	
Vanquished	W	4	C
Overthrown	W	4	C
Glory	V	-	
Claim Kingship	V	-	

Card Name:	Type	SR	Trait
Transgressions	F	3	H
Expedition	W	4	H
Breach of Peace	F	3	H
Reprisals	W	2	H
Great Fury	W	2	
Promises	V	-	
Violate Terms	F	2	H
Steadfastness	W	2	
Wreak Vengeance	W	4	
Take to the Field	W	2	
Open War	W	2	
Exact Righteous Satisfaction	V	-	
Ambuscade	F	5	
Resettlement	V	-	
Union	V	-	
Renunciation	V	-	
Pitched Battle	W	2	
Enemy Routed	W	2	

Card Set Available

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Card Name:	Type	SR	Trait
Crowned Holy Roman Emperor	V	-	
Spread of Catholicism	V	-	
Patronize the Arts	V	-	
Carolingian Renaissance	V	-	
Convert Pagans	V	-	
Warrior-King	W	4	
Mass Baptisms	W	2	
Massacres	W	2	
Revolts	F	3	
Reconcilliation	W	2	
Christianization	V	-	
Monestaries	W	2	
Missionary Activity	W	2	
The Song of Roland	V	-	
Frontier Marks	W	2	
Sub-Kinngdoms	W	2	
Assembly of Counts	W	2	

Links[Wikipedia](#)



Crecy

Introduction

Simulation of the Battle of Crecy 1346 (Hundred Years War). Card Game for 2 players. One player represents the English, the other the French.

Victory

The game lasts 16 Turns (Charges/Hands). To win the battle the French must

1. Win 4 hands in a row, or
2. Win the last Hand by double the Force of the English

Otherwise, the English win.

The Decks

There are 2 Decks: An English Deck & a French Deck.

Turn Sequence

Each Turn/Hand represents a Charge. Each Turn has 3 Phases:

1. Draw Phase
2. Tactics Phase
3. Resolution Phase

English Deck Card List

Card Name	Type	Force
Edward III	L	5
Prince Edward	L	4
Earl of Northampton	L	3
Earl of Arundel	L	2
Godfrey Harcourt	L	1
Knights on Foot	I	5
Dismounted Men-at-Arms	I	4
Esquires	I	3
Welsh Foot	I	2
Welsh Spearmen	I	1
Intense Archery	A	5
Murderous Fire	A	4
Massed Projectiles	A	3
Volleyes of Arrows	A	2
Flanking Fire	A	1

Draw Phase

Each player draws 7 cards from their own deck. If a deck ever runs out, shuffle the discard and draw from it.

Tactics Phase

Players may discard up to 4 cards and draw replacements.

Resolution Phase

Both players reveal their hands. A Hand may contain up to 1 card from each of that decks 6 suites. Excess cards of a suite are discarded.

Each card has a Force value of 1 to 5. Each player determines their Battle Total (BT) for their hand.

BT Total Force of all cards not discarded.

The player with the highest BT wins the hand. The English win ties.

English Deck Card Type Suites

- L** Leader
- I** Infantry
- B** Bows
- A** Arrows
- D** Defense
- M** Morale

Card Name	Type	Force
Powerful Longbows	B	5
Well Trained Archers	B	4
Well Supplied with Arrows	B	3
Bodkins & Broadheads	B	2
Indirect Fire	B	1
Experienced Troops	M	5
Discipline	M	4
Respected Freeman	M	3
Reserves	M	2
Primitive Cannon	M	1
Strong Defensive Deployment	D	5
Good Planning	D	4
Sloping Ground	D	3
Flanked by River & Village	D	2
Pits & Stakes	D	1

French Deck Card Type Suites

L Leader
K Knights

F Foot Soldiers
T Tactics
M Morale
C Chivalry

French Deck Card List

Card Name	Type	Force
King Philip	L	5
Count d'Alencon	L	4
Codemar de Faye	L	3
Blind King John of Bohemia	L	2
King of Majorca	L	1
Flower of French Chivalry	K	5
Armored Cavalrymen	K	4
Mounted Men-at-Arms	K	5
Hot Blooded Knights	K	4
Vanguard	K	3
Genoese Crossbowmen	F	3
Common Footsoldiers	F	2
Ill-Armed Untrained Militia	F	1
Feudal Militia	F	2
Peasant Rabble	F	1

Card Name	Type	Force
Lead from the Front	M	5
Confidence & Determination	M	4
Superior Numbers	M	3
Reckless Aggression	M	2
Rally	M	1
Deeds of Valor	C	5
Chance for Glory	C	4
Personal Honor	C	3
Vigor & Gallantry	C	2
Acts of Skill & Courage	C	1
Impetuous Charges	T	5
Disordered Advance	T	4
Hand-to-Hand Melee	T	3
Hasty Deployment	T	2
Uncoordinated Charges	T	1





Cro Magnon

Introduction

Each player controls a tribe of Paleolithic Homo sapiens.

The Map

Use an Ice Age Map of Europe divided up into 30+ irregular territory spaces.

Victory

The first player to advance to the Neolithic age and control 15+ territories is the winner.

Advances

Advance:	Notes:
Tools	Materials, Function
Hunting	Tools, Techniques
Fishing	Tools, Techniques
Health	Medicine, Fertility
Clothing	Materials, Tools, Techniques
Fire	Functions, Tools

Bands

Population counters (or tokens) are referred to as bands. A band is a group of families (usually no more than 100 people). All bands of a player are referred to as his tribe.

Because Bands are so small there is no stacking limit.

Time Scale

The game begins at 30,000 BC. Each turn is 500 years. The game automatically ends at 4,500 BC.

Setup

Roll high on 1D10 to see who goes first. Each player places 6 Bands in any one territory of their choice. A Player must pick a territory at least 2 spaces away from another player.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Growth Phase
2. Migration Phase
3. Advance Phase
4. Event Phase
5. Interaction Phase

Dice

10 sided dice are used.

Neolithic Age

There are 11 different categories of Advances. Consult the Advances Table. Tribes start out at the Paleolithic level of Culture & Technology. As they gain advances they develop a (transitional) Mesolithic culture.

A Tribe is considered to have advanced to the Neolithic Age when it has 2 or more advances in each of the 11 categories. Make sure to write down every Advance your Tribe gets.

Advance:	Notes:
Gathering	Foods & Tools
Religion	Rituals, Beliefs
Shelter	Dwellings
Prey	Hunted Species
Art	Symbolism, Expression

Growth Phase

Roll 4 dice. Roll an extra die for every 3 territories you control rounding down. (Max 8 Dice)

Migration Phase

You may reroll up to 4 of the dice.

Advance Phase

For every 1 or 2 you rolled gain that many Bands. Place the new Bands as evenly as possible amongst the territories you control. For every 3 or 4 you rolled, you may move that many Bands 1 space each.

If you rolled at least one 5 and one 6 Gain 1 Random Advance: Roll on the Advance table. If you roll an advance you already have, reroll. Record all your advances on paper.

Event Phase

For each territory you occupy roll once on the Event Table:

-For a Disaster Event roll 1D6 and subtract the level you have in the indicated skill: If the result is positive lose 1 Band

-For a Progress Event roll 1D6 and subtract the level you have in the indicated skill: If the result is

zero or negative gain 1 Random Advance

-For a Expansion Event roll 1D6 and subtract the level you have in the indicated skill: If the result is zero or negative gain 1 Band

-For a Migration Event roll 1D6 and subtract the level you have in the indicated skill: If the result is zero or negative move 1 Band or lose 1 Band

Event Table

1D100	Event:	Notes:
01-05	Famine	Disaster: Gathering
06-10	Disease	Disaster: Health
11-15	Follow Herds	Migration: Hunting
16-20	Refine Technology	Progress: Tools
21-25	Ice Age	Disaster: Fire
26-30	Ice Age	Disaster: Shelter
31-35	Ice Age	Disaster: Clothing
36-40	Extinction	Disaster: Prey
41-45	New Fishing	Grounds Migration: Fishing
46-50	Cooperation	Expansion: Religion
51-55	Revolutionary Ideas	Progress: Art
56-00	Nothing	-

Interaction Phase

If a territory contains bands from two different tribes, they will interact. Roll on the interaction Table:

If tied, nothing happens.

Interaction Table

1D10	Interaction:	Notes:
1	Observation	You Gain one advance the other tribe knows
2	Occupation	Side with fewer Shelter Advances loses 1 Band
3	Warfare	Side with fewer Hunting Advances loses 2 Bands
4	Disease	Side with fewer Health Advances loses 2 Bands
5	Intermix	2 Bands from opponent join tribe with more Art Advances
6	Raiding	Side with fewer Prey Advances loses 1 Band
7	Assimilate	2 Bands from opponent join tribe with more Clothing Advances
8	Intimidate	Migrate 2 Bands into adj Territory of player with least Fire Adv.
9	Trade	1 Band from opponent joins tribe with more Tool Advances
0	Conversion	2 Bands from opponent join tribe with more Religion Advances

Advances Table

1D100	Advance:	Note:
1	Healing Herbs	Health +1
2	Primitive Surgery	Health +1
3	Midwives	Health +1
4	Wound Dressings	Health +1
5	Set Broken Bones	Health +1
6	Medicine Man	Health +1
7	Domesticate Wolves	Hunting +1
8	Bow & Arrows	Hunting +1
9	Spear & Arrow Tips	Hunting +1
10	Cooperative Hunting	Hunting +1

1D100	Advance:	Note:
11	Atlatl Throwing Spears	Hunting +1
12	Animal Traps	Hunting +1
13	Nets	Hunting +1
14	Nomadic Lifestyle	Hunting +1
15	Horse Hunting	Prey +1
16	Mammoth Hunting	Prey +1
17	Bison Hunting	Prey +1
18	Bear Hunting	Prey +1
19	Reindeer Hunting	Prey +1
20	Giant Sloth Hunting	Prey +1
21	Bird Hunting	Prey +1
22	Small Game Hunting	Prey +1
23	Wooden Hafts & Handles	Tools +1
24	Pitch, Tar & Bitumen	Tools +1
25	Chisels & Awls	Tools +1
26	Borers & Drills	Tools +1
27	Stone Knives & Blades	Tools +1
28	Stone Axes & Adzes	Tools +1
29	Stone Saws & Microliths	Tools +1
30	Mortars & Pestles	Tools +1
31	Oil Lamps	Fire +1
32	Fire Making	Fire +1
33	Smoked Meats	Fire +1
34	Warm Hearth	Fire +1
35	Flint & Iron Pyrite	Fire +1
36	Bowstring Technique	Fire +1
37	Sewing & Tailoring	Clothing +1
38	Furs & Skins	Clothing +1
39	Leather Curing	Clothing +1
40	Weaving Plant Fibers	Clothing +1
41	Bone Needles & Sinew Thread	Clothing +1
42	Footwear	Clothing +1
43	Gather Seeds & Nuts	Gathering +1
44	Gather Fruits & Vegetables	Gathering +1
45	Gather Roots & Tubers	Gathering +1
46	Gather Shellfish	Gathering +1
47	Basket Weaving	Gathering +1
48	Mattocks & Sickles	Gathering +1
50	Cave Dwellings	Shelter +1
51	Animal Skin Tents	Shelter +1
52	Thatch Huts	Shelter +1
53	Semi-subterranean Houses	Shelter +1
54	Windbreak Shelters	Shelter +1
55	Domed Mud-Brick Huts	Shelter +1
56	Shamanism	Religion +1
57	Hunting Rituals	Religion +1
58	Burial Ceremonies	Religion +1
59	Fertility Cult	Religion +1
60	Sympathetic Magic	Religion +1
61	Lunar Calendar	Religion +1
62	Masks & Jewelry	Art +1
63	Music & Dance	Art +1
64	Cave Painting	Art +1

1D100	Advance:	Note:
65	Pictograms	Art +1
66	Carved Figurines	Art +1
67	Pottery	Art +1
68	Barbed Bone Harpoons	Fishing +1
69	Fishing Nets	Fishing +1
70	Dugout Canoes	Fishing +1
71	Coiled Reed Boats	Fishing +1
72	Fish Hooks	Fishing +1
73	Fish Traps	Fishing +1
74+	Diffusion of Knowledge	Pick One

Cards, Counters & Map

for randomization or record keeping)

Thank you Terry Graham for this fine set: (Game updated 4/7/6: Cards not needed but can still be used





Crusades

Introduction

Players lead rival bands of Crusaders in their efforts to conquer Palestine 1096-1271.

Christendom

Players units never attack each others units or settlements. They can only attack Turkish troops and Turkish controlled settlements. The Turks are not controlled by any player.

Crusader nationalities include: German, French, English, Byzantine.

Victory

Be the player with the most Victory Points (VP) at the end of Turn 15. VP's are obtained by controlling settlements.

The Map

Use a hex map or a map with irregular spaces. When making a map incorporate the 4 terrain types.

Type:	VP	Defense	Troops	Loot	Supply	Garrison
1. Village	1	0	1D6	1D6x25	3	1
2. Town	2	1	2D6	2D6x25	6	2
3. City	3	2	3D6	3D6x25	9	3

VP Victory Points the player gets for controlling the settlement.

Troops = Number of Arab troops initially defending the settlement. **Supply** = If controlled, the number of baggage the settlement provides per round.

Loot Amount of Baggage received the first time the settlement is captured.

Defense = Modifies siege rolls.

Unit Stats

Type:	MP	Attack	Notes
Leaders	4	(+1)	
Knights	4	+3	+3 In open Battle Phase
Bowmen	3	+1	+1 In Bombardment Phase
Heavy Infantry	2	+2	
Siege Engines	1	-	+3 In Bombardment Phase

Include 30+ settlements.

Along the western and northern borders of the Holy Land several desert spaces should be denoted as Invasion Points. The western invasion points border the Mediterranean Sea. Invasions by this route required costly passage on the ships of the Italian Maritime Republics.

Terrain

There are 4 types of terrain

Type:	Notes:
1. Sea	Impassable
2. Desert	—
3. Mountains	Impassable
4. Settlements	3 types

Settlement Table

There are 3 types of Settlements:

Counters

Military units are represented by counters. Each player gets a set of counters of a unique color. European Unit types include: Leaders (Kings & Nobles), Knights, Bowmen (Includes Bows & Crossbows), Heavy Infantry, Siege Engines.

Also required is a common set of Turkish counters: Horse Archers (Includes Nomads & Camels), Cataphracts (Heavy Cavalry), Spearmen, Archers. Counters are also needed include: Starvation Counters, Sapping Counters

Type:	MP	Attack	Notes
Horse Archers	5	–	
Cataphracts	4	+3	+3 In open Battle Phase
Archers	3	–	
Spearmen	2	+2	+1 In open Battle Phase

MP Move Points

Attack = Attack Roll Modifier

Dice

Six sided dice are required.

Record Keeping

Players record their baggage with pen and paper.

The Deck

Players share a common deck.

Setup

Each player starts with: 2D6 Leaders 3D6 Knights 4D6 Bowmen 6D6 Heavy Infantry 2D6 Siege Engines 2D6 x 50 Baggage Players determine turn order by rolling high on 1D6. Reroll ties. Shuffle the deck. All settlements start out as Hostile and Unexplored.

(Hostile = Turkish-occupied Settlement) (Unexplored = Have yet to be the subject of a scouting expedition) In order each player places his army on one of the invasion points.

Stacking

Any number of units may occupy a single space.

Turn Sequence

Each turn has 13 Phases:

1. Fate Phase
2. Supply Phase
3. Upkeep Phase
4. Movement Phase
5. Open Battle Phase
6. Bombardment Phase
7. Sapping Phase
8. Assault Phase
9. Breach Phase
10. Pillage Phase
11. Starvation Phase
12. Revolt Phase
13. End Phase

Fate Phase

Each player draws 1 card from the deck. Place the card in your hand. If the deck runs out, shuffle the discard and draw from it.

Supply Phase

Players gain Baggage from settlements they control equal to the settlements supply value.

Upkeep Phase

All of units consume 1 Baggage each. Leaders and Knights receive their baggage before other unit types. Units in settlements they control receive their baggage before other units.

For each unit that does not receive baggage roll 1D6 (Desertion Roll):

1-5 no effect. **6** = a unit disbands.

Remove units in the desert first.

Movement Phase

Players take turns moving their units. Each player gets one turn to move some, all, or none of his units. Determine turn order by rolling high on 1D6.

Your units may move a number of spaces up to their MP (Movement Point) rating. Units must be stacked with a Leader to move. Units may not enter Sea or Mountain spaces.

Units may not enter spaces occupied by opponents units. If a stack enters a hostile settlement space, the settlement is considered to be under siege.

Rule For Scouting

When a stack enters a space that is next to an Unexplored settlement, roll to determine how many Turkish troops are garrisoned in the settlement. (The Garrison Roll) The number of troops is indicated on the Settlement Table. Half of the troops will be Archers. The rest are spearmen. Place the indicated Turkish counters onto the settlement.

Open Battle Phase

Some cards cause a group of Turkish units to attack an opponent's stack out in the open. If there are fewer Crusaders than Turks at a siege, (Including any that just arrived through card play) the Turks will emerge from the settlement and attack on a roll of 1-4 on 1D6. If the Turks are all killed, the Crusaders capture the settlement.

Battles proceed in Rounds. Each Round has 3 Segments:

1. Missile Unit Attack Segment
2. Shock Unit Attack Segment
3. Morale Check Segment

Missile Unit Attack Segment Missile Units (Horse Archers, Archers, Bowmen, and Siege Engines) attack first simultaneously. Units hit on a base roll

of 10+ on 2D6. If they hit, an opposing unit is killed (Defenders choice).

Your opponent chooses which Turkish units are lost. Rolls are modified by a unit's attack stats. Leaders do not get attack rolls but each may add a +1 to the roll of any one unit in the same stack once per round.

A unit may receive only one Leader bonus per attack.

Shock Unit Attack Segment All other non-missile unit types attack next simultaneously. Other-

wise, this segment proceeds exactly like Missile Phase.

Morale Check Segment Skip this segment if neither side suffered any casualties during this battle round. The side that suffered more casualties during this battle round must make a Morale Check. If both sides lost the same number of units, the Turks must make the Check.

Roll 2D6:

D6	Result
4 or less	The checking side breaks.
5 or more	The checking side stands their ground. Proceed with the next battle round.

Roll Modifiers (applicable to both sides):

Mod	Situation
+2	If the checking side has a larger force
-1	If the checking side has a smaller force

Roll Modifiers (applicable to Crusaders only):

Mod	Situation
-1	If the Crusader force has a Great Leader
+1	If both sides lost the same number of units during this battle round
-x	If Turkish force has fewer than 5 units, x = (5 - total units)*

* This modifier only applies if the Turks are able to retreat into a Settlement.

Battle Conclusion Repeat the Round cycle until one side is destroyed or breaks. If the crusaders win they regain 1D6 casualties (Men who fled the field). If a Turkish Force breaks all its units retreat to the settlement or Flee if there is no Settlement.

If a Crusader stack breaks it retreats into an adjacent space. If unable to retreat, due to impassible terrain or the presence of opposing forces, the stack is destroyed. Roll 1D6 for each retreating unit: On a roll of 1-2 it is slaughtered.

Victorious Turks become part of the Settlement's forces, if there is no settlement, the Turks ride off into the sunset.

Mod	Situation
+1	If the Crusader force has a Great Leader
-1	If the Crusader force has no Leader

Roll Modifiers (applicable to Turks only):

Bombardment Phase

Besieging Missile troops may attack units inside a city. Units hit on a base roll of 11+ on 2D6. If they hit, an opposing unit is killed (Defenders choice). The last unit in a settlement cannot be destroyed this way.

If the Crusaders attack, the Archers in the city may simultaneously attack back at +1 to their attack roll. Each side in the siege only attacks once this phase.

Sapping Phase

Besieging troops may attempt to sap the settlement walls. Roll 1D6 (Sapping Roll):

D6	Result
1	Sappers Killed: Attacker loses one troop unit.
2	Counter Measures: Remove one Sapping Counter.
3-4	—
5-6	Undermine the Walls: Put one Sapping Counter on the settlement.

Assault Phase

The Besieging troops may attempt to Storm the Castle. Roll 2D6 (Assault Roll):

2D6	Result
4 or less	Repulsed & Lose 2D6 troops
5-7	Repulsed & Lose 1D6 troops
8-9	Breach & Lose 2D6 troops
10+	Breach & Lose 1D6 troops

Add 1 to the roll per Sapping counter on the settle-

ment. Subtract the Defense stat of the settlement from the roll.

Breach Phase

If the Besieging troops breached the walls last phase, they enter the settlement and combat proceeds as in Open Battle Phase. Siege engines may not attack in Breach Phase.

Pillage Phase

If all of the Turkish defenders are killed in Breach Phase, the crusaders capture the city and Loot it. Baggage gained by looting is equal to the Loot stat in the Settlement table. A settlement may only be looted once per game.

The player gains control of the settlement. The

player must keep a garrison in the settlement with a number of troops equal to its Garrison level.

Starvation Phase

If a settlement is under siege roll 1D6 (Starvation Roll):

1-5	Add one starvation counter to the settlement.
6	Attackers start fires or disease: Add two starvation counters
7	Add one starvation counter to the settlement.
8+	The settlement surrenders. Discard all defending units.

Add the number of starvation counters already present to the roll. Subtract the settlements defense stat from the roll. If a settlement is ever not under siege immediately remove all starvation counters.

If the city surrenders, the crusaders capture the city and Loot it.

the garrison is automatically destroyed and the city becomes hostile and 'unexplored'. if Crusader forces intentionally abandon a Settlement, that Settlement immediately becomes Hostile and Unexplored.

Revolt Phase

If a garrison is undermanned the populace of the city will revolt on a roll of 6+ on 1D6. If there is a revolt,

End Phase

Hostile Turkish settlements not under siege will replenish all of their troop losses. Maximum hand size = 7 cards. Discard excess cards.

Card List

Card Name:	Notes:
Siege Tower	Add 3 to target Assault roll this turn
Battering Ram	Add 2 to target Assault roll this turn
Ladders	Add 1 to target Assault roll this turn
Miners	Add 2 to target Sapping roll this turn
Engineer	Add 2 to target Sapping roll this turn
Traitor	Target Sap, Starve, or Assault roll +1 this turn
Surrender Terms	Add 2 to target Starvation Roll this turn
Desertions	Target stack loses 1D3 troops in supply phase
Plague	Target stack loses 1D6 troops in supply phase
Revolt	Add 3 to target Revolt roll this turn
Uprising	Add 3 to target Revolt roll this turn
Rebellion	Add 3 to target Revolt roll this turn
Unrest	Add 3 to target Revolt roll this turn
Sorties	Opponent Loses 1D6 x 10 Baggage in supply phase
Raiders	Opponent Loses 1D6 x 10 Baggage in supply phase
Spoilage	Opponent Loses 1D6 x 10 Baggage in supply phase
Pilgrims	Gain 1D6 x 10 Baggage in supply phase
Caravan	Gain 1D6 x 10 Baggage in supply phase
Live off the Land	Gain 1D6 x 10 Baggage in supply phase
Merchant Shipping	Gain 1D6 x 10 Baggage in supply phase
Converts	Add 1D6 Spearmen TYAISP
Holy War	Add 1D6 Heavy Inf TYAISP
Reinforcements	Add 1D6 Heavy Inf TYAISP
Knights Templar	Add 1D6 Knights TYAISP
Knights Hospitaller	Add 1D6 Knights TYAISP
Teutonic Knights	Add 1D6 Knights TYAISP
Antioch Mercenaries	Add 1D6 Cataphracts TYAISP

Card Name:	Notes:
Saracens	Add 1D6 Horse Archers TYAISP
Scythians	Add 1D6 Horse Archers TYAISP
Byzantines	Add 1D6 Archers TYAISP
Carpenters	Add 1D3 Siege Engines TYAISP
Dervishes	TSAB 2D6 Heavy Infantry.*
Counter Attack	TSAB 2D6 Horse Archers & 1D6 Cataphracts.*
Mad Turks	TSAB 3D6 Archers & 3D6 Spearmen.
Saladin	TSAB 2D6 Horse Archers & 2D6 Cataphracts.*
Mohammedeans	TSAB 1D6 Horse Archers & 1D6 Cataphracts.*
Infidels	TSAB 2D6 Spearmen.
Jihad	TSAB 2D6 Horse Archers & 1D6 Cataphracts.*
Bandits	TSAB 2D6 Horse Archers & 1D6 Archers.*
Bedouin Nomads	TSAB 3D6 Horse Archers.*
Egyptian Army	TSAB 2D6 Spearmen & 2D6 Cataphracts.*
Mamlukes	TSAB 2D6 Spearmen & 1D6 Cataphracts.*
Relief Force	TSAB 2D6 Spearmen & 1D6 Cataphracts.*
Arabs	Add 1D6 to Target Garrison Roll
Ghulams	Add 1D6 to Target Garrison Roll
Auxilia	Add 1D6 to Target Garrison Roll
Leader dies	Target Leader killed.
Assassination	Target Leader killed.
Troops demand Pay	Target player must repeat his upkeep phase.
Fatigue	Target stack may not move or Assault this turn.
Demoralized	Target stack may not move or Assault this turn.
Skirmishing Turks	OB: Turks are -1 to be hit this Battle
Separate Horse & Foot	OB: Turks get +1 to hit this Battle
Disciplined Ranks	OB: Crusaders get +1 to hit this Battle
Narrow Plain	OB: Crusaders get +1 to hit this Battle
Rally Troops	Gain back 1D6 troops lost this turn.
Find Stragglers	Add 1D6 Heavy Inf to your Army in supply phase
Gambesons	Negate 1 Crusader casualty. (Coat of Leather)
Chain Mail	Negate 1 Crusader casualty.
Plate Mail	Negate 1 Crusader casualty.
Late Arrival	Gain 1 Leader counter at your Invasion Point
Battle Hardened	Target Leader becomes a Great leader.
Surprise	Add or Subtract 1 from target morale check.

TSAB Target stack attacked by...

OB Open Battle Phase

* Play in Open Battle Phase.

TYAISP = to your army in supply phase

Card Notes

***Any units a player receives by virtue of cards like 'Holy War' and 'Reinforcements' remain with the player; they do not disappear after one battle.

***Bonuses are cumulative: For example, a player plays 'Siege Tower', 'Ladders', 'Battering Ram', and 'Traitor' all at once.

***There is a limit of 1 OB & 1 TSAB card that can be played against a given stack per turn.

***For cards that target a stack, only a Crusader stack may be targeted.

***Some reinforcement cards provide 'Turkish' units to a player.

Turkish type troops that have been recruited into a player's army cannot be left without at least one of the player's 'regular' units to accompany them.

***A victim of Desertions & Plague is allowed to choose which units he must lose. If the result exceeds the number of units in the target stack, the stack is destroyed but the difference is not directed to another stack.

Great Leaders

Designate some Leaders (1D3 per Player at setup) as Great leaders. If any Great Leaders are present in a stack, all units get +1MP. A Great leader gives his +1 bonus to up to 3 troop units.

Some Great Crusader Leaders include: Richard
Coeur de Lion, Philip Augustus, Emperor Frederic Bar-

barossa, King Louis VII, Gilbert the Templar, Garin the
Hospitaller, Baldwin I.





Culture & Conquest

Culture & Conquest

Simulation of ancient civilizations. This dice game does not require a map or counters. Solo or any number can play.

Victory Conditions

The game ends after 50 turns. The player with the most Victory Points wins. Advances you have score 5 points.

Cities you control score 10 points. Wonders you build score 15 points. Wonders you control score 5 points.

For every Natural resource you have the most of, gain 5 points. For every Manufactured resource you have the most of, gain 10 points. Gain 5 points if you have the biggest population.

Set Up

Each player starts with 10 populations and 1 city. Randomly determine your culture on the culture table. Determine Turn order by rolling high.

1D10 Result:

1-3 Nothing

4-5 Gain 1 Manufactured Resource of your choice

6-10+ Gain 1 Random Natural Resource (Roll on the Natural Resource Table)

Note: if you have none of the requirements for any manufactured resource, you get nothing.

Population Distribution Phase

Assign populations to one of the 7 specialty categories: Army, Navy, Agriculture, Trade, Labor, Scholars (Army & Navy are collectively called Military units) A single category cannot be increased or decreased by more than 5 populations. It costs 2 Gold to raise an army or navy. It only costs 1 Gold to raise a Navy if you have Wood & Cloth.

It only costs 1 Gold to raise an Army if you have Weapons & Horses.

Gain Leader Phase

Roll 1D6: On a roll of 1-2 gain 1 random leader.

Turn Sequence

Players take turns. A player will complete all of the following phases in their turn.

1. population phase
2. resource phase
3. distribution phase
4. leader phase
5. harvest phase
6. disaster phase
7. upkeep phase
8. war phase
9. trade phase
10. build phase
11. research phase
12. income phase

One round is completed when all cultures have had one turn.

Population Phase

Gain 1D6-2 population. Minimum = 0. These populations start as Agriculture specialists.

Resource Phase

Roll 1D10 on the Resource Table:

Harvest Phase

Produce 3 food per Agriculture population and 2 for each level of Food Resources you control. Food is not stored unless you have the pottery advance.

Disaster Check Phase

On a roll of 1 on D6 suffer from one random disaster. Resolve 'War' disasters first thing in War Phase.

Upkeep Phase

Each population consumes 1 Food. Armies are paid 1 Gold each. If upkeep is not met, those populations are lost. Roll 1D6 for each leader, on a roll of 5+, the leader dies of old age.

War Phase

A player may attack one target opponent on a roll of 5+ on 1D6. (get +1 to this roll if you have a General) If

the roll fails, he may attempt to attack another player. Other players may send armies, navies, and Generals to serve on either side.

Each player gets 1 die for every Army, Navy, and General on their side. If you have more armies than opponent, you get 1 extra die. If you have more navies than opponent, you get 1 extra die.

If you have a General and your opponent doesn't, you get 1 extra die. If you have Military Doctrine, and your opponent doesn't, you get 1 extra die. If you have Iron, and your opponent doesn't, you get 1 extra die.

If you have Equestrian, and your opponent doesn't, you get 1 extra die. If you have Siegecraft, and you are attacking, you get 1 extra die. If you have Fortifications and are defending, you get 1 extra die.

If you have Shipbuilding, and your opponent doesn't, you get 1 extra die. If you have the Great Wall and are defending, you get 1 extra die. The player with the higher total roll is the winner.

Defender wins ties. The winner gains 1D6 Victory points. Each roll of 1 causes your opponent to lose 1 army or 1 navy. If the defender loses all his armies the Attacker gets to take one form of tribute: All of the losers gold, or One City (which may contain a Wonder), or 2D6 Population (enslaved), or 1 target Resource.

Trade Phase

The active Player may trade Gold, food, labor, populations, cities, advances, leaders, resources, and promises with other players. (If 'trading' an Advance

the giver & the recipient both get it.)

Build Phase

Each Labor specialist produces 1 Labor point per turn. Assign Labor points to a city or Wonder under construction. These points are saved from turn to turn until the project is completed.

Labor points not assigned are lost. Build 1 city for 50 Labor and 25 Gold. Name the city. Gain 1 roll on the Natural Resource Table for 20 Labor.

Gain 1 Manufactured Resource of your choice for 25 Labor. Build 1 Wonder of your choice for 100 Labor and 50 Gold. Only 1 Wonder per city is allowed.

For each level of Build Resources you have the labor and gold costs of Cities and Wonders are reduced by 2.

Research Phase

Roll 1D12 per scholar, thinker, or research generator you have. On a roll of 1 gain one random advance. Pay 20 Gold to copy an Advance known by another player.

When determining a "Random" Advance, roll on the Advance Table. If you roll one you already have, pick one instead.

Income Phase

Collect Gold: 1 per Trade population, 1 per City, and 1 per level of Luxury Resources.

Population Distribution

TYPE:	Upkeep:	Production:
Military	1 Food + 1 Gold	None
Agriculture	1 Food	3 Food
Trade	1 Food	1 Gold

TYPE:	Upkeep:	Production:
Labor	1 Food	1 Labor
Scholars	1 Food	1 Research Roll

Note: There is a max of 1 Scholar per city.

Culture Table

D20:	Culture:	Starting Advance:
1	Egyptian	Engineering
2	Mesopotamian	Mathematics
3	Athenian	Philosophy
4	Roman	Law
5	Minoan	Music
6	Persian	Coinage
7	Assyrian	Metal Working
8	Babylonian	Astronomy

D20:	Culture:	Starting Advance:
9	Mycenaean	Pottery
10	Phoenician	Navigation
11	Spartan	Military Doctrine
12	Scythian	Equestrian
13	Summerian	Irrigation
14	Celtic	Art
15	Hebrews	Monotheism
16+	Pick One	

Culture & Conquest has been published in the on-line Winter 2000 issue of the ACADEMIC GAMING

REVIEW

Natural Resource Table

1D20	Resource:	Notes:	1D20	Resource:	Notes:
1	Grain	Food	11	Fibers	Clothing
2	Fish	Food	12	Salt	Food
3	Iron	Military; Requires Bronze	13	Shellfish	Food
4	Horses	Military	14	Incense	Luxury
5	Precious Metals	Luxury	15	Vegetables	Food
6	Fruits	Food	16	Bronze	Military
7	Livestock	Food	17	Furs	Clothing
8	Wood	Build	18	Clay	Build
9	Stone	Build	19	Brick	Build
10	Spices	Luxury	20	Gems	Luxury

Manufactured Resources List

Resource:	Notes:
Earthenware	Requires Pottery & Clay (Luxury)
Cloth	Requires Fibers & Textiles (Clothing)
Weapons	Requires Bronze or Iron & Metal Working (Military)
Wine	Requires Fruits & Brewing (Luxury)
Jewelry	Requires Precious Metals & Art (Luxury)
Sculpture	Requires Stone & Art (Luxury)
Glass	Requires Brick & Glassblowing (Luxury)
Dyes	Requires Shellfish or Spices & Dye Making (Luxury)
Medicinals	Requires Spices and Medicine (Luxury)
Leather	Requires Livestock & Textiles (Clothing)
Parchment	Requires Fibers & Literacy (Luxury)

Advance Table

D100:	Advance:	Notes:
1-2	Pottery	Food can be stored & Mitigates Famine
3-4	Monotheism	Population Phase: add 1 to roll (Religion)
5-6	Astronomy	Research: One additional roll per turn
7-8	Writing	Research: One additional roll per turn
9-10	Medicine	Mitigates Epidemic
11-12	Coinage	Gold: +1 per city per turn (Facilitates Trade)
13-14	Masonry	Cities & Wonders cost 5 less in Labor
15-16	Mathematics	Research: One additional roll per turn
17-18	Architecture	Cities & Wonders cost 5 less in Gold
19-20	Law	Mitigates Anarchy
21-22	Music	Mitigates Unrest (Music soothes the soul)
23-24	Democracy	Extra 5 points for Victory (Government)
25-26	Philosophy	Mitigates Heresy (Public Debate is acceptable)
27-28	Metal Working	Battle: One additional roll; Requires Bronze or Iron
29-30	Drama	Extra 5 points for Victory
31-32	Art	Extra 5 points for Victory
33-34	Military Doctrine	Battle: One additional roll (Strategy & Tactics)
35-36	Irrigation	Mitigates Drought
37-38	Navigation	Gold: +1 per city per turn (Expands Trade)
39-40	Equestrian	Battle: One additional roll; Requires Horses

D100:	Advance:	Notes:
41-42	Literature	Extra 10 points for Victory; Requires Writing
43-44	Ancestor Worship	Gain 2 VP for each City you control (Religion)
45-46	Siegecraft	Battle: Attacker gets one additional roll
47-48	Shipbuilding	Battle: One additional roll
49-50	Dynasty	Mitigates Civil War (Government)
51-52	Engineering	Labor: +1 per Labor population per turn
53-54	Selective Breeding	Food: +1 per agriculture population per turn
55-56	Polytheism	Gain 3 VP for each Wonder you control (Religion)
57-58	Brewing	Extra 5 points for Victory (Beer!)
59-60	Textiles	Extra 5 points for Victory
61-62	Glass Blowing	Extra 5 points for Victory
63-64	Dye Making	Extra 5 points for Victory
65-66	Fortifications	Battle: Defender gets one additional roll
67-68	Cartography	Gain +1 to resource table rolls
69-70	Mysticism	Extra 5 points for Victory (Religion)
71-72	Republic	Mitigates Mutiny (Government)
73-74	Oligarchy	Mitigates Mad King (Government)
75-00	Pick One	

Note: You can only have 1 Religion Advance and 1 Government Advance. If you roll an extra one, it replaces the older one.

Disasters

If a culture has a mitigating attribute the disaster causes half as much population loss. Round fractions down. If a culture experiences a disaster it skips its build phase and war phase.

Disaster Table

D20:	Type:	Notes:
1	Flood	Lose 1 Random Resource
2	Earthquake	1D6 or 2D6 if you have Architecture
3	Volcano	Lose 1 random City
4	Pirates	Lose half of your gold reserve
5	Unrest	1D6
6	Civil War	War: Attacked by 1D6 Armies: They take a random city if they win
7	Heresy	1D6 or 2D6 if you have Monotheism
8	Anarchy	1D6
9	Epidemic	3D6
10	Famine	Lose half of your food reserve
11	Uprising	War: Attacked by 1D6 Armies: They take 2D6 populations if they win
12	Corruption	Lose all gold
13	Drought	Lose half of your food reserve
14	Storms	1D6 (Navies first)
15	Sands of Time	Lose 1 random Wonder
16	Mad King	2D6
17	Pestilence	Lose half of your food reserve
18	Mutiny	2D6 (Military Units first)
19-20	Barbarians	War: Attacked by 1D6 Armies: They take all your gold if they win

Wonder List

Wonder:	Required:	Notes:
Sphinx	Sculpture	Costs same as city
Colossus	Metal Working	Gold +1D6 per turn in Income Phase
Oracle	Polytheism	Mitigates Corruption
Hanging Gardens	Irrigation	Mitigates Unrest
Parthenon	Architecture	Mitigates Heresy
Stonehenge	Astronomy	Costs same as city
Lighthouse	Navigation	Mitigates Storms
Pyramids	Engineering	Mitigates Anarchy
Great Wall	Masonry	One Additional Battle roll when defending
Great Library	Literacy	One Additional Research roll per turn

Note: Wonders are Unique. They can only be built once.

Leaders Table

1D6:	Type:	Effect:
1	Ruler	Gold: +1D6 per turn
2	General	Battle: +1 Battle roll
3	Thinker	Research: +1 Research roll per turn
4	Builder	Labor: +1D6 per turn
5	Religious	Population: +1D6 per turn
6	Diplomat	Negate attack against you on a roll of 5+ on 1D6

City Names

Antioch, Babylon, Knossos, Alexandria, Troy, Jerusalem, Sparta, Rome, Damascus, Delphi, Athens, Ur, Carthage, Jericho, Giza, Thebes, Byzantium, Cadiz, Ch'ang-an, Lo-yang, Canton...

Solo Version

If playing Solo the 'opponent' in War phase will have 4D6 armies and if defeated has 6D6 Gold and no Wonders.

Map Version

Players will need to make or acquire a map of the Mediterranean divided up into small territories. Put initial populations and city into one territory. Tokens

representing cities, leaders, wonders, and population specialties are required.

Place new populations into any territory you control. Spread new populations out as much as possible. Populations destroyed by disaster are removed from as few spaces as possible.

One city per territory. One Wonder per city. Add a Move Phase after War Phase. Populations can move one space per turn.

Armies can attack armies in adjacent spaces. An army can move into an opponents territory that does not contain an army. Take control of all tokens in that territory. Captured leaders are destroyed.

Barbarians and Civil war rebels will attack a border territory. Players with navigation can move populations 4 territories by sea per turn. They must end the turn in a coastal space.





Daimyo

Introduction

Board & card game for 2 players. Medieval Japanese Warfare theme. Each figure represents a company or unit of men.

Victory

You win if you kill your opponents Daiyamo.

The Map

Use an 8x8 chessboard or Grid.

The Men

Use chits or miniatures to represent units. There are 10 types of units.

Units Table

Name:	#	Armor	Horse	Weapon
Daimyo	1	Y	Y	K
Ashigaru Spearmen	1	N	N	S
Bushi Gunners	4	N	N	G
Bushi Spear Cavalry	2	N	Y	S
Warrior Monks	1	N	N	K
Samurai Swordsmen	1	Y	N	K
Samurai Horse Archers	2	Y	Y	B
Samurai Archers	2	Y	N	B
Samurai Heavy Cavalry	1	Y	Y	K
Samurai Naginata	1	Y	N	S

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Counterset Available

by Raymond Salvas: GotoWarpspawn III

Units Table Notation

K Katanas

G Guns

B Bows

S Spears

Y Yes

N No

Weapon = Weapon type the unit uses.

Number of that type of unit each player has in setup.

Move Phase

Play (discard) a Move card to move one of your units. Only units on Foot can use Foot cards. Only units on Horses can use Horse cards.

Units cannot move through other units except for the Daimyo. The move card has a number. This is the number of spaces the unit moves.

Some moves are diagonal, some orthogonal, and some can be either. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. For Example: Archers can only use Bow & Arrow cards.

The attack card has a number. This is the range of the attack. Some attacks are diagonal, some orthogonal, and some can be either.

"Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Units cannot attack through other units except for Archers.

Your opponent may play certain Defense cards to negate your attack. Only units with Armor may use an armor card. The Daimyo can make two attacks per turn (using two attack cards)

Card List Notation

M Movement
A Attack
D Defense
U Any type of Unit
K Katanas
G Guns
B Bows
S Spears
R Units with Armor
X All Units
H Units on Horses
N as a Knight would move in Chess
Type Purpose of card
User What type of unit can use the card

Card List

Card Name:	#	Range	Type	User	Notes
Muskets	2	3	A	G	
Arquebus	3	2	A	G	
Bows	2	2	A	B	Indirect
Arrows	3	N	A	B	Indirect
Spears	3	1	A	S	Orthogonal
Naginata	2	1	A	S	Diagonal
Katanas	3	1	A	K	Diagonal
Swords	2	1	A	K	Orthogonal
March	4	1	M	X	Orthogonal
Advance	4	1	M	X	Diagonal
Run	4	2	M	X	Diagonal
Charge	4	2	M	X	Orthogonal
Canter	2	3	M	H	
Outflank	2	N	M	H	
Ride	2	4	M	H	
Gallop	2	5	M	H	
Difficult Terrain	2	-	-	-	Negate a Move Card
Rally	2	-	D	U	Negate an Attack
Armor	6	-	D	R	Negate an Attack





Daisho

Introduction

Common deck card game for two players. Players are a pair of dueling Japanese fighters.

Combatant Pesrsonas

Each Player must pick one of the following personas:

*	Samurai warrior with Katana & Wakizashi (Long & Short Swords)
	Can use Speed cards as Armor cards
	Bushi with Nodachi (Large Sword)
	Can use Speed cards as Chop cards
	Ronnin with Tachi & Tanto (Long & Short Swords)
	Can use Armor cards as Speed cards
	Kensai (sword master) with Daisho (Long & Short Swords)
	Can use Armor cards as Combo cards (Two-Sword Style)
	Japanese Woman with Naginata (Curved Spear)
	Can use Armor cards as Slash cards
	Domin (Farmer) with Tonfa
	Can use Armor cards as Parry cards
	Otokodate (Secret Society Fighter) with Gunsen (Iron Fan)
	Can use Chop cards as Block cards
	Ashigaru (Foot Soldier) with Yari (Straight Spear)
	Can use Chop cards as Thrust cards
	Traveling Monk with Jojutsu (Staff)
	Can use Dodge cards as Parry cards
	Ninja with kusari-gama (Chained Sickle)
	Can use Block cards as Speed Cards
	Doshin (Policeman) with Jitte (Pair of Forked Dirks)
	Can use Chop cards as Parry cards
	Kyokaku (City Rebel) with Nunchaku
	Can use Parry cards as Chop cards
	Yamabushi (Warrior Monk) with ono (Pole-Axe)
	Can use Speed cards as Slash cards
	Brigand with tetsu-bo (Iron Club)
	Can use Combo cards as Chop cards
	Wako (Pirate) with aikuchi (Dagger)
	Can use Armor cards as Dodge cards
	Yojimbo (Bodyguard) with katana
	Can use Kai cards as Speed cards
	Merchant with Kiseru (Metal smoking pipe)
	Can use Armor cards as Block cards

Victory

Slay your enemy by reducing him to zero hit points.

Deck

Players share a common deck. The deck contains 70 cards.

Hit Points

Each Swordsman starts with 10 hit points.

Card List

Name	#	Type	Notes
Chop (Vertical Cut)	10	A	1 Point of Damage
Slash (Horizontal Cut)	10	A	1 Point of Damage
Thrust	10	A	1 Point of Damage
Kai	5	M	1 Point of Damage
Armor	5	D	Negates 1 Point of Damage
Dodge	5	D	Negates Thrust
Parry	5	D	Negates Slash
Block	5	D	Negates Chop
Combo	5	M	Allows 2 Attacks
Speed (Iaijutsu)	10	M	Speed Contest

Number of that card type in the Deck.

A Attack card

D Defense card

M Modifier card

Setup

Players start with a hand of 10 cards each.

Turn Sequence

Each turn has 7 phases:

1. First Step Phase
2. Second Step Phase
3. Speed Phase
4. Strike Phase
5. Defend Phase
6. Cut Phase
7. Recover Phase

First Step Phase

Both players fill their hands to 10 cards. If the deck runs out, shuffle the discard, and draw from it.

Second Step Phase

Both players simultaneously discard up to 5 cards face up. Both players fill their hands to 10 cards.

Speed Phase

Both players simultaneously reveal their Speed cards if they have any. The player with more Speed cards must choose one advantage:

1. Opponent can play no defense cards except Armor this turn, or
2. Opponent may not attack this turn

No one gains an advantage if the Speeds are tied. Note that revealed Speed cards are not discarded in this phase.

Strike Phase

Both players attack by revealing 1 or more attack cards of the same type. Players may also play Kai cards, if they played at least 1 attack card. For example: Player A plays 3 Chop cards and 2 Kai cards.

Because Player A played a Chop attack, he cannot Thrust or Slash. Players may also play 1 combo card each. A combo card allows you to play 2 different types of Attack cards.

For example: Player B plays a Combo, 2 Chop cards and 2 Slash cards. In a combo declare to which attack card a Kai card is being attached.

Defend Phase

A Player may play one Dodge card to negate all Thrust cards played against him. A Player may play one Block card to negate all Chop cards played against him. A Player may play one Parry card to negate all Slash cards played against him.

Defense cards, negated attack cards, and attached Kai cards are discarded.

Cut Phase

For every Attack card and Kai card that was not negated the target swordsman loses One Hit point. Players may play Armor cards to negate one point of damage. All played cards are discarded.

Recovery Phase

Players may discard up to 5 cards each.





Dark Ages Empires

Introduction

Wargame for 2-8+ players Europe Early 6th Century after the Fall of the Western Roman Empire.

Victory

The player to conquer the most other nations by the end of the Game is the winner.

Time Scale

Each turn is 5 years. The game starts in 500 AD and ends in 600 AD.

Nations List

Nations:	Adjacent Nations:	Notes:
Fr = Frankish Kingdom	SxVgOgBuBqBv	
Vg = Visigoth Kingdom	VaOgFrBuBqSu	
Og = Ostrogoth Kingdom	ESlBuFrVaVgBvLbGp	
Va = Vandal Kingdom	VgOgEBb	
Sx = Saxons	FrSl	
Bu = Burgundians	FrOgVg	
E = Eastern Roman Empire	OgSlPWhVaKiAlAbGp	Byzantium
P = Persian Empire	EWhKiAlAb	Sassinids
Wh = White Huns	PSlEAlFi	Avars
Sl = Slavs	OgEWhSxBvLbGp	
Su = Suevic Kingdom	VgBq	
Al = Alans	WhPKiE	
Lb = Lombards	GpSlOgBv	
Gp = Gepids	LbSlOgE	
Bv = Bavarians	FrSlOgLb	
Bq = Basques	SuVgFr	
Fi = Finns	SlAlWh	
Ki = Kingdom of Iberia	EPAl	
Bb = Berbers	VgVa	
Ab = Arabs	PE	

Neutral Nations

Neutral Nations (NN) are still in the game, even if no one is Playing them. A NN will not attack or gain cards or take turns. A NN will always have armies = to their Territory Stat.

NN can be conquered by other Nations.

Stats

Each Nation is described by a set of 4 Stats:

1. Territory
2. Population
3. Vitality

Dice

Six sided dice are needed.

Tokens

Tokens are used to keep track of Armies.

Map

The Map is composed of Nations as described in the Nations List. Important Note: Nations are not further subdivided.

4. Stability

Territory

A very abstract representation of land & sea areas controlled.

Population

Population = Number of Armies the player gains each turn.

Vitality

This is a measure of national energy and aggressiveness. Vitality = Number of cards the player may draw each turn.

National Stat Table

Nation	Trr	Pop	Vit	Stb
Fr	2	2	3	3
Vg	2	2	2	2
Og	2	2	3	1
Va	1	1	3	1
Sx	1	1	3	2
Bu	1	2	2	2
E	3	3	2	3
P	3	3	1	3
Wh	2	2	2	1
Sl	3	3	1	1

Glossary

Imperial Power = Primary Nation controlled by a player; it is the identity of that player. Neutral Nation = Nation not controlled by any player. Province = Nation conquered by an Imperial Power.

Setup

Each player picks one Nation to be its Imperial Power. Each Nation starts with Armies = its Population Score. Each player starts with a hand of 3 cards.

Stability

This is a measure of organization and/or resiliency. It is a factor in the Defense of a Nation.

Nation	Trr	Pop	Vit	Stb
Su	1	1	1	3
Al	1	1	1	3
Bv	1	1	1	3
Bq	1	1	1	3
Lb	1	1	1	3
Gp	1	1	1	3
Fi	3	1	1	1
Ki	1	1	1	1
Bb	2	1	1	3
Ab	2	1	1	3

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Event Phase
2. Draw Phase
3. Internal Strife Phase
4. Growth Phase
5. Invasion Phase
6. End Phase

1. EVENT PHASE

Roll once on the Event Table:

2D6:	Result:	Notes:
2-3	Death of Leader	Stability -1
4-5	Disease & Turmoil	Population -1
6	Stagnation	Vitality -1
7	Rebellion	Any Target Province becomes Neutral
8	Great Leader	Vitality +1
9-10	Population Explosion	Population +1
11-12	Law & Religion	Stability +1

These Events have a Permanent Effect. A Stat can never go below 1 or above 4.

2. DRAW PHASE

The current player draws cards equal to his Vitality Stat.

3. INTERNAL STRIFE PHASE

The current player rolls a number of dice equal to his Stability Stat. If he rolls only numbers less than 5, his nation is undergoing a period of Political Turmoil (Civil War) and he must skip his Invasion and Growth Phases this turn.

4. GROWTH PHASE

The current player gains Armies (Army Tokens) equal to his Population Stat plus 1 Army for each Province (nation) it has conquered.

5. INVASION PHASE

The current player may attack one Adjacent Nation. (limit one attack per turn unless an Invasion card is

played) He declares how many armies he is committing to the attack. The defender declares how many of his armies are defending.

The Attacking Nation rolls Dice = The number of attacking Armies + Extra dice as allowed by cards played.

The Defending Nation rolls Dice = Stability Stat + Territory Stat + The number of defending Armies + Extra dice as allowed by cards played

For every roll of 5+ one enemy army is destroyed.

If the Defending Nation is reduced to zero Armies, it is conquered. The conquered player is out of the game or continues playing by taking control of a Neutral Nation. The conquered Nation becomes part of the Empire of the Conqueror.

A Conquered Nation is known as a Province. If the Attacker loses all his Armies, the defender wins. If all armies on both sides are destroyed, the defender wins.

Attacking Empires

If you attack a Province, the controller of that Province May commit less than his full number of armies to its defense. If you conquer a Province, you gain control of that Province, not The entire Empire it was part of. If the Home country (The Imperial Power) of an Empire is Conquered, all of its Provinces resort to Neutrality.

Ally Rule

Nations adjacent to an Attacker or Defender may lend armies. Allied armies are always the first to be

lost in battle.

Invasions

A player may play an invasion card and conduct an additional attack (war) on his turn (vs same or different nation).

6. END PHASE

Max hand size is 3 cards + the Nations Stability Stat. Discard excess cards.

Card List

Card Name:	#	Notes:
Invasion	4	Get an extra Invasion Phase
Peace Treaty	4	Target opponent cannot attack your Empire this turn
Raise Armies	4	Gain 2 Armies in Growth Phase
Decisive Battle	4	Attacker may use 5 extra dice
Logistics Strategy	4	Defender may use 5 extra dice
Surprise	4	Use 3 extra dice in Invasion Phase
Slow to Move	4	Target Army may not Attack or Defend
Pray to God	4	Reroll target Dieroll





Doubloons & Dragoons

Introduction

Players take the role of Merchant Princes in control of their own city state. Thru conquest and trade they try to outdo their opponents in the quest for Gold & Glory.

Materials

Gold Coins Map
Dice 20, 10, and 6 siders

Terrain

NAME	MOV	DEF	TYPE
Clear	1	—	Plains or terrain containing roads and bridges
Rough	2	+1	Forests, Hills
Difficult	2	+1	Mountains, Swamps; Cavalry use all 4 move points to enter
Treacherous	—	—	Mountain Peaks; Cannot be entered
Water	(1)	—	Rivers, Oceans, Lakes; Can only be used by ships
Reefs	(2)	—	Can only be used by ships
Cities	1	+1	Any unit except cannons in a city hex become Garrison units
	—	—	while there

Gaining Control Of Neutral Cities

Neutral cities will have a garrison of 1D6 militia units. Players can gain control of neutral cities by diplomacy or military occupation. All current trade routes to the city cease to exist. New ones may be established.

Set Up

Each player starts with a Home City, 20 gold, and 3 Militia.

Paper and pencil Chits to represent units. Each player requires chits of a different color.

Object

Conquer all Cities on the map.

The Map

The hex map should contain about 25 cities, many with ocean access.

Round Sequence

1-Event Phase 2-Bid for the Favor of the Church
3-Trading Session 4-Roll for turn order 5-Players take their main turns

Events

One player rolls 1D6

D6	Results
1	Black Plague- Random City generates no income this or next turn. Units present are destroyed on a roll of 1-2 on D6.
2	Surplus- One random trade good produces no trade income this and next turn.
3	Scarcity- One random trade good produces double trade income this and next turn.
4	Revolution- One random non-home city and its units become independent.
5	Renaissance Master- One random city produces +1 Gold in taxes for the rest of the game.
6	Fortification- One random city gains 1 Militia unit.

2-bid For The Favor Of The Church

Players make secret bids for for the favor of the church. Bids are revealed simultaneously. All gold bid is considered spent. The highest bid wins. The favor may be used this turn to:

- Make one diplomacy attempt automatically suc-

cessful

- Target stack cannot move or initiate an attack
- Target city may not be attacked
- Recruit an extra unit in target city
- Negate a spy mission
- Target opponent controlled Non Home City with

- no garrison (or militia only) becomes neutral
- Win turn order roll
- Get +1D6 to next rounds bid In case of ties, no one gets the Favor.

3-trading Session

Players may trade gold, units, cities, promises, or anything of value.

4-roll For Turn Order

Roll D10. High roll takes their Main Turn first.

5-main Turn Sequence

There are 9 phases in the main turn sequence:

1. Upkeep
2. Taxation Revenue
3. Trade Revenue Phase
4. Production
5. Spy Missions
6. Movement
7. Battle

8. Establish Trade routes
9. Diplomacy Attempts

1-upkeep

Pay 1 gold per 5 units you control. Units whose upkeep is not paid are immediately disbanded. Players may save gold from round to round.

2-taxation

Gain 1 gold for each city you control & 3 gold from your Home city.

3-trade Revenue

Gain 1 gold per established trade route. Each City produces 3 trade goods and demands 3 trade goods. Roll D20 on the Trade Goods Table to determine goods produced and goods demanded.

Double results are allowed.

Trade Goods Table

D20 Goods:

1	Silk
2	Wine
3	Spices
4	Artwork
5	Dyes
6	Marble
7	Silver
8	Salt
9	Candy
10	Pearls
11	Perfume

1	Silk
12	Weapons
13	Clothing
14	Wool
15	Mahogany
16	Medicinals
17	Glassware
18	Opium
19	None
20	Roll again twice

4-production

Recruit up to one unit at each city you control per turn.

Units Table

NAME	TYPE	COST	MOVE	COMBAT
Musketeers	Infantry Missile	4	2	+1 vs Pikemen & Dragoons
Pikemen	Infantry Shock	4	2	+1 vs Lancers
Dragoons	Cavalry Missile	4	4	+1 vs Pikemen
Lancers	Cavalry Shock	6	4	+1 vs Missile
Cannon	Missile	6	(2)	+1 vs Infantry
Militia	Infantry	3	-	Garrison only
Garrison	Infantry	-	-	+1 vs Cavalry
Officer	Leader	3	4	Required for stack to move
Diplomat	Leader	3	4	Recruit Neutral cities
Governor	Leader	3	4	City generates +1 Taxes
Agent	Leader	3	4	Negates Spy missions

NAME	TYPE	COST	MOVE	COMBAT
Caravan	Merchant	2	2	Establish Trade Route
Caravel	Merchant Ship	2	2	Establish Trade Route
Galleon	Ship	5	4	Carry up to 4 units
Frigate	Ship	5	4	+1 vs Ships

5-spy Missions

Roll 1D6 for every Gold you spend. On a roll of 1 on 1D6 roll on the following table:

D10	MISSION SUCCESS
1	Assassinate: Destroy target Leader.
2	Set Fire: Destroy target ship adjacent to land.
3	Banditry: Destroy target caravan & gain 1D6 Gold.
4	Piracy: Destroy target caravel & gain 1D6 Gold.
5	Sabotage: Target stack cannot move or initiate an attack or action this and next turn.
6	Bribery: Buy opponents stack not in home city: Pay cost of all units.
7	Start Revolt: Target opponent's Non-Home City with no garrison (or militia only) becomes neutral
8	Thievery: Opponent loses and you gain 1D6 Gold.
9	Arson: Target Non-Home City produces no income and cannot recruit this turn or next turn
10	-Pick Mission Result.

Agents negate a Spy mission targeting the Hex they occupy on a roll of 1-2 on D6.

Stacking

Any number of units may occupy a single Hex.

6-movement

Rough & difficult terrain cost 2 moves to enter. Units cannot enter a hex occupied by enemy units unless the enemy units are all Leaders. Military units automatically capture (destroy) enemy leaders in the same Hex

7-battle Sequence

One stack of units may attack an adjacent stack of units. Stacks may combine their attacks. Militia and stacks without an officer may not initiate attacks.

Any unit may be attacked. The exception is non-missile troops may not attack ships. Merchant and Leader units do not get attack dice. Both attacking and defending units make attack rolls in the following order:

1. Cannons attack
2. Ships attack
3. Garrisons attack
4. Musketeers attack

5. Dragoons attack
6. Pikemen attack
7. Lancers attack

Units of the same type from both sides roll their attack dice simultaneously. Targets are declared before attack dice are rolled. An attack will destroy a target unit on a roll of 4-6 on 1D6 If the attacker is +1 against the target, add this to the attack roll.

An attacker is -1 on his roll if the target unit is in a terrain that has a Defense value = +1 Attacks by musketeers and dragoons vs Ships are at -2 Cannons cannot move & initiate attacks in the same turn.

8-establishing Trade Routes

Routes between cities you control are established automatically. Routes can be established automatically with friendly empires. Merchant units originating from a supply city you control may establish a trade route with a neutral demand city by entering it.

One Supply will satisfy one demand. Each Trade route will result in a revenue of 1 gold per turn.

9-diplomacy

If a diplomat occupies a neutral city pay 1 gold to make a Diplomacy attempt. On a roll of 1 on 1D6 gain control of the city and its garrison. Only one Diplomacy attempt per city per turn.





Dynasties & Kingdoms

Introduction

Board Game/ Strategic War Game for 2-6+ players. Five Dynasties and Ten Kingdoms Period of Chinese History circa 907-960 CE.

Victory

The first player to have 100+ Victory Tokens wins.

The Map

The map has 23 Provinces.

Control Of Provinces

To own (control, Possess) a Province, you must have at least 1 Army Token in it. A province can contain a maximum of 10 Army or Rebel Tokens.

Barbarian Provinces

The following Provinces are considered to be Barbarian Provinces. Annam, Da Chang He, Tufan, Uighurs, or Khitans Barbarian Provinces can never build Cities (Treat as a gain 1 Army Result on the Province Table)

Army Tokens

Each player has a set of Army Tokens of a unique color. Tokens must fit within the Province spaces on the map.

Rebel Tokens

Players share a common set of Rebel tokens. These represent Armies not controlled by any of the players.

City Tokens

Players share a common set of City tokens. A Province can have a maximum of 1 City Token in it.

City Table

1D6	Result:
1	Gain 1 VT
2	Gain 2 VT
3	Gain 3 VT

Province Phase

For each of your Provinces roll once on the Province Table. Roll two differently colored six sided dice. Have one color always be the first number and the other the second.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Dice

The game uses six sided dice.

The Deck

Players share a common deck. Use a standard 52 card deck.

Setup

Players roll high on 1D6 to determine turn order. Each player starts with 4 Army Tokens and 1 City Token. Each player, in turn, picks 1 Province to be their Homeland.

Players cannot pick Barbarian Provinces to be Homelands. Players cannot have Homelands in adjacent Provinces. Players place their Armies and City in their starting Homeland Province.

Each Barbarian Province starts the game with 3 Rebel Armies.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. City Phase
2. Province Phase
3. Expansion Phase
4. Scoring Phase

City Phase

For each of your Cities roll once on the City Table. Armies gained start in the same province as the city.

1D6	Result:
4	Gain 1 Army
5	Gain 2 Armies
6	Gain 3 Armies

Armies and Rebels gained start in that province. A Death result means all armies in that province are destroyed A Blocked result means no armies may move into or out of that province until the start of your next turn. A Build result means that Province gets a City.

If it already has a city, roll once on the City Table.

A Destruction result means that Province loses a city if it has one. If the result is Rebels, they must

be fought immediately as in Expansion Phase. If the Rebels win, the Rebel Tokens remain in the Province.

Province Table

2D6	Result:	Notes:
1-1	Barbarian Hordes	Gain 3 Rebels
1-2	Petty Warlord	Gain 2 Rebels
1-3	Horse Tribes	Gain 2 Rebels
1-4	Rebel Monks	Gain 1 Rebel
1-5	Banditry	Gain 1 Rebel
1-6	Piracy	Gain 1 Rebel
2-1	Peasant Uprising	Gain 1 Rebel
2-2	Plague	Death
2-3	Disease	Death
2-4	Famine	Death
2-5	Flood	Blocked
2-6	Storms	Blocked
3-1	Anarchy	Nothing
3-2	Blight	Nothing
3-3	Locusts	Nothing
3-4	Pestilence	Nothing
3-5	Drought	Nothing
3-6	Taxation	Gain 1 Army

2D6	Result:	Notes:
4-1	Good Crops	Gain 1 Army
4-2	Stability	Gain 2 Armies
4-3	Peace	Gain 1 VT
4-4	Prosperity	Build
4-5	Loyalty	Gain 3 Armies
4-6	Artisans	Gain 2 VT
5-1	Calligraphy Master	Gain 3 VT
5-2	Enlightenment	Gain 4 VT
5-3	Great General	Gain 4 Armies
5-4	Earthquake	Destruction
5-5	Invention	Gain 2 VT
5-6	Trade	Build
6-1	Industry	Build
6-2	Allies	Gain 1 Army
6-3	Raids	Nothing
6-4	Taoism	Gain 1 VT
6-5	Buddhism	Gain 2 VT
6-6	Confucianism	Gain 3 VT

Expansion Phase

You may move each of your armies one space into an adjacent Province. You may not move the last remaining army in a province out. If a Province is empty, you immediately gain control of it by moving an Army into it.

If the province contains enemy Armies or Rebels, there will be a battle. If they are rebels, pick any opposing player to control them for the battle. The battle is resolved by playing a single hand of Poker with a regular deck of cards.

Each player is dealt 1+X cards.

X the number of Armies (or Rebels) the player has. The first card is face up, the others are kept hidden in that players hand. A player can draw a maximum of 7 cards. Players may then discard none, some, or all of

their hand cards and draw replacements.

The player with the winning hand wins the Battle. The winner keeps all of his Armies. The loser discards all of his Armies.

If the loser was the defender, and the Province contained a city, the city is destroyed on a roll of 1-3 on 1D6.

Scoring Phase

Gain 1 Victory Token for each Province you control. If any province contains 10 or more armies discard the excess.

Links

Five Dynasties and Ten Kingdoms Period Wikipedia





Early Kings Of England

Introduction

Wargame for 2+ players. England circa 800 AD - 1000 AD. (After the Romans & Before the Normans)

Victory

Conquer the most Territories by turn 10.

The Map

Draw an Outline of Britain. Divide it into about 20 Territories.

Kingdoms

Each player picks one Tribe:

Tribe:	King:	Start:
Anglo-Saxons	Alfred the Great	South & Central
Vikings	Cnut the Great	East
Welsh	Rhodri Mawr the Great	West
Scots	Cinead MacAlpine	Northeast
Picts	Drust IX	Northwest

Tokens

Each player has a set of Tokens of a unique color to represent his armies.

The Deck

There are 5 types of cards in the deck: -Warrior -Weapon -Armor -Fort -Siege Each card has a Force value.

Setup

The Vikings & Picts place 3 Tokens in one Territory. The other groups place 4 Tokens in one Territory.

Turn Sequence

Each turn has 3 Phases: Recruit Phase Move Phase Battle Phase

Stacks

Tokens may Stack. A Stack is referred to as an army.

Recruit Phase

Place a Token in each Territory you occupy (control) with your armies. You cannot have more Tokens than 4 times the number of Territories you control. Excess Tokens are disbanded.

Move Phase

Each of your Tokens may move once to an adjacent territory.

Battle Phase

A Battle occurs in every Territory occupied by Tokens from 2 different players. Each Battle is resolved in turn. Each player draws 2 cards for each Token he has in the battle.

A player may then discard half his cards & draw replacements. Players reveal their hands. Only the defender can play Fort cards.

Only the attacker can play Siege cards. Weapon cards cannot be played in excess of Warrior cards. Armor cards cannot be played in excess of Warrior cards.

Cards that cannot be played are discarded. Each player adds up the total Force of his remaining cards. The Higher Total wins.

The loser discards all his Tokens in the Territory. The winner discards Tokens equal to the number of Weapon, Siege and Fort cards the loser played minus the number of Armor cards the winner played. Discard all cards played in the battle. Go on to the next Battle.

Vikings (norsemen)

Long Ships: The Vikings used Long ships to raid far off locations. In Move phase, you may move Tokens in Coastal Territories to any Other coastal territory. Berserkers: In a Battle, you may discard (max) one of your Tokens for +3 Force.

Vikings do not recruit as the other races do, instead they draw 2 cards and add their forces together. This many Tokens arrive by ship at any of your Coastal Territories. If the Vikings did not conquer any territory during the turn, then remove 1 Viking Token from the board. These Vikings went elsewhere.

Anglo Saxons

Fyrd: The Saxon armies became a professional standing force at this time. The Saxons cannot have

more Tokens than 5 times the number of Territories you control (other players are 4). Excess Tokens are disbanded.

The Anglo Saxons made fine Mail: Armor cards played get +1

Welsh (britons)

The land of Castles: When defending, a Welsh army gets bonus force equal to the Number of Tokens in its army. Plus all Defense cards played get +1 Force.

Scots

Warrior & Weapon cards played by the Clansmen get +1 Force.

Card List

Card Name	Type	Force
Chieftain	W	5
Nobility	W	5
Hero	W	5
Select Warriors	W	4
Huscarl	W	4
Mercenaries	W	2
Heavy Infantry	W	3
Light Infantry	W	1
Archers	W	2
Irregular Troops	W	1
Cavalry	W	2
Skirmishers	W	1
Axemen	W	4
War Band	W	3
Spearmen	W	3
Short Bow	X	3
Javelins	X	2
Short Sword	X	4
Battle Axe	X	5
Long Sword	X	5
Darts	X	1
Long Spear	X	5
Scramaseax	X	2
Hand Axe	X	4
Spear	X	4
Light Spear	X	3
Sling	X	3
Francisca	X	2
Club	X	1
Dagger	X	1

Picts

The Wild Picts get to draw 1 extra Card during a battle.

Card List Type Notation

W Warrior
X Weapon
A Armor
F Fort
S Siege

Card Name	Type	Force
Shield Wall	A	5
Large Shield	A	4
Small Shield	A	3
Square Shield	A	2
Round Shield	A	3
Padded Leather	A	1
Quilted Leather	A	1
Reinforced Leather	A	2
Mail Shirt	A	4
Long Mail	A	5
Mail Coat	A	5
Leather Cap	A	1
Helm	A	2
Nasal Helm	A	3
Faced Helm	A	4
Castle	F	5
Hill Fort	F	4
Keep	F	3
Pallisade	F	3
Garrison	F	3
Militia	F	1
Earthworks	F	2
Starve Out	S	2
Surprise	S	5
Assault	S	3
Siege Engines	S	2
Treachery	S	4
Raids	S	1
Surrounded	S	4





Egypt

Introduction

Card game simulating 3000 years of rule by the Pharaohs of ancient Egypt.

Card List

#	Name	Point Value
7	Hieroglyph	0
7	Slaves	1
7	The Nile	2
7	Temples	3
7	Chariots	4

#	Name	Point Value
7	Pharaohs	5
7	Pyramid	6
7	The Gods	7
7	Ankhs	Wild

number of cards in the deck of that type.

Turn Sequence

Players take turns Draw Phase Control Phase Dynasty Phase End Phase

Draw Phase

All players draw enough cards to fill their hands to 7 cards.

Control Phase

Simultaneously, each player reveals one meld, if they have one. A meld is 2 or more cards of the same type. Ankh cards are wild.

Only one meld is revealed (of the players choice), even if the player has more melds. A player may decide not to reveal a meld, even if they have one or more melds. The meld with the most cards wins control of Egypt.

If two or more melds have the same number of cards, then the cards with the highest point value wins. If point values are tied, then no one wins. If no one reveals a meld or no one wins then the last player to control Egypt wins. If the game is just beginning and no one has controlled Egypt yet, then the turn ends. First example: John plays 2 Hieroglyph cards (value = 0) and Randy plays 2 God cards (value = 7). Randy wins.

Second example: John plays 3 Hieroglyph cards and Randy plays 2 God cards. John wins.

Dynasty Phase

The controller of Egypt draws one random card from any players hand. The current controller of Egypt may play one or more melds this phase. Each meld

played earns that player tribute points equal to the point value of all cards played.

For example: The controller plays 4 chariot cards (value 4) and 3 pharaoh cards (value 5). He gets 16 (4 X 4) tribute points for the chariots and 15 (3 X 5) points for the pharaohs. There are 2 special melds that can be played in Dynasty phase: Pyramid Builders combo: 1 card each: Pharaoh, Slaves, Pyramid (12 points) Priests combo: 1 card each: Temple, Hieroglyph, God (10 points)

End Phase

All melds played this turn go to the discard. Players may discard up to 3 cards. Players must discard down to 5 cards.

End Of Game

The game ends after 10 turns. Each turn represents 300 years. If the deck runs out before the 10th turn, shuffle the cards and keep playing.

Victory

The player with the most accumulated tribute points at the end of the game is the winner.

Designing The Cards

There are 63 cards in the deck. Seven of each of nine types. All cards have the same backs. Each card must have on its front, its name and numerical value.

Each card can have unique illustrations and writings. For example: Research hieroglyphs and use a different one for each hieroglyph card. Some gods from Egyptian mythology:

- Ra the sun god
- Anubis, guardian of the dead
- Bast the cat goddess

- Horus the avenger
- Isis the goddess of fertility
- Osiris the god of nature
- Thoth the god of knowledge
- Ptah the creator of the universe
- Set the god of evil
- Some Pharaohs from the history book:
- King Menes (United upper and lower Egypt)

- Zoser (King of the third Egyptian dynasty)
- Cheops (King of the fourth Egyptian dynasty)
- Amosis (Liberated Egypt from the Hyksos)
- Amenhotep, Thutmose (& Hatshepsut), Ikhnaton
- Tutankhamen, Seti, Ramses, Ptolemy, Cleopatra

Awesome Cardset Available

Give Thanks to the Mighty Felisan!





Emperor Of China

Introduction

Card game for 2-4+ players. Simulation of several thousand years of Chinese Imperial Dynasties.

Victory

The player with the most Dynasty points when the game ends wins.

Game End

The game ends when the 10th Dynasty has ended.

The Deck

Players share a common deck. There are 5 main card Types: Stability Cards Change Cards Military Cards Dynasty Cards Barbarian Cards

Dynasty Points

Use Tokens to keep track of Dynasty Points.

Emperors & Rebels

Use colored markers to distinguish Emperors and Rebels. Each player must display a marker to show whether he is Currently an Emperor or a Rebel.

Setup

All Players are considered to be Rebels at the start of the game.

Turn Sequence

Each turn has 6 Phases:

1. Fate Phase
2. Destiny Phase
3. Challenge Phase
4. Resolution Phase
5. Dynasty Phase
6. End Phase

Fate Phase

Players fill their hands to 10 cards. If the deck runs out, shuffle the discard and draw from it.

Destiny Phase

Each player may discard up to 5 cards and draw replacements.

Challenge Phase

Players reveal scoring cards from their Hands. An Emperor Player may score with Stability and Military cards. Rebel players may score with Change and Military cards.

A Rebel player must also play exactly 1 Dynasty or 1 Barbarian Card or his total score becomes zero. Each scoring card has a point value. The player with the highest total Score wins the hand.

If an Emperor has at least 3 different types of Stability cards, he gets Score +3 If a Rebel has at least 3 different types of Change cards, he gets Score +3 If a player has at least 3 different types of Military cards, he gets Score +3 (For example a player with Infantry, Strategy, and Troops gets +3) Remember, a rebel cannot play more (or less) than 1 Dynasty or Barbarian card.

Resolution Phase

Whoever wins the hand becomes the new Emperor and all Other players become Rebels. If multiple players tie for first place, they all become Emperors! (This represents divisions into multiple Kingdoms) If a Rebel player wins (not ties) a hand using a Barbarian card, all Players lose and become Rebels. All scored cards are discarded EXCEPT for the Dynasty (not Barbarian) cards of the winner(s).

Winners keep their Dynasty cards face up in front of them. (But not in their hand). These are referred to as the "Current Dynasties". If you won as a Barbarian, draw an extra card next turn in Fate Phase.

Dynasty Phase

The Emperor gets 2 Dynasty Points (DP). If there are multiple Emperors, each gets only 1 DP. Some cards allow the Emperor to score extra DP.

End Phase

Each player must discard down to a max hand of 3 cards.

Special Card Types

Despot cards: These are a type of Stability card. They have high scores, but if used, and you (win the hand) remain Emperor, all Rebel players may draw an extra Card next turn in Fate Phase.

Current Dynasties

Current dynasties often give/derive bonuses to/from other cards. An Emperor player who loses a hand and becomes a Rebel must Discard his current dynasty card. Note that Dynasty (& Barbarian) cards have a point value that is used when played by a Rebel but not when the Dynasty is current.

For Example: A Rebel plays a Sung Dynasty card and gets to add 4 to his score. He wins the hand and becomes the Emperor of the Sung Dynasty. On later turns as an Emperor, he does not get the 4 points, but he does get the Infantry bonus on the Sung Dynasty card.

Card List

Name:	Type	Score	Notes:
Xia (Hsia or Yu)	D	3	Stability CGS +1
Shang (Yin)	D	4	Govern CGS +2
Chou (Zou)	D	4	Culture CGS +2
Ch'u	D	1	Military CGS +1
Ch'in (Qin)	D	4	Despot CGS +2
Han	D	4	Missile CGS +2
Wei	D	2	Change CPO -1
Shu	D	2	Strategy CGS +2
Wu	D	2	Disorder CPO -2
Tsin (Ch'in)	D	3	Troops CGS +2
Liu (Song)	D	2	External CPO -2
Qi (Ch'i)	D	1	Get 1 DP in FP
Liang	D	2	YO draw 1 less card in FP
Ch'en	D	2	Dynasty CPO -2
Sui	D	2	Internal CPO -2
T'ang	D	4	Economics CGS +2
Liao	D	1	Draw 1 extra card in FP
Sung	D	4	Infantry CGS +2
Jin	D	2	Barbarian CPO -2
Yuan (Mongol)	D	4	Cavalry CGS +2
Ming	D	4	Build CGS +2
Manchu (Ch'ing)	D	4	
Turkic Hordes	B	3	
Hsiung-nu Hordes	B	4	
Tibetan Hordes	B	3	
Mongolian Hordes	B	5	
Khitans Hordes	B	4	
Jurchen Hordes	B	4	
Strong Central Government	S	5	Govern
Mandate of Heaven	S	5	Culture
Tribute	S	4	Economics
Unification	S	5	Govern
Confucianism	S	5	Culture
The Five Classics	S	4	Culture; DP +1
Middle Period	S	4	Culture
Administration	S	4	Govern
Ancestor Worship	S	4	Culture

Card List Notation

S Stability Cards

C Change Cards

M Military Cards

D Dynasty Cards

B Barbarian Cards

CGS +X = Cards get Score +X CPO -X = Cards played by Opponents get Score -X DP +X = If the Emperor Wins the hand, he gets an extra +X Dynasty Points

FP Fate Phase

YO Your Opponents

Name:	Type	Score	Notes:
Bureaucracy	S	3	Govern
Unchallenged	S	4	Govern
Consolidation	S	4	Govern
Great Wall	S	5	Build; DP +2
Reforms	S	5	Govern; DP +1
Reign Supreme	S	5	Govern
Ruling House	S	3	Govern
Irrigation & Agriculture	S	4	Build
Network of Roads	S	3	Build
Canals	S	3	Build
Disarm Populace	S	3	Govern
Taxation	S	3	Economics
Property Rights	S	4	Economics
Tyrant	S	6	Despot
Legal Codes	S	3	Govern
Imperial Decree	S	3	Govern
Uniformity	S	3	Culture
Customs	S	3	Culture
Executions	S	6	Despot
Purge	S	6	Despot
Organization	S	4	Govern
Trade & Commerce	S	4	Economics
Urbanization	S	3	Economics
Industry & Invention	S	4	Economics; DP +1
Silk Route	S	5	Economics
Expansionism	S	4	Govern
Diplomacy	S	3	Govern
Institutions	S	4	Govern
Peace & Prosperity	S	4	Economics
Quell Rebellion	S	5	Govern
Hold onto Power	S	4	Govern
Buddhism	S	4	Culture
Authoritarianism	S	3	Govern
Coinage	S	4	Economics
Restoration	S	4	Govern
Golden Age	S	5	Culture; DP +1
Overthrown	C	5	External
Warring States	C	4	External
Late Period	C	3	Internal
Invasions	C	5	External
Weak Emperor	C	3	Internal
Assassination	C	4	Disorder
Poverty	C	4	Internal
Anarchy	C	5	Internal
Discontent	C	3	Internal
Disruptions	C	4	External
Collapse	C	5	Internal
Corruption	C	4	Internal
Degeneration	C	4	Internal
Famine	C	5	Natural
Drought	C	4	Natural
Pestilence	C	5	Natural
Floods	C	4	Natural

Name:	Type	Score	Notes:
Ravaged by Barbarians	C	5	External
Factional Conflict	C	4	Internal
Upheavals	C	5	Internal
Turmoil	C	4	Internal
Mass Uprisings	C	5	Disorder
Widespread Rebellion	C	5	Disorder
Peasant Revolts	C	4	Disorder
Mutiny	C	4	Disorder
Refugees & Migrations	C	3	Disorder
Usurpation	C	5	Disorder
Disaster	C	5	Natural
Many Enemies	C	4	External
Civil War	C	5	Disorder
Seize Power	C	5	External
Piracy	C	3	External
Banditry	C	3	External
Decline	C	3	Internal
Petty Kingdoms	C	3	External
Period of Flux	C	3	Internal
Breakdown	C	3	Internal
Political Chaos	C	5	Internal
Rival State	C	5	External
Vassal States Rebel	C	3	External
Humiliation	C	4	External
Overlords	C	5	External
Warlords	C	4	External
Intrigue	C	4	Internal
Art of War	M	5	Strategy
Conquest	M	5	Strategy
Household Units	M	3	Cavalry
Armored Cavalry	M	4	Cavalry
Armored Infantry	M	3	Infantry
Foot Soldiers	M	2	Infantry
Nomad Warriors	M	4	Cavalry
Mounted Bowmen	M	4	Cavalry
Horse Archers	M	4	Cavalry
Mercenaries	M	3	Troops
War Chariots	M	4	Troops
Light Chariots	M	4	Troops
Guards and Bodyguards	M	4	Troops
Regiments and Battalions	M	4	Troops
Light Cavalry	M	4	Cavalry
Bowmen and Archers	M	3	Missile
Skirmishers	M	3	Infantry
Brigades and Divisions	M	4	Troops
Crossbows	M	4	Missile
Halberds and Long Spears	M	4	Infantry
Swords and Shields	M	3	Infantry
Bells & Drums	M	3	Strategy
Daring Commander	M	5	Strategy
Formations	M	4	Strategy
Defeat in Detail	M	5	Strategy
Conscripts	M	2	Infantry

Name:	Type	Score	Notes:
Local Troops	M	2	Infantry
Reserves	M	3	Strategy
Shock Troops	M	5	Troops
Elite Troops	M	5	Troops
Auxiliary Cavalry	M	3	Cavalry
Convict Troops	M	2	Infantry
Garrisons	M	2	Infantry
Stratagems	M	4	Strategy
Untrained Troops	M	2	Infantry
Campaign	M	4	Strategy
Marksmen	M	5	Missile
Noble Cavalry	M	5	Cavalry
Orphan Troops	M	2	Infantry
Standing Army	M	4	Troops
Artillerists	M	4	Missile
Rockets	M	4	Missile
Catapults	M	4	Missile
Allies	M	3	Troops
Great General	M	5	Strategy
Scouts	M	4	Strategy
Militia	M	2	Infantry
Total Destruction	M	5	Strategy
Long March	M	4	Strategy
Split Forces	M	3	Strategy

Card Set Available

Thanks Ron! [Click Here!](#)

Links

[History of China](#)





Empire Of Islam

Introduction

Bidding Game for 2-4+ players. Theme: The Rise of the Caliphate 632 - 750. Each player represents a powerful Arab family faction.

Victory

The player with the most victory points at the end of the game wins.

Game End

The game is played in 10 turns. Each turn represents one Conquest:

Turn	Conquest	Notes:
1.	Arabia	Battle of Aqraba
2.	Palestine	Battles of Yarmuk & Qadisiyah
3.	Babylonia	-
4.	Syria	-
5.	Egypt	-
6.	Persia	First Fitna
7.	North Africa	Sieges of Constantinople
8.	Afghanistan	Second Fitna
9.	Spain	Battle of Poitiers
10.	Sind	Third Fitna

If you win the Conquest Category in Turn 1 gain 1 extra Victory Token.

If you win the Conquest Category in Turn 2 gain 2 extra Victory Tokens.

If you have the lowest Control score during the first Fitna lose 1 Victory Token.

If you have the lowest Control score during the second Fitna lose 2 Victory Tokens.

If you have the lowest Control score during the third Fitna lose 3 Victory Tokens.

If you have the lowest Conquest score during the Sieges of Constantinople or the Battle of Poitiers lose 3 Victory Tokens.

2. Conquest
3. Culture

Bidding Mat & Screen

Each player gets a bidding Mat and Screen. The screen is used to hide the mat during bidding. The Mat is divided into 7 Spaces:

1. Control (5 Victory Tokens)
2. Conquest (4 Victory Tokens & 2 Fate Tokens)
3. Culture (3 Victory Tokens)
4. Draw (5 Cards)
5. Draw (4 Cards)
6. Draw (3 Cards)
7. Conversion (2 Victory Tokens & 2 Cards)

Each space is also referred to as a Category.

Victory Tokens

Players share a common set of Victory Tokens.

Fate Tokens

Players share a common set of Fate Tokens.

The Caliph Token

Players share a single Caliph Token.

The Deck

Players share a common Deck. There are 3 card types:

1. Control

Setup

Shuffle the deck. One random player is given the Caliph Token. Each player is dealt 1 card.

Turn Sequence

The turn is divided into 4 Phases:

1. Fate Phase
2. Bid Phase
3. Spoils Phase
4. End Phase

Fate Phase

Each player gets 10 Fate Tokens and draws 1 Card. If the deck runs out, shuffle the discard and draw from it.

Bid Phase

Players use their Fate Tokens to Bid on the 7 Mat Spaces. Cards can also be used. Control cards can only be used on the Control Space, Conquest cards on the Conquest Space and Culture cards on the Culture Space. Each card is worth 1-3 Fate Tokens.

Unused Fate Tokens and cards can be saved from turn to turn. Bids are made hidden by the screens. When all players are done the screens are lifted and all Bids are revealed.

Spoils Phase

The player with the most Fate points (from Tokens & cards) in a space wins that space. The winner of a space is awarded with Victory Tokens and/or Cards as indicated. All Bid cards and Fate Tokens used in the Bid are discarded.

Common Deck Card List

Name	Type	Force	Notes
Succession	T	1	-
Murder	T	2	Rebel
Trade Network	T	2	Caliph
Central Authority	T	3	Caliph
Umayyads	T	1	-
Civil War	T	3	Rebel
Dynasty	T	3	Caliph
Tribal Council	T	1	-
Sheikhs	T	1	-
Opposition	T	2	Rebel
Support	T	1	-
Betrayal	T	1	-
Infighting	T	1	-
Non-Arab Muslims	T	1	-
Factionalism	T	2	Rebel
Discontent	T	2	Rebel
Unification	T	3	Caliph
Caliphate	T	3	Caliph
Party of Ali	T	3	Rebel
Administration	T	2	Caliph
Tolerance	T	2	Caliph
Financial Crisis	T	3	Rebel
Permissive Laws	T	2	Caliph
Revolt	T	3	Rebel
Armed Aggression	Q	1	-
Invasion	Q	3	-
Continual Fighting	Q	2	-

The winner of the Control Category takes possession of the Caliphate Token.

End Phase

Max hand size is 10 cards. Discard excess cards.

Bidding Details

Some Control cards (Caliph cards) can only be used by the current Caliph. Some Control cards (Rebel cards) can only be used by non-Caliph players. There are 4 different types of Culture cards: Religion, Science, Art, and Custom.

If you play at least 4 different types Culture cards in a single bid, you immediately score 2 Victory Tokens, whether you win the bid or not.

Card List Notation

T Control

Q Conquest

U Culture

Name	Type	Force	Notes
Battle	Q	1	-
Able General	Q	3	-
Arab Armies	Q	2	-
Border Clashes	Q	1	-
Warfare	Q	2	-
Jihad	Q	3	-
Crush Enemies	Q	3	-
Reinforcements	Q	2	-
Campaign	Q	2	-
Skirmishes	Q	1	-
Mobilization	Q	1	-
Domination	Q	3	-
Mosques	U	3	Religion
Sunni	U	2	Religion
Shia	U	2	Religion
Koran	U	3	Religion
Astronomy	U	3	Science
Mathematics	U	3	Science
Arabic	U	3	Custom
Literature	U	3	Custom
Technology	U	1	Science
Equestrian	U	2	Custom
Calligraphy	U	3	Art
Arabesque	U	1	Art
Law	U	2	Custom
Architecture	U	3	Art
Dress	U	1	Custom

Name	Type	Force	Notes
Fanaticism	Q	2	-
Desert Power	Q	2	-
Great Victory	Q	3	-
Rapid Expansion	Q	2	-
Raids	Q	1	-
Light Resistance	Q	3	-
Capture City	Q	3	-
Slaughter	Q	1	-
Cavalry	Q	1	-

Name	Type	Force	Notes
Theology	U	1	Religion
Music	U	2	Art
Dance	U	2	Art
Theatre	U	1	Art
Festivals	U	1	Religion
Geography	U	1	Custom
Medicine	U	2	Science
Alchemy	U	1	Science
Philosophy	U	2	Science

Links

Islam





Empires

by Emmanuel Delva (C)2011.

Needed Materials

- Some counters sets, each set with one different colour per player, and in two different sizes. The biggest ones will be used to show the locations of cities, while the smallest ones will represent the people of each player. To ease things up, they will be called "cities" for the big ones and "counters" for the others. About 30-50 counters and 10-15 cities per player is plenty.
- Any map where provinces will have been drawn. Say about 20 provinces per player. Each province should be wide enough so as to allow one city and a 10-12 counters to be put within. There can only be one city per province.
- A single 54 cards deck. 52 cards with two jokers that each can replace any single other card.

Winning The Game:

In order to win the game a player must own half the province of the map plus one.

Suit	Adv	Description
♥	Fertility	(incredible health and ability to withstand hardship, clans, big families...)
♦	Diplomacy	(merchants, navigation, explorer, money...)
♦	Warfare	(martial arts, sieges engineering, tactics, military prowess...)
♣	Sophistication	(morals, religion, philosophy, enlightenment, spiritual power...)

Back Into Game:

In case of elimination, a player can be allowed to enter the game again as a « foreign invader ». He will start again with one city, anywhere in the outer ring of provinces, provided that he is at least three spaces away from other players' territories. The player will receive one city, and six counters.

Conception Notes:

The game is designed to be quick, easy to learn and fast to play. A game will usually range from half an hour to two hours, maybe three if several players are involved. Luck is foremost, but tactical insight and strategic thinking will play their part.

Phase By Phase Description Of The Game

1 : Cards Drawing Phase

Each player draws 3 cards. One more is drawn for each city the player currently owns.

Game Start:

Each player receives one city of his colour that he is allowed to put anywhere as long as it is at least five provinces away from the nearby provinces controlled by another player.

The player is then given ten counters of his colour to deploy in his city or the nearby provinces. In both cases, the youngest player is given the first pick of where to deploy his city and then his counters.

The Player Nation Special Attribute:

Each player can choose one special attribute for his side. This will allow the player to need one card less in the chosen suit. For example someone needing two different ♣ cards in order to get an "Exodus" action will be able to use this action with only one ♣ and one ♥ if he has the « Sophistication » edge. There are four different advantages, one per suit :

2 : Diplomacy Phase

The players are afforded 5 minutes for exchanging, selling or buying cards, making promises, settling everlasting oaths, or betraying them ...

3 : Order Of Play Determination Phase

The players will act in the reverse order of the amount of provinces they currently own. The player with the most will play first and so will be disadvantage. In case of a draw, the player with the most cities will act first, then the player with the most counters.

4 : Cards Phase

In the aforementioned order, each player will be allowed to make up to two actions. The player will need to have the needed cards. They are "spent" and discarded in the drawing deck. The player can choose not to play at all, and in this case he draws one more card.

5 : Counters Phase

In the aforementioned order, each player will be allowed to move each and every of his counters by ONE province. If counters are in the same province as someone else's counters, then a fight MAY follow. The attacker chooses how many enemy counters he wants

to destroy (up to his own number of counters). Then the attacker himself loses a number of counters :

- Equal if the province has a city of the enemy counters' colour,
- Inferior by one if this is not the case and so the enemy counters have nowhere to run to.

6 : Default Phase

The players can have a maximum hand equal to the number of cities that they do own. Any excess must be discarded.

Cards Combinations

COMBINATION	COMBO NAME	INGAME EFFECTS
1 ♥ card	MIGRATION :	Win a counter in any empty adjacent province.
1 ♦ card	MERCHANT :	Move one own counters anywhere.
1 ♠ card	COMBAT :	Destroy one adjacent enemy counter.
1 ♣ card	APOSTLE :	Move one adjacent enemy counter by one province.
2 ♥ cards	ABUNDANCE :	Win three counters in an already owned province.
2 ♦ cards	EXPLORATION :	Move three own counters anywhere.
2 ♠ cards	WAR :	Destroy three adjacent enemy counter.
2 ♣ cards	EXODUS :	Move three adjacent enemy counters by one province.
3 Reds and 1 Black	COLONISATION :	Switch into your colour 1 city OR 5 counters that are
	-	in the same province as one of your own counters.
3 Blacks and 1 Red	CRUSADE :	Completely destroy an adjacent province. Everything
	-	there is removed : cities and ALL counters.
1 of each 4 suits	FOUNDATION :	Put one of your city in a province that already has

one of your counters in and no cities yet.

paid to keep each single card.

Game Options

War Tresury:

It can be interesting to introduce the role of money into the game : the nerves of war! To do so, the easiest way is to replace the automatic drawing of cards by an income system where money is earned and spent. In order to play this option, it may be necessary to get a rather large amount of pawns or counters, or it can be agreed just to keep the amount written on paper. At game start, each player is given 10 coins, and only 6 if the player enters game again after a previous elimination. Then, on the card drawing phase, each player will only get three cards without modifiers.

After that, still in the same phase, players will collect their incomes. Its amount is : One coin per city the player owns, One coin per province where there are only his counters in, And of course, a city owned in a province with no counters except his owns brings two coins to a player.

Then at the beginning of the cards action phase, in the determined orders, the players will be given the opportunity to buy cards. The price is two coins each. Tables turns can succeed as long as someone has money to spend. Once the cards play has started, it is no more possible to buy cards. But in the case that a player owns more cards than he is allowed too and wants to keep them, he can at a cost of one extra coin

Supplies Reserves:

This option necessitates the use of dices. With it the players will be able to store supplies. They will be able to use them both to have more than two actions in the cards phase, and to make extra moves in a new breakthrough phase that will follow the counters phase. To build a supply warehouse, you need a dice, resources and time. Note that it is possible to build as many warehouses as wanted but only on cities. And if the city is destroyed or conquered, the aggressor while receive no benefits except the satisfaction of depriving an enemy from resources. First, a player must call his desire to build a warehouse aloud. He will need to discard one card and one coin. Once done, the dice is displayed on the city with its 1 face up.

Then each following year, the player will be allowed to sacrifice one or two cards (each counting as an action). And in the counters phase the player is allowed to sacrifice one coin. For each of these sacrifice, one unit will be added to the dice and the according face displayed. When it will reach 6, the warehouse is complete and active. There is already a possibility that does not need the warehouse to be active to be used. It is the money reserve value of a warehouse : at any moment, it is possible to decrease the dice by any value and to receive the according money in exchange. But for the two following possibilities, the player needs the

warehouse to be active (the dice must display the 6 face up)..

First, one player can decide to do more than two actions in the cards phase. So the player with a warehouse is almost certain to be able to play his whole hands while players are usually limited to two cards action. But there is a price for that : one coin must be paid for each extra card action after the normal

two. Second, this option introduce a new cards actions phase that will happen after the counters phase. This new phase is called « Breakthrough Phase ». The players will still act within in the determined order in this new phase, but they can decide not too if they want. Anyway all actions on this phase will have a very high cost of two coins per action.





Epoch

Introduction

Card and Record Keeping game for 2-6+ players.
Ancient Civilization Building Theme.

Victory

The player with the most Victory Points at the end of the game wins.

Game End

The game ends at the end of the turn in which any player has Played his 10th Age Meld.

Record Keeping

Players will have to record the following using paper and writing implements:

- 1. The Name (and Aspect) of each Age card they have played in order.
- 2. The Advances they have made and their level in each
- 3. Exemplary Bonuses
- 4. End of game scoring calculations

The Deck

Players share a common deck. There are 2 types of cards in the deck:

- 1. Age cards
- 2. Advance cards

Setup

Shuffle the deck. Each player is dealt 3 cards.

Turn Sequence

The turn is divided into 5 phases:

- 1. Discovery Phase
- 2. Trade Phase
- 3. Age Phase
- 4. Scribe Phase
- 5. End Phase

Common Deck Card List

Name:	Type	Aspect	Level	Notes:
Classical Age	A	P	2	
Age of Heroes	A	P	3	
Age of Peace	A	P	4	

Discovery Phase

Each player is dealt 3 cards. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may freely trade cards with each other.

Age Phase

Each player may make 1 Meld. A Meld consists of 2 things:

- 1. One Age card
- 2. A number of Advance cards as specified by the Level of the Age card

Note: Age cards are of 2 Aspects: Positive and Negative. You must play an Aspect that is opposite of the Aspect you played last time. Recall: The game ends at the end of the turn in which any player has Played his 10th Age Meld.

Scribe Phase

If a player played a Meld last phase, he records the Age card (& Aspect) and He gains 1 level in each advance he played a card for, which also Must be recorded with paper and pencil. All Meld cards are discarded.

End Phase

Max hand size is 7 cards. Discard excess cards.

Exploration Rule

You may at any time discard 2 Age cards to draw 1 card from the top of the deck.

Card List Notation

- A** Age
- V** Advance
- P** Positive
- N** Negative

Name:	Type	Aspect	Level	Notes:
Revolutionary Age	A	P	5	
Renaissance Age	A	P	6	
Age of Prosperity	A	P	2	
Age of Reason	A	P	3	
Age of Wonder	A	P	4	
Romantic Age	A	P	5	
Age of Chivalry	A	P	6	
Age of Empire	A	P	2	
Age of Industry	A	P	3	
Age of Enlightenment	A	P	4	
Age of Progress	A	P	5	
Golden Age	A	P	6	
Age of Innocence	A	P	2	
Age of Freedom	A	P	3	
Age of Discovery	A	P	4	
Age of Exploration	A	P	5	
Best of Times	A	P	6	
Worst of Times	A	N	2	
Age of Corruption	A	N	3	
Age of Tribulation	A	N	4	
Age of Decadence	A	N	5	
Age of War	A	N	6	
Age of Tyranny	A	N	2	
Age of Stagnation	A	N	3	
Age of Sorrow	A	N	4	
Age of Battles	A	N	5	
Dark Age	A	N	6	
Age of Famine	A	N	2	
Age of Disease	A	N	3	
Age of Oppression	A	N	4	
Age of Anarchy	A	N	5	
Age of Civil War	A	N	6	
Age of Chaos	A	N	2	
Age of Decline	A	N	3	
Age of Enslavement	A	N	4	
Age of Migrations	A	N	5	
Age of Reformation	A	N	6	
Metallurgy	V	-	-	Conquerors
Military Doctrine	V	-	-	Conquerors
Equestrian	V	-	-	Conquerors
Siege Craft	V	-	-	Conquerors
Cartography	V	-	-	Explorers
Ship Building	V	-	-	Explorers
Navigation	V	-	-	Explorers
Engineering	V	-	-	Builders
Architecture	V	-	-	Builders
Tools	V	-	-	Builders
Invention	V	-	-	Builders
Science	V	-	-	Thinkers
Mathematics	V	-	-	Thinkers
Philosophy	V	-	-	Thinkers
Law	V	-	-	Rulers
Ethics	V	-	-	Rulers

Name:	Type	Aspect	Level	Notes:
Government	V	-	-	Rulers
Politics	V	-	-	Rulers
Painting	V	-	-	Artists
Sculpture	V	-	-	Artists
Fashion	V	-	-	Artists
Coinage	V	-	-	Traders
Economics	V	-	-	Traders
Industry	V	-	-	Traders
Religion	V	-	-	Priests
Theology	V	-	-	Priests
Mythology	V	-	-	Priests
Astronomy	V	-	-	Priests
Literature	V	-	-	Writers
Poetry	V	-	-	Writers
Writing	V	-	-	Writers
Music	V	-	-	Performers
Dance	V	-	-	Performers
Theatre	V	-	-	Performers
Sports	V	-	-	Bodies
Martial Arts	V	-	-	Bodies
Medicine	V	-	-	Bodies
Agriculture	V	-	-	Farmers
Food Preservation	V	-	-	Farmers
Animal Husbandry	V	-	-	Farmers

End Of Game Scoring

Each player calculates his final Score. Players score Victory Points (VP) for the following: * The Going Out Bonus: The first player to make 10 Melds gets 5 VP (this ends the game). * Greatness Bonuses: You gain 3 or 4 VP for each Greatness Bonus you make.

* If you play all the cards for a Greatness Bonus in 1 single meld, this is called an Exemplary Bonus and earns an additional +2 VP. * If you have the most (ties don't count) levels in a single advance (Such as Dance) you gain 1 VP.

Greatness Bonuses

There are 12 Greatness Bonuses. To get a Greatness Bonus in End scoring you must have at least 1 level in each of the Advances listed for that particular Greatness Bonus.

Great Conquerors Bonus +4vp

Metallurgy Military Doctrine Equestrian Siege Craft

Great Explorers Bonus +3vp

Cartography Ship Building Navigation

Great Builders Bonus +4 Vp

Engineering Architecture Tools Invention

Great Thinkers Bonus +3vp

Science Mathematics Philosophy

Great Rulers Bonus +4vp

Law Ethics Government Politics

Great Artists Bonus +3vp

Painting Sculpture Fashion

Great Traders Bonus +3vp

Coinage Economics Industry

Great Priests Bonus +4vp

Religion Theology Mythology Astronomy

Great Writers Bonus +3vp

Literature Poetry Writing

Great Performers Bonus +3vp

Music Dance Theatre

Great Bodies Bonus +3vp

Sports Martial Arts Medicine

Great Farmers Bonus +3vp

Agriculture Food Preservation Animal Husbandry

Faq

question - "All Ages are "equal," can be played on any turn? -You don't have to "live through" more primitive Ages to get to later ones? -Each time you make a meld, you must put down exactly the number of Advances equal to the Level of the Age you're playing? -All Advances are "equal" in that each is worth 1 "level" no matter when played? -"Level" of an Age has nothing to do with "level" of Advancements you've achieved?

answer -The "primitiveness" of an age does not affect gameplay. In that respect ages are "equal". -They

don't have to be played in any particular "historical" order, or have any particular level. Example of play: I'm making my first Meld of the game: I have the "Age of Empire" card.

It has a level = 2, so I must play exactly 2 Advance cards with it to complete the meld, lets say I traded for music and dance. Now, a few turns later I am ready to make my second meld. "Age of Empire" was a "Positive Aspect" Age card, so now I must use a "Negative Aspect" Age card: I have an "Age of Corruption" card so I use it. It requires I play 3 Advances: I play Theatre, Astronomy, and Mythology along with it to complete the meld. Note that I also completed the "Great Performers Bonus" Combo because I have advances in it's 3 requirements: Dance, Music, and Theatre.





Faiths

Introduction

Board game for 4+ players. Each player takes on the role of a Major Religion.

The Religions

Religion:	Starting Territory (Homeland):
Shinto	Japan
Taoism	South China
Confucianism	North China
Buddhism	South India
Jainism	North India
Hinduism	East India

The Deck

Players share a common deck. The deck has 2 types of cards: Magnitude Cards Event Cards

Setup

Shuffle the Deck. Randomly determine turn order. A player places 10 population chits in his starting territory.

Each player is dealt 3 cards.

Victory

The first player to occupy over 50% of the territories with his chits wins.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Growth Phase
3. Event Phases
4. End phase

Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it.

Growth Phase

Flip over the Top card of the deck into the discard until you get a Magnitude card. Gain a number of PC equal to the value of the Magnitude card. Discard the Magnitude card.

Place these PC in or adjacent to territories where you already have PC A Territory can hold 10 PC max. These 10 can be from any number of Faiths.

Board & Pieces

Requires a map of Asia & the Middle East divided into about 20-30+ territories. Each player has an unlimited set of uniquely colored 'population' chits (PC). Each Territory can hold a maximum of 10 PC.

Religion:	Starting Territory (Homeland):
Sikhism	West India
Zoroastrianism	Iran
Islam	Arabia
Judaism	South Israel
Christianity	North Israel

Event Phase

You may play one or more pairs of cards. A Pair must include 1 Magnitude card and 1 Event card. Every Event card includes a variable of X.

The Magnitude card provides the numerical value of X.

End Phase

Hand maximum of 7 cards. Discard excess cards.

Card Notation

PC Population Counter

Move Move target PC you own to a different space
Remove = Remove target opposing PC from the board
Replace = Replace target opposing PC with your own
Adjacent = A Territory without your own PC bordering a Territory with PC you control

Add Gain PC like in Growth Phase

ATYAO = A Territory you already occupy

AT Adjacent Territory

YT Any Territory

MXPCIST = Move X PC into same territory

Magnitude Card List

Card Name:	Numerical Value:
------------	------------------

Prayers & Rituals 1

Traditions	2
Scriptures	3
Theology	4
Faith & Belief	5

The common deck contains 4 copies of each Magnitude card and 1 copy of each Event card:

Event Card List

Card Name:	Notes:
Conversion	Replace X PC in an AT
Holy War	Remove X PC in AT & MXPCIST
Schism	Remove X PC in YT
Missionaries	Replace X PC in YT
Spread	Add X PC to AT
Multiply	Add X PC to ATYAO
Great Teacher	Draw X cards
Inquisition	Remove X PC in ATYAO
Colonization	Add X PC to YT
Migration	Move X PC to an AT
Crusade	Remove X PC in YT & MXPCIST
Jihad	Remove X PC in ATYAO & MXPCIST
Intermarriage	Replace X PC in ATYAO
Diaspora	Move X PC to YT
Heresy	Opponent must discard X cards
Reformation	Opponent may not play Event cards next X/2 turns
Pilgrimage	Move X PC to ATYAO
Mysticism	Look at opponents hand & next 2X cards in Deck
Zealots & Fanatics	Negate a card just played

Note

In all cases you may spread the effects of an event out to multiple legal Territories For example: Pilgrimage: Move X PC from same or different territories to Any target location(s).

Optional Homeland Bonus

One Event you play per turn involving your homeland Territory gets Magnitude +1. Note: a Religion can survive without occupying its own homeland.





Farmers Of Ur

Introduction

Card game for 2-4+ players. Players each control a settlement in ancient Mesopotamia. Players are trying to be the first to develop their village into a full-fledged city.

This Honor belongs to the first player to build a Ziggurat.

Victory

The first player to accumulate 60 Tokens is the winner. If two players both go over 60 in the same turn, the player with The highest total number of Tokens wins.

Tokens

Tokens represent the manpower and materials needed to build the Ziggurats.

The Deck

Players share a common deck. There are 6 six main suites known as the Resource suites. The 6 Resource Suites:

1. Beer
2. Grain Crops
3. Fruits & Vegetables
4. Animals
5. Crafts & Materials
6. Knowledge

There are also three Minor suites:

1. Disasters
2. Prosperity
3. Structures

Setup

Each player is dealt a hand of 5 cards.

Turn Sequence

Each turn has 5 phases:

1. Harvest Phase
2. Disaster Phase
3. Trade Phase
4. Build Phase
5. Burial Phase

Harvest Phase

Each player is dealt 2 cards. If the deck runs out, shuffle the discard and draw from it.

Disaster Phase

Simultaneously, each player may play 1 Disaster card from their hand onto the Player to their left. A player struck with a disaster must discard 3 random cards from their hand. Instead of discarding 3 random cards, some special Resource cards can be Discarded to mitigate a specific type of Disaster.

Some Structure cards make you immune to certain Disasters. If the person to your right does not play a Disaster card on you, you may play (discard) a prosperity card to draw 3 cards.

Trade Phase

Players may trade the cards in their hands with each other. Players may make any sort of deals they want. There are no forced trades.

Limit Trade phase to 5 Minutes.

Build Phase

Players may make Melds from their hands. Melds are made using Resource cards from your hand. Melds are similar to Poker hand combinations.

Different Melds will earn different amounts of Tokens:

Meld	Tokens
5 Card Flush (All cards same Suite)	5
5 Card Straight (5 cards in Numerical Order)	7
5 Card Straight Flush	15
3 of a Kind (Same Number)	3
4 of a Kind	6
5 of a Kind	9
6 of a Kind	12

If you do not play a Meld, you may pay 5 Tokens to put one Structure card into play. Structure cards are placed face up in front of you and their beneficial effects last for the remainder of the game.

Burial Phase

Max hand size is 7 cards. Excess cards are discarded.

Card List

Card List Notation

B Beer
G Grain Crops
F Fruits & Vegetables
A Animals
C Crafts & Materials
K Knowledge
D Disaster
P Prosperity
S Structures
IBP Burial Phase Draw 1 card

Card Name:	Suite	Rank	Notes:
Fermentation	B	1	
Brewing	B	2	
Staple Beverage	B	3	
Gift of the Gods	B	4	
Yeast	B	5	
Malted Barley	B	6	
Liquid Currency	B	7	
Beer Hall	B	8	
Banquet	B	9	
Clay Jars	B	10	
Wheat	G	1	
Stored Seeds	G	2	
Porridge & Gruel	G	3	
Sow & Reap	G	4	
Bread	G	5	
Lentils & Chickpeas	G	6	
Baking	G	7	
Cereal Crops	G	8	
Millet & Sesame	G	9	
Surplus Grain	G	10	
Turnips & Beans	F	1	
Grapes & Wine	F	2	
Onions	F	3	
Dates & Figs	F	4	
Olives	F	5	
Garlic & Spices	F	6	
Honey & Mead	F	7	
Nuts & Berries	F	8	
Herbs & Medicinals	F	9	Mitigate Epidemic
Apples & Plums	F	10	
Sheep & Goats	A	1	
Oxen	A	2	
Pigs	A	3	
Beasts of Burden	A	4	
Geese & Ducks	A	5	
Selective Breeding	A	6	
Hunting	A	7	
Fish & Shellfish	A	8	
Domesticated Livestock	A	9	

Card Name:	Suite	Rank	Notes:
Cattle Herding	A	10	
Pottery	C	1	
Metal Working	C	2	
Carts & Wagons	C	3	
Woven Baskets	C	4	
Wool & Flax	C	5	
Leather & Hides	C	6	
Weapons & Tools	C	7	
Brick Making	C	8	
Glass Blowing	C	9	
Jewelry	C	10	
Writing & Scribes	K	1	
Accountancy	K	2	
Calendar	K	3	
Bureaucracy	K	4	
Military	K	5	
Architecture	K	6	
Religion	K	7	Mitigate Unrest
Priesthood	K	8	
Mythology	K	9	
Dynastic Kingship	K	10	
Drought	D	-	
Flood	D	-	
Failed Crops	D	-	
Epidemic	D	-	
Marauding Army	D	-	
Famine	D	-	
Unrest	D	-	
Good Harvest	P	-	
Conquest	P	-	
Holiday	P	-	
River Trade	P	-	
Granaries	S	-	Hand Size +1; Immune to Failed Crops
Storehouses	S	-	Hand Size +1; Immune to Famine
Irrigation Canals	S	-	Hand Size +1; Immune to Drought
City Walls	S	-	Hand Size +1; Immune to Marauding army
Reclaim Marshlands	S	-	IBP & Discard 1 card
Temples	S	-	IBP Keep it if it's a Knowledge Card
Bakeries	S	-	IBP Keep it if it's a Grain Card
Breweries	S	-	IBP Keep it if it's a Beer Card
Markets	S	-	IBP Keep it if it's a Craft Card
Good Pasture	S	-	IBP Keep it if it's a Animal Card
Orchards	S	-	IBP Keep it if it's a Fruit/Veg Card

City Identity

At the Beginning of the Game each player chooses the identity of a different city. The Cities are: Ur, Uruk, Larsa, Eridu, Kish, Nippur, and Lagash.

Knowledge card.

Ur

Patron Deity: Nanna the Moon God. In Burial Phase The Ur player may draw 1 card and keep it if it is a

Uruk

Patron Deity: Inanna the Goddess of Love, Fertility, and Warfare. In Burial Phase The Uruk player may draw 1 card and discard 1 card.

Larsa

Patron Deity: Utu the Sun God. In Burial Phase The Larsa player may draw 1 card and keep it if it is a Grain card.

Eridu

Patron Deity: Enki the God of Crafts, Water, Intelligence, and Creation. In Burial Phase The Eridu player may draw 1 card and keep it if it is a Crafts card.

Kish

Patron Deity: Ninhursag the Earth & Mother Goddess. The Kish player has a hand size +1.

Nippur

Patron Deity: Enlil Lord of the Air, Heaven, and Earth. Structures only cost 3 Tokens for the Nippur player.

Lagash

Lagash was a city of many Gods & Great Kings. Every Meld made by the Lagash player earns 1 extra Token.





Feudal Lords

Introduction

Card Game for 2 + players. Each player is a medieval Noble trying to expand his Fiefdom and Glory at the expense of his neighboring warlords.

Victory

Be the first to accumulate 50 Glory.

The Deck

Players share a common deck.

Setup

Each player starts with one land in play: Their Manor, which generates 2 Gold per turn. Each player starts the game with a hand of 7 cards. Oldest player goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Gold Phase
2. Glory Phase
3. Land Phase
4. Vassal Phase
5. Fate Phase
6. Event Phase
7. Battle Phase

Gold Phase

Income is in "Gold". Your Lands/vassals generate Revenue this turn. You may buy the Kings Confidence Token this Phase.

The Token costs 5 Gold.

Card List

Card Name:	#	Type:	Cost	Notes:
Holy Day	4	E	0	No Battles are allowed this turn
Crusade	2	E	0	Discard X Knights to gain 2X Glory
Peasant Revolt	2	E	0	Opponent collects no gold this turn
Tournament	2	E	0	Gain 1 Glory per knight you control
Kings Feast	1	E	3	Gain 6 Glory
Court Intrigue	4	E	3	Gain 5 Glory
Scutage	2	E	X	Gain 1/2X Glory
Scandal	2	E	4	Opponent loses 7 Glory

Glory Phase

Your Lands/vassals generate Glory this turn. If you control the Kings Confidence Token gain 1 additional Glory.

Land Phase

Put one Land card from your hand into play in your domain.

Vassal Phase

Put Vassal & Company cards from your hand into play in your domain.

Fate Phase

Draw 2 cards from the deck. You may buy extra cards for 5 Gold each.

Event Phase

You may play one Event card from your hand.

Battle Phase

You may attack an opponent (Petty Wars). Players total the value of all cards they control with a Battle value. Players may play Battle Event cards to increase their Battle value.

Other players may (ally) contribute vassals, companies, and battle events to either side. The player with a higher Battle total rolls 3D6. The other player rolls 2D6.

The winner of the roll wins the Battle. The winner of the Battle gets to take one Land card from his opponent or plunder up to 6 gold from his opponent. The loser must discard one Battle card.

Card Name:	#	Type:	Cost	Notes:
Royal Hunt	2	E	0	Gain 3 Glory & 2 Gold
Pageantry	2	E	2	Gain 4 Glory
Ransom Knights	2	E	0	Take 4 Gold from opponent
Harvest	2	E	0	Gain 3 Gold for each Farm you control
Market Day	2	E	0	Gain 1 Gold for each Land you control
Merchants Guild	2	L	2	Gold = 1/Turn
Vineyard	2	L	3	Gold = 2/Turn
Farm	6	L	1	Gold = 1/Turn
Grazing Lands	4	L	0	Gold = 1/Turn
Village	4	L	2	Gold = 2/Turn
Destriers	1	L	3	Gold = 2/Turn
Toll Road	1	L	1	Gold = 1/Turn
Mine	2	L	4	Gold = 2/Turn
Tax Collector	1	V	1	Gold = 1/Turn
Falconry	1	L	3	Glory = 1/Turn
Herald	2	V	1	Glory = 1/Turn
Church	4	L	1	Glory = 1/Turn
Monastery	1	L	3	Glory = 1/Turn
Abbey	1	L	2	Glory = 1/Turn
Cathedral	2	L	4	Glory = 2/Turn
Master Craftsman	1	V	3	Glory = 1/Turn
Poet	1	V	2	Glory = 1/Turn
Troubadour	1	V	1	Glory = 1/Turn
Courtiers	6	V	2	Glory = 1/Turn
Advisor	1	V	3	Glory = 2/Turn
Patronage	1	V	2	Glory = 1/Turn
Champion Knight	7	V	6	Battle = 7
Hospitaller Knights	1	C	5	Battle = 6
Knights of the Templar	1	C	5	Battle = 6
Secular Knights Order	6	C	4	Battle = 5
Sergeantry	2	C	3	Battle = 4
Armored Infantry	4	C	2	Battle = 3
Foot Soldiers	6	C	1	Battle = 2
Archers	4	C	1	Battle = 1
Crossbowmen	2	C	3	Battle = 3
Yeomen	2	C	3	Battle = 4
Mercenary Company	4	B	2	Battle = 3
Breach	4	B	2	Battle = 5 (Attacker only)
Siege	4	B	4	Battle = 7 (Attacker only)
Relief Forces	2	B	2	Battle = 5 (Defender only)
Concentric Castle	4	L	6	Battle = 6 (Defense only)
Excommunicated	1	E	4	Discard target Vassal
Murder & Foul Deeds	4	E	2	Discard target Vassal
Treachery	1	E	2	Look at opponents hand & steal 1 card
Thieves & Banditry	2	E	0	Opponent loses 4 gold
Black Plague	2	E	0	Discard target Company or Land
Inquisition	1	E	0	All players must discard one Vassal

Notation

L Land
E Event
V Vassal

B Battle Event
C Company

Noble Rank

Lands	Rank	Bonus Glory
1	Vassal Knight	+0
4	Baron	+5
8	Earl	+7
16	Duke	+9

Cardset Available

[Click Here](#)

Recommended Alternate Rules

Provided by Jim Stults <jamesbstults@yahoo.com> and friends (Thanks Guys!):

1. The manor has a battle value of 1.
2. Fate phase: Draw 3 cards and then discard 1.
3. Scutage: Maximum of 10 glory
4. Battle phase: An attacking player announces the land that they intend to attack.

If the battle is won, by the attacker, they gain control of that land. If the battle is won by the defender, the attacker chooses a land to cede to the defender. A player totals the value of all cards that they wish to commit to a particular combat (whether attack or defense). These cards are set aside in an overlapping stack.

They may not be used for another combat until it is that players turn again. They are assumed to be fighting on a particular front and unavailable to other fronts. A defending player may opt to retreat. By retreating, the defender surrenders the targeted land.

Dice are not rolled, and no battle cards are discarded.

5. Card Numbers. 8 each of Foot Soldiers and Farms. 4 of Thieves and Banditry.

Alternate Cardset Available

[Click Here](#)





First War Of Scottish Independence

Introduction

Card game for 2 players. Theme: War in Scotland circa 1296-1314

Victory

The player with the most Territories at the end of the game wins. If at any time one player controls all 20 Territories, that player automatically wins. The game drags on for 18 years unless there is an automatic win.

Territory Tokens

Each of these represents a piece of Feudal Scotland. Each player starts the game with 10.

Turns

Each turn is 1 year. Each year has 4 seasons. The Year ends after Winter and starts with Spring.

The Deck

Players share a common deck. The deck contains 6 card types: Leaders, Nobles, Troops, Strategy, Event, Victory

Unit Cards

Leaders, Nobles, and Troops are Units.

Leader Cards

A player may have a max of one Leader card in Play at a time. Scottish Leader Cards represent Wallace or Bruce. English Leader cards represent Edward I or II, or an English General.

Setup

Each player starts with 10 Territory Tokens. One player takes the role of the Scots. The other player is the English.

Each player is dealt 5 cards.

Seasonal Turn Sequence

This applies only to the Spring, Summer, and Fall Seasons. Each Season is divided into 6 Phases: Logistics Phase Recruit Phase Event Phase Battle Phase Victory Phase End Phase

Logistics Phase

The Scottish Player draws 3 cards. The English Player draws 4 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Put Unit cards in your hand face-up onto the table in front of you. These remain in play until lost due to Events, Battle or Winter Rules. You may only have one Leader card in play.

If you control more Lowland Nobles draw 1 extra card. The Scots can have a max of 2 Cavalry and 2 Archers in play.

Event Phase

Players may play Event cards this Phase. Players take turns playing 1 Event at a time. Start with the English Player.

You must play an Event or skip the rest of the Phase.

Battle Phase

Players tally their Force Points: The Player with the most Leader Cards gets 1 Force Point. The Player with the most Nobles gets 1 Force Point. The Player with the most Troops gets 1 Force Point.

If tied in a category, neither player gets the Point. Starting with the Scottish Player, players take turns playing (discarding) one Strategy card at a time. Each Strategy card played is worth 1 Force Point.

If you have fewer territories and you control more Highland Nobles get 1 extra Force Point.

Victory Phase

The player with the highest Force Total from Battle Phase wins the Season. The Scottish player wins ties. The winner steals 1 Territory Token from his opponent.

The loser must discard 1 Unit card from Play. The winner may also play (discard) 1 or more Victory cards.

End Phase

You may discard a card you cannot play to draw a replacement card. Max hand size is 5 cards. Discard excess cards. Record the passage of time: Season and Year.

Winter Turn Sequence

Winter turns have 2 Phases: Quartering Phase Recruitment Phase

Quartering Phase

The English Player must discard his Leader card if he has one in play. The English player must discard all but 2 of his units. The Scottish player must discard all but 3 of his units.

The player with the most Territories may keep one additional unit in play. Players discard their hands. Shuffle the discard into the deck.

Recruitment Phase

The Scottish player draws 3 cards. The English player draws 4 cards. If the deck runs out, shuffle the

discard and draw from it.

Card List Notation

L Leaders
N Nobles
T Troops
Z Strategy
X Event
V Victory
B Both Players
E English Player Only
S Scottish Player Only
Number of copies of that card in the deck
User Which player is allowed to use the card

Common Deck Card List

Name	#	User	Type	Notes:
Scottish Leader	6	S	L	-
English Leader	4	E	L	-
Lowland Nobles	5	B	N	-
Highland Nobles	5	B	N	-
Infantry	5	B	T	-
Cavalry	5	B	T	-
Archers	5	B	T	-
Truce	1	B	X	Skip Battle Phase this turn
Kill Traitor	1	B	X	Discard Target Noble
Needed Elsewhere	1	B	X	Discard Target Leader
Scorched Earth	1	B	X	Discard Target Troop card
Ransoms	1	B	X	Draw 2 cards
Occupation	1	B	X	Steal Target Territory Token
Betrayal	1	B	X	Steal Target Noble
Invasion	1	E	X	Draw 3 cards
Guerilla Warfare	1	S	X	Draw 3 cards
Raid	1	S	X	Opponent discards 2 Random cards
Mountains	1	B	Z	-
Sea Travel	1	B	Z	-
Siege	1	B	Z	-
Pitched Battle	1	B	Z	-
Treachery	1	B	Z	-
River Crossing	1	B	Z	-
Surprise	1	B	Z	-
Favorable Ground	1	B	Z	-
Good Morale	1	B	Z	-
Castle	1	B	Z	-
Combined Arms	1	E	Z	-
Schiltrons	1	S	Z	-
Decisive Victory	1	B	V	Steal 1 extra Territory
Submission	1	B	V	Steal 1 Target Noble
Strategic Victory	1	B	V	Draw 3 cards
Massacre	1	B	V	Discard Target Troop Card

Name	#	User	Type	Notes:
Carnage	1	B	V	Discard Target Troop or Noble

Links

Wikipedia





Gallie Wars

Introduction

Card game for 2 players. One player is the Romans, the other is the Celts.

Victory

Eight hands are played. If a player wins 3 consecutive hands he wins the game. If not the player who wins the eighth and last hand wins the game.

Decks

Each player has his own unique deck of 35 cards. Each deck contains 1 copy of each card in its card list.

Card Types

There are 4 basic card types:

- S** Strategy
- T** Tactics
- R** Resources
- M** Morale

There are also 2 other types:

- L** Leader: Can be used as any one of the Basic card types.
- D** Disadvantage: Have a negative force value.

Turn Sequence

Each turn has 3 phases: Reinforcements Phase
Strategy Phase Battle Phase

Reinforcements Phase

Each player draws a hand of 8 cards from their own deck. If a deck runs out, shuffle the discard & draw from it.

Strategy Phase

Each player may discard up to 4 cards & draw replacements.

Battle Phase

Players reveal their hands. Each card has a Force value of 3-10. Each player may count the Force from up to 2 cards of each of the 4 basic card types.

(2 Strategy, 2 Tactics, 2 Resources, & 2 Morale)
Disadvantage cards are always counted. Get the total Force of all cards that can be counted. Players compare Force totals.

The player with the highest total wins the hand. Discard all cards at the end of the turn.

CELTIC DECK CARD LIST	Type	Force	ROMAN DECK CARD LIST
Vercingetorix	L	10	Caesar
Commius	L	5	Labienus
Gauls	R	10	Legions
Tribes	R	9	Centurions
Walled Cities	R	8	Professional Soldiers
Chieftains	R	7	Celtic Allies
Warriors	R	6	Outposts
Warbands	R	5	Engineers
Miners	R	4	Auxiliaries
Archers	R	3	Catapult Artillery
Skill	T	10	Elaborate Siege Works
Charges	T	9	German Horsemen
Surprise Attack	T	8	Rear Attack
Counter Siege Tactics	T	7	Tactical Fortifications
Cavalry	T	6	Contain & Repulse
Sortie	T	5	Reserves
Night Attack	T	4	Battle Plans
Sword & Spear	T	3	Pilum & Gladius
Raiding Strategy	S	10	Decisive Battle
Guerilla Tactics	S	9	Systematic Invasion
Strategic Withdrawal	S	8	Tribe by Tribe

CELTIC DECK CARD LIST	Type	Force	ROMAN DECK CARD LIST
Scorched Earth	S	7	Supply Lines
Defensive Fight	S	6	Campaigning
Relief Force	S	5	Forced March
Druids	S	4	Generals
Scouts	S	3	Spies
Revolt	M	10	Conquest
Freedom Fighters	M	9	Determination
Roman Atrocities	M	8	Discipline
Courage	M	7	Absolute Command
National Unity	M	6	Ambition
Leadership	M	5	Diplomacy
Agreements	M	4	Hostages
Messengers	M	3	Occupation Force
Tribal Divisions	D	-2	Hostile Territory
Women & Children	D	-1	Roman Politics

Cardset & Rules In Italian

Aleccrespi. An Italian Warpspawn fansite

Computer Version

Waddl





Genghis Khan

Introduction

Solo card game. 13th Century Asia: Take the role of Genghis Kahn: Expand the Mongol Empire as far as you can in all directions.

Game End

The game ends at the end of 21 turns. This represents the death of Genghis in 1227.

Deck:	Cards:	Type:
Khan	100	
Mongolian Unification	20	Foe
Russia	20	Foe

Cards in Foe decks represent enemy armies, cities, riches and regions. Cards in the Khan deck represent armies, generals, wealth and tactics. Each Foe deck has 2 of each card listed in its card list.

Setup

Shuffle each of the decks separately. Take each Foe deck and lay it out, so all 20 cards are face up, (partially covered by the one above it) in a row, in random order.

Turn Sequence

Each turn has 3 phases: Horde Phase Conquest Phase Logistics Phase

Khan Deck Card List

Card Name	Force
Temujin	2
Ordained by Tengri	1
Great Destiny	9
Master of the World	10
United Mongols	7
Steppe Nomads	3
Enormous Army	6
Overrun Sedentary Societies	5
Ravage Cities	4
Skilled Horsemen	8

Victory

Count the number of Foe cards you have captured at the end of the game: this is your base score. For each Foe Deck you have captured completely, add 10 points to get your final score. (A perfect score would be 100)

The Decks

There are 6 decks:

Deck:	Cards:	Type:
Khwarizm	20	Foe
Xi Xia	20	Foe
Jin Empire	20	Foe

Horde Phase

Draw 5 cards from the Khan deck and put them in your hand.

Conquest Phase

Launch an attack at any one of your Foes. Play (discard) cards from your hand to capture the top card of the foe deck. Each card has a Force value. The force value of your Card(s) played, must Equal or exceed the force of the top card.

Discard Khan cards you play. Keep captured Foe cards in separate Conquest piles. Note: The Mongolian Unification Deck must be completely captured before any of the other Decks can be attacked.

Logistics Phase

Max hand size is 6 cards. Discard excess cards.

Card Name	Force
Tradition of Warfare	1
Great Raids	5
Women Warriors	2
Superb Marksmen	8
Archery	7
Meat, Milk & Blood	3
70,000 Horse Archers	10
Fire Six Arrows a Minute	6
Disciplined Force	9
Hostages	4

Card Name	Force
Whirlwind of Destruction	9
Mongol Rampage	8
Ruthless Killing	7
Foreign Troops	5
City offers no Resistance	10
Taxes & Tribute	1
Looting & Pillaging	2
Enslaved Artisans	3
Cavalry	6
Human Shields	4
Captured Civilians	2
Herd of Spare Mounts	8
Flaming Arrows	7
Mangonels	5
Catapults	6
Hurl Flaming Vessels of Oil	4
Hurl Diseased Bodies	3
Level the City Walls	9
Mongol Destruction	10
Leather Horsehide Armor	1
Small Leather Shield	3
Stirrups	10
Composite Bow	8
Quivers of Arrows	7
Hooked Lance	5
Sword & Mace	4
Saber and Dagger	2
Thick Silk Tunic	1
Whistling Arrowheads	6
Siege Warfare	9
Shoot to the Rear	5
Four Remounts	7
The Great Mongol Hunt	2
Born to the Saddle	6
Bactrian Camels	1
Mobile Force	4
Superior Force	10
Conquered Swear Fealty	9
Merciless	8
Small & Sturdy Ponies	3

Card Name	Force
Experienced Commanders	6
10,000 Man Personal Guard	1
Feign Withdrawal	8
Tricks	4
Capture Enemy Commanders	5
Kill Pursuers	7
Attack Weak Regimes	9
General Jebe	10
Shoot at Full Gallop	3
Chinese Bombardiers	2
Enemies offer Treasure & Brides	4
Hurl Hundred pound Stones	1
The Punishment of God	10
Punitive Campaign	3
Mongol Onslaught	9
Sack & Massacre	5
Rumors & Terror	8
Avenge Insult	6
Envelopment	7
Split Forces	2
Cross Wastelands	3
Psychological Warfare	7
Put to the Sword	4
General Subedei	10
Audacious Commanders	8
Reconnaissance in Force	2
Vanquish Armies	6
Cause Rout	9
Smoke Screen	1
Fear & Confusion	5
Unleash River	5
Fierce Battles	6
Power & Wealth	7
Enemies Surrender	9
Intrepid Butcher	8
Cruel Genius	10
Son Jochi	3
Son Chaghatai	2
Son Ogodei	4
Son Tolui	1

Mongolian Unification Deck Card List

Card Name	Force
Tartars	10
Merkits	6
Blood Brother Jamuqua	8
Lesser Mongol Tribes	4
Army of Toghril	7

Card Name	Force
Naimans	9
Great Assembly	1
Gobi Desert	2
Karakorum	3
Buryats	5

Russia Deck Card List

Card Name	Force
Prince Yuri	1
Georgia	5
Turkic Tribes	4
Caucasus Mountains	3
Russian Steppe	2

Card Name	Force
Kiev	9
Galacia	7
Rostov	8
Large Army	10
Russian Principalities	6

Khwarizm Deck Card List

Card Name	Force
Samarkand	7
Shah Muhammad	9
Large Army	8
Kara-Khitai	4
Kuchlug	3

Card Name	Force
Bukhara	5
Urgench	6
Nishapur	2
Jalal ad-Din	10
Garrisons	1

Xi Xia Deck Card List

Card Name	Force
Fortified Capitol	10
Tanguts	1
Tibetan People	2
Walled Cities	7
Raiders	6

Card Name	Force
Royalty	3
Mountain Pass	8
Large Army	9
Emperor Xiangzong	5
The Mysterious Kingdom	4

Jin Empire Deck Card List

Card Name	Force
The Silk Road	3
Jin Emperor	6
Jin Dynasty	5
Great Riches	1
Jurchen	2

Card Name	Force
Large Army	7
40 Foot Walls	10
Elite Troops	4
Zhongdu	9
Juyong Pass	8





Gladiator School

Introduction

Supplemental meta-game for Gladius. Players are masters of their own gladiator schools. Buy them, train them, and send them to the arena.

Equipment

Six sided dice. Paper. Pencils. Use coins to represent Gold.

Setup

Players start with 50 gold and 1 Gladiator.

Victory

The player with the most Fame points after 20 turns wins.

Turn Sequence

Each turn has 7 Segments:

1. Slave Segment
2. Auction Segment
3. Arena Segment
4. Combat Segments
5. Earnings Segment
6. Training Segment
7. Reputation Segment

Slave Segment

1D6 New gladiators become available. Roll up starting Attributes/Stats for each gladiator.

Auction Segment

Players bid for each slave in turn. All bidding is verbal and simultaneous. The highest bid wins.

Only the winning bid pays. Minimum bid for any Gladiator is twice his Experience. Large Gladiators cost 2 gold extra.

Any Gladiators not bought are discarded.

Arena Segment

Decide which of your gladiators are going to fight this turn. All gladiators fight individually against another gladiator. A gladiator may only fight in one match per turn.

Players pair up their gladiators with opponent's gladiators. Pairing may be random or arranged. Resolve the combats one pair at a time using the Gladius Rules.

If a gladiator loses and did not reduce his opponent to 5 or less hit points, he is killed (Thumbs down.) If a gladiator loses but did reduce his opponent to 5 or less hit points, he is spared (Thumbs up.) Any Gladiator reduced to 5 or less hits is wounded and must heal for the rest of the turn. If a Gladiator is reduced to 0 hits roll 1D6:

D6	Result
1	Mortal Wound: He dies anyway.
2	Maimed: Early retirement.
3	Lame: Lose 1D3 Attribute points or hit points permanently.
4	Shame: Lose 1D3 levels of Charisma.
5	Badly Hurt: Cannot fight next turn
6	Gets off Lucky.

Roll of 3 & 4 also cannot fight next turn. A gladiator that was not paired up due to a lack of opponents will fight the animals this turn.

Earnings Segment

Earn 4D6 gold for each Match you win.

Earn 2D6 gold for each Match you lose.

Earn 2D6 gold for each gladiator fighting animals this turn.

Pay 5 gold upkeep for each Gladiator you own.

Players may trade Gladiators.

Training Segment

Roll 1D6 for each of your gladiators:

- Roll 1-3: nothing
 - Roll 4-6: the gladiator gains an experience point.
 - Subtract 1 from roll if the gladiator is old.
 - Add 1 if you spend 5 gold for extra training.
 - Add 1 if the gladiator won a match this turn.
 - Add 1 if he defeated a superior foe this turn.
 - Subtract 1 if the gladiator has 10+ experience.
 - Subtract 2 if the gladiator has 15+ experience.
 - Subtract 3 if the gladiator has 20+ experience.
 - Subtract 2 if the gladiator is healing this turn.
- Each time a gladiator gains an experience point,

roll once on the Stat table. The gladiator gains one level in that Stat.

Reputation Segment

Award Fame points (FPs) at the end of each turn.

- 1 FP for the most gold
- 1 FP for the most gladiators
- 1 FP for each match you win
- 1 FP for the Gladiator with the most Experience*

D6	Result
1	Roman
2	Greek
3	Spanish

*Age Roll 1D6:

D6	Result
1-2	Younger
3-5	Prime
6	Older

*Size

1D6:	Result:	Notes:
1	Criminal	-
2	Slave	-
3	Prisoner	Cannot be of Roman Nationality

*Starting Abilities Each new gladiator starts with 1D6 Experience Points.

1D6	Result
1	Secutor
2	Retiarius
3	Thracian

*Match Wins All new gladiators start with 0 Match wins. For each 2 wins a Gladiator has, his Charisma increases 1 level.

Stat Table

ID	Stat
1	Strength
2	Skill
3	Endurance

Strength

For each level of strength, the gladiator will do 1 extra point of damage on a roll of 1 on 1D6 whenever he hits for damage in combat

Skill

For each level of skill, the gladiator gets to draw 1 extra card in Maneuver Phase on a roll of 1 on 1D6.

- 1 FP for the Gladiator with the most Charisma* *
These count only if they fought this turn.

Gladiator Attributes

For each new gladiator determine the following attributes:

*Name

*Nationality Roll 1D6:

D6	Result
4	Gaul
5	Arab
6	African

1D6:	Result:	Notes:
1-2	Small	-
3-4	Average	-
5-6	Large	+1 level of Strength

*Previous Career

1D6:	Result:	Notes:
4	Servant	-
5	Soldier	Minimum starting experience = 4
6	Citizen	Minimum bid +2D6 gold

*Fighting Style

1D6	Result
4	Murmillo
5	Dimachaeri
6	Samnite

Stats

All Gladiators start with 0 levels in each of the 6 Stats. For each experience point roll 1D6 on the Stat table. The Gladiator gains 1 level in that Stat.

ID	Stat
4	Prowess
5	Reflexes
6	Charisma

Endurance

For each level of endurance, the gladiator Gets 1 additional hit point.

Prowess

For each level of prowess, the gladiator will negate an opponents defense card on a roll of 1 on 1D6 whenever he hits in combat.

Reflexes

For each level of reflexes, the gladiator will negate an opponents attack card on a roll of 1 on 1D6 whenever he is hit in combat.

Charisma

For each level of Charisma, the gladiator will generate an additional 1D6 gold revenue in earnings phase if he fought this turn.

First Blood Optional Rule

The very first time a gladiator is put in the ring roll 1D6:

1. Coward: He is automatically killed
- 2-5. No effect
6. Blood Lust: He immediately gains 1 Experience point.

Premade Starter Gladiators

Make up 40-50+ new gladiators. Write their attributes on cards. During auction phase, instead of

rolling up new gladiators draw cards.

The benefit being you can reuse the cards from game to game.

Vow Of The Gladiator

"I submit to being burned, chained, beaten, and killed with an iron weapon."

The 3 Schools

Historically, There were 3 Big Gladiator Schools in Italy at about 10 A.D. under Augustus Caesar:

- The Great School, The Gallic, and the Dacian.
- Gladiators of the Great School get Skill +1
- Gladiators of the Gallic School get Prowess +1
- Gladiators of the Dacian School get Reflexes +1

Gladius Cards

Thank you Zak (zak965@libero.it) Gladius Support Page: Great Artwork. Check this one out!





Gladius

Introduction

Card game for two players. Common deck. Players are a pair of Roman Gladiators fighting to the death in the arena. One player is a type of gladiator called the Secutor.

The other player is a type of gladiator called the Retiarius.

Victory

Reduce your opponent to zero hit points. At this point, you have your opponent at your weapons tip, and you await the final judgment of the cheering crowd.

Hit Points

Each Gladiator starts with 10 hit points.

Secutor

Secutor: Used an egg-shaped helmet with round eye-holes, greave on left leg, right arm protector,

legionary-style shield and sword. The secutor was called a "chaser," probably because he was frequently paired with the retiarius, who used running as one of his tactics.

Retiarius

Retiarius ("net-and-trident" fighter): used an arm protector (often topped with a high metal shoulder protector), large net, trident, small dagger, no helmet; the retiarius was the only type of gladiator whose head and face were uncovered. Since he wore practically no defensive armor, the retiarius was more mobile than most gladiators but was also more vulnerable to serious wounds.

Deck

Players share a common deck. The deck contains 56 cards.

Card List

Name	#	Ftr	Type	Notes
Trident Thrust	8	R	Atk	3 points damage
Cast Net	4	R	Atk	Immobilize
Withdraw	4	R	Def	Evade
Sword Stab	8	S	Atk	3 points damage
Shield Block	4	S	Def	Block
Armor	4	S	Def	Armor
Pommel	2	B	Atk	1 point damage
Kick	2	B	Atk	1 point damage
Dagger	2	R	Atk	1 point damage
Shield Bash	2	S	Atk	1 point damage
Disarm	2	B	Atk	Immobilize
Knockdown	2	B	Atk	Immobilize
Sand in the eyes	2	B	Atk	Immobilize
Grapple	2	B	Atk	Immobilize
Duck	2	B	Def	Evade
Leap	2	B	Def	Evade
Dodge	2	B	Def	Evade
Parry	2	B	Def	Block

Number of that card type in the Deck.

Ftr Which type of fighter can use the card.

S Secutor

R Retiarius

B Both

Atk Attack card

Def Defense card

Setup

Players start with a hand of 2 cards each.

Turn Sequence

Players take turns. The Retiarius goes first. The turn has 4 phases:

1. Maneuver Phase
2. Attack Phase
3. Defense Phase
4. Hit Phase

Maneuver Phase

Draw 1 card from the deck. You may keep 5 cards in your hand. Discard excess cards.

Attack Phase

Play 1 attack card that your fighter can use, from your hand, face up, onto the table. You may not attack this turn if you used an Evade card to defend last turn.

Defense Phase

Your opponent may play a defense card, he can use, to counter your attack. Both cards are discarded. There are 2 types of Defense cards: Block and Evade.

Blocks cannot be used against Immobilization attacks.

Hit Phase

If your opponent does not play a defense card, your attack hits. There are 2 types of attack cards: Damage & Immobilize. A damage card reduces your opponents hit point total by the indicated amount.

An Immobilize card means your opponent must skip his next turn.

Murmillo Card List

Name	#	Ftr	Type	Notes
Sword Swipe	6	M	Atk	2 points damage
Stunning Blow	2	M	Atk	Immobilize
Shield	4	M	Def	Block

If the Murmillo takes a wild swing, the Murmillo cannot attack next turn.

Dimachaeri Card List

Name	#	Ftr	Type	Notes
Sword Flurry	6	D	Atk	2 points damage
Crossed Swords	4	D	Def	Block
Sidestep	4	D	Def	Evade
Double Thrust	4	D	Atk	3 points damage

Other Gladiator Types

The Thracian and Murmillo were often paired together. To play an alternate gladiator type, remove the 18 cards specific to one type and replace them with the 18 card set of the new type.

Thracian

Thracian: Wide-brimmed crested helmet with visor, high greaves on both legs, arm protector, very small shield, and short, curved sword (Spartacus).

Murmillo

Murmillo: Were armed in Gallic fashion with helmet, large sword, and shield and were so called from the name of the fish that served as the crest of their helmet.

Dimachaeri

Dimachaeri: "two-knife men" of the later empire, carried a short sword in each hand.

Samnites

Samnites: fought with the national weapons—a large oblong shield, a visor, a plumed helmet, and a short sword.

Thracian Card List

Name	#	Ftr	Type	Notes
Sword Slash	12	T	Atk	2 points damage
Buckler	2	T	Def	Block
Armor	2	T	Def	Armor
Fleet Footed	2	T	Def	Evade

Name	#	Ftr	Type	Notes
Armor	2	M	Def	Armor
Wild Swing	2	M	Atk	3 points damage
Overhead Swing	2	M	Atk	4 points damage

Samnite Card List

Name	#	Ftr	Type	Notes
Impale	4	SS	Atk	4 points damage
Cut	8	SS	Atk	1 point damage
Passive Shield	4	SS	Def	Block
Armor	2	SS	Def	Armor

Gladius Cards!!!

Thank you Zak (zak965@libero.it) for posting your Gladius Support Page at: <http://www.geocities.com/gladius965/> Contains Card Set for Gladius. Great Artwork. Check this one out!

Solo Rules

by Gottardo Zancani: - One common deck - Draw as usual but the cards of your adversary are not usable for you (fog of war) - When you attack use a "mini-hand" for the defender: get 2 cards and use any defense card if available - Your adversary turn; use a "mini-hand" for the defender: get 3 cards and use the best attack card if available Options: - Mini-hand is 1-3 cards (depending on the gladiator type), with different defense/attack mini-hands. - Animals! replace the 18 specific cards with some new cards for lions, tigers,

bears. The animals could have different hit points and mini-hand capabilities.

Cardset In Italian

Alecrespi An Italian Warspawn fansite

Postulati

Postulati fought in full armor with Sword & Lead Mace.

Postulati Card List

Name	#	Ftr	Type	Notes:
Thrust & Crush	3	P	Atk	4 points damage
Slash & Smash	3	P	Atk	2 points damage
Sword	3	P	Atk	1 point damage
Lead Mace	3	P	Atk	1 point damage

Name	#	Ftr	Type	Notes:
Full Armor	2	P	Def	Armor
Double Parry	2	P	Def	Block
Wide Swing	2	P	Def	Evade

Hoplomachus

The Hoplomachus fought with a small round bronze shield, high greaves, spear, and a griffin head helmet.

Hoplomachus Card List

Name	#	Ftr	Type	Notes:
Lunge	2	H	Atk	4 points damage
Spear Stab	8	H	Atk	2 points damage
Helmet & Greaves	2	H	Def	Armor
Round Shield	2	H	Def	Block
Keep Distance	4	H	Def	Evade





Gladius Miniatures Variant

by Patrick H. Lewis

Introduction

These rules were designed to be used in conjunction with the Gladius card game and its supplement Gladiator School by Lloyd Krassner. They provide a way of using miniature figures to show the relative distance between the fighters and give the game a little more color and realism with only a moderate increase in complexity. The only extra equipment need for this variant are miniatures representing the gladiators and a rectangular card (the Display) that is divided into three equal parts across its length. The divisions of the card should be big enough to hold two figures. The card I use for my 28mm figures is 4 1/2" long and 1 1/2" wide (12cm x 4cm). It is divided into 3 squares 1 1/2"x 1 1/2" (4cm x 4cm). In place of miniature figures, counters, coins, pawns, salt and pepper shakers or any other suitable markers may be used just as long as the players can distinguish one marker from the other.

How The Display Is Used

All of the rules of the original game are used, but with the following modifications:

At the start of the game the figures are placed at opposite ends of the card facing each other.

During the Maneuver Phase, after drawing and, if necessary, discarding a card, the player may announce that he is "closing" with his opponent, i.e. moving one space closer to him. If the space the gladiator wishes to move into is empty, he may play either an Attack card or a Defense card that he is capable of using, but if the space is occupied, he must play an Attack card and that card will be used in the following Attack Phase. A player may only make a "closing" move toward his opponent, not away from him. The selected card is placed face up on the table. A card that isn't going to be used in the Attack Phase is placed on the discard pile. A card that is going to be used in the Attack Phase remains in front of the player.

During the Attack Phase, those fighters armed with a sword or a dagger may only attack if their opponent is in the same space. The retiarius (who was the inspiration for this variant) may attack at a distance.

If a fighter "closes" with his opponent and enters the same space, he will inflict one less damage point than usual if he has a successful attack. A retiarius that "closes" to a space adjacent to his opponent may use the Trident Thrust attack card and attack from that position, but likewise suffers a one point reduc-

tion in damage. No attack can be reduced to less than one point of damage. Fighters that do not move on the Display inflict the full amount of damage points if they have a successful attack.

The Retiarius

The retiarius may use the Cast Net card when he is one or two spaces away from his opponent. (If the retiarius uses the Cast Net card in the same space as his opponent, players should visualize that he is swinging the net to trip or otherwise hinder his opponent.)

He may use the Trident Thrust card when he is one space away or in the same space as his opponent, however, if he is in the same space, the amount of damage is reduced to one damage point due to the difficulty of wielding the trident effectively at very close range. He may only use the Dagger card if he is in the same space.

The Withdraw card can be used by the retiarius in his opponent's Attack phase even if he is not attacked. The card is played and the retiarius may move one or two spaces. (If the retiarius is moved two spaces, simply place the figures at opposite ends of the card.) If his opponent has the Reflexes Attribute, check to see if the card is negated. If the card has been negated, the retiarius may not move and the card is discarded. (Players should visualize that even though an attack wasn't made, the opponent was able to react quickly enough to maintain the relative distance between the combatants.) If the card wasn't negated, the retiarius may move one or two spaces away, however, if he has taken 5 or more hits, he may move only one space.

The retiarius may also move one space away from his opponent if he was attacked and has successfully defended himself using a Leap or Dodge card, however, if he has taken 5 or more hits, he may not be moved.

Other Gladiators

The secutor, thracian, dimachaerus, murmillo, and samnite may use the Leap and Dodge cards in the same manner as the retiarius. (see above) In addition, the thracian may also use his Fleet Footed cards. The restriction on movement in regard to the number of hits applies as well.

Other Cards

All of the other attack cards that may be used by both players (exception: Sand in Eyes) can only be used if the fighters occupy the same space. The Sand in Eyes card may be used in the same space or one space away from an opponent.

Dear Lloyd

I'm still plugging along on the playtesting, and I haven't settled on the card selection for the Hoplomachus and the Provocator. The Provocator may be redundant, since he seems to me to be very much like a Murmillo or a Samnite. The Hoplomachus, on the other hand, seems to be a lot like a Thracian but armed with a spear, and would have rules regarding the use of the spear that would be similar to the trident. I'm having some second thoughts about the reduction in the Retiarius' damage points when he attacks with the Trident Thrust card in the same square as his oppo-

nent. I think that reducing it to 1 point may be a bit too severe. So far, it hasn't been a huge factor in the game, but I did want to give the Retiarius player some incentive for keeping his distance. (As if there weren't enough already?!) I think my rationale for the penalty is sound enough, though. I hate dithering about such things, so I'll let it stand as it is. I'd be interested in your thoughts about it. I hope to give the rules a good workout this weekend. I'll let you know if I have any major changes. It's funny though...I've had several games where the Retiarius is holding a mit full of cards that the Secutor needs and vice versa. Frustrating, but fun!





Glorious Empires

Introduction

Dice and Card game for 2-4+ players. Civilization Building Theme.

Dice

Each player has a set of 8 six-sided dice.

The Decks

There are six decks:

1. Leader Deck
2. Wonder Deck
3. Conquest Deck
4. Resource Deck
5. Culture Deck
6. Disaster Deck

Game End

The game ends after 20 turns.

Victory

The player with the most Victory Points at the end of the game wins.

Setup

Shuffle the Six Decks. Each is placed face up in the Middle of the Table.

Turn Sequence

Each turn is divided into phases:

1. All players roll their Dice simultaneously.

2. Players may reroll some, all, or none of their dice.
3. Players may a second time reroll some, all, or none of their dice.
4. The player who rolled the most ones gets the top Leader card.
5. The player who rolled the most twos gets the top Wonder card.
6. The player who rolled the most threes gets the top Conquest card.
7. The player who rolled the most fours gets the top Resource card.
8. The player who rolled the most fives gets the top Culture card.
9. The player who rolled the most sixes gets the top Disaster card.

If there is a tie in any category, the tied players roll one die each. Highest roll wins the tiebreaker. Players put the cards they have won in front of themselves, visible to all.

End Game Scoring

Each card has a Victory Point (VP) Value. Each player adds up the points of all their cards to get a VP Total.

Disasters

Disasters have a Negative VP values. Players must do their best to avoid acquiring Disasters.

Special Abilities (sa)

Some cards will provide the owning player with an assortment of SA.

Glorious Empires Leaders Deck Card List

Name:	VP	SA
Gilgamesh	14	+10 VP with Sumeria
Cleopatra	18	+10 VP with Julius Caesar
King Djoser	3	+10 VP with Ziggurat
Hammurabi	13	+10 VP with Code of Laws
Ramses	15	+10 VP with Pyramids
Nebuchadnezzar	8	+10 VP with Hanging Gardens
Moses	22	+10 VP with Monotheism
Nefertiti	7	+10 VP with Egypt
King Minos	16	+10 VP with Knossos
Xerxes	6	Steal one Conquest

Name:	VP	SA
Socrates	17	+10 VP with Philosophy
Sargon	4	Steal one Conquest
Cyrus the Great	5	+10 VP with Persia
Pythagoras	12	+10 VP with Mathematics
Alexander the Great	23	All your Conquests get +1 VP
Plato	21	+10 VP for most Culture
Julius Caesar	24	+10 VP for most Conquests
Hannibal	11	+2 to Conquest Tie Breaker Rolls
Aristotle	20	+2 to Culture Tie Breaker Rolls
Homer	19	All your Leaders get +1 VP
Jesus	25	Get 1 extra Reroll next Turn
Constantine	9	+10 VP with Art
Attila	10	Steal one Conquest
Romulus	2	Roll 2 extra Dice next Turn
Vercingetorix	1	+20 with Gaul

Glorious Empires Wonders Deck Card List

Name:	VP	SA
Stonehenge	23	Get 1 extra Reroll next Turn
Sphinx	24	+10 VP for most Culture
Great Pyramid	25	+10 VP with Egypt
Ziggurat	15	+10 VP with Sumeria
Temple of Solomon	14	+10 VP with Jerusalem
Hanging Gardens	21	+10 VP with Irrigation
Temple of Artemis	3	+10 VP with Ionia
Parthenon	16	+10 VP with Attica
Statue of Zeus	13	All your Leaders get +1 VP
Mausoleum of Halicarnassus	1	Roll 2 extra Dice next turn
Colossus	19	+10 VP for most Resources
Library of Alexandria	22	+10 VP for most Advances
Oracle at Delphi	9	Look at next 3 cards in any Deck
Petra	10	+10 VP with Caravans
Tower of the Winds	2	Roll 2 extra Dice next turn
Lighthouse of Alexandria	12	+10 VP with Fleets
Aqueduct of Nemausus	4	+10 VP for most Resources
Colosseum	18	All your Conquests get +1 VP
Forum of Trajan	8	+10 VP with Merchants
Pantheon	17	+10 VP with Engineering
Baths of Diocletian	6	+10 VP with Rome
Basilica Cistern	5	+10 VP with Asia Minor
Persepolis	11	+10 VP with Persia
Hadrians Wall	7	Immune to Barbarians

Glorious Empires Disaster Deck Card List

Name:	VP	SA
Blight	-10	Starvation

Name:	VP	SA
Locusts	-7	Starvation

Name:	VP	SA
Famine	-15	Starvation
Piracy	-4	Get one less Die next Turn
Plague	-19	Sickness
Invasion	-25	Barbarians
Disease	-9	Sickness
Migrations	-24	Barbarians
Sea Peoples	-23	Barbarians
Horse Tribes	-22	Barbarians
Pestilence	-12	Sickness
Stagnation	-8	Get one less Die next Turn
Epidemic	-14	Starvation

Name:	VP	SA
Sands of Time	-3	Discard one Wonder
Death	-2	Discard one Leader
Rivers Dry Up	-21	-
Earthquake	-6	-
Volcano	-13	-
Flood	-5	Get one less Die next Turn
Anarchy	-16	Unrest
Rebellion	-17	Unrest
Civil War	-18	Unrest
Usurper	-1	Unrest

Glorious Empires Culture Deck Card List

Name:	VP	SA
Art	25	Get 1 extra Reroll next Turn
Sculpture	9	+10 VP with Marble
Music	8	Roll 2 extra Dice next turn
Mysticism	23	+2 to Leader Tie Breaker Rolls
Monotheism	17	+10 VP with Jerusalem
Writing	24	+10 VP with Library of Alexandria
Philosophy	18	Roll 2 extra Dice next Turn
Literature	19	+10 VP for Most Leaders
Code of Laws	22	+10 VP for Most Resources
Democracy	16	Immune to Unrest
Coinage	14	+10 VP with Merchants
Engineering	15	All your Wonders get +1 VP
Mathematics	21	+2 to Culture Tie Breaker Rolls
Irrigation	13	+10 VP with Grain
Cartography	1	All your Conquests get +1 VP
Medicine	3	Immune to Sickness
Equestrian	5	+10 VP with Horses
Pottery	12	Immune to Starvation
Cloth Making	11	+10 VP with Textiles
Metal Working	10	Metals get +5 VP
Road Building	4	+10 VP with Caravans
Ship Building	2	+10 VP with Fleets
Mining	6	Metals get +5 VP
Astronomy	7	+10 VP with Stonehenge

Glorious Empires Resource Deck Card List

Name:	VP	SA
Gold	25	Metal
Silver	24	Metal
Bronze	22	Metal
Iron	23	Metal
Slaves	10	All your Conquests get +1 VP
Laborers	11	+2 to Wonder Tie Breaker Rolls

Name:	VP	SA
Livestock	9	+10 VP with Farmers
Grain	17	+10 VP with Egypt
Oil	8	Trade Good
Amber	5	Trade Good
Horses	18	+10 VP with Attila
Textiles	6	Trade Good

Name:	VP	SA
Craftsmen	15	All your Wonders get +1 VP
Farmers	12	+10 VP with Grain
Soldiers	19	Immune to Barbarians
Merchants	14	Trade Goods get +3 VP
Caravans	13	Trade Goods get +3 VP
Fleets	20	+2 to Conquest Tie Breaker Rolls
Armies	21	Steal 1 Conquest

Name:	VP	SA
Spices	7	Trade Good
Furs	1	Trade Good
Incense	4	Trade Good
Wine	16	Trade Good
Marble	3	All your Wonders get +1 VP
Fish	2	+10 VP with Fleets

Glorious Empires Conquest Deck Card List

Name:	VP	SA
Attica	20	-
Asia Minor	19	-
Sumeria	23	-
Egypt	22	-
Sicily	16	-
Macedon	18	-
Iberia	11	-
Gaul	15	-
Germania	10	-
Agean	25	-
Ionian	14	-
Syria	17	-
Persia	9	-

Name:	VP	SA
Cypress	4	-
Rome	21	-
Knossus	13	-
Galatia	3	-
Thrace	8	-
Carthage	12	-
Libya	2	-
Jerusalem	24	-
Mauretania	1	-
Eturia	7	-
Dalmatia	6	-
Aquitania	5	-





Greek Fire

Introduction

Ramming Speed!!!

Crew, Ammo Ship Size, Modified Base Rowing Speed
Number & Types of Advantages Victories

Equipment

Hex map. Models or counters. Paper & pencils.
6 & 10 sided dice.

Victory

Rout, capture, or sink your opponent's fleet.

Ship Log

Keep records of each ship for: Ship Name, Captains
name Captain skills, Crew Skills Current number of

Scenarios

Have one person design the scenario. The other
player chooses which side he wants to play.

Ship Types

Deck	Ram	Crew	Move	Name
3	1	30	4	Triaconter
5	2	50	4	Penteconter
5	3	100	5	Bireme
4	4	100	5	Bireme (Modified Trireme)
6	5	170	6	Trireme
8	5	170	6	Trireme (Full Deck)
10	6	220	5	Quadrireme
12	7	300	4	Quinquereme
16	8	400	3	Large Quinquereme
20	9	500	2	Huge Quinquereme

Deck Size = Determines number of Advantages.
Ram Bonus = Determines damage done by ramming.
Crew Rowers

Advantages

Each ship has a number of Advantages equal to its
deck size.

Crew Quality

Crews can be poor, good, or elite.

1D10	Advantage:	Notes
1	Prongs	+1 to Ram bonus
2	Sails	+1 to Sail Roll
3	Reinforced Hull	+1 to defend vs Ram attacks
4	Reinforced Ram	+1 to Ram bonus
5	Hoplites	Crew +20
6	Hoplites	Crew +20
7	Archers	Missile Attack
8-10	Missile	Roll on Missile Subtable

Missile Subtable

1D10	Advantage:
1	Archers
2	Greek Fire
3	Ballistae
4	Catapult
5	Onagers

1D10	Advantage:
6	Trebuchet
7	Harpax (Catapult Launched Grapnel)
8	Corvus (Swing Bridge)
9	Tower and Archers
10	Parablemata (Leather Screens)

Turn Sequence

A round is when every ship has moved. Players take turns moving their ships, one ship at a time. The player with the larger fleet moves first.

For example: Joe has ships A, B, C Andy has ships D, E, F, G, H, I Andy moves D, Joe moves A, Andy moves E, Joe moves B, followed by: F, C, G, H, I When a ship moves it has the following phases:

1. Fire Phase
2. Sail Phase
3. Row Phase
4. Missile Attacks
5. Ramming Attacks
6. Boarding Phase
7. Morale Phase

Ship Counters

All ships have a forward facing. Ships should be marked for easy identification.

D6	Result
1	Floundering: -1D6 Move points
2-3	Against the Wind: -1 Move Point this turn
4-7	No effect

Add 1 to your roll per Sails Advantage the ship has. Add 1 for an elite crew. Subtract 2 for a poor crew.

Subtract 2 if ship is on Fire. Subtract 4 if you rammed or were rammed last turn.

Row Phase

Only one ship per hex. Each ship has a base number of Move points. Subtract 3 if you rammed or were rammed last turn.

Add the modifier determined in Sail Phase. Ship speed is decreased equal to the percentage of rowers lost (Killed) rounding down. If you were at a complete stop last turn you can move a maximum of half speed.

A ship may go at ramming speed and get +2 Move points. A ship may only go at ramming speed if it will end up ramming. Grappled ships may not move.

Weapon	Range	ToHit	Dam	Fire	Minimum Range
Rowers	1	-1	1D10	-	1
Archers	2	+2	1D10	1	1
Greek Fire	1	0	2D10	1-4*	1
Ballistae	4	+1	1D6	1	1
Catapults	6	-1	2D10	1-2	2

Fire Phase

Ships on fire lose 1D10 crew per fire counter. Roll 1D6 for each fire counter:

D6	Result
1	The fire is put.
2-5	-
6	Put an additional fire counter on the ship.

If you are adjacent to a ship on fire, you will catch on fire on a roll of 5-6 on 1D6. Any ship with 6 or more fires is automatically destroyed.

Sail Phase

Roll 1D6 for the ship:

D6	Result
8-9	Catch the wind: +1 Move Point
10	+2 Move Points
11+	+3 Move Points

If you are grappled you may attempt to ungrapple: Roll 1D6. on a roll of 4-6 you may move. A ship may use some, none or all of its move points. A move point can be used to turn one hex face.

A move point can be used to move forward or backwards one space.

Missile Attacks

A ship may make Missile attacks at any point, or points during its move. Archers, Greek fire, Ballistae, and Catapults are all Missile attacks. An Advantage may only make one attack per turn.

Weapons hit on a roll of 6-10 on 1D10. Subtract 1 if the target has parablemata. Missile Advantages have enough ammo for 10 shots each.

Weapon	Range	ToHit	Dam	Fire	Minimum Range
Onagers	4	0	1D10	1	1
Trebuchet	10	-2	3D10	1-3	3
Tower Archers	3	+3	1D10	1	1

Note: Rowers throw javelins from a sitting position. This represents the combined attack of all rowers.

Fire The chance the enemy ship catches on fire on a roll of 1D6.

Put 1 Fire counter on the ship. Inflicts 1D3 Fire counters.

Dam Number of enemy crew killed if attack hits.

ToHit = Modifier to the "to hit" roll. Range = in Hexes

Ramming Attacks

If a ship moves forward 1 or more spaces in a row, and is facing an opposing ship in its forward adjacent hex, it may ram it. Roll on the Ramming table:

1D10	Damage Result
1-2	No effect
3-6	Oars sheared: Opposing ship has -1D6 Move points
7-8	Opposing ship sinks in 2D6 turns and has -1D6 Move points
9	Opposing ship sinks in 1D6 turns and has -1D6 Move points
10+	Opposing ship sinks (is immediately destroyed)

Subtract 5 if the rammer moved less than 3 spaces in a row to reach its target. If both ships are facing each other subtract 2. The attacking ship adds its Ram bonus to the roll.

The defending ship subtracts its Ram bonus from the roll. The defending ship subtracts its Hull advantage from the roll. A ship cannot move any more on the same turn after ramming.

Add 1 if you have a Corvus. Add 1 if you are the larger ship. Add 1 if you rammed the ship this turn.

Add 1 if the ships are rammed together. For each 10 crew you have (rounding up) roll 1D6. This is the number of enemy crew lost.

The opposing ship simultaneously rolls and inflicts casualties. A ship with no crew cannot move or attack. An empty ship may be captured by an adjacent ship.

The capturer may split its crew between the 2 boats.

Boarding Attacks

If an opposing ship is adjacent you may board it on a roll of 6-10 on 1D10. The ships are considered to be grappled. Add 1 if you have a Harpax.

Morale Phase

Roll on the following table.

1D10	Result
0	Rout or Surrender (or Abandon Ship) if enemy ship adjacent
1-2	Rout: Try to escape
3-10	Keep fighting

Add +2 if no crew have been killed yet this battle. -3 if sinking. -2 if half of crew are dead.

-1 if adjacent to enemy ship with larger crew. -1 if enemy has more Size points worth of ships. -2 if any friendly ships in 20 hexes are routing.

Legendary Captains & Crews

Each ship has 1 Captain. The basic Captain has 0-1 skill. Heroic Captains have 2 or more skills.

Elite crews will also have 1 or more skills. Nationality indicates skills exemplified by certain cultures.

1D6	Skill	Notes	Nationality
1	Melee	+1 to all rolls in Boarding Phase	Spartan
2	Sailing	+1 to Sailing roll	Phoenician
3	Rowing	+1 Move point	Egyptian
4	Rally	+2 to Morale roll	Roman
5	Ramming	+1 to Ram bonus	Athenian
6	Missiles	+1 to hit with all Missile attacks	Persian

Terrain

Open water

Hex Type: Notes:

Shallows	Run aground
Rocky Shallows	Roll on Ramming Table
Gulf Stream	+1 to Sailing Roll
Rough Waters	-1 to Sailing Roll

Shallows	Run aground
Sargasso	Cost 2 Move points to enter
Land	Ships Cannot enter

Greek Naval Tactics Glossary

Periplus- Outflanking maneuver. Diekplus- Attack-
ing in column formation to break enemies line. Kyklos-
Defensive circle with all ships facing outwards.

Optional Rule: Free For All Firing

Any ship may make missile attacks during another
ships move. A Missile Advantage may only make one
attack per turn.

Links

CounterMoves Format





Greek Games

Introduction

Card game for 2-4 players. Ancient Greek Olympics Theme. Players try to win the most Events.

Victory

The player with the most Victory Points at the end of the game wins.

The Decks

There are 2 Decks: The Event Deck The Ability Deck

Ability Deck

The Ability Deck has a total of 60 cards. There are 12 Suits of Cards. Each Suit has 4 to 6 cards per the Ability Deck Card List.

Each card in a Suite has its own unique Scoring Value. For Example the Ride Suite has 4 cards with Scores of 1, 2, 3, and 4. The Fight Suite has 6 cards with Scores of 2, 3, 4, 5, 6, and 7.

Setup

Put all 12 cards of the Event Deck face up in a line in the center of the table. Shuffle the Ability Deck. The player with the Best Classical Physique goes first in the first turn.

Markers

Each player needs 12 Markers of a unique color. For example: Player A has 12 Red Cubes and player B has 12 Blue Cubes. These are used to denote ownership of cards stacked under them at each Event.

Event Deck Card List

Event:	Skill	Body	Trait
Discus	Throw	Arms	Power
Javelin	Throw	Arms	Technique
Wrestling	Fight	Arms	Power
Boxing	Fight	Arms	Speed
Pankration	Fight	Arms	Endurance
Chariot Race	Ride	Arms	Technique

Turn Sequence

Each Turn is divided into 3 Phases:

1. Ability Phase
2. Exertion Phase
3. End Phase

Ability Phase

Each player is dealt 5 random cards from the Action Deck.

Exertion Phase

Each player in turn, starting with the Leader and going clockwise, gets to put one card from their hand at any one Event that accepts that type of card. Use Markers to denote which cards are yours at an Event. Continue until all players have placed all 5 cards from their hands.

The Event Deck Card List shows which Ability cards apply to which Events. Note the Physique cards can be used at any Event.

End Phase

If there are no cards left in the deck, the game ends: Go on to the Scoring Round. If cards remain, continue on with another turn. The player to the left of the current Leader becomes the new Leader.

Scoring Round

Score at the End of the Game when all Ability cards have been placed. Check each Event in Turn: Highest Total Ability Card Score = Gold Medal = 5 Victory Points. Second Highest Total Ability Card Score = Silver Medal = 3 Victory Points.

Third Highest Total Ability Card Score = Bronze Medal = 1 Victory Points.

Event:	Skill	Body	Trait
Horse Race	Ride	Legs	Endurance
Marathon	Run	Legs	Endurance
Sprint	Run	Legs	Speed
Hoplite Race	Run	Legs	Power
Long Jump	Jump	Legs	Speed
Triple Jump	Jump	Legs	Technique

Ability Deck Card List

Name:	Cards:
Arms	1-6
Legs	1-6
Fight	2-7
Run	3-8
Throw	3-6
Ride	1-4

Name:	Cards:
Jump	2-5
Power	3-7
Technique	1-5
Speed	2-6
Endurance	4-8
Physique	1-4

Links

??Wikipedia ??Olympics

-Do it until each player has played 3 cards -Discard the 2 cards left -Begin a new turn

Pass The Hand Variant

by Marcello Changes apply to Exertion Phase: -Play a card from your hand -Rotate hands (Pass to the Left)

Continuous Scoring Variant

Score at the end of every Turn. Score Double for the last Turn.





Guelph And Ghibelline

Introduction

Factional Warfare within and between the City States of Northern Italy circa 1220-1380. Each player

takes the role of a Faction that can be found in any given city. Board game for 5 players.

Faction Table

Faction:	ID	Scale	Main Rival	Color	Type	Notes:
Papalists	P	State	Imperialists	Red	Major	Guelph
Imperialists	I	State	Papalists	Blue	Major	Ghibelline
Republicans	R	Local	Signorialists	Green	Major	-
Signorialists	S	Local	Republicans	Purple	Major	Signori
Citizenry	C	Local	None	Yellow	Minor	Pacifists

Papalists

The Papalists side with the Pope.

Imperialists

The Imperialists side with the Holy Roman Emperor.

Republicans

The Republicans want representative government within their own city.

Signorialists

The Signorialists desire autocratic government within their own city.

Citizenry

The Citizenry desire a peaceful existence for their city.

Victory

The Player with the most Victory Tokens at the end of the game wins The game ends after 30 Rounds.

Pawns

Each player gets a Pawn of a unique color. Pawns move on the Board.

1	Treviso
2	Novara
3	Pisa
4	Alessandria
5	Genoa

Influence Cubes

Each player except the Citizenry gets a set of Influence Cubes (IC) of a unique color. There is no maximum number of IC.

Victory Tokens

Players share a common set of Victory Tokens (VT). There is no maximum number of VT.

Dice

Six sided dice are needed.

The Scoring Marker

The Scoring Marker moves around the Board like a Pawn. It should look different and be colored different from the player pawns.

The Deck

Players share a common deck.

The Board

The board is a circular track of 26 spaces. It is also referred to as the City Track. Each space represents a City in Northern Italy.

Each space should say the name of the city and have enough room for several IC and Pawns and the Scoring Marker. The Cities include:

1	Treviso
15	Cremona
16	Reggio
17	Vercelli
18	Modena

1	Treviso
6	Milan
7	Lucca
8	Lodi
9	Florence
10	Pavia
11	Siena
12	Piacenza
13	Ravenna
14	Arezzo

1	Treviso
19	Mantua
20	Bologna
21	Parma
22	Padua
23	Verona
24	Venice
25	Ferrara
26	Rimini

Setup

Players choose their Factions. Each of the Major Factions places 1 Influence Cube in each of the Cities. Each player starts with 5 VT.

Each player is dealt 3 cards from the deck. Players roll high on 1D6. Re-roll ties for highest. High roll is the Leader for Setup.

Play always proceeds clockwise with the Leader going first. Players (Leader First) pick which city they want their Pawn to start in. After all players have placed their pawns, the Leader places the Scoring Marker.

Round Sequence

Play proceeds in Rounds. Each Round has 3 Stages:

1. Initiative Stage
2. Player Turns Stage
3. Scoring Stage

Initiative Stage

First record Round Number (To know when the game ends). Players roll high on 1D6. Re-roll ties for highest. High roll is the Leader for the Current Round.

Player Turn Stage

In Initiative order each player gets a Turn (See Turn Sequence).

Scoring Stage

Roll X+1 Six sided dice.

X The number of Players.

Starting with the player to the left of the leader and going clockwise, Each player discards one die. The remaining die indicates how many spaces Forward (Clockwise) the Scoring Marker moves along the City Track. The city the Marker lands on is now scored. Imperialists and Papalists are State Level Opposing Factions Republicans and Signorialists are Local Level Opposing Factions First compare the number of IC the Papalists and Imperialists each have in that city.

If one side has more IC, it is said to have Dominance. The Dominant faction gets 1 VT. If one side has more IC by 4 or more, it is said to have Supremacy.

If one side has IC and the other side has none, the side with IC is also said to Have Supremacy. A

Supreme Faction gets 2 VT. Next compare the Republican and Signorialist factions with each other in the same way as you did with the Imperialists and Papalists.

Finally, the Citizenry gets 1 VT for each faction that has Supremacy. In the rare case that neither opposing side has any IC, the Citizenry gets 2 VT.

Turn Sequence

Player turns occur within the Player turn stage of a Round. Each player gets a turn. Each turn has 3 Phases: Fortuna Phase Occasio Phase Fini Phase

Fortuna Phase

Draw 2 cards from the top of the deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Occasio Phase

Roll 2 Dice. Move you pawn forward (Clockwise) a number of space equal to The value of either one of the dice or the sum of the 2 dice together. If you land on an Opponent, you may either trade cards with him or Steal 1 random card from his hand.

(If you landed on multiple opponents, pick one) You may then play (discard) one card from your hand or start a Battle. Most cards cause you to gain an IC in that city, or cause a target Opponent to lose one IC. Some cards produce a benefit/penalty for a specific Faction.

Most also allow some additional action or benefit. Note: The citizenry when playing a card that adds IC to an Undesignated Faction must choose which Faction they want to get the IC.

Battles

To start a Battle you must declare a target opponent and then play 1 or more Battle cards. Your opponent may then play a Battle card, and then you, and so on until you both pass. The player who played the most cards wins.

The loser loses all their IC in the city your pawn is in. In case of a tie both of you lose one IC in the city your pawn is in. (Note the Citizenry have no IC so they cannot be targeted as an Opponent) The Citizenry can discard 3 Battle cards to start a battle between 2

opposing factions (Imperialists and Papalists, or Republicans and Signorialists) The Faction with fewer IC is reduced to zero IC.

If both had equal IC, both are reduced to zero IC. Discard all Battle cards played.

Finis Phase

Your maximum hand size is 7 cards. Discard excess cards.

Example #1 Card Play

Lets say you play the first card in the Card List: Strong Prince. Your Faction would get 1 IC in the City your pawn is in and The Signorialist Faction would also get 1 IC in the same city. (So if you were the Signorialists, you would get 2 IC in that city)

Example #2 Card Play

Lets say you play the second card in the Card List: Gain Upper Hand. Your Faction would get 1 IC in the City your pawn is in and An opposing faction of your choice would lose 1 IC.

Example #3 Card Play

Lets say you play the third card in the Card List: Quarrels. Your Faction would lose 1 IC in the City your pawn is in and An opposing faction of your choice would lose 2 IC.

Example #4 Card Play

Lets say you play the third card in the Card List: Exile. An opposing faction of your choice would lose 1 IC.

Card List Notation

- P** Papalists
- I** Imperialists
- R** Republicans
- S** Signorialists
- C** This card can only be played by the Citizenry
- X** Get another Action Phase After this one
- Y** Draw 1 Card
- Z** You may play an extra card after this one
- B** Battle card
- A** Attacker only (Battle)
- D** Defender only (Battle)
- V** Target Opponent discards 1 random card
- W** Same Opponent gets to draw 1 card
- T** Steal 1 Random card from Target Opponent
- G** Gain 1 VT when you play this card
- O** Discard to reroll your Movement Rolls
- J** Discard to reroll your Initiative Roll
- N** Discard to Negate a Battle
- All** All Factions are Affected

Leader = Faction(s) with the most IC in that city
Loser = Faction(s) with the least IC in that city

Card List

Card Name:	Notes:
Strong Prince	+1 and +1S
Gain Upper Hand	+1 and -1
Quarrels	-1 and -2
Exile	-1
Factionalism	+1Z
Family Loyalty	+2
Clans	+1
Marriage	+1Z
Oaths	+1
Allegiance	+1
Common Enemy	+1X or O
Exile	-1
Faction Split	-1V
High Towers	+1G
Internal Divisions	-1V
Conflict	B or -1
Principality	+1 and +1S
Captaincy	+1 and +1S
Magistrate	+1 and +1S
Powerful Family	+1Z
Fierce Reputation	+1 or -1

Card Name:	Notes:
Dominant Power	+1 and +1I
Petty States	+1 and +1P
Political Chaos	+1 and +1P
Plots	+1ZJ
Treaty	N or O
Taxation	+1Y
Northern Bishops	+1 and +1P
Centralized Power	+1 and +1I
Imperial Claims	+1 and +1I
Unification	+1 and +1I
German Emperors	+1 and +1I
Holy Roman Empire	+1 and +1I
Economic Expansion	+1 and +1P
Catholic Church	+1 and +1P
Powerful Papacy	+1 and +1P
Local Rivalries	+1Z or O
Patronage	+1G
Papal Bull	+1 and +1P
Supporters	+1
Atrocity	-2W
Military Expedition	B or O

Card Name:	Notes:
Respite	-1C
Peace	-1C
Suppression	-1
Seize Control	+1 and -1
Pontificate	+1 and +1P
Oligarchy	+1 and +1R
Patrician	+1Z
Dynasty	+1I
Expulsion	-1
Nobility	+1 and +1S
Council	+1 and +1R
Commune	+1 and +1R
Lordship	+1 and +1S
Legislature	+1 and +1R
Guilds	+1 and +1R
Aristocracy	+1 and +1S
Professionals	+1 and +1R
Merchants	+1 and +1R
Elections	+1 and +1R
Black Death	-1 All
Plague	-1 All
Rebellion	-1 Leader
Insurrection	-1 Leader
Revolt	-1 Leader
Wealthy Family	+1Y
Politics	J or +1T or -1T
Coup	J or +1 and -1
Dissension	+1 or -1
Tyrant	+1 and +1S
Ambitions	+1Y or O
League	+1X
Struggle	B or -1
Jurisdiction	+1X
Institution	+1G
Traitors	-1T
Prestige	+1Z
Prosperity	+1Y
Build Cathedral	+1G
Banishment	-1
Bankers	+1Y
City State	+1 and +1R
Independence	+1 and +1R
Feud	-1 and -2

Card Name:	Notes:
Army	B
Foreign Troops	B
Opposition	B or -1
Monarchy	+1 and +1I
Continuous War	B
Franciscans	+1I
Boniface	+1 and +1P
Succession	+1 or -1
Civil War	B or -1
Excommunication	-1 and +1P
Crusade	BA
Walled City	BD
Allies	B or +1
Imperial Vicar	+1 and +1I
Murder	-1V
Occasio	+1TZ
Fortuna	+1XY
Mercenaries	B
Reinforcements	B
Cavalry	B
Infantry	B
Siege	B
Battle Cry	B
Act of Treachery	B or J or -1
Counter Attack	BD
Decisive Victory	B
Condottieri	B
Temporal Power	+1 and +1P
Burghers	+1 and +1R
Conspiracy	+1YJ
Deposed	-1
Public Opinion	-1Z
Prominence	+1YZ
Restoration	+1 and +2 Loser
Massacre	-2W
Autocrat	+1 and +1S
Invasion	BAX
City Rivalries	+1X or O
Lombard League	+1 and +1P
Petty Despot	+1 and +1S
Knights	B
Foot Soldiers	B
Political Chaos	+1WXYZ

Links

Wikipedia





Guild Master

Introduction

Players take the role of founding fathers of a medieval town. The best builder earns the title of Guild Master.

The Cards

There are 116 cards listed. These will have to be manufactured by the players. Information on the card must include: The card name, resources it provides, and bonuses it receives.

Set Up

Shuffle the Deck thoroughly. Each player is dealt 5 cards. Determine player turn order by any convenient method.

Turn Sequence

Players take turns. A turn consists of the following phases:

1. First Draw Phase
2. First Trade Phase
3. Discard Phase
4. Second Draw Phase
5. Second Trade Phase
6. Build Phase

Draw Phases

The current player may draw up to 5 cards. If you already have 5 or more cards in your hand you can't draw anymore cards.

Trade Phases

The current player may trade cards with other willing players. Trades cannot be forced. A player never

has to show his cards or do a trade. Trades do not have to be equal. For example: Two for one.

Discard Phase

The current player may discard from zero to three cards into the discard pile.

Build Phase

The current player picks one resource category out of the 10 available. If the player has any cards of that resource in his hand he may 'build' them. 'Built' cards are placed face up in front of the player.

A player 'owns' all the location cards he builds. These cards count towards the players' victory calculation at the end of the game.

End Of Game

The game ends at the end of the turn the last card is drawn from the deck.

Victory Calculation

When the game ends each player adds up all the points they've accumulated in each of the 10 resource categories. Players may want to keep a running total during play. Each location put in play provides two resource points in one category or one resource point in two categories.

Example: TT = Two resource points in the Trade/Transportation resource category Many cards give a bonus resource point if you own another specific card. Example: You get an extra T for the Trade Route card if you also own the Cross Roads card. The player with the highest score in the most categories is the winner.

Resource Categories

#	Categories	Abbreviation
1	Food/ Agriculture	F
2	Trade/Transport	T
3	Construction/ Materials	C
4	Religion/ Church	R
5	Government/ Nobility	G

#	Categories	Abbreviation
6	Military/ Fortifications	M
7	Public Health	P
8	Arts/ Entertainment	A
9	Learning/ Education	L
10	Industry/ Crafts	I

Card List

Location Name	Resources	Bonus
Cross Roads	TT	
Trade route	TT	Cross Roads +T
Farmland	FF	Irrigation +F
Irrigation	FF	
Grainmill	FF	Farmland +F
Vineyard	FF	
Quarry	CC	
Mason	CC	Quarry +C
Gold Mine	TT	
Salt Mine	FF	
Iron Mine	II	
Smelter	II	Iron Mine +I
Logging Camp	CC	
Lumbermill	CC	Logging Camp +C
Carpenter	CI	Lumbermill +C
Papermill	II	Lumbermill +I
Fishing Village	FF	
Pearl Divers	II	Fishing Village +I
Ranch	FF	
Hunting Grounds	FF	
Herbalist	IP	
Orchard	FF	
Stone Walls	MM	Mason +M
Castle	MG	
Guard Tower	MM	Castle +M
Moat	MM	
Gatehouse	MM	Stone Walls +M
Apothecary	PI	
Brothel	AA	Port +A
Bath House	AP	Aqueduct +P
Sewers	PP	
Aqueduct	PP	Architect +P
Library	LL	Printing Press +L
Builders Hall	CC	Mason +C
Blacksmith	II	Iron Mine +I
Armorer	MI	Iron Mine +I
Barracks	MG	Arena +M
Marketplace	TT	
Bowyer	MI	
Fletcher	MI	Bowyer +I
Stables	MT	
Temple	RR	
Wizards Tower	LL	
Merchant Shops	TT	
Merchants Guild	TT	Merchant Shops +T
Spice Merchant	FT	
Tavern	AA	Brewery +A
Inn	AT	Cross Roads +T
Alchemist	LI	
Inventor	LI	

Location Name	Resources	Bonus
Bakery	FF	Granary +F
Jeweler	II	Gold Mine +I
Palace	GG	
Townhall	GG	Town Square +G
Docks	TT	
Shipyards	TT	Port +T
Fishing Fleet	FF	Fishing Village +F
Merchant Fleet	TT	Port +T
Caravan	TT	Trade Route +T
Theatre	AA	Schoolhouse +A
Garden	FP	
Wheelwright	TI	Blacksmith +T
Cobbler	II	Tanner +I
Dye Maker	II	Fishing Village +I
Port	TT	Docks +T
Warehouses	TT	
Bazaar	TT	Marketplace +T
Granary	FF	Farmland +F
Catacombs	RP	Temple +R
Graveyard	PP	Cathedral +R
Shepherd		FF
Monastery	RR	
Shrine	RR	
Cathedral	RR	Shrine +R
Almshouse	PP	Monastery +P
Hospital	PP	Surgeon +P
Kings Highway	TT	
Surgeon	PP	
Barber	PP	
Architect	CC	
Greenhouse	FA	Glassblower +A
Circus	AA	
Fairgrounds	AA	
Dungeon	GG	Castle +G
Gambling Hall	AA	
Pub	AA	Brewery +A
Town Square	TG	Cross Roads +T
Butcher	FF	Ranch +F
Rug Merchant	TI	
Schoolhouse	LL	
Tollbooth	GG	Bridge +G
Bridge	TT	
Sculptor	AA	Quarry +A
Sage	LL	University +L
University	LL	Library +L
Printing Press	LI	Dye Maker +L
Fortune Teller	AA	
Thieves Guild	TT	Bazaar +T
Candlestick Maker	II	Beekeeper +I
Clock Maker	II	Inventor +I

Location Name	Resources	Bonus
Scribe	LI	Papermill +I
Brewer	FA	
Woodcarver	II	Logging Camp +I
Glassblower	II	
Tanner	II	Cattle Ranch +I
Weaver	II	
Tailor	II	

Game Designers Notes

You can of course add more cards, remove some, change others, etc. A few key changes would give the game a Roman flavor. Other 'flavors' could include: Western town, Space colony, Military base, Modern city, Renaissance city state, Oriental town, Arabian city, Industrial Era town, etc.

The resource categories may be changed as well to suit the milieu. The above card list is not strictly medieval. There are anachronisms, fantasy elements, and cross-cultural references. You may want to clean it up to make it historically accurate.

Inspiring Response

Hello! My name is Aaron Dalton, I am a High School English Teacher in Evanston, Wyoming. I am also an avid gamer, and stumbled across your site from the ed games newsletter. Wow! What a resource. I had an opportunity to create about 75% of the cards for your game "Guildmaster". We were able to play a modified version, each student allotted 3 cards, plus a few random students with 4 or 5. We played two rounds, and it went really well. Our "Guildmaster" had 16 points in one resource, but ended up owing many favors for cards given to her. I designed the cards with roads. As the students built their holdings, they had to match up the roads, and tape them to the chalkboard. The resulting city was very chaotic, and went along well with our non-fiction reading "The Labyrinthine City of Fez" by Anais Nin. It served as a take-off point for our discussion of the story.

Thank you very much! It is always fun to meet a fellow gamer, and to try something new. Please send any replies to redbaronaaron@yahoo.com.

Sincerely, Aaron Dalton

Link

Guild Master has been published in the

Academic Gaming Review

Increased Player Interaction Variant

by Marcelo Paschoalin (fermmoylle@ig.com.br) The changes on the original rules are on ALL CAPS. The major changes on the game are below. Everything else is the same as the original.

1. First Draw Phase
2. GUILDMASTER PHASE
3. First Trade Phase

Location Name	Resources	Bonus
Laundry	PP	Aqueduct +P
Jousting Pavilion	AM	Fairgrounds +A
Archery Range	AM	Fletcher +M
Arena	AM	
Toymaker	AI	
Beekeeper	FI	

4. Discard Phase
5. Second Draw Phase
6. Second Trade Phase
7. Build Phase

Draw Phases

ALL PLAYERS may draw up to 5 cards. If you already have 5 or more cards in your hand you can't draw anymore cards.

Guildmaster Phase

Using his hand of cards, each player makes a hidden bid to achieve the title of Guildmaster. After all the players have decided on the amount of cards they will bid, they must tell to the other players the amount chosen. If there's a draw, the players not involved on the draw must choose by open vote who will be the Guildmaster. If there's no agreement on that, chance will dictate who will be the Guildmaster (coin toss, dice roll, lottery numbers...).

Trade Phases

ALL PLAYERS may trade cards with other willing players. THERE'S NO LIMIT ON

Trades.

Trades cannot be forced. A player never has to show his cards or do a trade. Trades do not have to be equal. For example: Two for one.

Discard Phase

ALL PLAYERS may discard from zero to three cards into the discard pile.

Build Phase

THE GUILDMASTER picks one resource category out of the 10 available. If the PLAYERS HAVE any cards of that resource in his hand THEY may 'build' them. 'Built' cards are placed face up in front of the player.

A player 'owns' all the location cards he builds. These cards count towards the players' victory calculation at the end of the game.

Victory Calculation

When the game ends each player adds up all the points they've accumulated in each of the 10 resource categories. Players may want to keep a running total during play. Each location put in play provides two resource points in one category or one resource point in two categories.

Example: TT = Two resource points in the Trade/Transportation resource category. Many cards give a bonus resource point if you own another specific card. Example: You get an extra T for the Trade Route card if you also own the Cross Roads card. Each player gains points equal to the amount of resource points on his "worst" category, plus one point on each category he has more resource points than the other players.

If more than one player leads a category with the same amount of resource points as another player, both gain the bonus point.

Example: On the end of a game with 5 players, the resource points on the 10 categories (F, T, C, R, G, M, P, A, L, I) are below:

- Sue: 10, 4, 4, 4, 0, 3, 6, 3, 0, 12
- Tom: 5, 8, 2, 2, 2, 5, 6, 6, 6, 4
- Jeff: 6, 9, 4, 0, 5, 1, 5, 8, 1, 7
- Bill: 7, 10, 1, 2, 2, 4, 3, 4, 2, 9
- Jane: 5, 7, 2, 1, 2, 4, 1, 5, 5, 12
- Sue ends the game with 5 points (0 on the worst category; leads on F, C, R, P, I)
- Tom ends the game with 5 points (2 on the worst category; leads on M, P, L)
- Jeff ends the game with 3 points (0 on the worst category; leads on C, G, A)
- Bill ends the game with 2 points (1 on the worst category; leads on T)
- Jane ends the game with 2 points (1 on the worst category; leads on I)





Hastings

Introduction

Card game for 2 Players. Simulation of the Battle of Hastings 1066 AD. William, Duke of Normandy has invaded England, defended by The Anglo-Saxon King, Harold Godwin.

Victory

The First player to accumulate 5 Victory markers at any one Front wins.

The Decks

Each player has their own unique 63 card deck. There is a Norman deck and an Anglo-Saxon deck. Each deck has 4 types of cards: Units, Leaders, Strategy, and Weapons.

Each card has a numerical force value between 2 and 7.

The Playing Field

There are 3 Fronts between the players: Left Flank, Center Front, and Right Flank.

Turn Sequence

Each turn is divided into 4 phases: Players act simultaneously in each phase. Draw Phase Strategy Phase Deploy Phase Melee Phase

Draw Phase

Each player draws 10 cards from their own deck. If your deck runs out, shuffle the discard, and draw

from it.

Strategy Phase

Each player may discard up to 5 cards and draw replacement cards.

Deploy Phase

Players play cards facedown to each of the three Fronts. The cards played to a Front may include: 1 Unit card, 1 Leader card, 1 Strategy card, and 1 Weapon card. Certain cards can only be played at the Flanks or the Center.

Melee Phase

Players reveal (turn face-up) their cards at each Front. Add up the Force value of all of your cards at a Front. The player with the highest value at a Front gains a Victory marker for that Front.

Discard all cards in play and in hands after all 3 Fronts have been resolved.

Card Type Notation

- C** Center
- F** Flanks (Left & Right Fronts)
- A** Any Front
- S** Strategy (Also Morale & Terrain Advantages)
- W** Weapons (And Armor)
- L** Leader
- U** Units

Anglo-saxon Deck Card List

Card Name	#	Type	Front	Force
King Harold	1	L	C	7
Gyrth Godwin	1	L	A	6
Leofwine Godwin	1	L	A	5
Housecarls	3	U	C	7
Fyrdmen	3	U	F	3
Elite Troops	3	U	C	6
Heavy Infantry	4	U	A	4
Militia	4	U	F	2
Heavily Armed Soldiers	3	U	C	5
Shields	4	W	A	5
Spears	3	W	F	3

Card Name	#	Type	Front	Force
Clubs	3	W	F	2
Broad Swords	3	W	A	4
Axes	4	W	A	6
Large Battle Axes	3	W	C	7
Narrow Front	2	S	A	5
Steep Slopes	1	S	F	4
Gullies	1	S	F	4
Asten Stream	1	S	A	2
Crest of Senlac Hill	1	S	A	6
Defensive Position	1	S	A	5
Compact Phalanx	1	S	A	4
Repulse Attackers	2	S	A	6
Solid Wall of Shields	2	S	A	5
Grim Hand-to-Hand Fighting	2	S	A	4
Cutting & Hacking	2	S	A	4
Stabbing & Bludgeoning	2	S	A	3
Melee	1	S	A	5
Hold Your Ground	1	S	A	7

Norman Deck Card List

Card Name	#	Type	Front	Force
Duke William of Normandy	1	L	C	7
Count Eustace of Boulogne	1	L	F	6
Count Alan of Brittany	1	L	F	5
Men-at-Arms	4	U	F	4
Mounted Knights	4	U	A	7
Breton Contingent	3	U	F	2
French Formation	3	U	F	3
Mercenaries	3	U	F	5
Norman Formation	3	U	C	6
Rain of Arrows	3	W	A	4
Chain Mail	4	W	A	5
Swords	4	W	A	3
Axes	3	W	A	2
Lances	3	W	C	7
Strong Horses	3	W	A	6
Rally Troops	1	S	A	6
Dispell Rumor of Williams Death	1	S	A	5
Encircle & Destroy Pursuers	1	S	F	6
William the Veteran	1	S	A	5
Well Rested Force	1	S	A	3
Archers Fire with Impunity	1	S	F	4
Archers Empty their Quivers	1	S	A	3
Archers Aim high in the Air	1	S	A	4
Day of Ceaseless Combat	1	S	A	4
Draw them off the Ridge	1	S	A	5
False Retreat	1	S	A	5
Ruse de guerre	1	S	A	6
Surround Undisciplined Troops	1	S	A	5

Card Name	#	Type	Front	Force
Attack after Attack	2	S	A	4
Close Combat	1	S	A	3
Fray the Anglo-Saxon Ranks	1	S	A	5
Cavalry Charge	2	S	A	4
Cut them Down	1	S	A	5

Links

1066 Malmesbury Synopsis Gaming Local History
UK.com

Bbc

Dba

Junior General Online Game





Hippomania

Introduction

Card game for 4 players. Chariot Racing in the Roman Circus Maximus circa 50 AD. Each player controls one Chariot.

A game represents a single race.

Rules

4 Chariots in a race. Each Chariot has 4 Horses & 1 Charioteer. The race is 7 Laps around the central Spine (rail).

Victory

Control the lead Chariot at the end of 7 Laps. You automatically win if all the other Teams Crash (Wreck). The Winning Charioteer gets 1D6 X \$1000 Sesterces.

Dice

Six sided dice are needed.

Place Markers

Use 4 Markers to denote first to last place. During play, these Markers will keep changing hands as players Pull ahead or fall behind.

The Decks

Players share 2 common decks: The Team Deck
The Event Deck

The Team Deck

This deck contains 5 types of cards:

- Chariots
- Drivers
- Horses
- Hitch
- Rumors

Stats

Each Team has 6 Stats:

- Cut
- Turn
- Speed
- Block
- Cool
- Endurance

Factions

Each player picks a Faction: Red, Blue, White, or Green

Game Sequence

The game proceeds in 10 Turns in the following order:

Turn	Title
I	Team Selection
II	Stall Assignment
III	Starting Gate
IV-X	Laps 1-7

Team Selection

Each player is dealt 7 cards from the Team Deck. Each player may keep up to 1 Chariot, 1 Driver, 1 Hitch, 1 Rumor, and 4 Horses. If a player has fewer than what is allowed, he is considered to Have a generic version of the type with no Stat modifiers.

Team Cards give bonuses and sometimes penalties to your stats. After all players pick their Chariot, Driver, Hitch, and Horses, Rumors are played. In Order Red, White, Blue, Green, players assign rumors that target opponents.

Example: Red has the Rumor Sabotage. He targets the Green player to get the penalty.

Save Rolls

- To make a save roll vs a Stat, a player:
1. Rolls 1D6 & adds his Stat modifiers (Save Roll)
 2. An opponent rolls 1D6 (Difficulty Roll)
- If the Save roll is equal to or greater than the Difficulty roll, he makes the save, if less he fails.

Stall Assignments

Put 4 papers numbered 1-4 into a bowl Players pick papers to see which number Stall they start in.

Starting Gate

This is the most dangerous part of the Race. A player may decide to play it safe, or make a mad dash to the rail. Those who dash roll 1D6 and add their Speed Stat (Dash Roll).

- The player in Stall 1 gets +3 to the roll.
- The player in Stall 2 gets +2 to the roll.
- The player in Stall 3 gets +1 to the roll.

If any dashing players tie, they collide. Any player involved in a collision must save vs Cool or Wreck. The player with the highest Dash roll is in first place.

(and gets the first place marker) The player with the second highest Dash roll is in second place and so on. If more than one player decides to play it safe, they roll high on 1D6 to determine who gets the next highest place marker.

Wrecks

In a Wreck the Chariot is automatically destroyed. The Driver and each individual Horse must save vs Cool or be killed.

Wreckage

During the Laps, when a Chariot Wrecks the Team behind it must Save vs Turn or it Hits the Wreck. If the Team hits the Wreck, it must save vs Cool or Wreck itself. If the survivors of the original Wreck are hit from behind, they Must save vs Cool, or be Trampled to death.

Laps

Each Lap is divided into 5 Phases:

- Event Phase
- First Run Phase
- First Turn Phase
- Second Run Phase
- Second Turn Phase

Event Phase

Each player draws 2 Event cards. Max hand size is 5 cards. Discard excess cards.

If the deck runs out, shuffle the discard & draw from it.

Run Phases

Players take turns. The player in last place goes first. Play proceeds clockwise around the table.

On his turn, a player may attempt to pass the Team ahead of him. The Player attempting to pass rolls 1D6 and adds his Speed Modifier. The Player ahead rolls 1D6 and adds his Block Modifier.

The Higher roll wins. If the leader wins, things stay as is. If the follower wins, the players trade place markers.

Team Deck Card List

Card Name:	Type	Notes
Passerinus	H	Cool +1 Speed +1 Turn +1
Tuscus	H	End +1 Cool +1

If they tie, the Chariots Hook (Wheels Lock). In a Hook, each Player rolls 1D6 (Hook Roll) and adds his Turn Modifier. The loser must save vs Cool or Wreck.

If the Hook rolls tie, both Teams must save vs Cool or Wreck.

Turn Phases

Players take turns. The player in last place goes first. Play proceeds counter-clockwise around the table.

On his turn, a player may attempt to pass the Team ahead of him. The Player attempting to pass rolls 1D6 and adds his Cut Modifier. The Player ahead rolls 1D6 and adds his Turn Modifier.

The Higher roll wins. If the leader wins, things stay as is. If the follower wins, the players trade place markers.

If they tie, the Chariots collide. In a Collision, each Player rolls 1D6 and adds his Turn Modifier. The loser must save vs Cool or Wreck.

If the Collision ties, both Teams must save vs Cool or Wreck.

Exhaustion & Endurance

- On Laps 4-5 all players get a -1 Exhaustion Modifier to all their rolls.
- On Laps 6-7 all players get a -2 Exhaustion Modifier to all their rolls. The Exhaustion Modifier is reduced by the Teams Endurance Bonus. Example: A Team with Endurance +1 suffers no exhaustion on Turns 4-5 and only -1 on turns 6-7. A Team with an Endurance Penalty has their Exhaustion Mod increased.

Event Cards

Event cards are used to modify a single roll and are discarded immediately after. Cards must be played before making rolls. In contesting rolls both players may pass on the opportunity to play a card or one or both may play a card or cards. Players may react to opponent's card plays by playing additional cards.

Team Deck Card Type Notation

- D** Driver
- C** Chariot
- H** Horse
- T** Hitch
- R** Rumor

Card Name:	Type	Notes
Victor	H	Speed +1 Turn +1
Volucris	H	Turn +1 Cool +1
Borysthenes	H	Cool +1 Speed +1
Incitatus	H	Speed +1 End +1
Centenarii	H	Speed +1
Pomperanus	H	Cool +1
Tigris	H	Turn +1
Raptore	H	End +1
Sicilian	H	Speed +1 Cool -1
Iberian	H	Speed +1 End -1
Libyan	H	End +1 Speed -1
Orynx	H	Turn +1 Speed -1
Diocles	D	Turn + 1 Cool +1 Cut +1
Fortunatus	D	Cut +1 Cool +1
Gulta	D	Block +1 Turn +1
Lucius Veres	D	Cut +1 Turn +1
Scorpus	D	Cool +1
Eutychus	D	Cool +1 Turn +1
Crescens	D	Cool +1 Block +1
Fuscus	D	Cut +1
Felix	D	Block +1
Narrow	C	Cut +1
Low	C	Turn +1
Wide	C	Block +1
Sturdy	C	Cool +1
Light	C	Speed +1
Center Yoke	T	Turn +1
Left Trace	T	End +1
All Traces	T	Cut +1
Drugged Horse	R	Target Opponent's Horse is Speed -1
Sabotage	R	Target Opponent's Chariot is Cool -1
Bribes	R	Target Opponent's Driver is Speed -1
Emperors Favorite	R	Restart Race if Green player Wrecks at Start
Crooked Pick	R	Target Team is assigned Stall #4
Sacred Oath	R	Your Hook rolls vs Target Team at +1

Event Deck Card List

Card Name	Notes
Tight Turn	Turn +2
Whip	Turn +2
Inside Track	Turn +2
Spin Around	Turn +2
Make the Swing	Turn +2
Slacken the Reign	Turn +2
Intentional Hook	Hook +2
Skillful Blocking	Block +2
Keep Distance	Block +2
Maintain Lead	Block +2

Card Name	Notes
Cut it Close	Cut +2
Pass	Cut +2
Magnificent Driving	Cut +2
Avoid Accident	Cool +2
Swerve	Cool +2
Jump	Cool +2
Recover	Cool +2
Pull up on Reigns	Cool +2
Stop Short	Cool +2
Burst of Speed	Speed +2

Card Name	Notes
Remain Ahead	Block +2
Block In	Block +2
Take the Inside	Cut +2
Pull Alongside	Cut +2
Cut Off	Cut +2

Card Name	Notes
Level Out	Speed +2
Rush	Speed +2
Breakneck Dash	Speed +2
Come From Behind	Speed +2
Urge Horses On	Speed +2

Cardset Available

From alecrespi.





Hundred Years War

Introduction

2 Player card & dice game. Simulation of the Hundred Years War 1337-1453 One player is the English, the other is the French.

Game Length

The game lasts 50 turns (It was a long war) Each turn represents 2-3 years.

Territory Tokens

There are 10 Territory Tokens (TT). Each player starts the game with 5 Territory Tokens.

Victory

If you ever control all 10 Territory Tokens, you automatically win. At the end of the game, if you control more TT than your opponent, you win.

The Decks

There are 2 common decks: The Event Deck The Resource Deck

Dice

Six sided dice are needed.

Setup

Each player draws 5 cards from the Resource Deck. The English Player goes first.

Turn Sequence

Players take turns. The current player is also called the Active player or the Attacker. The other player is the defender.

Each Turn has 7 Phases: Resource Phase Recruit Phase Hostility Phase Sea Battle Phase Land Battle Phase Victory Phase Passage Phase

Resource Phase

Each player draws 1 card from the Resource Deck and puts them in their hand. If the deck ever runs out, shuffle the discard and draw from it.

Recruit Phase

Players may put Armies, Fleets, and Leader cards face-up into play. A Player may have a maximum of 2 Leaders in play at a time.

Hostility Phase

The current player draws 1 Event card. Follow the instructions on the card. If the card is a "Negate" card skip to Passage Phase.

If the card is a "Hostility" card go to Sea Battle Phase. If the deck ever runs out, shuffle the discard and draw from it.

Sea Battle Phase

Skip this Phase (go to Land Battle Phase) if each player does not have 5 Territory Tokens. The active player is invading by sea. Each player rolls 2D6 and adds 1 for each Leader and Fleet card they have in play.

Players may also add 1 for each Strategy card they play (discard). The winner is the player with the highest total. Defender wins ties. The loser discards all his Fleet cards.

If the Defender wins, skip to Passage Phase. If the attacker wins, go to Land Phase.

Land Battle Phase

Each player rolls 2D6 and adds 1 for each Leader and Army card they have in play. Players may also add 1 for each Strategy card they play (discard). The winner is the player with the highest total.

Defender wins ties. The loser discards all his Army cards. If the Defender wins, skip to Passage Phase. If the attacker wins, go to Victory Phase.

Victory Phase

If the Attacker won in Land Battle Phase, he may take a Territory Token from his opponent. If the attacker plays (discards) a Great Victory card, he may take an Additional TT.

Passage Phase

Mark that a turn has ended. The game ends at turn 50. Resource Hand max = 5 cards. Discard excess cards.

Event Deck Notation

H Hostility (The Active player may attack this turn)
N Negate (The active player may not attack this turn)

Event Deck Card List

Card Name:	Type	Notes:
Large Scale Raids	H	Draw a Resource Card
Dysentary	H	Discard one of your Armies
Starvation	H	Discard one of your Armies
Flemish Allies	H	English Player draws a Resource card
Rebellious Scots	H	French Player draws a Resource card
Killed in Battle	H	Opponent must discard a Leader
Overlords	H	Opponent may draw a Resource card
Heavy Taxation	H	Opponent may draw a Resource card
Invasion	H	
Summer Campaign	H	
Grand Chevauchee	H	Draw a Resource Card
Renew the War	H	
Resume Hostilities	H	
Failure of Negotiations	H	
Confiscate Duchy	H	Give a Terrain Token to your opponent
Systematic Conquest	H	Take a Terrain Token from your opponent
Weakened by Rebellion	H	Opponent must discard an Army
Disputes over Holdings	H	
Claim to the Throne	H	
Break Treaty	H	
Papal Disputes	H	
Assumption of Title	H	
Provoke War	H	
Burned in Raid	N	Discard one of your Fleets
Mutiny	N	Discard one of your Fleets
Storm at Sea	N	Discard one of your Fleets
Delays	N	
Stalemate	N	
Fiscal Setbacks	N	Discard all of your Fleets
Medieval Economy	N	
Succession	N	Discard one of your Leaders
Black Death	N	Both players Discard all Armies
Bankruptcy	N	Discard all of your Fleets
Plague	N	Both players Discard all Armies
Popular Revolts	N	Discard one of your Armies
Usurpation	N	Discard one of your Leaders
Treason	N	
Spanish Conflict	N	Both players Discard 1 Army
Long Truce	N	
Death of the King	N	Discard one of your Leaders
Uneasy Peace	N	Both players draw 1 card
Civil War	N	Discard one of your Armies
Minors as Kings	N	
Insanity	N	Discard one of your Leaders

Resource Deck Notation

L Leader
A Army
N Naval Fleet

S Strategy
G Great Victory
F French
E English
B Both

Resource Deck

Card Name:	Use	Type	Note:
Edward III	E	L	Start game with this card in play
Philip VI	F	L	Start game with this card in play
The Black Prince	E	L	
Henry IV	E	L	
King Henry V	E	L	
Henry VI	E	L	
Richard II	E	L	
Bertrand du Guesclin	F	L	
John II	F	L	
Charles d'Albret	F	L	
Joan of Arc	F	L	
Charles V	F	L	
Charles VI	F	L	
Charles VII	F	L	
Professional Soldiers	B	A	
Peasant Militia	F	A	
Cannon	B	A	
Bombards & Culverins	B	A	
Artillery Train	F	A	
Feudal Companies	B	A	
Footsoldiers	B	A	
Bills & Pikes	B	A	
Garrisons	B	A	
Burgundians	E	A	
French Nobility	F	A	
Archers	E	A	
Yeomen	E	A	
Mercenaries	B	A	
Allied Troops	B	A	
Men-at-Arms	B	A	
Mounted Knights	F	A	
Crossbowmen	F	A	
Freemen	E	A	
Infantry	B	A	
Sailing Ships	B	N	
Royal Galleys	B	N	
Oared Barges	B	N	
Impressed Ships	E	N	
Genoese Galleys	B	N	
Castillian Navy	B	N	
Transports	B	N	
Merchant Vessels	B	N	
Cogs	B	N	
Roundships	B	N	
Venitian Galleys	B	N	
Great Army of the Sea	F	N	
Peace Treaty	B	G	
Kings Ransom	B	G	
Major Concessions	B	G	
Cavalry Charge	F	S	Land
Combined Arms	E	S	
Rally	B	S	

Card Name:	Use	Type	Note:
Major Siege	B	S	Land, Attacker only
Raise Siege	B	S	Land, Defender only
Fortifications	B	S	Land, Defender only
Narrow Front	E	S	
Massacre	B	S	
Intelligent Command	B	S	
Longbow	E	S	

SOLO RULES per Ron Pehr have one side drawing/discarding randomly (probably the French) or even according to some sort of formula (E.g. "Draw one resource for each token over 5 you have"); or for that matter just play both sides, leaving the other's cards

face down as you pick for the active side.

Cardlist Available!!!

Thanks Alex! Search on the site.





Huscarl

Introduction

Board & card game for 2 players. Battle between two Norse Tribes. Abstract skirmish level combat. Each figure represents a single man (unit).

Victory

You win if you kill the opposing Chieftain.

Tribe Table

#	Type	Hits
1	Chieftain	3
3	Huscarl	2
2	Berserker	2

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men. There are 5 types of men: Chieftains, Huscarls, Berserkers, Warriors, & Pathfinders.

#	Type	Hits
8	Warrior	1
2	Pathfinder	1

Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

The Pathfinder can be moved up twice per turn.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Berserkers may make 2 attacks per turn (using two different cards) Berserkers may not make Bow attacks.

Pathfinders may make 2 attacks per turn using Bows (two different bow cards) Pathfinders may not use Battle Axe cards. Attacks do one Hit of damage to the target. Battle Axes do 2 Hits damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Berserkers & Pathfinders cannot use Shield or Armor cards.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- K** as a Knight would move in Chess
- Type** Purpose of card

Card List

Card Name:	Range	Type	Notes:
Dagger	1	A	
Broad Sword	1	A	
Battle Axe	1	A	2 Damage
Spear	2	A	
Thrown Spear	3	A	
Thrown Axe	K	A	
Hunting Bow	4	A	
Crossbow	5	A	
Scout	K	M	
Sprint	5	M	
Charge	4	M	
Run	3	M	
Jog	2	M	
Walk	1	M	
Dodge	-	D	Negate attack of range 3-5
Parry	-	D	Negate attack of range 1-2
Shield	-	D	Negate attack
Armor	-	D	Negate attack





Hydaspes

Introduction

Warp Skirmish Format. Last Major Battle of Alexander the Great 326 BC. One player is Alexander.

The other is King Porus of the Hindu Paurava Kingdom.

Victory

Destroy 50% of the Enemy force, or the Opposing Main Leader.

-	-	-	-	-	-	-	-	-	-	-	-	-
-	H	H	H	H	H	H	H	H	H	H	H	H
-	F	A	F	F	C	F	F	F	F	F	F	F
-	R	R	R	R	R	R	R	R	R	R	R	R
-	F	P	F	F	F	C	F	F	C	F	F	R

Stacking Rules

Units may stack. There is no Stacking Limits of Friendly Units. Alexander is part of a unit of Companion Cavalry.

Porus is part of a unit of War Elephants.

Facing

Unit counters must include an arrow to determine facing. A unit may end a move facing in any direction (even diagonal) All units in a Stack must be facing the same way.

Dice

Six sided Dice are needed.

The Deck

Players share a common deck.

Units

Use stackable Counters/Chits to represent Units.

Setup

Determine who is Alexander and who is Porus. Set up the board as indicated. Each player is dealt 5 cards. Alexander goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases: Tactics Phase Deception Phase Maneuver Phase Attack Phase End Phase

The Map

Use a 12x7 Grid

H Hills

R River

F Forest

C Clear

A The Greeks in Clear start stacked just North of the river Hydaspes.

P The Indians in Clear start stacked facing them on the South bank of the river.

-	-	-	-	-	-	-	-	-	-	-	-	-
-	C	C	C	C	F	C	C	F	C	C	C	F
-	C	C	C	C	C	C	C	C	C	C	C	C
-	F	H	F	C	C	C	C	C	C	C	C	H

Tactics Phase

Draw X cards from the deck and put them in your hand. For Alexander X = 4 For Porus X = 3 If the deck runs out, shuffle the discard and draw from it.

Deception Phase

Alexander may play (discard) 1 Deception card in this Phase.

Maneuver Phase

You get 1 free Move of 1 Unit or Stack 1 space. You may play additional Move cards to move more of your Units. A single Unit can move only once per turn.

A Move card can be used to move a single unit or a single Stack. The value of the Move card determines the furthest distance the moving units may go. Some units will have a lower maximum allowable move limit. All Units taking part in a single move must stick together, they cannot break off or be left behind. However, stacks can be broken up or built back up. The opposing player may play a Negate card to negate a target move.

A Unit or Stack must stop upon entering the river unless it is a river crossing card in which case they start on one bank and move to the opposite bank all in one move without having to stop in the water. Units in the river cannot move upstream or downstream. They can only cross or retreat.

Units must stop upon entering Hills. Units that enter 1 or more Forest spaces have their Maximum Move Limit for the turn reduced by 1. Note that a move can be less than the value of the Move card and moves

do not have to be in straight lines. Change in direction and Diagonal moves are allowed.

Discard all played cards.

Attack Phase

Play an Attack card to have a Unit attack an adjacent target enemy unit. The attacker and defender both roll 2D6 (Battle Rolls). The side with the bigger stack gets +1.

A stack with Elephants gets +1. A stack with a Leader gets +1. A stack with Greek Cavalry and/or Phalanxes gets +1.

If the Attacker attacks into the flank he gets +1. If the Attacker attacks into the rear he gets +2. Attacking a Stack in the River is at +3.

A Stack defending in Hills is at +1. Either player (before rolling) may play (discard) an Attack card to get +1. Higher roll wins. The loser discards 1 Unit.

If tied the combat immediately ends. Continue until the attacker breaks off or one side is eliminated. Each continuation is called a round.

The side that won the previous round gets +1. the player inflicting casualties determines which unit is killed. A Defense card played by the Defender will immediately end the combat.

Discard played cards.

End Phase

Maximum hand size is 5 for Porus and 7 for Alexander. Discard excess cards.

Unit Notation

Number of this Unit in Army

MM Maximum Move

L Leader

Macedonian Unit Counters

Unit	#	MM	Notes
Alexander the Great	1L	6	Alexander & Companion Cavalry
Coenus Cavalry	1L	5	Greek Cavalry
Companion Cavalry	1	5	Greek Cavalry
Craterus Phalanx	1L	3	-
Macedonian Phalanx	2	3	-
Greek Peltasts	2	4	-
Persian & Indian Allies	4	3	-

Indian Unit Counters

Unit	#	MM	Notes
King Porus	1L	3	Porus and War Elephants
Prince	1L	4	Son of Porus with Cavalry & Chariots
War Elephants	2	3	-
Cavalry	2	4	-
Chariots	2	3	-
Punjab Infantry	8	2	-

Card List Notation

M Movement

R River crossing Movement

N Negate Move

A Attack

D Defense

NAD Use Card as Negate or Attack or Defense

MA Unit or Stack Moves 1 space then attacks into adjacent space

DA Use card for Defense or Attack

S Special

L Leader: Card can be used for Movement, Attack, or Defense

X Deception (Look at opponents hand and discard 1 target Card)

I Indian Player Only

G Greek Player Only

B Both Players

OUSWI = Or/and Units Stacked With It

The Battle Deck

Name	#	Type	Use	Value	Notes:
Frequent Feints	1	X	G	-	
Demonstration	1	N	G	-	
Deception	1	X	G	-	
Patrol	1	M	I	4	
Decoy	1	X	G	-	
Night Movements	1	X	G	-	
Shadow	1	M	I	3	
Screening Force	1	M	I	2	
Tactics	1	S	B	-	Discard to draw 2 cards
Unopposed Crossing	1	R	G	2	Must be used to cross River
Suitable Crossing	1	S	G	-	Cancel a Negate Move Card
Alternate Ford	1	R	G	2	Must be used to cross River
Floats & Boats	1	R	G	2	Must be used to cross River
Overflowing	1	N	I	-	Target unit entering or leaving River
Monsoon	1	N	I	-	Target unit entering or leaving River
Move Upstream	1	M	B	4	Move must follow the River
Alexander	1	L	G	6	Only the Alexander Unit OUSWI
Craterus	1	L	G	4	Only the Craterus Unit OUSWI
Coenus	1	L	G	5	Only the Coenus Unit OUSWI
Porus	1	L	G	3	Only the Porus Unit OUSWI
Prince	1	L	G	5	Only the Prince Unit OUSWI
Mud	1	NAD	G	1	Only vs. Chariot Unit
Routed	1	A	B	1	
Haste	1	M	B	4	
Disrupt Landing	1	A	I	1	Only vs. Units in River
Prevent Crossing	1	A	I	1	Only vs. Units in River
Detachment	1	M	B	1-2	Only 1 Unit not Stack
Repulsed	1	D	G	-	
Out of Control	1	A	G	1	Vs Elephant & stacked Units
Wreak Havoc	1	A	G	1	Vs Elephant & stacked Units
Discipline	1	D	G	1	Phalanx only
Cavalry Charge	1	MA	G	1	Greek Cavalry only
Mounted Archers	1	A	G	2	Greek Cavalry only
Dense Pikes	1	DA	G	1	Phalanx only
Towering Elephants	1	A	I	1	Use by Elephants only
Trample, Club, & Gore	1	A	I	1	Use by Elephants only
Panic Horses	1	A	I	1	Use by Elephants vs. Cavalry only
Weaken Wing	1	A	B	1	Use vs. Unit with exposed Flank only
Complicated Maneuver	1	D	G	-	
Confusion	1	A	B	1	
Advance	1	MA	B	1	
Lock Shields	1	D	G	-	Phalanx only
Flee	1	A	B	1	
Break	1	A	B	1	
Retreat	1	A	B	1	
Exhausted	1	A	B	1	
War Skills	1	DA	N	1	
Brave Fight	1	DA	B	1	
Surrender	1	A	B	1	
Challenge	1	A	B	1	Only by 1 Leader vs. Another

Name	#	Type	Use	Value	Notes:
Duel	1	A	B	1	Only by 1 Leader vs. Another
Captured	1	A	B	1	
Prisoners	1	A	B	1	
Outflank	2	MA	G	1	Cavalry Only
Outmaneuver	2	M	G	6	
Evasion	1	D	B	-	
March	6	M	B	1	
Maneuver	5	M	B	2	
Advance	4	M	B	3	
Rush	3	M	B	4	
Gallop	2	M	B	5	Cavalry only

Links

Wikipedia

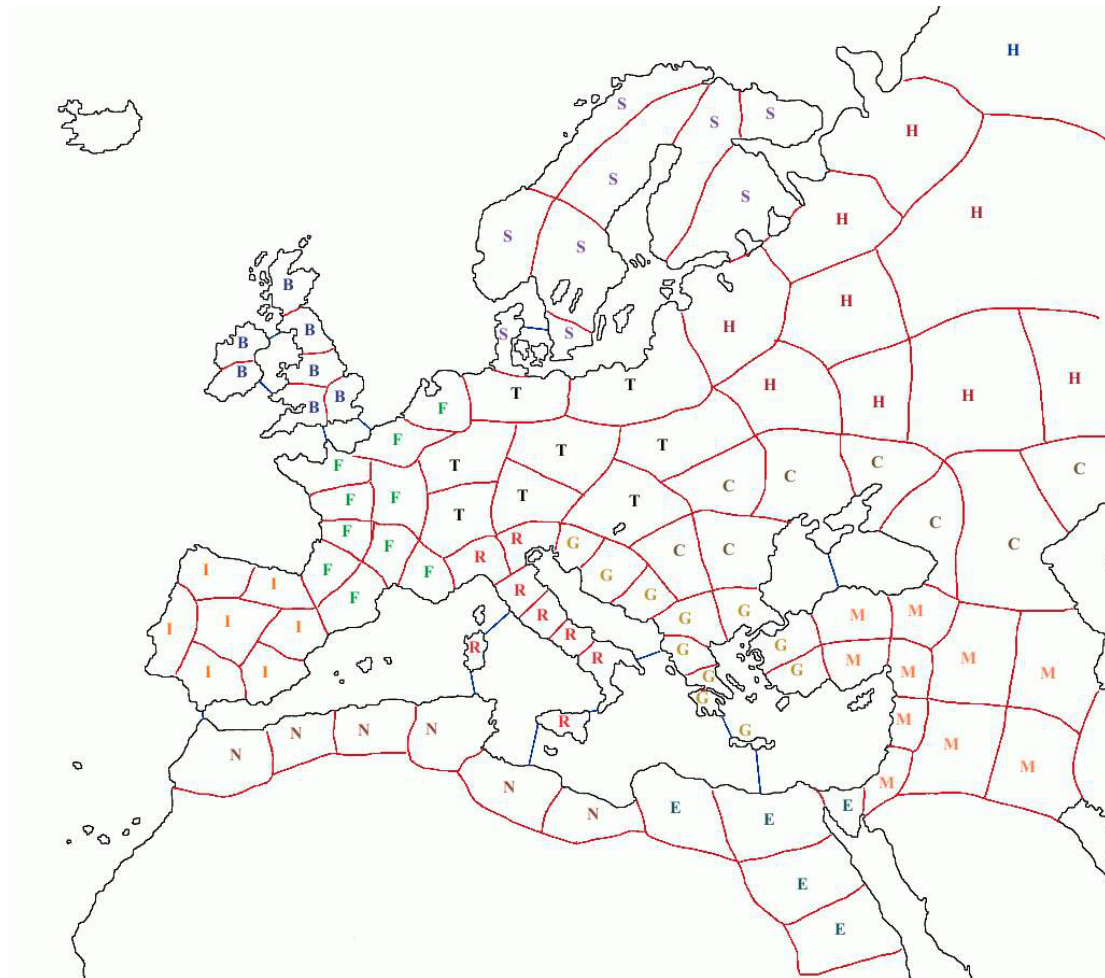




Imperious

Introduction

Board game for 4-8 players. Players control ancient civilizations.



Board & Pieces

A map of the Mediterranean is provided. The map is divided into spaces or territories. Blue lines connect territories separated by water.

Territories are grouped into larger units called regions. Players share a common set of Victory Tokens. Each player has a set of uniquely colored 'population' chits. (No limit) Some of a players chits should be marked with a "C" to indicate that they represent cities.

Cards

Play requires construction of a unique deck of cards. The backs of all cards are identical. The front of the

card contains the name of the card.

See the card list for the 7 types of cards.

Setup

Randomly determine turn order. Each player picks a starting territory at least 5 spaces from all other players starting territories. A player places ten population chits in his starting territory.

Victory

The game ends when 1 or more players has 100 or more Victory Tokens. The player with the most Victory Tokens at the end of the game wins.

Turn Sequence

1. Draw Phase
2. Trade Phase
3. Action Phases
4. Scoring Phase
5. End Phase

1. DRAW PHASE

Each player draws 5 cards. If the deck runs out, shuffle the discard and draw from it.

2. TRADE PHASE

Players may freely trade cards.

3. ACTION PHASES

A player may pass or make one or more actions. If you pass, you may draw a card. There are 8 types of actions: Destroy, Disperse, Convert, Colonize, Grow, Build, Glory, and Advance.

Each action play requires a combination of cards to be played. A player may play more than one combo per turn if he has the cards. The cards in the Combo are discarded after the action is resolved.

Destroy Action: The destroy combo requires any combination of 5+ culture, war, and/or technology cards. Destroy X of an opponents chits (1 city counts as 5 chits) that are in the same territory as one of your chits, or in territories adjacent to a territory occupied by one or more of your chits.

X number of War or Tech cards you play.

Grow Action: The grow combo requires any combination of 5+ population, trade, and/or technology cards. Gain X population chits (of your color). Place these in any territories you already occupy.

X number of Pop and Tech cards you play.

You cannot grow in a space that already has more than 10 total Chits or 1 City and 5 Chits.

Convert Action: The convert combo requires any combination of 5+ culture, war, and/or religion cards. Replace up to X-1 of an opponents chits (1 city = 5 chits) with your own. These chits must be in the same territory as one of your chits, or in territories adjacent to a territory occupied by one of your chits.

Alternatively, a convert combo can be used to Gain X-1 population chits of your color in any empty territories adjacent to territories occupied by your chits.

X number of Cult and Relig cards you play.

Disperse Action: The disperse combo requires any combination of 3+ government, trade, and/or religion cards. Move up to X+1 of your population chits to ADJACENT spaces on the board. Each chit may be moved to a different territory.

They may be moved into territories occupied by opponents chits. X = number of Relig and Trade cards you play.

Card List

Type:	# Actions:
War	15 Destroy, Disperse, Convert

Colonize Action: The Colonize combo requires any combination of 5+ government, war, and/or population cards. Move up to X of your population chits to ANY 1 empty space on the board.

X number of Gov and Pop cards you play.

Build Action: The build combo requires one of each of the 7 types of cards. Place a city counter of your color in any territory occupied by only chits of your colors. Only one city per territory.

Glory Action: The Glory combo requires 3+ cards of any 1 Type. Immediately gain X-2 VT and draw X-2 cards.

X number of cards you play.

Advance Action The Advance combo requires 5+X cards of any 1 Type.

If you play a War combo gain +1 to all future Destroy Actions.

If you play a Religion combo gain +1 to all future Convert Actions.

If you play a Culture combo gain +1 to all future Glory Actions.

If you play a Population combo gain +1 to all future Grow Actions.

If you play a Government combo gain +1 to all future Colonize Actions.

If you play a Trade combo gain +1 to all future Disperse Actions.

If you play a Technology combo draw an extra card in your Draw Phases.

X zero the first time you make a combo.

X 1 the second time you make the same combo.

X 2 the third time you make the same combo and so on.

Movement & Stacking

Multiple chits from different players may occupy the same territory. Cities cannot move. Cities and population chits may occupy a territory at the same time.

4. SCORING PHASE

You only score. For each Region: If you have at least 1 population chit in a Region gain 1 Victory Token (VT).

If you have the most territories in a region gain 1 more VT.

If you have all the territories in a region gain 1 more VT. A player gets 1 VT for each city he owns.

5. END PHASE

A player may have a maximum of 3 + X cards in his hand.

X number of cities you have.

Discard excess cards.

Type:	# Actions:
Technology	15 Grow, Destroy

Type:	# Actions:
Culture	15 Convert, Destroy
Population	15 Grow, Disperse
Religion	15 Colonize, Convert

Type:	# Actions:
Government	15 Disperse, Colonize
Trade	15 Colonize, Grow

number of these cards in the deck

your choice.

Optional New Empire Rule

If you are wiped out, lose 10 VT. You can start again with 5 cards and 10 chits in any non-city territory of

Card & Counter Sets Available

Thanks Eric!!!





Invasions Of The Horse Peoples

Introduction

Card game for 2+ players. Theme: Migrations/Conquests of Asiatic Nomads.

Victory

The first player to accumulate 12 Loot Points is the winner.

Loot Points

Use coins to keep track of Loot.

Khan & Nomads

The winner of the card contest in Invasion Phase is the Khan. The remaining players are called Nomads. During a turn, The Khan and Nomads have different goals.

On the first turn of the game, all players are Nomads.

Turn Sequence

Each turn has 4 phases:

1. Migration Phase
2. Tribute Phase
3. Invasion Phase
4. Steppes Phase

Migration Phase

Each player is dealt 7 cards. Players may discard up to 4 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Card List

Name:	Type
Europe	C5
Middle East	C5
China	C5
Plunder	L5
Pillage	L5
Rape	L5
Assimilation	W5

Tribute Phase

There are 3 types of Loot cards: Pillage, Plunder, and Rape. There are 3 types of Conquest cards: Europe, Middle East, and China. The player who earned the title "Khan" in the previous turn may play up to one Loot card of each of the three types and any number of Conquest cards.

The Khan player earns Loot points equal to the card values of the Loot cards he plays, but not in excess of the card values of the Conquest cards he plays.

Invasion Phase

Players reveal their hands simultaneously. Nomads may only play Strength & Weakness & Tribe cards: - Any number of Weakness cards. - Only 1 card from each of the 3 types of Strength cards.

- Exactly 1 Tribe card. If collectively, the Nomad players play Weakness cards with a Combined score greater than the Conquest cards played by the Khan player, the Khan player becomes a Nomad, otherwise he Remains the Khan and the phase ends. If all players are Nomads, the Nomad who played a Tribe card and has the highest value of Strength cards becomes the new Khan.

If there is a tie, all players remain Nomads.

Steppes Phase

Players discard their hands.

Card List Terminology

C Conquest

L Loot

W Weakness

S Strength

T Tribe

5 The deck has 5 cards with values 1-5.

Name:	Type
Mongols	T
Scythians	T
White Huns	T
Golden Horde	T
Sarmatians	T
Turks	T
Magyars	T

Name:	Type
Succession	W5
Resistance	W5
Great Leader	S5
Horse Archers	S5
Horde	S5
Huns	T
Cimmerians	T

Name:	Type
Parthians	T
Jurchen	T
Avars	T
Khazars	T
Tatars	T
Bulgars	T

Links

[Wikipedia](#)





Italian City States

Introduction

Card game for 3-5 players. Theme: Italian Renaissance 15th Century. Each player controls an Italian City State.

Victory

Your Final Score at the end of the game is equal to your lowest score out of each of the 6 Scoring Categories. The 6 Scoring Categories are: Politics, Economics, Military, Humanities, Religion, and Buildings. So if your individual scores were 90, 110, 89, 102, and 95, your Final score would be 89.

If tied, the highest score in Humanities wins. If still tied, the highest score in Buildings and then Economics and then Politics wins. The game ends when the deck is used up and there are no cards left in any players hands except disasters.

Components

Players share a Common Deck. Player Score Sheets. Turn Order Markers.

Score Sheets

Each player will need one of these to keep track of their cumulative score in each of the 5 Categories.

Turn Order Markers

These should be numbered 1-5. One goes first in the turn, Two goes second, and so on. These will change ownership during play.

A player may only be in possession of 1 of these at a time. In a 3 player game only use the first three. In a 4 player game only use the first four.

Possession will be determined in Initiative Phase, in order of ranking in the Politics Category; The highest score getting the first Turn Marker and so on.

The Common Deck

There are 9 types of cards in the Deck: Humanities Economics Politics Military Religion Buildings Disasters Action Leaders

Humanities Cards

These cards when played increase your Humanities Score

Economics Cards

These cards when played increase your Economics Score

Politics Cards

These cards when played increase your Politics Score

Military Cards

These cards when played increase your Military Score

Religion Cards

These cards when played increase your Religion Score

Buildings Cards

These cards when played increase your Buildings Score

Disaster Cards

These cards when picked or drawn immediately penalize you They are discarded immediately after being picked or drawn.

Action Cards

These cards when picked or drawn immediately penalize an opposing player of your choice. They are discarded immediately after being picked or drawn.

Leader Cards

These are personalities from a variety of fields. When played they improve 1 or 2 of your Categories and may allow you to draw an extra card directly from the deck

Setup

Shuffle the deck. Each player chooses one of the 5 city States.

City States

There are Five: Republic of Florence Republic of Venice Duchy of Milan Kingdom of Naples Papal States

Republic Of Florence

Politics cards played by the Florence player get +1. Florence starts with 10 Political Points.

Republic Of Venice

Economics cards played by the Venice player get +1. Venice starts with 10 Economic Points

Duchy Of Milan

Military cards played by the Milan player get +1. Milan starts with 10 Military Points

Kingdom Of Naples

Hand Size +1. Naples starts with 2 randomly drawn cards.

Papal States

Religion cards played by the Papal player get +1. The Papal States start with 10 Religious Points

Turn Sequence

Each turn has 9 Phases: Fate Phase Initiative Phase Commission Phase Vitality Phase Trade Phase Destiny Phase War Phase Score Phase End Phase

Fate Phase

Draw the top 4X cards of the deck.

X the number of players

These are called the Bid cards. Place the bid cards face-up, spread-out in the middle of the table. In Fate Phase the player with the highest Religion Score may choose to discard 1 target Bid card: Flip over a replacement.

Initiative Phase

On the first turn of the game Florence gets the first Turn Order Marker. Randomly distribute the remaining Turn Order Markers. On all consecutive turns: The player with the highest Political Score gets the First Marker.

The player with the second highest score gets the second Marker and so on. If 2 or more players are tied, the highest Military and then Economics scores decide it. The player with the highest undisputed Economics score may look at the next 10 cards in the deck.

Commission Phase

In turn order each player selects a Bid card and places it in his hand. This continues until all Bid cards are selected. Note: each player will get 4 cards.

Vitality Phase

The player with the highest undisputed Humanities score may draw 1 card from the top of the deck and put it in his hand. The player with the highest undisputed Politics card make look at each other players hand.

Trade Phase

Players may trade cards from their hands with each other. Trades of cards are done face down and you don't have to give what you promised. Let the buyer beware.

Destiny Phase

Players may play Melds. A Meld may consist of up to: 1 Humanities Card 1 Building Card 1 Politics Card 1 Military Card 1 Religion Card 1 Economics Card 1 Leader Card may be substituted for any of the above 5 card types. Less than 6 cards may be played in a Meld if that is all a player can manage.

Disaster cards are not played in Melds. The player with the highest undisputed Economics score may play one extra card of any non-Leader type. Meld cards are placed face up in front of the owning player.

War Phase

The player who played the most Military points this turn may decrease the Total Military or Political score of any target player by an equal number of points. If tied the player with the highest Total Military Score wins.

Score Phase

Players record on their Score sheets the points they earned in each Category. Players must keep a running total for each of the 6 Categories. Scores can never go below zero.

End Phase

Players must discard their hands down to 3 cards. The player with the highest undisputed Building Score discards down to 6 cards.

Common Deck Card List Notation

H Humanities

E Economics

P Politics

R Religion

M Military

B Buildings

D Disasters

A Action

L Leaders

DC Draw 1 card when Played

TP Target Player

Common Deck Card List

Card Name:	Type	Value	Notes:
Peasant Revolt	D	0	You lose 5 Political Points
Corruption	D	0	You lose 5 Economic Points
Plague	D	0	You lose 5 Economic Points
Famine	D	0	You lose 5 Economic Points
Ottoman Incursion	D	0	You lose 10 Military Points
Factionalism	D	0	You lose 5 Political Points
Internal Strife	D	0	You lose 5 Political Points
Civil War	D	0	You lose 5 Political Points
Unpaid Mercenaries	D	0	You lose 5 Military Points
Invite France to Invade	A	0	TP loses 10 Military Points
Assassination	A	0	Discard a Leader in Play
Exile	A	0	Steal a Leader in Play
Censorship	A	0	TP loses 7 Humanity Points
Heresy	A	0	TP loses 7 Religious Points
Intervention	A	0	TP loses 7 Political Points
Foment Rebellion	A	0	TP loses 5 Military & Political Points
Poisoning	A	0	TP must discard 2 random cards from hand
Betrayal	A	0	Steal 5 Political Points from TP
Bribe Mercenaries	A	0	Steal 5 Military Points from TP
Commerce	E	6	
Merchants	E	6	
Trade Routes	E	9	
Banking	E	7	
Urbanization	E	5	Also B+3
Industry	E	5	
Taxation	E	2	
Spice Trade	E	5	
Printing	E	5	
Capitalism	E	9	
Loans & Credit	E	6	DC
Textiles & Glass	E	3	
Amass Great Wealth	E	8	
Silk Trade	E	7	
Manufacturing Guilds	E	3	
Luxuries	E	4	
Rich Oligarchs	E	8	Also P+5
Highly Skilled Craftsmen	E	4	
Byzantine Trade	E	6	
Growing Middle Class	E	2	
Bell Towers	B	6	Also P+3
Museums & Galleries	B	5	Also H+3
Libraries	B	5	Also H+3
Churches	B	6	Also R+5
Cathedrals	B	8	Also R+7
Baptistry	B	5	Also R+4
Palazzos	B	8	
Academy	B	2	DC
Hospital	B	5	
Castles	B	7	Also W+3
Bridges & Roads	B	6	
Villas	B	4	
Piazzas	B	4	

Card Name:	Type	Value	Notes:
Shrines & Chapels	B	3	Also R+3
Markets	B	3	Also E+4
Town Hall	B	6	Also P+4
Modernization	B	2	DC
Arsenal	B	9	Also W+5
Port	B	9	Also E+5
University	B	7	Also H+3
Mediation	P	6	
Peace Treaty	P	6	
Pact	P	7	
Ally	P	8	
Balance of Power	P	9	
Agreement	P	6	
Gain Favor	P	3	
Influence	P	3	
Intrigue	P	4	
Promises	P	2	
Renunciation	P	6	
Reconciliation	P	5	
Marriage	P	7	
Status Quo	P	5	
Appeal	P	2	
Compromise	P	5	
Coalition	P	8	
Accord	P	9	
Alliance with Spain	W	5	
Ally Holy Roman Empire	W	7	
Invasion	W	8	
Army	W	4	
Pitched Battle	W	3	
Condottiere	W	4	
Treachery	W	6	
Conquest	W	7	
Siege	W	5	
Artillery	W	5	
Occupation	W	7	
Encroachment	W	6	
Fighting	W	2	
Fleet	W	5	
Glorious Victory	W	9	
Capture	W	6	
Mercenaries	W	2	
Inflict Crushing Defeat	W	9	
Triumph	W	8	
Reversal	W	5	
Strong Position	W	6	Also W+3
Galleys	W	3	Also E+3
Paintings & Portraits	H	9	
Frescos & Mosaics	H	5	
Literature	H	7	
Poetry	H	5	
New Musical Instruments	H	2	
Song & Chamber Music	H	4	

Card Name:	Type	Value	Notes:
Sculpture	H	8	
Neo-Classical Architecture	H	6	Also B+5
Patronage	H	8	
Astrology & Numerology	H	2	DC
Alchemy & Kabbalah	H	2	DC
Mathematics & Astronomy	H	3	
Perspective & Proportion	H	7	
Neo-Platonic Philosophy	H	6	
Scientific Inquiry	H	4	
Greek & Latin Scholarship	H	9	
Invention	H	3	
Civic Culture	H	6	Also P+5
Engineering	H	5	Also B+5
Study of Antiquity	H	6	
Devotional Art	H	5	Also R+5
Schism	R	6	
Theology	R	4	
Inquisition	R	5	
Collect Indulgences	R	5	
New Religious Attitudes	R	6	
Fears for Salvation	R	8	
Support Monasteries	R	7	Also B+3
Franciscans	R	5	
Popular Preaching	R	4	
Cardinals	R	5	
Competing Popes	R	6	
Praise the Saints	R	2	
Spiritual Revival	R	3	
Religious Themes in Art	R	9	Also H+5
Fight the Turks	R	8	Also W+5
Reformation	R	7	
Counter Reformation	R	9	
Church Orthodoxy	R	3	
Christian Piety	R	2	
Cosimo the Elder	L	-	P = 9 E = 9 (Prince)
Ghiberti	L	-	B = 7 (Architect)
Brunelleschi	L	-	B = 8 (Architect)
Verrocchio	L	-	H = 5 DC (Sculptor)
Botticelli	L	-	H = 8 (Painter)
Giovanni Bellini	L	-	H = 7 (Painter)
Leonardo da Vinci	L	-	H = 10 DC (Polymath)
Donatello	L	-	H = 9 (Artist)
Pope Nicholas	L	-	B = 5 R = 5 DC (Patron)
Francesco Sforza	L	-	M = 5 P = 5 (Condotierre)
Giovanni Pico	L	-	H = 5 DC (Philosopher)
Rodrigo Borgia	L	-	P = 5 R = 5 DC (Pope)
Machiavelli	L	-	P = 3 M = 3 DC (Writer)
Leon Battista Alberti	L	-	H = 4 DC (Polymath)
Bartolomeo Colleoni	L	-	M = 8 (Condotierre)
Lorenzo de Medici	L	-	E = 10 (Prince)
Toscanelli	L	-	H = 5 (Mathematician)
Federico da Montefeltro	L	-	M = 9 (Condotierre)
Michelangelo	L	-	H = 10 (Artist)

Card Name:	Type	Value	Notes:
Titian	L	-	H = 8 (Painter)
Raphael	L	-	H = 9 (Painter)
Niccolò Niccoli	L	-	H = 5 DC (Book Collector)





Italian Wars

Introduction

Card game for 2 players. The Italian Wars 1512-25. French vs an alliance of the Spaniards and the Holy Roman Empire.

An International War for control of Italy. Italians from rival city states fought on Both sides. Both sides made extensive use of Mercenaries from all over Europe.

Open Battles were usually the result of the need to raise a siege.

Victory

The first player to win 8 total hands or 3 hands in a row, wins the battle.

The Deck

Players share a common deck. The deck contains 1 copy of each card on the card list.

Turn Sequence

Each turn has 3 phases:

- Tactics Phase
- Deployment Phase
- Battle Phase

Tactics Phase

Each player draws 8 cards. (The player who won the previous hand draws 9 cards) Players may discard up to 4 cards and draw replacements. (The player who lost the previous hand may discard 5 cards) If the deck runs out, shuffle the discard and draw from it.

Common Deck Card List

Card Name	Force	Type	Notes
Ditch	5	D	Enemy Cavalry gets -3
Parapet	6	D	IM get +3
Goad Enemies to Attack	6	A	
Excellent Artillery	7F	A	
Brilliant General	8	L	Tactics get +3
Impetuous Commander	6	L	
Enfilading Fire	6	A	Artillery gets +3
Entrenchments	5	D	
Fire at Unprotected Cavalry	6	A	Negate Cavalry card
Uneven Terrain	3	D	Enemy Cavalry gets -3

Deployment Phase

Players reveal their hands face up on the table. Each Player can play a max of 1 Leader card. The player who won the previous hand cannot play Defense cards.

Some cards can only be used by either the French or Italian player. Cards that cannot be used are immediately discarded.

Battle Phase

Players take turns using card Negate Effects if they have any. Flip a coin to see who goes first. Negated cards are discarded.

Players add up the Force value of all their remaining cards, including Bonuses given by one card to other cards of a certain type. The player with the highest Force value wins the Hand. All cards are discarded at the end of the turn.

Card List Notation

A Artillery

I Infantry

C Cavalry

D Defenses

L Leader

M Missile

K Shock

F French Only

S Spanish Only

X Morale

T Tactics

LOST Play only if you lost last hand

WON Play only if you won last hand

Card Name	Force	Type	Notes
French Horsemen	7F	C	
Countercharge	5	C	Cavalry gets +3
Crossbowmen	6	IM	
German Landsknecht	6	IK	
Drive Them Off	5	C	Negate Cavalry card
Call Forward Troops	5	T	
Scale the Parapet	4	IK	Negate Defense card
Cross thru Fire	4	IK	IK gets +3
Pass Thru Gaps	4	C	Negate Defense card
Charge Thru Gap	5	C	Cavalry gets +3
Field Fortifications	7	D	Defenses get +3
Lie Prone	3	IT	Negate Artillery card
Fire at Massed Troops	7	A	Negate IK card
Spanish Heavy Cavalry	6S	C	
Arquebus Fire	5	IM	
Spanish Heavy Infantry	6S	IK	
Spanish Swordsmen	4S	IK	Negate an IS card
Close-Quarter Advantage	4	IK	IK gets +3
Tight Formation	4	IK	IK gets +3
Discipline & Drill	4	IK	IK gets +3
Resist Cavalry	6	IK	Negate Cavalry card
Swiss Pikemen	8	IK	
Swiss Halberdiers	7	IK	
Swiss Square	8	IK	Enemy Cavalry gets -3
Wooden Palisades	5	D	
Pursuit	6	C	WON Cavalry get +3
Hand Gunners	5	IM	
Hill	4	D	Artillery get +3
Good Position	5	D	Defenses get +3
Rolling Fire	6	IM	IM get +3
Attack Rear	8	C	Cavalry get +3
Ill-formed & Unready	5	T	Negate an IK card
Falcons & Sakers	5	A	
Use Captured Artillery	8	A	WON
Prolonged Fire	7	A	Artillery gets +3
All Around Defense	5	IK	Enemy Cavalry gets -3
Acute Adversary	8	L	Enemy Leader gets -3
Sunken Road	5	D	
Earthworks	7	D	
Light Cavalry	4	C	
Bastions	6	D	Artillery gets +3
Bronze Cannons	7	A	
Volley Fire	6	IM	IM get +3
Form Lines	6	IM	
Countermarch	5	IM	IM get +3
Line of Contravallation	6	D	Negate Tactics card
Hold the Field	6	IK	
Rallying Point	5	IK	LOST Cavalry get +3
Take Refuge	3	IK	LOST IM get +3
Deep Formation	5	IK	IK get +3
Steady Fire	5	IM	IM get +3
Surrounded	5	T	Negate Leader card
Skirmishing	6	IM	IM get +3

Card Name	Force	Type	Notes
Prestige	6	X	Leader gets +3
Confidence	7	X	Tactics get +3
Belligerent	7	X	WON
Stubborn	5	X	Defenses get +3
Hatreds	8	X	
Drummers	5	T	Morale gets +3
Great Ferocity	8	X	
Wrought Iron Cannons	4	A	
Flank Attack	7	T	WON
Battlefield Mobility	6	T	
Hedges & Trees	2	D	IM get +4
Courageous Commander	7	L	Morale gets +3
Matchlocks	5	IM	
Vigorous Captain	6	L	Negate Tactics Card
Capture Leader	4	T	Negate Leader Card
Enemies Allies Flee	4	X	Negate IK card
Rout Enemy Cavalry	5	X	Negate Cavalry card
Disordered	6	T	WON Enemy IK gets -3
Cross Stream	6	T	Negate Defense card
Trench	5	D	
Famous Captain	7	L	Negate Morale card
Men-at-Arms	6	C	
Vanguard	7	C	WON
Great Captain	8	L	
Cavalry Charge	6	C	Cavalry get +3
Culverins	6	A	
Rearguard	5	C	LOST
Footsoldiers	6	IK	
War Wagons	6	D	
Sortie	5	C	Cavalry get +3
Lancers	7	C	
Block of Infantry	7	IK	
Careful Soldier	8	L	Defenses get +3

Links

Handgonnes and Matchlocks





Japanese Swords

Introduction

Board game of warfare in Feudal Japan.

The Cards

The deck contains 100+ cards as described in the card list. The backs of all cards are identical. The

face should contain the name of the card and its Force value.

The Map

The map is a 10 X 10 grid. There are 7 terrain types:

TERRAIN	MOVE	DEFENSE	NOTES
Clear	1	0	Plains
Fortress	1	10	Ancestral Clan Home
Keep	1	5	Minor Castles
Difficult	2	0	Desert
Covered	2	3	Forest, Hills
Treacherous	2	-5	Rivers, swamps
Impassable	X	X	Water, Mountains

Move- This is the number of movement points required to enter the space. Defense- This is the Force modifier applied to a defending army occupying the space. When designing the map, place fortresses on opposite sides of the map.

There should be a number of fortresses equal to the number of players. Include examples of all the terrain types. There should be 2 or 3 Keeps per player, spread evenly around the map.

The Keeps start the game as neutral, undefended spaces. Players determine turn order by rock-paper-scissors.

Object

Capture the fortresses of your opponents. If a player loses his fortress he is out of the game, and all of his armies are removed from the board. Another way to win is to be the first to acquire 50 Honor points.

The Pieces

Each player has a set of counters or chits of a unique color. These pieces are marked with a 'C' or an 'A' or an 'H' or a 'G'. C-counters are control markers. They are placed on Keeps and Fortresses you control.

A-counters represent an entire army each. H-counters are Honor counters. G-counters represent gold.

Alternately, players may use painted miniatures to represent the army pieces.

Turn Sequence

Players take turns. Each turn consists of the following six phases played in order:

1. Revenue Phase
2. Expense Phase
3. Draw Phase
4. Honor Phase
5. Travel Phase
6. Battle Phase

Fortresses, Keeps & Traits

For each Fortress roll 3 times on the Trait Table. For each Keep roll once on the Trait Table. Your clan gains the traits of every Keep & Fortress you control.

Combat bonuses apply to your armies during every battle.

Revenue Phase

Your Fortresses generate 3 gold in this phase. Your Keeps generate 1 gold in this phase. Fortresses and keeps are near settlements, ports, trade routes, farmland, and mines, from which they derive their income.

Certain traits of keeps & Fortresses will provide additional gold. Gold may be saved from turn to turn.

Setup

Each player starts the game controlling one fortress and two armies. One army is located in the fortress, the other is adjacent. Players start with 0 honor and gold.

Expense Phase

Pay 1 gold per army to supply your armies. Armies that are not supplied are immediately disbanded and

are removed from play. You may raise a new army at a cost of 4 gold.

A new army starts in or next to its owners fortress.

Draw Phase

You may draw 1 card from the deck. You may repeatedly pay two gold to draw one extra card. If the deck runs out, reshuffle the discard pile and continue.

Honor Phase

You may pay two gold to gain one honor. Up to 2D6 times. This Honor award is derived from skilled and beautiful efforts in the arts, literature, dance, theatre, poetry, craftsmanship, tea ceremonies, courtly etiquette, and the like. Certain traits of keeps & Fortresses will generate additional Honor.

Travel Phase

Each of your armies may move. Each army has 2 movement points it may use per turn. See the terrain list for the number of movement points required to enter each type of terrain.

Only one army may occupy a space at a time. If you move your army into a fortress or a keep, you gain control of it. Place a control marker on keeps and fortresses you control.

Battle Phase

You may have your armies attack adjacent enemy armies. Only two armies are involved in each battle.

Each player in the battle draws 5 cards.

Each player sets aside 1 to 7 cards face down. Up to 5 of these cards may be peasant, soldier, or samurai cards. These cards are then revealed simultaneously.

Each player adds up the Force value of all of his revealed cards. Cards have force values ranging from 1 to 8+. The defender also gets a Force modifier from the type of terrain he occupies.

The side with the higher force total wins. The defender wins all ties. The losing player removes his army from the board.

All revealed cards are discarded and go to the discard pile. After each battle, the winner must discard down to 8 cards or less. The loser must discard down to 3 cards or less.

If the loser occupied a keep or fortress the winning army immediately moves in to occupy it. The winner gains 3 honor points. The loser loses 1 honor point.

Note that battles are either at a fortification siege, or are on open ground. The current active player is considered to be the attacker.

Trading

Players, at any time, may trade promises, gold, cards, armies, keeps, and honor.

Army Experience

Each time an army defeats another army it gets one experience point. In battle, an army gets a force bonus equal to its experience. Place counters marked with an 'E' under the army counter to keep track of experience.

Card List

#	Card Name	Force	Notes
6	Yari Ashigaru	3	Infantry/ Spears/ Peasant. +1 if Defending
6	Bushi Naginata	4	Infantry/ Soldier. +1 if Defending
6	Warrior Monks	5	Infantry/ Monk.
6	Ashigaru Arquebusiers	5	Guns/ Peasant. +2 at siege
6	Bushi Musketeers	6	Guns/ Soldier. +2 at siege
5	Yari Samurai	6	Samurai/ Infantry/ Spears. +1 if Defending
5	No-Dachi Swordsmen	7	Samurai/ Infantry/ Swords. +1 if Attacking
5	Cavalry Archers	6	Samurai/ Horses/ Bows. +1 in open ground
5	Yari Cavalry	4	Samurai/ Horses. +3 in open ground
5	Samurai Archers	7	Samurai/ Bows. +1 at siege
5	Heavy Cavalry	8	Samurai/ Horses/ Swords. +2 in open ground
10	Superior Tactics	7	Battle Action.
3	Treachery	10	Battle Action. Lose 7 honor.
1	Prosperity	0	Gain 3 gold. Play in revenue phase.
1	Much Honor	0	Gain 4 honor. Play in honor phase.
5	Diplomacy	0	Neither side wins the battle.
5	Shinobi Spies	0	Look at opponents hand.
5	Forced March	0	Target army gets a second travel and
-	-	-	battle phase this turn.

#	Card Name	Force	Notes
5	Intrigue	0	Opponent must lose 3 cards or 3 honor.
-	-	-	Play in honor phase.
5	Ninja	0	Remove all Experience counters from target Army.
-	-	-	Play in Honor Phase. Lose 3 Honor.

number of such cards in the deck.

A player may play multiple superior tactics cards in a battle. If a diplomacy card is played, neither army

is lost, no honor is lost or gained, and each side must discard down to 5 cards. All revealed cards are still discarded.

Trait Table

D6D6	Trait	Effect
11	Shinto Temple	Gain 1 Honor per turn
12	Trading Posts	Gain 1 Tribute per turn
13	Ports	Gain 1 Tribute per turn
14	Trade Route	Gain 1 Tribute per turn
15	Horses	Gain 1 Tribute per turn
16	Geisha House	Gain 1 Tribute per turn
21	Tranquil Gardens	Gain 1 Honor per turn
22	Buddhist Temple	Gain 1 Honor per turn
23	Tea House	Gain 1 Honor per turn
24	Art of War	Add 1 to your Force total
25	Fortifications	Add 3 to your Force total if defending at a Fort/Keep
26	Siegecraft	Add 3 to your Force total if attacking a Fort/Keep
31	Sword Dojo	Swordsmen get +1 Force
32	Monk Dojo	Monks get +3 Force
33	Armory	Samurai get +1 Force
34	Ninja House	Draw an extra card each turn. Keep it if its a Ninja.
35	Large Populace	Ashigaru get +2 Force
36	Archery Dojo	Bowmen get +2 Force
41	Spear Dojo	Spearmen get +2 Force
42	Bushi Dojo	Bushi get +2 Force
43	Gunsmiths	Gun troops get +2 Force
44	Stables	Horsemen get +1 Force
45	Barracks	Infantry get +1 Force
46	Copper Mines	Gain 1 Tribute per turn
51	Iron Mines	Gain 1 Tribute per turn
52	Silver Mines	Gain 1 Tribute per turn
53	Gold Mines	Gain 1 Tribute per turn
54	Jade Works	Gain 1 Tribute per turn
55	Pearl Beds	Gain 1 Tribute per turn
56	Saki House	Gain 1 Tribute per turn
61	Ying	Add 2 to your Force total if defending
62	Yang	Add 2 to your Force total if attacking
63	Silk Farmers	Gain 1 Tribute per turn
64	Farms	Gain 1 Tribute per turn
65	Much Honor	Gain 1 Honor per turn
66	Palace	Gain 1 Honor per turn

Component Rules Variant

Written by Frederic Moll (fmoll@geocities.com) To avoid repetitions of games, the boardgame could be made with tiles (squared or hexagonal) representing

all types of terrain.. And placement of tiles would be made by each player one tile at a time (cf the making of the board for "Kings and Things" game for an example)... After all tiles are laid down each player will put in sequence his fortress on one tile... then

each player will place his first keep then his second keep... the restriction is that keep can only be placed adjacent to the fortress or one tile away... To allow

more possibilities, have 4 or 6 more tiles than the total required ...





Jerusalem 70 Ad

Introduction

Jewish Revolt of in the Roman Province of Judea. Siege of Jerusalem by the Romans. Two player card game.

The Decks

Each player has his own unique deck.

Periods

The game length is divided into 6 Assault Periods, each lasting 1-3 hands. If the Romans win a hand, the Period is automatically over, and the next period starts. If the Rebels ever win 3 hands in a row they win the game.

If the Romans win a total of 6 hands, they win the game.

First Assault Period

Judean surprise attacks on the Roman camps. Neither player can use Siege cards.

Second Assault Period

First penetration of the city. The Romans are pushed back.

Third Assault Period

Additional Breaches. Romans capture & raze the Tyropean Quarter.

Fourth Assault Period

Roman capture of the Temple.

Fifth Assault Period

Romans capture Jerusalem. Surviving Rebels flee.

Sixth Assault Period

20,000 Romans defeat 900 Zealots at the Masada desert Fortress.

Roman Card List

Turn Sequence

Each turn or Hand has 4 phases:

1. Draw Phase
2. Reinforce Phase
3. Reveal Phase
4. Discard Phase

Draw Phase

Each Player fills their hand to 9 cards from their own deck. If the deck runs out, shuffle the discard and draw from it.

Reinforce Phase

Both players discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Reveal Phase

Both players reveal their hands except for cards they want to or must keep in reserve. Each player may play:

- One Leader card.
- Up to 3 Unit cards.
- Up to 2 Morale cards.
- Up to 3 Siege cards. Each player totals the score of their revealed cards. Players add up the force of their individual cards revealed to get their total score. The player with the highest score wins the hand. If tied, no one wins, replay the hand.

Discard Phase

All cards revealed in Reveal Phase are discarded. Players may discard any reserve cards they don't want or can't keep. A player may only keep a maximum of 3 cards in reserve.

Card List Notation

- L** Leader
S Siege
U Unit
M Morale
Number of that card in the deck.

Card Name	#	Type	Force	Note
Flavius Titus	4	L	12	
Tiberius Alexander	4	L	8	
Hellenic Auxiliaries	2	U	3	
Velitae Light Infantry	3	U	3	+1 if played with Legionnaires
Foederatti Light Infantry	3	U	3	
Syrian Archers	2	U	4	
Cavalry	2	U	4	
Vth Legion	3	U	5	+1 if played with other Vth Legion
Xth Legion	3	U	5	+1 if played with other Xth Legion
XIIth Legion	3	U	5	+1 if played with other XIIth Legion
XVth Legion	3	U	5	+1 if played with other XVth Legion
Siege Works	1	S	4	
Undermine Walls	2	S	5	
Battering Rams	2	S	4	
Secure a Breach	2	S	5	
Blockade	1	S	3	
Catapults	1	S	3	
Ballistae	1	S	3	
Onagers	1	S	3	
Siege Wall	1	S	4	
Overrun Positions	2	S	5	
Direct Assault	2	S	3	
Siege Towers	1	S	4	
Testudo Formation	1	S	3	
Armored Towers	1	S	6	
Escalade Ladders	1	S	2	
Battle of Attrition	1	S	5	
Earthen Ramp	1	S	4	
Set Fires	1	S	4	
Engineers	1	S	4	
Stirring Oration	1	M	6	
Rebel Factional Strife	2	M	8	
Rebel Disunity	1	M	7	
Relieve Tired Troops	2	M	7	
Rebel Famine	2	M	7	
Emboldened	2	M	6	
Cohort Discipline	2	M	7	
Cohort Cohesion	2	M	7	
Rebel Starvation	2	M	8	

Jewish Card List

Card Name	#	Type	Force	Notes
Eliezer ben Yair	3	L	11	
Shimon ben Giora	3	L	10	
Joseph ben Gurion	3	L	9	
Yair Zealots	3	U	4	+2 if played with Yair
Giora Zealots	3	U	4	+2 if played with Giora
Gurion Zealots	3	U	4	+2 if played with Gurion

Card Name	#	Type	Force	Notes
Judean Freedom Fighters	2	U	4	
Archers & Slingers	4	U	4	
Reserves		2	U	3
Babylonian Volunteers	2	U	3	
Militia	4	U	2	
Powerful Fortifications	2	S	5	
Judean Sortie	1	S	4	
Captured Artillery	2	S	3	
Cauldrons	1	S	3	
Counterattack	2	S	4	
Maze of Narrow Streets	1	S	3	
Towers	1	S	6	
Fortresses	1	S	4	
Man the Walls	2	S	3	
Missile Fire	2	S	4	
Firepower Advantage	2	S	4	
Counter Mining Tunnels	1	S	4	
Interior Walls	2	S	5	
Drop Rocks	2	S	4	
Repulse Attack	2	S	4	
Roman Morale Low		4	M	7
Inflict Heavy Casualties	4	M	6	
Fanatical Defense	4	M	8	
Rally the Populace	4	M	7	

Cardset & Rules In Italian

Alecrespi An Italian Warspawn fansite





Joust

Introduction

Two player card game simulating a joust between two competing knights.

Victory

Be the first player to win 3 passes.

The Deck

Players share a common deck.

The Cards

There are four suites:

- 1. Speed
- 2. Aim
- 3. Armor
- 4. Courage

Each card belongs to one Suite and has a force value from 1 to 10.

Cardset Available

by Totola [Click Here!](#)

Turn Sequence

The turn is divided into 3 phases: Dress Phase
Charge Phase Clash of Arms Phase

Dress Phase

Each player is dealt a hand of 4 cards face up and 8 cards face down. If the deck runs out, shuffle the discard and draw from it.

Charge Phase

Players discard 4 of their facedown cards.

Clash Of Arms Phase

Players reveal their face down hands. Each player totals their score in each of the 4 suites. Players compare their totals in each suite.

If players tie in a suite, then neither player wins the suite (It remains a tie). The player that wins the most suites wins the turn (hand/pass). If both players win equal numbers of suites, then the turn is draw (neither wins).

Card List Notation

- S** Speed
- A** Aim
- R** Armor
- C** Courage

Common Deck Card List

Card Name:	Type:	Force:
Canter	S	1
Trot	S	2
Spur	S	3
Gallop	S	4
Stallion	S	5
Warhorse	S	6
Rush Forth	S	7
Charge	S	8
Lightning Speed	S	9
Furious Assault	S	10
Lance	A	1
Lunge	A	2
Clash of Arms	A	3
Puissant Skill	A	4
Fierce Stroke	A	5
Smite	A	6

Card Name:	Type:	Force:
Padding	R	1
Barding	R	2
Visor	R	3
Hauberk	R	4
Cantels	R	5
Breast Plate	R	6
Plate Mail	R	7
Great Helm	R	8
Parry	R	9
Shield	R	10
Foolhardy	C	1
Spirit of Youth	C	2
Eagerness	C	3
Bravery	C	4
Glory	C	5
Ale	C	6

Card Name:	Type:	Force:
Great Strength	A	7
Prowess	A	8
True Aim	A	9
Mighty Blow	A	10

Card Name:	Type:	Force:
Chivalry	C	7
Lady's Favor	C	8
Honor	C	9
Battle Fury	C	10





Kilts & Claymores

Introduction

Board & card game for 2 players. Skirmish between two feuding Scottish Highland Clans. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill 6 or more opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men (units).

Clan Unit Type Table

#	Type	Hits
1	Chieftain	3
5	Champion	2
10	Clansman	1

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase

3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the option of moving up to 3 men forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target. Use Chits or coins to record damage.

A man reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

X Special Card

K as a Knight would move in Chess

C Champion or Chieftain only

L Clansman only

Copies of that card in the deck

Type Purpose of card

Card List

Card Name:	#	Range	Type	Notes
Black Dagger	1	1	A	
Sgian Dubh	1	1	A	
Dirk	2	1	A	

Card Name:	#	Range	Type	Notes
Claymore	2	1	A	C
Basket Hilt Claymore	1	1	A	C
Hand Axe	2	1	A	
Spear	2	1	A	
Club	1	1	A	L
Pole Axe	1	1	A	
Thrown Axe	2	2	A	
Thrown Rock	1	2	A	
Thrown Spear	2	3	A	
Sling	2	3	A	L
Keep Distance	1	-	D	
Dodge	1	-	D	
Parry	1	-	D	
Wooden Shield	1	-	D	
Buckler Shield	1	-	D	
Target Shield	1	-	D	
Heavy Wool Tartan	1	-	D	
Quilted Aketon	1	-	D	
Leather Jerkin	1	-	D	
Scale Armor Shirt	1	-	D	C
Run Crossways	4	K	M	
Highland Charge	4	4	M	
Quick Pace	4	3	M	
Maneuver	4	2	M	
Walk	4	1	M	
Mountainous Terrain	1	-	X	Negate Target Move
Disordered	1	-	X	Opponent must discard 2 cards
Undisciplined Rabble	1	-	X	Opponent must discard 2 cards
Insults	1	-	X	Opponent must discard 2 cards
Surprise	1	-	X	Draw 2 cards
Bagpipes	1	-	X	Draw 2 cards
Battle Cry	1	-	X	Draw 2 cards
Ferocious Fighters	1	-	X	Draw 2 cards
Prowess & Courage	1	-	X	Draw 2 cards
Lead by Example	1	-	X	Draw 2 cards





Kingdom Tech

Introduction

Board and Card game for 2-4+ players.

Game End

The game ends when players have gone through the deck 3 times. (2 times for a short game or 4 times for a long game) Alternatively, the Game ends when all the Land spaces on the Map are occupied.

Victory

When the game ends, the player with the most Tokens on the Board + Gold + Victory Points is the winner.

Gold

Use coins to represent Gold. Unowned coins are kept in a common pile. Each player has their own Stash of Gold Coins.

Tokens

Each player has a set of Clear Tokens of a unique color. Tokens are used to designate ownership of Counters.

Counters

Players share a common set of Counters. Counters represent Units on the Board such as Armies and Cities. Unowned Counters are kept in a common Bowl.

Each player has a set of counters that they have drawn but not played yet. This is called their Reserve.

Cards

Players share a Common Deck. Cards allow you to gain Gold, Draw and Play extra Counters, Move Counters, and Steal or Destroy enemy Counters. Each player maintains a hand of cards.

The Map

The Map is divided into spaces (irregular or regular squares or hexes). Each space contains 1 Terrain Type. There are 8 Terrain Types: Plains (Fields, Plateau) Yellow Forest (Woods, Jungle, Oasis) Green Mountains (Craggs, Peaks, Cliffs, Volcano) Grey Hills (Broken Lands) Brown Swamp (Marsh, Bog, Fen) Aquamarine Water (Sea, Rivers, Lakes) Blue Desert (Bad Lands) Orange Tundra (Frozen Wastes) White

Adjacency And Control Rules

Any 2 spaces that share a border are adjacent. If you have a Token on a Counter you own that Counter. A Counter may only have one Token on it.

Counters in adjacent spaces are adjacent. Whenever you place a Counter on the Board place one of your Tokens on top of it to indicate ownership. Counters may not Stack. Only 1 Counter per Space.

You Control (Own) any space Occupied with a Counter with One of your Tokens on it.

Placement Rules

Villages and Cities are collectively referred to as Settlements. Villages and Temples can be placed on all Terrains except Water. Cities can be placed on Plains and Hills.

Mines can be placed on Mountains, Deserts, and Hills. Castles can be placed on Mountains, Hills, Forests, and Plains. Armies, Caravans, and Priests are collectively referred to as Ground Units.

Ground Units cannot be played into or end their moves on Water Spaces. Ships must be played into Water Spaces and Remain in Water Spaces.

Setup

Put all the Counters in a Bowl. Have all the Gold available in a Pile. Shuffle the Deck.

Each player gets a set of Tokens of a unique color. Deal each player a hand of 5 cards. Players randomly determine who goes first.

Each player gets one Village Counter. Players take turns placing their Village Counters onto the Board (with one of your Tokens on it) You cannot place your starting Village within 3 spaces of an Opponent's village.

Turn Sequence

Players take turns. Turn order proceeds clockwise. Each Turn has 6 Phases:

1. Supply Phase
2. Draw Phase
3. Build Phase
4. Action Phase
5. Gold Phase
6. End Phase

Supply Phase

Draw 2 Counters from the Common Bowl. Add them to your Reserve.

Draw Phase

Draw 2 Cards from the top of the Deck. Add them to your Hand. If the Deck runs out, shuffle the discard and draw from it.

Keep track of how many times the Deck has run out for this Signals the Game End.

Build Phase

Play 1 Counter from your Reserve onto the Board. It must be placed in a Space adjacent to a Space you control. Place one of your Tokens onto the Counter you just placed.

Action Phase

You may play cards from your hand. These have a variety of effects depending on the exact card text. Place Played cards into a common Discard pile.

When a Card makes Gold, only you make Gold, not your Opponents. Destroyed Counters are placed back into the Bowl and the owning Player takes back his Token. When a card says to take Control of an oppo-

nent's counter, remove his Token and replace it with one of your own.

When moving a Unit, it may move to any adjacent space it can Normally occupy. When Moving Units they may not go out of contact with your other Counters. They must stay adjacent. When you Steal Gold (not make it) take it directly from the targeted Opponent's stash.

Gold Phase

You may use Gold for the following effects: Pay 2 Gold to draw one random Counter from the Pile. Pay 4 Gold to Put 1 Counter from your Reserve into Play. Pay 1 Gold to Discard 1 Counter from your Reserve and Draw another.

Pay 2 Gold to Draw 1 card from the Deck and add it to your Hand. Pay 3 Gold to gain 5 Victory Points

End Phase

Max Reserve Size is 5 Counters. Discard excess Counters. Max Hand Size is 5 Cards. Discard excess Cards.

Common Counter Mix List

#	Type	#	Type
100	Village	20	Caravan
20	City	20	Temple
20	Castle	20	Priest
20	Mine	40	Ship
20	Army		

Common Card Deck List

#	Card	Notes:
2	Battle	Destroy 1 Army Adjacent to one of your Armies
2	Gold Mines	Mines in Mountains make 3 Gold
2	Iron Mines	Mines in Hills make 2 Gold
2	Copper Mines	Mines make 1 Gold
2	Port of Call	Ships next to Opponent Settlements make 3 Gold
2	Merchants	Caravans next to Opponent Settlements make 3 Gold
2	Sea Battle	Destroy Ship Adjacent to one of your Ships
4	Raid	Armies adjacent to Opponent non-ship counters steal 1 Gold
2	Siege	Control 1 City or Castle adjacent to your Army
2	March	Move any number of Armies
4	Sail	Move any number of Ships
2	Safe Passage	Move 1 Ground Unit
2	Trawlers	Ships adjacent to Land Spaces make 2 Gold
4	Harvest	Villages in Plains make 1 Gold
2	Pilgrimage	Move any number of Priests
2	Trade Route	Move any number of Caravans
2	Convert	Control 1 Counter adjacent to a Priest or Temple

#	Card	Notes:
2	Indulgences	Temples and Priests make 1 Gold per adjacent Village
2	Tithes	Temples make 1 Gold per Castle you own
2	Taxes	Castles make 1 Gold per adjacent Village
2	Tariffs	Settlements adjacent to opponent counters make 1 Gold
2	Raze	Destroy Settlement adjacent to 1 of your Armies
2	Piracy	Ships adjacent to opponent counters Steal 1 Gold
2	Markets	Settlements make 1 Gold
2	Commerce	Ships and Caravans make 1 Gold
2	Fishing	Villages adjacent to Water make 1 Gold
2	Lumber	Villages in Forests make 2 Gold
2	Conquest	Control 1 non-ship Counter Adjacent to your Army or Castle
1	Disaster	Destroy 1 Target non-village Counter
2	Bazaars	Cities make 1 Gold per Caravan you own
2	Culture	Cities make 5 Victory Points
2	Religion	Temples make 5 Victory Points
2	Gems	Mines make 5 Victory Points
2	History	Castles make 5 Victory Points
2	Victory	Armies Steal 1 Victory Point
2	Trapping	Villages make 2 Gold per adjacent Tundra
2	Herding	Villages make 1 Gold per adjacent Hills
2	Salt Mining	Mines in Deserts make 1 Gold per City you own
2	Quarries	Villages in Mountains make 2 Gold





Kings Of The Hittites

Introduction

Bidding Game for 3-6+ players. Theme: The Hittite Kingdom circa 1750 - 1180 BC.

Victory

The player with the most Victory Points (VP) at the end of the game wins. The Game ends at the end of the turn the 10th King card is played.

The Decks

Players share 2 common decks: The Power Deck
The Empire Deck

The Power Deck

These are the cards you bid with.

The Empire Deck

These are the cards you bid for.

Victory Points

Use Coins to keep track of Victory Points (VP).

The Kings Seal

This determines Bidding Order.

Setup

Each player is dealt 3 Power cards. Randomly give one player the Kings Seal. That player must discard 1 Power card.

Turn Sequence

Each turn has 5 Phases:

1. Gold Phase
2. Flip Phase
3. Bid Phase
4. Event Phase
5. King Phase

Gold Phase

Each player draws 1 Power card. If the Power deck ever runs out, shuffle the discard and draw from it.

Flip Phase

Flip over the Top card of the Empire Deck. Place it face up in the Middle of the Table. It is now a Treasure card.

Bid Phase

If the Empire card flipped over was a War or a King card there will be a Bid. There will also be a Bid if there are no more cards left in the deck. Starting with the Player to the left of the player with the Kings Seal and going clockwise, players bid 1 or more Power Cards. Each total bid must be higher in total Gold value than the last, or the player must pass.

When all players have passed but one, that player wins the Bid. The Winner gets all the Face up Treasure cards on the Table. He moves them in front of himself. They are now his Permanent Cards.

The Winner must discard all Power cards he used to win the Bid. All other players keep their power cards. The winner of a King Bid takes possession of the Kings Seal.

If the highest Bid for a War is less than 15 Gold no one wins the Bid. The Hittites lose the War and the player with the Kings Seal loses 1 City. The Treasure cards remain in play. If no one bids on a King Bid all Treasure cards are discarded. If a King or War card did not come up, and there are at least 3 Treasure cards in play, any player may declare a Rebellion. A Rebellion starts a Bid. The Player who called for the Rebellion must begin the bidding with a minimum bid of 10 Gold.

Military cards are worth +2 Gold in War Bids. Politics cards are worth +2 Gold in King Bids. Get +2 to your War Bids for each Vassal you control.

Event Phase

Discard a Rebellion card. Target opponent must discard 1 Military card or 1 Vassal card. Discard a Raid card. Target player must discard 1 Military card or 1 Economics Card or 1 City card. Discard 2 Economics cards to gain Control of 1 discarded City card.

Discard 2 Religion cards to take a Culture Treasure card and move it to your Permanents. Discard 2 Diplomacy cards to take a Vassal Treasure card and move it to your Permanents. Discard a Plague card to make all other players discard 1 Economics card or 1 City card.

Discard a Famine card to cause all Treasure cards (not Permanents) to be discarded.

King Phase

Gain 1 Victory Point if you have the Kings Seal.

End Phase

Max hand size is 7 Power cards. Discard excess cards. Max hand size is increased by 1 for each city you control.

End Of Age Scoring

The game is divided into 3 Periods: Old Kingdom, Middle Kingdom, New Kingdom. The Old Kingdom ends when the 4th King card is played The Middle Kingdom ends when the 7th King card is played. The New Kingdom ends when the 10th King card is played.

Score as follows at the end of each period: Each War card is worth 50 Victory Points The player with the most Kings gets 25 VP Each City is worth 20 VP Each Vassal is worth 10 VP The player with the most Vassals gets 20 VP Your first Culture card is worth 5 VP Your second Culture card is worth 10 VP Your third Culture card is worth 15 VP Your fourth and Culture

card is worth 20 VP and so on Each pair of Copper & Tin cards is worth 10 VP At the beginning of Middle and New Kingdom all players discard all of their War, Copper & Tin cards.

Power Card List Notation

M Military

P Politics

D Diplomacy

R Religion

E Economics

X Disaster

Number of copies of that card in the deck

Power Deck Card List

Name:	#	Gold	Type:
Famine	2	1	X
Plague	2	1	X
Rebellion	2	1	X
Gasgas Raids	2	1	X
Agriculture	1	2	E
Pottery	1	3	E
Metal Working	1	4	E
Mines	1	5	E
Stonemasons	1	6	E
Livestock	1	7	E
Wheat	1	2	E
Trade Route	1	3	E
Tin Trade	1	4	E
Tribute	1	5	E
Chariots	1	7	M
Infantry	1	6	M
Spears	1	5	M
Bows & Arrows	1	4	M
Swords & Axes	1	3	M
Shields & Armor	1	2	M
Fortifications	1	2	M
Skirmishing	1	3	M
Armies	1	4	M
Punitive Campaign	1	5	M
Invasion	1	6	M
Conquests	1	7	M
Treaty	1	7	D
Contract	1	6	D
Marriage	1	5	D

Name:	#	Gold	Type:
Alliance	1	4	D
Formal Agreements	1	3	D
Claims	1	2	D
Arrangement	1	2	D
Promises	1	3	D
Reconciliation	1	4	D
Requests	1	5	D
Exile	1	2	P
Deposed	1	3	P
Usurper	1	4	P
Murder	1	5	P
Succession	1	6	P
Civil War	1	7	P
Quarrel	1	2	P
Court Intrigue	1	3	P
Appointment	1	4	P
Plots	1	5	P
Polytheism	1	7	R
Anatolian Pantheon	1	6	R
Temples	1	5	R
Storm God	1	4	R
State Cult	1	3	R
Mythology	1	2	R
Indo-European	1	7	R
Spring Festival	1	6	R
Sun Goddess	1	5	R
Sacred Springs	1	4	R
Huwasi Stones	1	3	R

Empire Card List Notation

K King

W War

C City

U Culture

V Vassal

B Bronze

Number of copies of that card in the deck

Empire Deck Card List

Name:	#	Type:
Copper	12	B
Tin	12	B
Labarna	1	K
Hattusili	1	K
Tudhaliya	1	K
Mursili	1	K
Suppiluliuma	1	K
Arnuwanda	1	K
Muwatalli	1	K
Ammuna	1	K
Zidanta	1	K
Hantili	1	K
Egyptians	1	W
Arzawans	1	W
Hurrians	1	W
Assyrians	1	W
Babylonians	1	W
Kaskians	1	W
Hattusas	1	C
Halpa	1	C
Carchemish	1	C
Ugarit	1	C
Kanesh	1	C
Adaniya	1	C
Tegarama	1	C
Nerik	1	C

Name:	#	Type:
Samuha	1	C
Gaziura	1	C
Millawanda	1	V
Ahhiyawa	1	V
Isuwa	1	V
Seha River Lands	1	V
Mira	1	V
Mitanni	1	V
Hapalla	1	V
Azz-Hayasa	1	V
Kizzuwadna	1	V
Urshu	1	V
Bronze Age	1	U
Art	1	U
Architecture	1	U
Administration	1	U
Laws	1	U
Monarchy	1	U
Citadels	1	U
Metallurgy	1	U
Sculpture	1	U
Literature	1	U
Cuneiform	1	U
Hieroglyphics	1	U
Scribes & Historians	1	U

Links

Wikipedia





Knights & Castles

Introduction

Card game for 2-6 players.

End Of The Game

The game ends when the last card is drawn from the deck.

Victory

Have the most gold in your treasury when the game ends.

Gold

Use change to represent gold. 1 cent = 1 gold.

The Deck

Players share a common deck of all the card types mixed together. The deck has one of each type of card in the card list except for certain Resource cards.

Card Types

There are 6 types of cards in the deck: Disaster cards Resource cards Advance cards Invasion cards Leader cards Event cards

Dice

Six sided dice (D6) are required to play.

Setup

Each player starts with a hand of seven cards. Players start with 0 gold. Determine turn order: Roll high on 1D6.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Draw Phase
2. Tax Phase
3. Build Phase
4. Research Phase
5. Event Phase
6. Trade Phase
7. End Phase

Draw Phase

Draw 1 card. You may draw additional cards for 5 gold each.

Tax Phase

Gain gold from each of your resource cards that have a revenue value.

Build Phase

In this phase you may build (put into play) Resource and Leader cards. You do not have to build if you do not want to. You may put any village cards in your hand into play under your control.

Cards in play are placed face up on the table. Cards in play stay in play until they are destroyed by the action of another card. Other non-village resource cards have support requirements.

Towns, Mines, and Castles require 1 supporting village each. A village can only support one other resource card. 1 town can support 1 city.

A castle can support up to 2 Knights. A city can support up to 2 Ships, and one Leader. Any number of resource cards may be built as long as they are supported.

If a resource is ever unsupported in this phase it is immediately discarded unless its owner pays 1 gold.

Research Phase

Advances represent improvements in science and technology. Advance cards require no support. Advance cards cost 5 gold to put into play.

The player with the advance gets the benefit of the card for the rest of the game. If another player has an advance you want, pay 10 gold at any time to also gain the benefit of the advance for the rest of the game.

Event Phase

You may play one Event, Disaster, or Invasion card. Non-advance event cards are discarded at the end of the phase. You target yourself for good events.

Target one of your opponents for bad events. Most bad events such as disasters and invasions cause the target opponent to lose 1D6 Defense points (DP) worth of resource cards. Each resource card has 1 or more DPs.

The target player must discard resource cards in play with enough combined DPs to cover the loss. You may discard one of your Knight cards in play as an act of war: Treat the discarded knight card as an invasion card.

Trade Phase

Players may trade gold, cards, and favors.

End Phase

Max hand is 7 cards. Discard excess cards.

Resource Card List

Card Name:	#	Revenue	DP	Support:
Village	30	0	1	none
Town	9	1	2	village
Mine	6	2	1	village
Castle	9	0	3	village

number of that card in the deck.

Revenue = amount of gold this resource produces per turn in tax phase.

Card Name:	#	Revenue	DP	Support:
City	6	3	3	town
Knights	9	0	3	castle
Ships	6	1	3	city
Trade Route	4	4	1	ship

DP Defense Points

Support = Resource type required to support this card.

Leader Card List

Card Name:	Revenue	DP
Bishop	2	0
Prince	2	1
Duke	1	2

Card Name:	Revenue	DP
Artist	1	0
Inventor	1	1

Advance Card List

Card Name	Notes
Crop Rotation	In tax phase gain 1 gold per 2 villages you control
Cartography	Ships get Revenue +1
Printing Press	Draw 1 extra card per turn
Gun Powder	Knights and ships get +1 DP
Masonry	Castles and cities get +1 DP
Irrigation	Every 2 villages can support 3 resources
Scholastics	When drawing a card, draw 2 cards and discard one

Invasion Card List

Card Name: Mongols Vikings Saracens Moors Celts
All Invaders loot and pillage 1D6 worth of DP.

Disaster Card List

Card Name: Plague Pestilence Famine Epidemic
Volcanic Eruption All disasters cause a loss of 1D6 DP.

Event Cards

Card Name	Notes
Caravan	Gain 1D6 gold
Storm at Sea	Discard 1 Ships card
Untimely End	Discard 1 Leader card

Card Name	Notes
Crusades	Discard 1 Knights card
Mined Out	Discard 1 Mine card

Feedback

by Brian Peterson. The game is great, it beats the pants off of most of the games you'd have to pay \$20-\$30 for here in the U.S. It moves along quickly and plays very well. My 9-year old son at first really didn't want to play some "stupid paper game". Why heck that would require an imagination and some basic math/money skills. Once he started playing though he was absolutely hooked. It was fun to see. He helped come up with new rules and loved being the banker (handing out the gold and making change). He even plays solo on occasion now when I'm not around. Here

are a couple of game notes and variations we would like to make public. Frequently one player gets off to a good start and then totally dominates the game while his opponent plays only to postpone their inevitable doom. The other game note is that until you are able to generate revenue and get a few good resources (i.e. towns & cities) there is not much to do except hope & pray until you draw a good resource. In order to combat the above issues and spice up the game me and my son came up with a few K&C variations:

- If a player collects less revenue than his opponent during a turn then he is entitled to draw

one extra card. This actually produced an unexpected strategy element to the game. . . When do you build? Is it better to hold off building and draw an extra card or build and begin collecting the extra revenue? It also frequently makes for an entertaining cat & mouse style game and can be a nail-biter when you get close to the end.

- Do not allow players to purchase extra cards (once an opponent gets rich and starts buying up extra cards each turn it is nearly impossible to catch up).
- Knights are allowed to attack an opponent regardless of whether they have been played on the

game board or are still in your hand. No castle is required for them to attack, just to defend your kingdom. The purpose of this variation is to keep a player from twiddling their thumbs until they get a castle (which requires a town by-the-way). It makes the game slightly more combative and less defensive.

NOTE: The above variations are for a two-player game only.

Links

Cardset by Eric (Blackwatch) Wiki Discussion & Adds





Knights Templar

Introduction

Card game for 2-4 players. Each player is a faction of the Knights Templar. Players try to build the best Legacy for the Templars possible.

Game End

The game ends when one player has 5 or more Downfall cards, or When there are no more cards in the deck.

Victory

When the game ends the player with the most Victory points wins.

The Deck

Players share a common deck. The deck has 9 types of cards: Legacy, Allies, County, Treasures, Mission Power, Battles, Enemies, Downfall

Setup

To determine which Player is the First Grand Master: Each player draws 10 cards. The player with the most Mission cards becomes Grand Master. If there is a tie, the tied players draw again.

Players discard all cards and shuffle them into the deck.

Turn Sequence

Each turn has 3 Phases:

- 1. Draw Phase
- 2. Select Phase
- 3. End Phase

Draw Phase

Flip over the top X cards of the deck. Have them be face-up in the middle of the table visible to all players. These are called the Fate cards.

X is determined by the number of players:

Players	X
2 or 3 or 6	7
4 or 8	9
5	6
7	8

Select Phase

The Grand Master selects (picks/chooses) one Fate card. He then selects another player to pick the next card and so on until all Players have selected a card. This is called a Round. If there are Fate cards remaining, a new round starts.

This continues until all Fate cards have been claimed. When a card is selected, it is immediately played. Each card type has its own special effect when played.

End Phase

Determine who the Grand Master is for next turn. Determine who gets the 1 VP for having the most County cards. Determine if the game has ended.

Legacy Cards

When you pick a Legacy card, put it face up in front of you. The player with the most Legacy cards at the end of the game gets 5 Victory points. If there is a tie, each tied player gets 3 VP.

County Cards

When you pick a County card, put it face up in front of you. The player with the most County cards in each End Phase gets 1 VP. If there is a tie, no one gets any VP.

Treasure Cards

When you pick a Treasure card, put it face up in front of you. At the end of the game, get 1 VP for each Treasure card you control.

Mission Cards

When you pick a Mission card, put it face up in front of you. The player with the most Mission cards becomes the Grand Master. If tied, the previous Grand Master retains his position.

Power Cards

When you pick a Power card, put it face up in front of you. The player with the most power cards must draw and play one card from the Deck at the end of Select phase. If there is a tie for power, all tied players will draw a card.

Enemy Cards

When you pick an Enemy card, discard it. Choose a card in play controlled by another player: That card is discarded.

Battle Cards

When you pick a Battle card, discard it. Choose a card in play controlled by another player: Steal it: Put it in play under your control.

Ally Cards

When you pick an Ally card, discard it. Draw 2 cards from the deck: Discard one and play the other.

Common Deck Card List

Type	Card Name:
L	Myth
L	Legend
L	Mysteries
L	Speculation
L	Secrecy
L	Templar Architecture
L	Enigmas
L	Innovations
L	Freemasonry
L	Temple of Solomon
A	Crusaders
A	Saint Bernard
A	King of France
A	The Pope
A	Teutonic Knights
A	King of Jerusalem
A	Richard the Lionheart
A	Peter the Hermit
A	Knights Hospitaller
A	Benefactor
C	County of Odessa
C	Kingdom of Jerusalem
C	Principality of Antioch
C	Outremer
C	County of Tripoli
C	Cyprus
C	Armenia
C	Crusader Kingdom
T	Skull of Sidon
T	Holy Grail
T	Ark of the Covenant
T	True Cross
T	Turnin Shroud

Downfall Cards

When you pick a Downfall card, put it face up in front of you. At the end of the game, get -1 VP (negative!) for each Downfall card you own. If any player has 5 Downfall cards, the game ends.

Common Deck Card List Notation

- L** Legacy
- A** Allies
- C** County
- T** Treasures
- M** Mission
- P** Power
- B** Battles
- E** Enemy
- D** Downfall

Type	Card Name:
M	Vows
M	Pious Soldiers
M	Humble Knights
P	Politics
P	International Banking
P	Diplomacy
P	Recognition & Confidence
P	Industry & Agriculture
P	Respected
P	Collect Taxes
P	Business Enterprises
P	Great Wealth
P	Influence
P	Military Professionalism
P	Elite Warriors
P	Knowledge
P	Papal Privileges
P	Crusader Castles
P	Fleets & Shipyards
B	Montgisard
B	Ascalon
B	Arsuf
B	Damietta
B	Hattin
B	Mansura
B	Siege
E	Turks
E	Arabs
E	Saracens
E	Infidels
E	Muslims
E	Saladin
E	Mamluks

Type	Card Name:
T	Lance of Longinus
T	Stone of Scone
M	Take the Cross
M	Oath of Allegiance
M	Discipline
M	Protect Pilgrims
M	Poverty
M	Chastity
M	Obedience
M	Bravery
M	Monastic Order
M	Fight Infidels
M	Brotherhood
M	Order of the Temple
M	Champions of Christianity

Type	Card Name:
E	Mongols
D	Scapegoats
D	Pride & Greed
D	Inquisition
D	Envy
D	Persecution
D	Arrests & Trials
D	Condemnation
D	Bloody Repression
D	Fall From Grace
D	Occultism
D	Accusations
D	Criticism
D	Blasphemy

Faq

Q) In the Select Phase, when every player has picked a card that concludes a Round. If there are any more cards to pick then that's another Round.

A) Yes

Q) After each Round do you then go on to the End Phase, or wait until all 7 cards have been picked?

A) Continue with further rounds (all within the select phase) until all cards are picked.

Q) There are more cards than players.

A) Yes, some players will get to pick more cards.

Q) Since 6/7 of the cards are beneficial isn't there an incredible advantage to whoever picks earlier because they'll get more cards?

A) Possibly. It also could make them more of a target for enemy and Battle cards. The Master would also have to keep picking Mission cards to maintain his position. Plus he is the most likely to have to pick a Downfall card.

Q) Am I understanding correctly that "strategy" in this game is as much kissing-up to the Grand Master, so he'll let you pick earlier, as figuring out what card(s) you want to pick?

A) I figure treachery and "Take That!" will also play a role in addition to but-kissing.

Links

Wikipedia





Koggen

Introduction

Board Game for 2-4+ players. From the 12th to the 16th century trade in the Baltic Sea was controlled by an organization of German merchants known as the Hanseatic League. Each player takes the role of a Hansa Captain of a single Merchant ship (Cog).

Victory

The first player to accumulate 100 Gold wins the game.

The Board

The board depicts Northern Europe including Scandinavia and parts of England and Russia. 13 Cities are marked on the map. These are the main cities where the Hanseatic League conducted business.

The cities are connected by lines called trade routes.

Terminology

Hanseatic League = Hansa = Hanse Koggen = Cogs = Ships = Boats = Pawns Trade Cards = Trade Goods = Goods = Cargo = Load Locations = Cities = Kontores = Counting Houses

Gold Coins

Level = Rank = Number = Score = Value Counters = Tokens = Markers = Cubes = Chits

Gold Coins

Use coins to keep track of gold. Gold not owned by anyone is kept in the Bank. The bank never runs out of coins.

The Decks

There are 2 Decks: The Captain Deck The Hanse Deck

Ships

Ships are also referred to as Cogs. Koggen is German for Cog. Each player gets 1 ship pawn and 1 random Captain card. Use Pawns to represent ships on the map.

Each player gets a pawn of a unique color. The captain card represents that ship off the map. Each Captain card may stack 4 Trade Good cards under it as cargo.

Any number of ships may stack at the same location.

Captain Deck

Each player has 1 Captain. There are 6 different Captains: Sailor Captain, Pirate Captain, Merchant Captain Diplomat Captain, Shipper Captain, Smuggler Captain

Sailor Captains

The Sailor Captain is immune to storms. In a single turn, if he is simply moving (and not buying or selling), he may move 1 extra time.

Pirate Captain

The Pirate Captain is immune to piracy cards. If the Pirate captain has no cargo he may spend the turn pirating: Draw 4 cards: Keep trade good cards and discard all Event cards. The Trade good cards immediately become cargo and are put in your hold.

When Pirating the player must skip his action phase. Note: Hanseatic pirates would target Danish, Dutch, and English ships and not Hanse ships.

Merchant Captain

The Merchant captain gets 1 extra gold every time he sells a good.

Diplomat Captain

The Diplomat captain can ignore Boycotts. The max hand size of the Diplomat captain is one greater.

Shipper Captain

The Shipper Captain can hold extra goods on his oversize ship: He can carry 5 goods instead of 4.

Smuggler Captain

The Smuggler Captain is immune to tariff cards. The Smuggler captain draws 1 extra card per turn. The cargo capacity and max hand size of the smuggler captain are 1 less.

The Hanse Deck

The Trade deck has 2 types of cards mixed together: Trade Good Cards and Event Cards There are 18 types of Trade goods. Each Trade Good Card contains the following information:

1. Good Type (Cod, Grain, Wax, etc.)
2. Supply Locations (Places where you can get the good)

3. Demand Locations (Places where you can sell the good)

4. Selling Price (in Gold)

Some Demand Locations are marked with a +1. These locations will pay an Extra 1 gold for that good.

Setup

Each player starts with 1 Ship pawn in Lubek. Each player starts with 1 Captain card randomly drawn from the Captain deck. Each player starts with 5 Gold.

Shuffle the Hanse deck. Each player is dealt 3 cards. Players cut the deck (Highest selling price) to determine who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 2 cards from the Hanse deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

A player may do the following in Action phase:

1. Move (1 Free move per turn)
2. Pick up cargo in the current city (Unlimited)
3. Sell cargo in the current city (Unlimited)
4. Play an Event card (Unlimited)
5. Dump unwanted cargo in Lubek or Visby (Unlimited)
6. Trade with another player at the same city (Unlimited)

End Phase

Max hand size is 5 cards. Discard excess cards.

Moving

On your turn you get 1 Free Move. You may use a move to move your ship on the Map from one City to another City it is directly connected to by a Trade Route. A player may play a Koggen card to get an extra move.

You may load and sell without limit at each City you move to.

Picking Up Cargo

If your ship is at a city that produces a good that you have a Trade good card of in your hand, you may load it onto your ship. The Trade good card is now considered to be a Cargo card. Stack the Cargo card face-up and staggered under your Captain card.

A ship may hold a max of 4 Cargo cards. A single ship can load multiple goods from a single city it is at during the turn. Other players may see your Cargo cards.

Selling Goods

If you have a ship at a location that will buy a cargo good that is in the ships hold, you may sell it for the selling price listed on the card. Certain locations will pay an additional premium of +X gold. A single ship can sell multiple goods at a single city during the turn.

Goods can only be sold at cities listed as having a demand for it on the Trade card.

Trade Centers

Lubek and Visby are Trade Centers. Players can discard cargo they do not want only if their ship is at one of these cities.

Trade Among Players

If 2 players have their ships at the same city, they may trade cards, cargo, and gold Without limit by mutual agreement.

Event Cards

Event cards are discarded as soon as they are played. You may play multiple Event cards in a turn.

Boycott Event

Pick a target City. The City is boycotted by the League due to war or to enforce its monopolies. Ships may not load or sell Cargo at this City.

Mark the location with an Event Counter. The City remains Boycotted until any player plays a Contact card.

Monopoly Event

Pick a Target City and a Trade Good produced by that City. Write this information down. For the rest of the game, anytime any player loads that Good at that city, you gain 2 Gold from the Bank.

Accord Event

Pick a Target Trade Route. (Trade route = The line connecting 2 adjacent cities) Write this information down. For the rest of the game, anytime any player moves their ship along that Route, they must pay you 1 Gold.

Kontore Event

Pick a Target City. Write this information down. For the rest of the game, anytime any player sells a Cargo card at this City, they must pay you 1 Gold.

Hanse Deck Card Notation

LO London
BU Bruges
CO Cologne
HB Hamburg
BN Bergen
LU Lubek
SK Skane
SH Stockholm
VS Visby

DZ Danzig
RG Riga
RV Reval
NV Novgorod
Copies of that card in the deck
 Produce = Cities that produce the Trade Good Demand
 = Cities that buy the Trade Good
Sell Price in Gold cities that demand the Good will pay for it.
SDID Shuffle Discard into Deck

Hanse Deck Trade Good Card List

Name:	#	Sell	Produce	Demand
SALT	4	3	LU/HM	SK+1/BN
RESIN	3	3	RV/RG	SK+1/LO/BU/LU
FLAX	4	3	RG/NV	LU+1/LO/BU
COAL	3	3	LO/BU	SH+1/LU/HB/CO
WOOL	4	4	LO	DZ+1/RG/RV/NV
GRAIN	4	4	DZ/RG	BN+1/SK/SH/VS
TIMBER	4	4	RV/NV	LO+1/LU/BU
FURS	3	4	NV/SH	HB+1/LO/BU/CO
BEER	4	5	HB/CO	NV+1/SK/BN/SH

Name:	#	Sell	Produce	Demand
COD	4	5	BN	CO+1/HB/LU/DZ
BUTTER	3	5	SK/RG	LU+1/HB/VS
METAL	3	5	SH/CO	RG+1/LO/DZ/LU
WINE	3	6	BU	VS+1/NV/RG/SH
WAX	2	6	NV/RV	LO+1/BN/VS/SK
CLOTH	3	6	BU/LO	RV+1/NV/DZ/RG
HERRING	3	6	SK/VS	CO+1/HB/LU/DZ
AMBER	2	7	DZ	BU+1/LO/CO
EASTERN WARES	2	7	RV	VS+1/LU/CO/HB

Hanse Deck Event Card List

Name:	#	Notes:
HANSE DIET	1	All Ships are immediately moved to Lubek
CONTACTS	4	Draw 2 cards
ACCORD	1	Target Trade Route. See Rules
MONOPOLY	1	Target City and Trade Good. See Rules
BOYCOTT	1	Target City. See Rules
KONTORE	1	Target City. See Rules
LIGHT HOUSE	4	Negate Piracy, Plague, or Storm Card just played
PIRACY	2	Target Player losses all Cargo. SDID
STORM	3	Target Player cannot Move next turn
KOGGEN	10	Get 1 Extra Move this Turn
PLAGUE	2	Target player discards his hand. SDID
SYNDIC	1	Trade Ships and Cargos with Target Player
GUILD MASTER	1	Trade Hand with Target Player
TARIFFS	3	Target Player loses 2 Gold
TRADE FAIR	1	Discard Hand and draw 5 cards. SDID

Game Board Showing Cities And Trade Routes

WOOL Used to make cloth. CLOTH The Dutch were masters at producing quality finished cloth, textiles, and linens. COAL Valuable fuel first used in England and the Low Countries.

WINE From France. BEER Brewed in Germany. COD North Sea fisheries. This includes whaling.

HERRING Baltic Sea Fisheries. Fish was an obligatory food for the medieval Christian. SALT Necessary for the preservation of fish. METAL Iron, copper, tin, and silver.

BUTTER Includes dairy products and tallow. GRAIN Corn, Wheat. TIMBER Used for shipbuilding, major industries in Lubek and England RESIN Mostly timber products, including tar, pitch, turpentine, and potash.

FLAX Used to make sails. This good also represents hemp, used for making rope. WAX Used for candles. This good also includes honey. AMBER Fossil resin used for jewelry.

FURS This also includes skins, hides, and leather products. EASTERN WARES Fruits, spices, silks, brocades, carpets, tapestries.

Links

[Hanseatic League Wikipedia](#)

Pic Of Older Version Of Game

Board and Components made by my good friend Darrell.





Lancaster & York

Introduction

Card game for 2 players. Simulation of the War of the Roses 1455-1485. One player is the Lancastrians (Red Roses).

The other player is the Yorkists (Whites Roses).

Victory

Eliminate all your opponent's Heirs or Remain King for 5 turns in a Row.

The Decks

Players share 2 Common Decks: The Heir Deck The Resource Deck

The Heir Deck

This contains 16 Heir cards.

The Deck

The deck contains 6 card types: Supporters Troops Intrigue Rebellion Battle Killing

Rebel And King

One player is the King. The other player is the Rebel. Use possession of a Marker to indicate who the current King is.

Lords

Heir cards and Supporter cards are collectively referred to as Lords.

Setup

Each player is dealt 5 random Heir cards to form their Heir Pile. The cards in ones Heir pile are kept stacked face-down. Flip over the top card of your Heir Hand to be your first Heir in play.

The Lancaster player starts out as King. Both players are dealt a hand of 4 Resource cards. The Lancaster player goes first.

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Heir Phase
2. Draw Phase
3. Recruit Phase
4. Intrigue Phase
5. Rebellion Phase
6. Battle Phase

7. Claim Phase
8. Killings Phase
9. End Phase

Heir Phase

If you do not have an Heir in play, flip over the top card of your Heir Pile. If you have no Heirs left, you automatically lose.

Draw Phase

Both players draw 2 cards from the Resource Deck. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put Supporter and Troop cards face-up into play.

Intrigue Phase

You may play (discard) Intrigue cards. For each Intrigue card played you may take control of one random opposing Supporter Card.

Rebellion Phase

Both players may play rebellion cards. Each card has a Force value. The player with the highest total Force value wins the Phase.

The Rebel wins ties. If the King wins, skip Battle Phase.

Battle Phase

If the Rebel won Rebellion Phase there will be a Battle. Both Players may play (discard) Battle cards. Each player adds up the total Force value of their Heirs, Supporters, Troops, and any Battle cards they play.

The player with the highest total point value wins the Battle. The King wins ties. Both players must discard all their Troop cards at the end of the battle.

Claim Phase

If the King won Rebellion or Battle phase he remains the King. If the Rebel won in Battle phase, he becomes the new King and The old King becomes the Rebel.

Killings Phase

The current King may play (discard) Killing cards if he won a Battle this turn. For each Killing card played the Rebel player must discard one random Lord.

End Phase

Max resource hand size is 4 cards. Discard excess cards.

Heir Deck Card List

Card Name	Force
Prince	2
Boy King	1
Regent	3
Protector	4
Heir Apparent	1
Successor	1
Queen	3
Baron	4

Card List Notation

H Heir
S Supporter
T Troops
I Intrigue
R Rebellion
B Battle
K Killing

Card Name	Force
Claimant	2
Candidate	2
Challenger	4
Guardian	3
Pretender	1
Imposter	2
Usurper	3
Faction Leader	4

Resource Deck Card List

Card Name	Type	Force	Notes:
Duke	S	4	6 in deck
Earl	S	3	6 in deck
Great Lord	S	2	6 in deck
Noble Magnate	S	1	6 in deck
Companies	T	3	
Partisans	T	1	
Levied Troops	T	1	
Foot Soldiers	T	1	
Knights	T	4	
Men-at-Arms	T	4	
Commoners	T	1	
Veterans	T	4	
Yeomen	T	4	
Calais Garrison	T	4	
Halberdiers	T	2	
Retainers	T	3	
Archers	T	3	
Field Artillery	T	2	
Town Militia	T	1	
Hand Gunners	T	2	
Pikemen	T	2	
Foreign Mercenaries	T	3	
Crossbowmen	T	2	
Contingents	T	3	
Popularity	I	-	
Shifting Loyalties	I	-	
Marriage	I	-	

Card Name	Type	Force	Notes:
Revolt	R	3	
Uprising	R	3	
Demands	R	1	
Reforms	R	1	
Tyranny	R	2	
Mutiny	R	2	
Accusations	R	1	
Extortion	R	2	
Guilty Men	R	1	
Medieval Crisis	R	4	
Claim the Throne	R	3	
Usurpation	R	4	
Lack of Governance	R	2	
Heavy Taxation	R	2	
Madness	R	3	
Powerful Nobles	R	4	
Private Armies	R	4	
Weak King	R	4	
Civil War	R	4	
Blood Feud	R	4	
Killed in Battle	K	-	
Murder	K	-	
Exile	K	-	
Take Prisoner	K	-	
Locked in Tower	K	-	
Captivity	K	-	
Removal of Traitors	K	-	

Card Name	Type	Force	Notes:
Diplomacy	I	-	
Treachery	I	-	
Negotiations	I	-	
Reconciliation	I	-	
Plot	I	-	
Kingmaker	I	-	
Influence	I	-	
Collusion	I	-	
Counsel	I	-	
Alliance	I	-	
Change Sides	I	-	
Bribes	I	-	
Betrayal	I	-	
Challenge	R	2	
Repression	R	1	
Resentment	R	3	
Strife	R	1	
Factionalism	R	3	
Hereditary Rights	R	3	
Propaganda	R	2	
Anarchy	R	2	
Dynastic War	R	4	
Threats	R	1	
Corruption	R	1	
Restoration	R	3	

Card Set Available

Thanks Ron! Click Here

Three Player Variant

Make the third player the Tudors.

Card Name	Type	Force	Notes:
Notable Casualties	K	-	
Hunted Down	K	-	
Go into Hiding	K	-	
Trial	K	-	
Beheading	K	-	
Mortally Wounded	K	-	
Hasty Executions	K	-	
Punishments	K	-	
Butchered	K	-	
Frontal Attack	B	3	
Thick Fog	B	1	
Favorable Ground	B	4	
Bloody Fight	B	2	
Short & Sharp	B	2	
Long & Hard	B	2	
Confused Melee	B	2	
Reckless Charge	B	1	
Intercept	B	3	
Skirmish	B	1	
Fresh Troops	B	3	
Counter Attack	B	3	
Make Camp	B	1	
Outmaneuvered	B	4	
Brilliant Campaign	B	4	
Divide Enemies	B	4	

Four Player Team Variant

2 Players are Yorkists and 2 are Lancastrians. Each player has 4 Heirs.

Links

Wikipedia ??WaroftheRoses.com ??Answers.com





Legends Of Rome

Introduction

Card Game for 2-6 Players. Theme: History of Rome from earliest Origins to the Fall of the West. Each player in turn takes control of the History of Rome.

Victory

The Game ends after the 6th Deck is used up. Final Scoring takes place and the player with the most Victory Points wins.

The Decks

There are 6 Decks. They Represent 6 Consecutive Ages each played in turn:

1. Early Rome
2. Early Republic
3. Middle Republic
4. Late Republic
5. Empire
6. Decline

The decks must have different backs to distinguish them.

The Playing Field

The Field must have Spaces for Card Piles as Follows:

- Decks not in Use
- Current Deck
- Current Deck Discard
- Leader Cards Available
- Threat Cards Available
- Conquest Cards Available
- Disaster Cards Available
- Politics Cards Available
- Build Cards Available
- Religion Cards Available
- Culture Cards Available

Each Players Collection of Cards he Controls

Battle Cards

As opposed to other cards, Battle cards go into a players hand. They are discarded when played.

Dice

Six sided Dice are needed.

Coins, Tokens, And Markers

Players share common sets of:

- Gold Coins

- Ambition Tokens
- Legion Markers
- Fate Tokens
- Faction Tokens
- Threat Markers
- Victory Tokens (Synonymous with Victory Points or VP)
- Two Power Tokens

Setup At Start Of Game

Each player starts with: 1 Legion 1 Fate 2 Gold 5 Ambition 2 Faction

10 Vp

Setup For Each Age

Shuffle the Deck. Roll high on 1D6 to see who goes first. Reroll Ties.

Turn Sequence

Players take turns. Each turn has 19 Phases:

- Destiny Phase
- Fate Phase
- Ambition Phase
- Taxes Phase
- Disaster Phase
- Leader Phase
- Senate Phase
- Legion Phase
- Threat Phase
- Conquest Phase
- Politics Phase
- Power Phase
- Build Phase
- Religion Phase
- Culture Phase
- Games Phase
- Scoring Phase
- Corruption Phase
- End Phase

Destiny Phase

Gain 1 Fate Token. You may discard a Religion card you control to gain 1 extra Fate Token.

Fate Phase

Flip over the Top 2 Cards from the Current Deck. Place them Face-up in their respective Available Card Piles. If a Card is a Action Card, place it in your hand.

You may draw extra cards for 2 Ambition Tokens or 1 Fate Token each.

Ambition Phase

Gain 2 Ambition Tokens. Gain an extra Ambition Token if you control more Faction Tokens than anyone else.

1D6	Lose:
1	1 Legion Marker
2	2 Faction Tokens
3	3 Ambition Tokens

If there is a Defect card available in the Disaster Phase cause a Target Player to roll once on the Disaster Table. Discard the Disaster or Defect card immediately after inflicting the loss.

Leader Phase

If a Leader card is available you may take it for 1 Fate Token. If you take a Leader immediately gain 1D6 +1 Ambition Tokens and 2 VP. You may gain a maximum of one Leader per turn.

Senate Phase

Discard a Politics Card to Gain one of the Following:

- 1 Legion
- 2 Temporary Legions (Discard them at end of turn if still around) Steal a Conquest card from an opponent
- 2 Faction Tokens
- 3 Gold Coins
- 2 Ambition Tokens

Legion Phase

Pay 1 Gold per Legion you Control. You may raise extra Legions for 4 Gold each.

Threat Phase

If there is a card in the Threat Pile roll 1D6:

D6	Result
1-5	Discard one of your Legions
6+	You defeat the Threat

Discard a Battle Card to increase your roll by 1. Get +1 if you have a Living Leader in Play. The first roll is required as a delaying action.

After that, you may continue rolling until:

- All Threats are resolved
- You run out of Legions
- You decide to stop

If you defeat a Threat gain 10 VP If you decide to stop or run out of Legions, place a Threat Marker on the Threat Card. If a Threat Card ever has 3 Markers, discard it and roll 3 times on the Disaster Table.

Taxes Phase

Gain 1D6 Gold plus 1 Gold per Conquest Card you Control.

Disaster Phase

If there is a Major Disaster card available in the Disaster Phase cause a Target Player to roll 3 times on the following Disaster Table:

1D6	Lose:
4	4 Gold Coins
5	5 VP
6	1 Conquest Card

Conquest Phase

If there are no cards in the Threat Pile and there are One or more cards in the Conquest Pile you may go Conquering: Pay 1 Ambition Token and 1 Gold Coin to attack one target Conquest Card in the Conquest Pile. Roll 1D6:

D6	Result
1-4	Discard one of your Legions
5+	You successfully Conquer the Conquest Card

Discard a Battle Card to increase your roll by 1. Get +1 if you have a Living Leader in Play. Continue Rolling until:

- The card is Conquered
- You run out of Legions
- You decide to stop

Gain 7 VP for a successful Conquest. Place the Conquest card in your collection under your control. Lose 1 VP if you decide to stop.

If you have a successful Conquest and there are more conquest cards remaining and you still have Legions, you may attack another Conquest card (Pay the 1 Gold and 1 Ambition to do so) For every Conquest you succeed at gain 1D6 Gold in Slaves & Plunder. If the Conquest is a "Destroyed City" Discard it and gain an additional 1D6 Gold.

Politics Phase

If there are any Politics Cards available, you may take all of them for 1 Fate Token. Immediately Gain 1 Ambition Token and 1 VP for each. Some Politics cards have the Death Symbol. If you take control of such a card, one target leader is immediately discarded.

Power Phase

A Leader that is a King (Early Rome), a Consul (Republic), or Emperor (Empire and Decline Decks) is said to be in Power. If you have a Leader that is not already in Power, you may have him attempt to seize power. Spend 3 Ambition Tokens and Roll 1D6:

D6	Result
1-2	Failure: Leader making attempt is discarded
3	Civil War: You lose 1 Legion then roll again
4	Civil War: Current Leader in power loses 1 Legion then roll again
5+	Success: Old target Leader is discarded. The Leader who just succeeded gains control of a Power Token (Place it on the Leader Card).

Add 1 to your roll for every Faction Token you or an ally discards. If due to a Civil War one side completely runs out of Legions, the other side automatically wins (Keep the Power Token; Other Leader Discarded) In Early Rome only 1 Power Token is Available (1 King). In the Republic Age there are 2 Power Tokens Available (2 Consuls).

In the Empire Age there is only 1 Power Token available (1 Emperor). In the Decline Age after the "Division of the Empire" card becomes available there are 2 Power Tokens available (East and West) Success is automatic if there is a power vacuum, that is, if a Power Token is available and no Leader controls it.

Build Phase

If there are any Build cards available, you may purchase them for 1 Ambition Token and 4 Gold each:

1D6	Gain:
1	Nothing
2	Gain 1 VP
3	Gain 1 VP

Add +1 to the roll if you defeated a Threat or made a Conquest this turn. After 3 rolls in one turn the price to roll again that turn is 2 Gold per roll.

Scoring Phase

Any player who has a Leader with a Power Token gets 1 VP and 1 Gold. The Player with the most Religion Cards gets 1 VP.

Corruption Phase

- Discard Gold in excess of 20.
- Discard Ambition in excess of 12.
- Discard Legions in excess of 10.
- Discard Fate in excess of 7.
- Discard Action cards in excess of 5.

End Phase

Roll 1D6 for each of your Leaders. On a roll of 6 a Leader is discarded. Get a +1 to this roll during the Republic Age Decks, because the position of Consul was temporary by Law.

End Of Age Scoring

An Age Ends when a turn starts and there are no cards left in the Deck. All Leader and Origin cards

Immediately gain 5VP. You cannot buy more Builds in a turn than you currently have Legions.

Religion Phase

If there are any Religion cards available, you may buy them for 1 Gold each. Immediately gain 2 VP for each.

Culture

If there are any Culture or Origin cards available, you may buy them for 1 Fate Token each. Immediately gain 1 VP for each Culture Card. Immediately gain 3 VP for each Origin Card.

Games Phase

Spend 1 Gold to roll on the Games Table:

1D6	Gain:
4	Gain 1 Ambition Token
5	Gain 1 Fate Token
6+	Gain 1 Faction Token

controlled by players are discarded. All Available cards are discarded. Break out the deck for the next Age.

Each player scores 1 VP for each Build card they control. The Player with the most Culture Cards gets 10 VP. The Player (3+ player game) with the least Culture cards loses 5 VP.

Special Rules

In the Decline Age in Threat Phase if you run out of Legions or decide to stop fighting the Threat on your turn, you must immediately discard one of your Conquest Cards and lose an extra 2 VP.

Card Type Notation

- L Leader
- T Threat
- C Conquest
- P Politics
- U Culture
- B Build
- R Religion
- D Disaster
- F Defect
- O Origin
- X Battle
- * Death
- ** Destroyed City/Foe

Early Rome Deck (before 509 Bc)

Name = Type	Name = Type
Rome = B	Traditional Founding = O
Romulus = O	Sewers = B
Remus = O	City Walls = B
Etruscan King = L	Numa Pompilius = L
Servius Tullius = L	Vesta = R
First Assembly = P	Vestal Virgins = R
Tarquinius Superbus = L	Mars = R
Temple = B	Vault & Arch = B
Capitoline Hill = B	Volscians = C
Forum = B	Luceres = C
Tarquinius Priscus = L	Jupiter = R
Patricians = P	Saturn = R
Centuries = P	Ceres = R
Servius Tullius = L	Minerva = R
Ostia = C	Flora = R
Tiber Bridge = B	Liber = R
Trojan Prince Aeneas = O	Tellus = R
Sabine Women = O	Quintus = R
Piety = U	Agriculture = U
Fidelity = U	Alba Longa = C
Virtus = X	Horatii = O
Latin Language = U	Roman Calendar = U
Etruscan Vivacity = U	Latin Tribes = C
Sculpture = U	Janus = R
Ancestor Worship = R	Sabines = C
Household Gods = R	Drain the Swamps = B
Diana = R	Murder = P*
Syibylline Books = R	Haruspices = R
Juno = R	Circus Maximus = B
Chariot Racing = U	Plebeians = P
Equites & Pedites = P	Latin League = C
Public Works = B	Ager Romanus = C

Early Republic Deck (509-266 Bc)

Name = Type	Name = Type
Roman Virtue = U	Horatius Cocles = L
Patriotism = P	Sylvanus = R
Veii = C	Lars Porsenna = T
Brutus = L	Dictator = P
Condemnation = P*	Castor & Pollex = R
Heroism = X	Latin Revolt = T
Quaestors = P	Limits on Consular Power = P
Cincinnatus = L	Aequians = C
Pass Under the Yoke = D	Rights of Citizenship = U
Honores & Suffrage = U	Conubium & Commercial = U
Tribunes = P	Censors = P
Generous Deeds = P	Daggers = P*

Name = Type	Name = Type
Etruria = C	Camillus = L
Triumph = U	Gauls = T
Sack of Rome = D	Restoration = B
Sacred Geese = R	Marcus Manlius = L
Gallic Invasion = T	Military Colonies = B
Latinum = C	Etruscans = C
Friend of the People = P	Licinian Laws = U
Praetor = P	Aediles = P
Equality of the Orders = U	The Twelve Tables = U
Secession of the Plebs = P	Plebian Revolt = P
Spurius Cassius = L	Samnite War = T
Samnium = C	Campania = C
Mutiny = F	Decisive Battle = X
New Allies = X	Subdual = X
Turn of Fortune = X	Discipline = X
Incorporation = X	Pacification = X
Pontius = T	Caudine Forks = D
Uprising = T	Greek Cities = C
Umbria = C	Italian Coalition = T
Hostile Armies Scattered = X	Devotion = X
Lucanians = C	Subject Allies = C
Garrisons = X	Bruttians = C
Tarentum = C	War Fleet = X
Declare War = X	King Pyrrhus = T
Valerius Laevinus = L	Heraclea = D
Pyrrhic Victory = X	Siege = X
Servian Wall = B	Via Appia = B
Aqueducts = B	Engineering = B

Middle Republic Deck (266-133 Bc)

Name = Type	Name = Type
Carthage = C**	Punic War = T
Macedonia = C	Sicily = C
Syracuse = C	Cato the Elder = U
Organization = X	Appius Claudius = L
Efficiency = X	Treachery = X
Quinquiremes = X	Duilius = L
Regulus = L	Xanthippus = T
Africa = C	Long Series of Disasters = D
Honor = R	Hamilcar Barca = T
Auguries = R	Fortitude = X
Lutatius Catullus = L	Enemies Sue for Peace = X
Roman Provinces = U	Sardinia & Corsica = C
Illyrian Pirates = C	Cisalpine Gaul = C
Hasdrubal = T	Spain = C
Treaty = X	Hannibal = T
Steadfast = X	Courage = X
Scipio Africanus = L	Cross the Alps = D
Sempronius = L	Flaminius = L

Name = Type	Name = Type
Fabius Cunctator = L	Harassment = X
Battle of Cannae = D	Marcellus = L
Turn the Tide = X	Slavery = U
Claudius Nero = L	Livius Salinator = L
Unanimous Election = P	Annihilation = X
Egypt = C	Antiochus III = T
Philip V = T	Diversion = X
Appeal for Protection = P	Bequest of Pergamum = C
Rhodes = C	Aetolians = C
Tributes = P	Perseus = T
Aemilius Paullus = L	Laurels = U
Polybius = U	Jupiter Capitolinus = R
Achaean Cities = C	Corinth = C**
Supremacy = P	Governors = P
Authority = P	Lusitanians = C
Numantia = C**	Servile War = T
Sulpicius Galba = L	Concord = R
Loyalty = R	Hope = R
Cult of Cybele = R	Andronicus = U
Gnaeus Naevius = U	Quintus Ennius = U
Plautus = U	Terentius = U
Hellenism = U	Civilization = U
Stoicism = U	Epicureans = U
Foreign Policy = P	Administration = P
Legislation = P	Demagogues = P
Lack of Representation = F	Slave Labor = F
Aemilian Bridge = B	Gladiatorial Shows = P

Late Republic Deck (133 - 27 Bc)

Name = Type	Name = Type
Optimates = P	Nobles = P
Wealth & Influence = P	Misconduct = P*
Proconsul = P	Law of Nations = U
Avarice = F	Decay of Patriotism = F
Large Estates = F	Tiberius Gracchus = P
Political Reforms = P	Agrarian Laws = P
Populares = P	Gaius Gracchus = P
Riots = F	Civil Strife = F
Incompetence = F	Corrupt Aristocracy = F
Gaius Marius = L	Caecilius Metellus = L
Cimbri = C	Teutones = C
Cimbric War = T	Reorganize the Army = P
The Social War = T	Livius Drusus = P
Sulla = L	Strabo = L
Jugurtha = C	Mithridates = T
Pontus = C	Appeal to the Army = P
March on Rome = D	Exile = P*
Reign of Terror = F	Cinna = L
Pompey = L	Proscriptions = F

Name = Type	Name = Type
Perpetual Dictator = P	Criminal Courts = U
Constitution = P	Civil War = T
Sertorian War = T	Metellus Pius = L
Spartacus Slave Revolt = T	Crassus = L
Victorious = X	Cicero = L
Cilician Pirates = C	Lucullus = L
Judea = C	Syria = C
Crete = C	Julius Caesar = L
Triumvirate = P	Helvetii = C
Germans = T	Nervii = C
Veneti = C	Aquitania = C
Vercingetorix = T	Invade Parthia = D
Cross the Rubicon = P	Romans Fighting Romans = D
Cleopatra = P	Veni, vidi, vici = X
Numidia = C	Pharnaces = T
Pontifex Maximus = R	Agricultural Colonies = B
Economic Reforms = P	Provincial Reforms = P
Ides of March = P*	Plutarch = U
Mark Antony = L	Fortune = R
Basilica Julia = B	Concrete = B
Triumphal Arches = B	Sallust = U
Lucretius = U	Catullus = U
Religion Diluted = F	Oriental Superstitions = R
Power Struggle = D	Suicide = P*

Empire Deck (27 Bc - 180 Ad)

Name = Type	Name = Type
Augustus = L	Imperialism = P
Agricola = X	Thrace = C
Tiberius = L	Maurentia = C
Ovid = U	Annexation = X
Pannonian Revolt = T	Imperial Civil Service = P
Teutoberg Forest = D	Britain = C
Germanicus = L	Claudius = L
Mutiny = F	Dalmatian Rebellion = F
Retirement = P*	Caratacus = T
Early Christians = R	Boudicca = T
Conspiracy = P	Iceni Revolt = D
Caligula = L	Depravities = F
Nero = L	Extravagance = F
Assassination = P*	Armenia = C
Great Fire of Rome = D	Golden Palace = B
Vespasian = L	Titus = L
Jewish Revolt = T	Galba = L
Year of Four Emperors = P*	Vesuvius Eruption = F
Colosseum = B	Domitian = L
Nerva = L	Trajan = L
Dacia = C	Arabia Petaea = C
Campaign = X	Trajans Column = B

Name = Type	Name = Type
Parthian War = T	Assyria = C
Mesopotamia = C	Hadrian = L
Pantheon = B	Hadrians Wall = B
Bar Kochba = T	Antoninus Pius = L
Marcus Aurelius = L	Lucius Verus = L
Marcomanni = T	Quadi = T
Germanic Raids = F	Virgil = U
Conciliation = P	Praetorian Guard = P
Appointments = P	Pax Romana = U
City of Marble = B	Forum Augustus = B
Apollo = R	Patronage = U
Horace = U	Livy = U
Divine Julius = R	Vices = F
Tyrannical = F	Delatores = P
Prosperity = P	Insanity = P*
Sejanus = F	Scandals = F
Proclaimed by the Army = P*	Seneca = U
Persecution of Christians = F	Favorite General = P*
Treasury = P	Magnificent Spectacles = P
Pliny the Younger = U	Tacitus = U
Suetonius = U	Cappadocia = C
Public Baths = B	Perpetual Edict = U
Pannonia = C	Moesia = C
Bread & Circuses = P	Roman Mob = P

Cult of Isis = R

Decline Deck (180 - 476 AD)

Name = Type	Name = Type
Commodus = L	Aurelian = L
Military Despotism = F	Diocletian = L
Civil War = T	Tetrarchy = P
Septimius Severus = L	Accession = P*
Caracalla = L	Carausius = T
Parthian Campaigns = T	Persian War = C
Constitutio Antoniniana = U	Maximian = L
Assassination = P*	Constantine = L
Elagabalus = L	Edict of Milan = R
Cult of Mithras = R	Scourge of God = T
Anarchy = P*	Constantinople = B
Alexander Severus = L	Julian = L
Killed in Battle = P*	Pagan Restoration = R
Plague = D	Valens = L
Valentinian = L	Decay of Morality = F
Valerian = L	Invading Goths = T
Gallienus = L	Theodosius = L
Captured in Battle = P*	Fedeorates = X
Gallic Empire = T	Defeat Rivals = P*
Milan as Capitol = P	Division of the Empire = P
Queen Zenobia = T	Honorius = L

Name = Type	Name = Type
Arcadius = L	Ravenna as Capitol = P
Frozen Rhine = D	Visigoths = T
Sack of Rome = D	Attila the Hun = T
Vandals = T	Groans of the Britons = F
Aetius = L	Pope Leo I = R
Murder = P*	Romulus Augustulus = L
Odoacer = T	War of Succession = F
Manpower Shortage = F	Military Appointment = P*
Franks = T	Alemanni = T
Decius = L	Usurper Tetricus = T
Famine & Pestilence = D	Claudius Gothicus = L
Silent Invasion = F	Tacitus = L
Probus = L	Carus = L
Coloni = P	Orientalism = P
Baths of Diocletian = B	Abdication = P*
Conversion = R	Centralized Power = U
Adoption of Christianity = R	Reorganization = P
Orthodoxy = R	Reunification = C
General Stilicho = X	Burgundians = T
Suevi & Alani = T	Inflation = F
Soldier Emperors = P*	Sassanids = T

Links

Roman History





Lepanto

Introduction

Card game for 2 players. Simulation of the Naval Battle of Lepanto 1571. Ottoman Turks vs The Holy League.

The Deck

Players share a common deck.

Strength

Each player starts with 100 Strength Points.

Victory

You win if at the end of a turn you have twice as many Strength points as your opponent.

Setup

Each player is dealt a hand of 9 cards.

Turn Sequence

Players take turns. Each turn is divided into 4 Phases: Sailing Phase Strategy Phase Battle Phase End Phase

Sailing Phase

Fill hand to 9 cards. Use Scout cards in this phase.

Strategy Phase

Discard up to 5 cards and draw replacements.

Battle Phase

Players reveal their hands (those cards they wish to use). A players hand may contain up to: 1 Leader Card 4 Ship Cards 2 Attack Cards 2 Movement Cards Each card has a Force value. Total the Force value of your hand The player with the highest Force value wins the hand.

Each player loses Strength Points equal to the Total Force of the Opponents hand. The loser of the hand also loses Strength points equal to the difference of the Force Total of both players.

End Phase

Discard any unwanted cards from your hand. Discard cards in excess of 7.

Card List Notation

- # Number of cards of that type
- L** Leader
- S** Ship
- A** Attack
- M** Movement
- A/M** Use for Attack or Movement
- R** Scout: Discard to Look at Opponents Hand
- X** Discard to draw 2 cards
- Use** Which units can use this card
- I** Muslim
- C** Christian
- B** Both Muslim and Christian

Common Deck List

Unit Type	#	Type	Force	Use	Notes
Real Don John	1	L	6	C	Allied
Capitana Don Alvaro	1	L	6	C	Spaniard
Capitana Bragadino	1	L	5	C	Venetian
Capitana Doria	1	L	6	C	Allied
Venetian Galleass	2	S	8	C	
Christian Lantern Galleys	2	S	7	C	
Spanish Galleys	2	S	6	C	
Allied Galleys	2	S	6	C	
Venetian Galleys	4	S	5	C	
Sultana Ali Pasha	1	L	6	I	
Sultana Mehmet Suluk	1	L	6	I	
Sultana Uluch Ali	1	L	5	I	

Unit Type	#	Type	Force	Use	Notes
Muslim Lantern Galleys	3	S	7	I	
Muslim Galleys	9	S	5	I	
Muslim Galiots	4	S	4	I	
Center Line Bow Guns	2	A	6	B	
Flanking Pieces	2	A	4	B	
Cast Iron Cannon Balls	2	A	5	B	
Cut Stone Cannon Balls	2	A	4	B	
Head on Boarding Fight	4	A	5	B	
Heavy Guns	2	A	6	C	Galleass
Turret Guns	2	A	5	C	Galleass
Swivel Guns	1	A	2	B	
Ships Low in the Water	2	A	4	C	Muslim Weakness
Archers	2	A	3	I	
Composite Recurved Bows	2	A	3	I	
Janissaries	2	A	3	I	
Melee	2	A	3	I	
Spurs	1	A	3	I	
Crossbowmen	1	A	2	C	
Arquebusiers	1	A	3	C	
Spanish Infantry	2	A	4	C	Spanish & Allied
Fighting Platforms	1	A	3	C	Spanish & Allied
Size Advantage	2	A	4	B	Larger vs Smaller Ships
Tactical Advantage	2	X	-	B	
Outflank	2	A	5	B	
Venetian Artillery	2	A	4	C	Venetian
Fighting Oarsmen	1	A	3	C	Venetian
Free Oarsmen	2	M	3	B	Muslims & Venetians
Light Ships	3	M	2	I	
Muslim Sails	2	M	4	I	
Maneuverability	2	M	3	I	
Shallow Draft	2	M	2	I	
Turn the Flanks	2	A/M	4	I	
Fast Galiots	2	M	2	I	
Oarsmen	3	M	3	B	
Dash Speed	2	M	4	B	
Rowing Crew	3	M	3	B	
Retrograde Movement	1	M	3	B	Move Backwards
Slow Ships	2	M	2	I	Christian Weakness
Slave Oarsmen	1	M	2	I	Christian Weakness
Large Hull	2	A	5	C	
Ramparts	1	A	4	C	
Hold Formation	1	A/M	2	C	
Well Ordered Line	1	A/M	2	C	
Bergantin Scouts	2	R	-	B	
Disrupt Formation	2	A/M	3	B	





Levantine Crusades

Introduction

Card game for 2 Players. Simulation of the Crusades during the 11th to 13th Centuries. One player is the Christian Crusaders.
The other player is the Muslims.

Game Length

The game is played in 18 hands. Every 2 Hands represent a Crusade and then the Muslim Reaction.

Geography

Levantine = Holy Land The resource base of the Muslims is Egypt and the Turks. The resource base of the Crusaders is Europe. The Muslims had ready access to the Levantine.
The Crusaders required expensive/difficult journeys to reach the Holy Land.

Territory Tokens

There are 3 Territory Tokens (TT).

Territory Chart

TT	Possessions:	Draw
0	None	10
1	Syria	8
2	Jerusalem	6
3	Extensive	4

TT Number of Territory Tokens you Control.
Possessions = How much of the Holy Land you Control.
Draw How many cards you draw in your Support Phase.

Victory

At the end of the game (The Ninth Crusade), the player with the most TT wins.

The Deck

Players share a common deck.

Setup

The Muslim player starts the game with all 3 TT. The Crusader player goes first.

Turn Sequence

Players take turns. The current player is the Attacker. The other player is the Defender. Each turn has 6 Phases: Support Phase Recruit Phase Battle Phase Siege Phase Conquest Phase End Phase

Support Phase

Both Players draw a number of cards according to the Territory Chart.

Recruit Phase

The Attacker may put Leader and Army cards into play. The Crusader player as Attacker may put a max of 1 Leader and 1 Army in play. For every Transport card the Crusader plays, he may put an Additional Leader and Army card into play.
The Crusader player may have a max of 3 Leaders in play at a time. The Muslim player as Attacker may only put 1 Leader into play, but may put Any number of Armies into play. The Muslim player may have a max of 1 Leader in play at a time.

Defender Phase

The Defender may put up to 1 Fortification card, 1 Leader, and 1 Army card into play.

Battle Phase

Skip to End phase if the Attacker does not have at least 1 Leader & 1 Army in play. Both players roll 1D6 for each Leader and Army card they have in play. Players may roll an extra 1D6 for each Battle card they play (discard) from their hand.
Totals are called Battle Totals (BT). Higher BT wins. Defender wins ties. For every natural roll of 6, your opponent must discard 1 Army card.
If the Attacker loses battle Phase, skip to End Phase.

Siege Phase

Skip to End phase if the Attacker does not have at least 1 Leader & 1 Army in play. Both players roll 1D6 for each Leader and Army card they have in play. The Defender rolls 1D6 for each Fortification card in play. Players may roll an extra 1D6 for each Siege card they play (discard) from their hand. Totals are called Siege Totals (ST). Higher ST wins. Defender wins ties.
For every natural roll of 6, your opponent must discard 1 Army card of his choice. If the attacker wins, the defender must discard half (round up) of

his fortification cards and Give the other half to the attacker.

Conquest Phase

If the Attacker won both Battle and Siege Phase, and he has at least 1 Leader and 1 Army in play, he may take a TT from his opponent. The victorious Attacker may then continue his conquest by playing an Extra Battle and Siege Phase. This is called an Extended Conquest. An Attacker may capture a maximum of 2 TT in one Turn.

End Phase

Roll 1D6 for each Leader and Army in Play. (The Age Roll) On a roll of 1-3 on 1D6 discard the card. Leaders are automatically discarded after 2 crusades (old Age). Max hand size is 7 cards; discard excess

cards.

Card List Notation

L Leader

AL Attacking Leader = Can only be played in Recruit Phase

DL Defending Leader = Can only be played in Defender Phase

A Army

E Event

T Transport

F Fortification

S Siege

C Crusader player only may use this card

M Muslim player only may use this card

Z Either player can use this card

X Special

B/S Battle or Siege

Common Deck Card List

Card Name:	Type	Use	Notes:
Richard the Lionhearted	AL	C	Rolls an extra 1D6 for Battles
Baldwin IV	DL	C	Draw 2 cards when played
King Guy	DL	C	
St Louis IX	AL	C	Recruit Phase: Transport 1 extra Army
Fredrick II	AL	C	When Played Opponent discards 2 cards
Theobald of Champagne	AL	C	
King Philip	AL	C	
King Edward	AL	C	
Amalric	L	C	
Land Hungry Barons	AL	C	Rolls an extra 1D6 for Sieges if Attacker
Nobility	X	C	Counts as Leader or Army
Knights Templar	A	C	+2 to Age & Battle Rolls
Knights Hospitaller	A	C	+2 to Age & Battle Rolls
Men-at-Arms	A	C	
English Knights	A	C	
Latin Crusaders	A	C	
French Knights	A	C	
German Knights	A	C	
Teutonic Knights	A	C	
Heavy Infantry	A	C	
Turcopoles	A	C	(Light Cavalry)
Crossbowmen	A	C	
Footsoldiers	A	C	
Fortifications	F	Z	
Crusader Fortress	F	C	
Siege Engines	S	Z	
Pilgrims	E	C	Draw 2 cards
Children's Crusade	E	M	Draw 2 cards
Templar Financing	X	C	Use as Transport card or Draw 2 cards
Massacre	E	Z	Loser in B/S must discard all Armies
Slaughter	E	Z	Loser in B/S must discard all Armies

Card Name:	Type	Use	Notes:
Pillage	E	Z	Winner of Siege draws 2 cards
Sell into Slavery	E	Z	Winner of Siege draws 2 cards
Alliances	E	Z	Draw 2 cards opponent discards 1 card
Raiding	E	Z	Draw 1 card opponent discards 2 cards
Indulgences	E	C	Draw 2 cards
Papal Support	T	C	
Armenian Allies	A	Z	
Byzantine Allies	A	Z	
Sea Power	T	C	
Leaders Quarrel	E	M	Enemy Leaders get -2 to Battle Rolls
Cross Asia Minor	T	C	
Holy War	X	C	Use as Transport or Battle card
The True Cross	B	C	
Religious Fervor	X	C	Use as Transport or Battle card
Martial Glory	X	C	Use as Battle card or Draw 2 cards
True Believers	T	C	
Promise of Eternal Salvation	X	C	Use as Transport card or Draw 2 cards
Hope of Material Gain	X	C	Use as Transport card or Draw 2 cards
Earthly Plunder	X	C	Use as Transport card or Draw 2 cards
The Will of God	E	Z	Negate Event card or reroll Die Roll
The Holy Lance	B	C	
Fight the Infidel	X	Z	Use as Transport card or Draw 2 cards
Saladin	L	M	Rolls an extra 1D6 for Battles & Sieges
Kilij Arslan	L	M	
Yagi Siyan	L	M	
Nur al-Din	L	M	
Emir Kerboga	L	M	
Baibars	L	M	Rolls an extra 1D6 for Sieges if Attacker
Zengi of Mosul	L	M	
Al-Ashraf Khalil	L	M	
Poisoned Wells	S	Z	Defender Only
Heat & Thirst	E	M	Opposing Armies get -2 to Battle Roll
Starvation	S	Z	
Disease	E	M	Opponent must discard an Army
Counter Attacks	X	M	Use as Battle card or Draw 2 cards
Hit & Run Attacks	B	M	
Negotiations	E	Z	Opponent may not attack this Phase
Ambush	B	M	
Foolish Attack	E	M	Opposing Armies get -2 to Battle Roll
Factionalism	E	Z	Opponent must discard 2 random cards
Treaty	E	Z	Opponent may not attack this Phase
Diverted to Constantinople	E	M	Crusaders may not attack this Turn
Unification	E	M	Draw 3 cards
Expel the Invaders	X	M	Use as Battle card or Draw 2 cards
Avenge Atrocities	X	M	Use as Battle card or Draw 2 cards
Jihad	X	M	Use as Battle card or Draw 2 cards
Consolidate Power	E	M	Draw 3 cards
Seljuk Turks	A	M	
Horse Archers	A	M	
Light Cavalry	A	M	
Heavy Cavalry	A	Z	
Muslim Archers	A	M	
Turkish Cavalry	A	M	

Card Name:	Type	Use	Notes:
Fatimids	A	M	
Ayyubids	A	M	
Mamelukes	A	M	
Saracens	A	M	
Bedouins	A	M	
Arabs	A	M	
Khwarizamian Horsemen	A	M	
Egyptian Armies	A	M	
Scythians	A	M	
Relief Force	S	Z	Defender Only
Greek Fire	S	Z	
Sappers	S	Z	
Siege Towers	S	Z	Attacker Only
Boiling Oil	S	Z	Defender Only
Battering Rams	S	Z	Attacker Only
Force a Breach	S	Z	Attacker Only
Sorties	B/S	Z	
Frankish Charge	B	C	
Discipline	B	C	
Bastion	F	Z	
Garrison	S	Z	Defender Only
Royal Fleet	T	C	
Kingdom of Cyprus	T	C	
Catapults	S	Z	
Political Strife	E	Z	Opponent must discard 2 cards
Petty Warfare	E	Z	Opponent must discard 2 cards
Supply by Sea	T	C	
Surrender Terms	S	Z	Attacker Only
Dungeon	E	Z	Loser in B/S must discard a Leader
Ransom Prisoners	E	Z	Draw 1 card opponent discards 2 cards
Combined Forces	A	C	
Walled City	F	Z	
Illness	E	Z	Opponent must discard a Leader
Logistics	X	Z	Use as Transport card or Draw 2 cards
Pay Tribute	E	Z	Draw 1 card opponent discards 2 cards
Assassin Sect	E	M	Opponent must discard a Leader
Fanaticism	X	Z	Use as Battle card or Draw 2 cards
Grand Masters	L	C	
Venetian Fleet	T	C	
Genoese Shipping	T	C	
Great Fleet	T	C	
Italian Fleets	T	C	
Revolt	E	Z	Opponent discards 2 Random cards
Weak Crusader States	E	M	Opponent discards 2 Random cards
Antioch Mercenaries	A	Z	
Pikemen	A	C	
Islamic Spirit	E	M	Draw 2 Cards
Mongol Invasions	E	C	Opponent discards 2 Random cards
Fabian Tactics	S	C	Defender Only

Optional Rules

Strike At Egypt

Egypt is represented by a fourth unique Territory Token. The Muslims start in control of Egypt. The crusaders may always choose to attack Egypt instead of the regular TT's.

If Egypt is attacked, the Muslim player immediately

draws 6 cards. If the Crusaders conquer Egypt, the Muslim player always draws 2 less cards in Support Phase, until it is won back.

Links

[wikipedia](#)





Mankind

Introduction

Civilization game for 2-6 players. Each player controls one Civilization.

Outline

The Game has 4 Eras:
1. Ancient (10,000 BC - 500 AD)
2. Medieval (500 AD - 1600 AD)
3. Revolution (1600 AD - 1900 AD)
4. Modern (1900AD +)
Each Era has 6 Event Sub-Tables and a Build List.

Victory

The player with the most Victory Points at the end of the game wins.

The Build Table

1D10	Result:
1-2	Infrastructure
3-4	Military Unit
5	Leader
6	Wonder
7-8	Technology
9	Government
10	Pick One of Above or gain 1D6 IP or RP or VP.

Builds

Every Build increases (or decreases) a civilizations levels in one or more traits. To put into play, Builds usually cost a number of Resource Points and/or Idea Points. When you gain a Build, pick one off the Available list and record it on your Personal list.
If you cannot afford to do the build it, or just don't want to, you may skip it.

Infrastructure Builds

These include a system of buildings and natural and technological resources. They increase Trait Levels. Infrastructure builds are not unique.

Military Unit Builds

These increase your Warfare level. They are sacrificed as payment for conquests or as punishment for engaging in wars. Military Units are not unique.

Dice

6, 8, and 10 sided Dice are used.

Traits

Each Civilization is described by levels in 9 Traits:
1. Food
2. Materials
3. Research
4. Government
5. Culture
6. Stability
7. Warfare
8. Trade
9. Health

Wonder Builds

These have high Point costs, but do not count against food or Stability Limits. Upon Building a Wonder immediately gain 3X Victory Points where X is equal to the current Era (Ancient = 1, etc.) Wonders are Unique. If you go to build a Wonder and none are left, the Era ends.

Leader Builds

These have no costs. When you play a leader gain 2X Victory Points where X is equal to the current Era (Ancient = 1, Medieval = 2, etc.) All Leaders are Unique. If you gain a Leader and none are left, the Era ends.
Leaders do not count against food or Stability Limits. All your Leaders die at the start of the next Era.

Government Builds

Each player starts out with a King (Chieftain, or Tyrant) Government for free. You can only have one Government in play at a time. The new one replaces the old one.

They are costly in Ideas, but one of the few ways to gain points in the Government Trait. When you play a new Government gain 2X Victory Points where X is equal to the current Era (Ancient = 1, etc.) Governments are not unique.

Anarchy

If somehow, you ever lose your current Government, it is 'replaced' by Anarchy, which provides a Government Level = 2 and a Stability & Culture Levels of -1 each.

Technology Builds

These have slightly higher costs, but do not count against Food or Stability Limits. Technologies are not unique.

Personal Civilization Build List

A players written record of all his builds for his own civilization. Players also record all of their levels in their 9 Traits: Food, Materials, Research, Government, Culture, Stability, Warfare, Trade, and Health. Players also use these to keep track of their Victory Points, Idea points, and Resource Points, as well as Food and Stability Limits.

Events are recorded as well. These are kept face up in front of you visible to all players.

1D10	Result:
1	Conquest
2	Raids
3	War
4	Boon

Next roll on the Event sub-table for that Era. Each Event will specify whom is effected by the Event: –One or more random Players –All Players –All players except one specific player. –Current Player Only –The current player and one player of his choice.

–Target Players(s) as chosen by the current player. –Player with lowest/highest Warfare Level. –Player with Least/Most Victory Tokens.

(As you can see, there are many possibilities) In all cases of ties, break them by rolling high on 1D6.

Conquest Events

The player with the highest current Warfare Level wins the conquest. He records it among his card spread. The Conquest awards the indicated benefit, usually the increase in a trait, but sometimes a one time benefit of points. To claim the Conquest, the player must eliminate one of his Military Units or a Military or Religious Leader. If the player does not have a build to sacrifice or he does not want to sacrifice one, he may pass the conquest option on to the player with

Spread

This refers to all a players Builds.

Setup

Have List, Tables, and rules for all Eras available for all players. Use the Event and Build Decks of the Ancient Era first. Each player starts with 2 each of Victory, Resource, and Idea points.

Each player starts with a Basic List of Tribal Builds. Note these builds do have build costs, but these only apply if they need to be rebuilt. Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Gains Phase
2. Event Phase
3. Build Phase
4. Trade Phase
5. Limit Phase

Gains Phase

Gain Idea Points equal to your Research Level. Gain Resource Points equal to your Materials Level.

Event Phase

Skip the Event Phase on each players very first turn of the game. Roll 1D10 on the Event Table:

1D10	Result:
5	Disaster
6	Incursion
7+	Nothing

the next highest level of warfare, and so on. If no one wants it, it is ignored. A non-leader Unit "sacrificed" for a conquest may immediately be rebuilt for half cost rounding up.

Raid Events

The current player if he has a military unit may target any other player of his choice. The Raider rolls 1D6 (Raid roll) and steals that many Resource Points from the defender. The target player MAY retaliate in kind.

This continues until one player chooses not to raid or cannot raid due to lack of Units. An individual Unit may only raid once per turn. Note: the role of "Defender" will flop back and forth with each exchange.

War Events

Both involved players roll 1D6. This is called a War roll. The player with the higher Warfare Level (WL) adds 1 to his roll. (Reroll ties) The player with the lower roll loses 1 Military Unit. This repeats until

both players call a ceasefire or one player is reduced to zero Military Units, at which time the other player is crowned the victor.

The victor steals 1D6 Victory Points and 1D6 Resource Points from the Loser. Note: With each unit loss you have to recalculate your WL. Note: Both players in a War get to use their DEF bonuses if they have any.

Incursion Events

Targeted player is attacked 1D6 times by an uncivilized non-player Horde with a WL = 2D6. The Target player rolls 1D6 (Defense Roll) and the Horde rolls 1D6 (Incursion Roll). Higher WL gets +1 to his roll. (Barbarians win automatically if the player has no Military units).

Higher Roll wins. Player wins ties. If the Horde wins the player must lose a military unit and then go on to the next Incursion Roll. (If units are gone, discard 1 Infrastructure or Conquest from your Spread instead) If the player wins a roll, gain 1 Victory Point and go onto the next Incursion Roll.

Boon Events

These provide positive benefits such as one time Point gains, or Builds.

Disaster Events

These have negative effects: Loss of builds from your Spread, or Permanent Negative Trait Modifiers.

Build Phase

Roll on the Build Table to see what one thing you may Build this Phase.

RP Resource Points

IP Idea Points

X is equal to the current Era (Ancient = 1, Medieval = 2, etc.) Infrastructure builds cost 2X RP. Military Units cost RP = their WL bonus (You may Discard an older unit and pay the difference). Leaders cost 1X IP.

Wonders cost 4X RP. Technologies cost 2X IP. Governments cost 4X IP (and you cannot buy anything else during the turn).

You may make additional rolls on the Build Table at the cost of 3 IP each.

Tribal Build List

Name:	Type	Notes:
King	G	GL +3
Farms	I	FL +2
Hunting	I	FL +2
Warriors	M	WL +1

Trade Phase

For every 2 Levels of Trade you have, you may gain 1 IP or 1 RP or 1 VP.

Limit Phase

—Food Limit: The maximum number of builds you can have in your Civilization is equal to 7 plus your Food Level. If you exceed it, lose 1D6 Resource Points and 1 Food consuming Build or a Conquest of your choice due to starvation.

—Stability Limit: The maximum number of builds you can have in your Civ is equal to 10 plus 2X your Stability Level. If you exceed it, lose 2D6 VP and lose 1 Infrastructure or MU or a Conquest of your choice due to social unrest.

—Health Limit: If your Resource Level is greater than 10x your Health level you lose 1D6 VP due to pollution.

—Governance Limit: The maximum number of builds you can have in your Civ is equal to 4X your Government Level. If you exceed it, lose 1D6 RP due to corruption.

End Of An Era

If you gain a Leader or Wonder (both unique) and none are left, the Era ends.

Card List Type Notation

L Leader

W Wonder

I Infrastructure

M Military Unit

O Technology

G Government

IC Idea Token Cost

RC Resource Token Cost

TL Trade Level

FL Food Level

ML Materials Level

RL Research Level

GL Government Level

CL Culture Level

SL Stability Level

HL Health Level

WL Warfare Level

DF WL applied only when you are the Defender (War, Incursion, Raid)

Name:	Type	Notes:
Stone & Wood	I	ML +2
Writing	T	RL +1
Herbalism	T	HL +1

Ancient Era Build List (era 1)

Name:	Type	Notes:
Aristotle	L	RL +1 ML +1
Hammurabi	L	GL +1 SL +1
Caesar	L	WL +1 GL +1 Military Leader
Hannibal	L	WL +2 Military Leader
Leonidas	L	WL +1 DF +3 Military Leader
Sun Tzu	L	WL +1 RL +1 Military Leader
Alexander the Great	L	WL +1 ML +1 Military Leader
Jesus	L	SL +1 Religious Leader
Buddha	L	CL +1 Religious Leader
Gilgamesh	L	ML +1 WL +1
Cyrus the Great	L	FL +1 WL +1
Cleopatra	L	CL +1 TL +1
Stonehenge	W	RL +1 ML +1
The Sphinx	W	CL +1 SL +1
Great Wall	W	DF +3 SL +1 CL +1
Great Pyramids	W	GL +1 SL +1 CL +1
Hanging Gardens	W	FL +2 CL +1 SL +1
Colossus	W	TL +1 ML +1 CL +1
Library of Alexandria	W	RL +2 CL +1
Terracotta Army	W	WL +2 GL +1 SL +1
Great Lighthouse	W	TL +2 CL +1
Dynasty	G	GL +4 ML +1
Empire	G	GL +4 WL +2
Democracy	G	GL +4 CL +1
Republic	G	GL +4 FL +2
Oligarchy	G	GL +4 SL +1
Phalanx	M	WL +2
Legions	M	WL +3
Light Cavalry	M	WL +2
Mounted Archers	M	WL +3
Heavy Cavalry	M	WL +3
Cataphracts	M	WL +3
Light Chariots	M	WL +2
Heavy Chariots	M	WL +3
Peltasts	M	WL +1
Siege Artillery	M	WL +3
Elephants	M	WL +3
Hoplites	M	WL +3
Slingers	M	WL +2
Archers	M	WL +3
Spearmen	M	WL +3
Biremes	M	WL +2
Triremes	M	WL +3
Fishing Boats	I	FL +2
Trading Boats	I	TL +1
Marketplaces	I	TL +1 FL +1
Trade Routes	I	TL +1
Artisans	I	ML +1 CL +1
Scribes	I	RL +1
Scroll Libraries	I	RL +1

Name:	Type	Notes:
Irrigation	I	FL +2
Masonry	I	ML +1
Wine Making	I	FL +2 CL +1
Fermenting	I	FL +2 SL +1
Grain Crops	I	FL +2
Road Building	I	TL +1 WL +2
Metal Working	I	ML +1 WL +2
Bronze	I	ML +1 WL +2
Carpenters	I	ML +1
Granaries	I	FL +2
Glass Blowing	I	ML +1 CL +1
Drama	I	CL +1
Temples	I	SL +1 CL +1
Courts of Laws	I	SL +1
Stone Cutters	I	ML +2
Cloth Making	I	SL +1 CL +1
Philosophy	I	RL +1
Gladiatorial Arenas	I	SL +1 WL +2
Aqueducts	I	FL +2 HL +1
City Walls	I	DF +3
Taxation	I	TL +1
Schools	I	RL +2
Monotheism	I	CL +1 SL +1
Sails	O	TL +1 FL +2
Astronomy	O	TL +1 RL +1
Mathematics	O	RL +1
Animal Domestication	O	FL +2
Pottery	O	FL +2 CL +1
Medicine	O	HL +1
Sculpture	O	CL +1
Parchment	O	RL +1
Music	O	CL +1
Architecture	O	CL +1 ML +1
Mysticism	O	SL +1
Poetry	O	CL +1
Pantheism	O	SL +1
Mythology	O	CL +1
Coinage	O	TL +2
Engineering	O	ML +1 RL +1
Plows	O	FL +2

Event Deck Card List Notation

C Conquest
R Raids

W War
I Incursion
B Boon
D Disaster

Ancient Era Event Conquest Subtable

Name:	1D10	Notes:
Rich Land	1	TL +1
Wealthy Land	2	ML +1

Name:	1D10	Notes:
Strange Land	6	TL +1
Northern Lands	7	CL +1

Name:	1D10	Notes:
Exotic Land	3	CL +1
Desert Land	4	SL +1
City State	5	WL +2

Name:	1D10	Notes:
Southern Lands	8	FL +2
Western Lands	9	RL +1
Eastern Lands	10	ML +1

Ancient Era Event War Subtable

Name:	1D8	Notes:
Invasion	1	You versus player to your left
Annexation	2	You versus player to your right
Political War	3	You vs. Random Opponent
Occupation	4	You vs. Weakest Player
Domination	5	You vs. Strongest Player
Attack	6	Two Random players
Expansion	7	Player of your choice and random player
Conflict	8	Two players of your choice

Ancient Era Event IncurSION Subtable

Name:	1D6	Notes:
Sea Peoples	1	Targets You
Huns	2	Targets Weakest Player
Horse Tribes	3	Targets Random Player

Name:	1D6	Notes:
Barbarians	4-5	Targets player of your Choice
Migrations	6	Targets Strongest player

Ancient Era Event Raid Subtable

Name:	1D6	Notes:
Piracy	1	Raid Rolls -1
Banditry	2	-
Cattle Raids	3	Raid Rolls +1

Name:	1D6	Notes:
Tribal Raids	4	Raid Rolls +2
Population Pressure	5	Raid Rolls +3
Border Raids	6	Raid Rolls +4

Ancient Era Event Boon Subtable

Name:	1D10	Notes:
Eureka	1	Gain 2D6 Idea Points
Dissemination	2	Gain 1 Technology known by opponent
Trade Networks	3	Gain 1D6 IP and 1D6 RP
Civilization	4	All players get 1D6 IP
Strategy	5	WL +1
Works of Art	6	Gain 2D6 Victory Points
Rich Vein	7	Gain 2D6 RP
Golden Age	8	Gain 1D6 IP, VP, and RP
Ideal Site	9	Gain 1 Wonder
Assimilation	10	ML +1 Opponent ML -1

Ancient Era Event Disaster Subtable

Name:	1D10	Notes:
Flood	D	Lose 1 Infrastructure
Earthquake	D	Put 1 Wonder
Disease	D	Put 1 Military Unit
Volcano	D	Lose 1 IS and 1 MU
Civil War	D	Your Government becomes Anarchy
Usurpation	D	Your Government becomes Chieftain
Corruption	D	Opponent gets ML -1
Early Death	D	Lose Leader
Sickness	D	Lose Leader

Medieval Era Build List (era 2)

Name:	Type	Notes:
Martin Luther	L	CL +1 Religious Leader
Charlemagne	L	WL +1 SL +1 Military Leader
Ivan the Great	L	WL +1 FL +1
Kublai Khan	L	CL +1 ML +1
Mohammed	L	WL +1 CL +1 Religious Leader
Marco Polo	L	CL +1 RL +1
Christopher Columbus	L	CL +1 TL +1
Leonardo da Vinci	L	CL +1 RL +1
William the Conqueror	L	WL +1 GL +1 Military Leader
Cortez	L	WL +2 Military Leader
Shakespeare	L	CL +1 SL +1
Joan of Arc	L	WL +1 DEF +2 Military Leader
Roger Bacon	L	RL +2
Machiavelli	L	GL +1 WL +1
The Medici	L	TL +1 CL +1
Sistine Chapel	W	SL +1 CL +2
Dome of the Rock W	SL +1 GL +1 CL +1	
Notre Dame	W	SL +2 CL +1
Tower of London	W	GL +1 WL +4
Hagia Sophia	W	CL +3
Red Square	W	SL +2 GL +1
Forbidden City	W	GL +1 SL +1 CL +1
Trade League	G	GL +5 TL +1 ML +1
Electoral Empire G	GL +5 DF +3 RL +1	
Theocracy	G	GL +5 CL +1 SL +1
Feudalism	G	GL +5 FL +1 WL +2
Monarchy	G	GL +5 WL +2 ML +1
Knights	M	WL +4
Men at Arms	M	WL +4
Lancers	M	WL +4
Archers	M	WL +2
Crossbowmen	M	WL +4
Condotieri	M	WL +3
Footmen	M	WL +2
Longbowmen	M	WL +4
Pikemen	M	WL +3
Landsknechts	M	WL +3
Halberdiers	M	WL +3

Name:	Type	Notes:
Crusaders	M	WL +3
Harquebusiers	M	WL +3
Siege Cannons	M	WL +4
Artillerists	M	WL +4
Mounted Archers	M	WL +4
Tercio	M	WL +4
Galleys	M	WL +3
Galleons	M	WL +3
Armada	M	WL +4
Flotilla	M	WL +4
Conquistadors	M	WL +3
Feudal Levy	M	WL +2
Printing Press	I	RL +2
Scholarship	I	RL +2
Painting	I	CL +2
Crop Rotation	I	FL +4
Windmills	I	FL +4
Watermills	I	FL +4
Cathedrals	I	SL +2
Chivalry	O	WL +2 CL +1
Universities	I	RL +2
Banking	I	TL +2
Monasteries	I	CL +1 SL +1
Bazaars	I	TL +2
Optics	O	RL +1
New Crop Types	I	FL +4
Illuminated Scripts	O	RL +2
Caravans	I	TL +2
Theatres	I	CL +1 SL +1
Gothic Style	I	DF +2 CL +1
Gunpowder	O	WL +4
Steel	O	ML +2
Brass Casting	I	ML +2
Forges	I	ML +2
Anatomy	O	HL +1
Caravels	I	TL +2
Paper Manufacture	I	ML +1 RL +1
Alchemy	O	RL +2
Magnetic Compass	O	TL +1
Navigation	O	TL +1
Cartography	O	TL +1

Medieval Era Event Conquest Subtables

Name:	1D10	Notes:
New World	1	RL +2
Sub-Continent	2	Gain 10 VP
Silk Road	3	TL +2
Africa	4	ML +2

Name:	1D10	Notes:
Vassal State	6	RL +2
New Continent	7	ML +2
Imperialist Conquest	8	CL +2
West Indies	9	FL +4

Name:	1D10	Notes:
Savage Lands	5	WL +4

Name:	1D10	Notes:
East Indies	10	SL +2

Medieval Era Event Warfare Subtables

Name:	1D8	Notes:
Crusade	1	You versus player to your left
Great Siege	2	You versus player to your right
Reformation	3	You vs. Random Opponent
Colonization	4	You vs. Weakest Player
Reconquest	5	You vs. Strongest Player
Holy War	6	Two Random players
Territorial Dispute	7	Player of your choice and random player
Rivalry	8	Two players of your choice

Medieval Era Event Incursion Subtables

Name:	1D6	Notes:
Vikings	1	Targets You
Mongols	2	Targets Weakest Player
Tartars	3	Targets Random Player
Cossacks	4-5	Targets player of your Choice
Pirates	6	Targets Strongest player

Medieval Era Event Raid Subtables

Name:	1D6	Notes:
Pirate Fleets	1	Raid Rolls -1
Bandits	2	Raid
Long Distance Raids	3	Raid Rolls +1

Name:	1D6	Notes:
Feud	4	Raid Rolls +2
Campaign Season	5	Raid Rolls +3
Border Raids	6	Raid Rolls +4

Medieval Era Event Boon Subtables

Name:	1D10	Notes:
Discovery	1	Gain 1 Technology
Renaissance	2	Gain 1D6 IP, RP, and VP
Sea Trade	3	Gain 1D6 IP and RP
Urbanization	4	Gain 1 Infrastructure
Magellan's Journey	5	Gain 1D6 VP
Renaissance Master	6	Gain 2D6 VP
Rich Bankers	7	Gain 2D6 RP
Cities	8	Gain 1D6 RP
Ideal Location	9	Gain 1 Wonder
Visionary	10	Gain 1 Leader

Medieval Era Event Disaster Subtables

Name:	1D10	Notes:
Sands of Time	1	Lose 1 Ancient Wonder
Harsh Winter	2	Lose 1D6 RP
Black Plague	3	Lose 2D6 RP
Famine	4	Lose 2D6 RP
Schism	5	Lose 1D6 VP
Peasant Revolt	6	Lose 1D6 VP
Dark Ages	7	Lose 1 Technology
Nobles	8	Opponent gets ML -1 and CL +1
Excommunication	9	Lose Leader
Illness	10	Lose Military Unit

Revolution Era Build List (era 3)

Name:	Type	Notes:
Napoleon Bonaparte	L	WL +2 Military Leader
Mozart	L	CL +1 SL +1
Rembrandt	L	CL +2
Newton	L	RL +2
Galileo Galilei	L	RL +1 ML +1
Voltaire	L	RL +1 CL +1
Frederic the Great	L	WL +1 GL +1 Milit Ldr
Bismark	L	WL +1 ML +1 Milit Ldr
Abraham Lincoln	L	GL +1 WL +2
Ben Franklin	L	RL +1 GL +1
Darwin	L	RL +1 FL +1
Queen Victoria	L	SL +1 GL +1
Taj Mahal	W	CL +3 SL +1
Suez Canal	W	TL +2 ML +2
Transcontinental Railroad	W	TL +1 FL +2 ML +2
Statue of Liberty	W	SL +2 GL +1 TL +1
Versailles	W	SL +1 GL +1 CL +2
Kew Gardens	W	FL +4 CL +1 RL +1
Eiffel Tower	W	CL +2 SL +1 ML +1
Representative Democracy	G	GL +6 RL +1 FL +2
Dynastic Regime	G	GL +6 SL +1 WL +2
Colonial Empire	G	GL +6 FL +2 ML +1
Constitutional Monarchy	G	GL +6 ML +1 WL +2
New Republic	G	GL +6 WL +2 RL +1
Muskets & Bayonets	M	WL +4
Infantry	M	WL +4
Ships of the Line	M	WL +6
Frigates	M	WL +5
Colonial Troops	M	WL +4
Riflemen	M	WL +5
Ironclads	M	WL +6
Reiters	M	WL +4
Grenadiers	M	WL +6
Heavy Cavalry	M	WL +6
Imperial Guards	M	WL +6
Hussars	M	WL +5

Name:	Type	Notes:
Uhlans	M	WL +6
Dragoons	M	WL +5
Field Artillery	M	WL +6
Horse Artillery	M	WL +5
Gun Ships	M	WL +5
Steam Ships	I	TL +1 FL +2 ML +1
Railways	I	TL +1 FL +2 ML +1
Trading Companies	I	TL +2
Slave Trade	I	ML +2 TL +1
Baroque Era	I	CL +2
Opera	I	CL +2
Sanitation	I	HL +2
Nationalism	O	GL +1
Stockyards	I	FL +4
Canning	I	FL +4
Machinery	I	ML +2
Microscopy	O	RL +1 HL +1
Telescopes	O	RL +1
Clippers	I	TL +2
Cash Crops	I	TL +1 FL +2
Factories	I	ML +3 HL -1
Refineries	I	ML +3 HL -1
Bourgeoisie	I	CL +1 SL +1
Coal Mines	I	ML +3 HL -1
Sea Power	I	WL +4 TL +1
Hot Air Balloons	O	WL +2 CL +1
Scientific Method	O	RL +2
Pendulum Clock	O	ML +1
Distilled Liquor	I	FL +2 CL +1
Colonial Trade	I	TL +2
Phonograph	O	CL +1
Missionaries	I	CL +2
Photography	O	CL +1 RL +1
Telegraph	I	TL +1 ML +2
Anesthetics & Antiseptics	O	HL +2
Light Bulb	O	RL +2
Romanticism	I	CL +1
Bicycles	O	RL +1
Orchestras	I	CL +2
The Novel	O	CL +1
Impressionism	I	CL +2
Dynamite	O	ML +2
Reforms	O	GL +1 HL +1
Plantations	I	FL +4 ML +1

Revolution Era Event Conquest Subtable

Name:	1D10	Notes:
Silver Mines	1	ML +3

Name:	1D10	Notes:
Commonwealth	6	TL +1

Name:	1D10	Notes:
White Mans Burden 2	CL +3	
Spice Trade	3	TL +3
Deepest Darkest Africa	4	FL +6
Distant Lands	5	RL +3

Name:	1D10	Notes:
Unification	7	SL +3
Overseas Possession	8	ML +3
Strategic Territory	9	WL +6
Split Up Old Empire	10	Gain 13 VP

Revolution Era Event Warfare Subtable

Name:	1D8	Notes:
Continental War	1	You versus player to your left
Great Game	2	You versus player to your right
New Imperialism	3	You vs. Random Opponent
Colonialism	4	You vs. Weakest Player
Dynastic Rivalries	5	You vs. Strongest Player
Room to Grow	6	Two Random players
Gunboat Diplomacy 7	Player of your choice and random player	
Balance of Power	8	Two players of your choice

Revolution Era Event Incursion Subtable

Name:	1D6	Notes:
Little Wars	1-2	Targets You
Natives Revolt	3	Targets Weakest Player
Golden Age of Piracy	4	Targets Random Player
Boxer Rebellion	5	Targets player of your Choice
War for Independence	6	Targets Strongest player

Revolution Era Event Raid Subtable

Name:	1D10	Notes:
Privateering	1	Raid Rolls -1
Daring Raid	2	Raid
Long Standing Feud	3	Raid Rolls +1

Name:	1D10	Notes:
Campaign Season	4	Raid Rolls +2
Border Clash	5	Raid Rolls +3
Punitive Expedition	6	Raid Rolls +4

Revolution Era Event Boon Subtable

Name:	1D10	Notes:
Invention	1	Gain 1 Technology
Enlightenment	2	Gain 1D6 IP and VP
Industrial Revolution	3	Gain 1 Military Unit
Modernization	4	Gain 1 Infrastructure
Age of Reason	5	Gain 2D6 IP
Tycoons	6	Gain 2D6 RP
Gilded Age	7	Gain 1D6 RP and VP
Ideal Locale	8	Gain 1 Wonder
Modern Thinker	9	Gain 1 Leader
Negotiations	10	Skip the next War, Incursion, or Raid Event that Targets You

Revolution Era Event Disaster Subtable

Name:	1D10	Notes:
Emancipation	1	Opponents lose 1D6 VP and RP each
Reign of Terror	2	Lose 1D6 IP
Great Blizzard	3	Lose 1D6 RP
Epidemic	4	Lose 2D6 RP
Poverty	5	Lose 2D6 VP
Revolution	6	Change Government to anything
Civil War	7	Change Government to Anarchy
Progress	8	Gain 1D6 IP
Mutiny	9	Discard Target Military Unit
Aristocracy	10	Opponent gets ML -1 and CL +1

Modern Era Build List (era 4)

Name:	Type	Notes:
Albert Einstein L	RL +2	
Hitler	L	WL +2 CL +1 Military Leader
Stalin	L	WL +2 GL +1 Military Leader
Churchill	L	WL +2 SL +1 Military Leader
Roosevelt	L	WL +2 ML +1 Military Leader
John F Kennedy	L	SL +1 GL +1
Freud	L	RL +1 CL +1
Gandhi	L	CL +1 GL +1
Picasso	L	CL +2
Chairman Mao	L	GL +1 DF +3 Military Leader
Manhattan Project W	WL +10	
Panama Canal	W	TL +2 ML +2 FL +2
Hoover Dam	W	ML +4 FL +2
Moon Landing	W	RL +2 WL +2 CL +2
Pentagon	W	WL +4 SL +2 GL +1
Empire State Building	W	TL +2 RL +1 CL +2
Internet	W	RL +3 CL +2
Fascism	G	GL +7 WL +4 ML +2
Communism	G	GL +7 FL +2 ML +2 WL +2
Parliamentarianism	G	GL +7 SL +2 RL +2
Modern Democracy	G	GL +7 TL +1 RL +1 CL +2
Dictatorship	G	GL +7 WL +4 FL +2
Socialism	G	GL +7 SL +2 CL +1 RL +1
Howitzers	M	WL +8
Modern Infantry	M	WL +7
Special Forces	M	WL +7
Tank Warfare	M	WL +8
Mechanized Infantry	M	WL +7
Air Superiority	M	WL +8
Massed Armor	M	WL +8
Machine Guns	M	WL +7
Fighter Planes	M	WL +8
Carpet Bombing	M	WL +8
Long Range Bombers	M	WL +8
Battleships	M	WL +8
Aircraft Carriers	M	WL +9

Name:	Type	Notes:
Guided Missiles	M	WL +7
Air Cavalry	M	WL +7
Submarines	M	WL +7
Combined Arms	M	WL +8
Blitzkrieg	M	WL +8
Rocket Science	O	WL +6 RL +1
Corporations	I	TL +2 SL +1 ML +1
Internal Combustion	I	ML +4
Flight	I	TL +2 WL +2
Oil Wells	I	ML +4
Fertilizers	I	FL +8
Radio	O	CL +2 WL +4
Radar	O	RL +2 WL +4
Electronics	I	RL +1 CL +2 SL +1
Computers	I	RL +3 TL +1
Antibiotics	O	SL +1 HL +2 CL +2
Plastics	I	ML +4
Mass Production	I	ML +4
Robotics	I	ML +2 WL +4
Television	I	CL +2 SL +2
Movies	I	CL +3 SL +1
Fast Food	I	FL +4 CL +2
Automobiles	I	TL +1 CL +2 SL +1
Food Processing	I	FL +6 CL +1
Space Satellites	I	RL +2 CL +2
Packaging	I	FL +4 ML +2
Hospitals	I	HL +2
Stock Markets	I	TL +2 ML +2
Combine Harvesters	I	FL +6
Container Ships	I	TL +2 ML +2
Rock & Roll	O	SL +1 CL +2
Sexual Revolution	O	SL +1 CL +1
Modern Medicine	O	HL +2
Civil Rights	O	SL +1 CL +1
Professional Sports	I	SL +2 CL +2
Abstract Art	O	CL +2
Pop Culture	O	SL +1 CL +1

Modern Era Event Conquest Subtable

Name:	1D10	Notes:
Buffer States	1	WL +8
Hearts & Minds	2	Gain 16 VP
Third World	3	TL +4
Pact Country	4	RL +4
Banana Republic	5	FL +8

Name:	1D10	Notes:
Prop Up Dictator	6	WL +8
Hegemony	7	SL +4
Power Vacuum	8	ML +4
Oil Rich Country	9	ML +4
Crisis State	10	CL +4

Modern Era Event War Subtable

Name:	1D8	Notes:
World War	1	You versus player to your left
Great War	2	You versus player to your right
Imperialism	3	You vs. Random Opponent
Occupation	4	You vs. Weakest Player
Cold War	5	You vs. Strongest Player
Regional War	6	Two Random players
Proxy War	7	Player of your choice and random player
New World Order	8	Two players of your choice

Modern Era Event Incursion Subtable

Name:	1D6	Notes:
Insurgency	1-2	Targets You
Ethnic Cleansing	3	Targets Weakest Player
Modern Piracy	4	Targets Random Player
Internal Rebellion	5	Targets player of your Choice
Minority Strife	6	Targets Strongest player

Modern Era Event Raid Subtables

Name:	1D6	Notes:
Border Dispute	1	Raid Rolls -1
Tariffs	2	Raid
Trade Embargo	3	Raid Rolls +1

Name:	1D6	Notes:
Industrial Espionage	4	Raid Rolls +2
Unfair Trade Practices	5	Raid Rolls +3
Trade War	6	Raid Rolls +4

Modern Era Event Boon Subtable

Name:	1D10	Notes:
Social Revolution 1	Gain 2D6 VP	
Scientific Literature	2	Gain 1D6 IP
Globalization	3	Gain 1D6 RP and IP
Building Boom	4	Gain 1 Infrastructure
Government Research	5	Gain 1 Technology
Cultural Revolution	6	Gain 2D6 VP
New Markets	7	Gain 2D6 RP
New Paradigm	8	Gain 1D6 IP & VP
Space Age	9	Gain 1 Wonder
Information Age	10	Gain 2D6 IP

Modern Era Event Disaster Subtable

Name:	1D10	Notes:
Pandemic	1	Lose 1D6 RP and VP
Financial Crisis	2	Lose 2D6 RP
Revolution	3	Change Government to Anarchy
Civil Unrest	4	Lose 1D6 VP
War on Terror	5	Lose 1 MU

Name:	1D10	Notes:
Revolution	6	Change Government to Anything
Organized Crime	7	Lose 1D6 RP and VP
Great Depression	8	Lose 2D6 RP
United Nations	9	Negate next War
Hurricane	10	Lose 1 Infrastructure

End Of Game Scoring Bonuses

Achievement:	Notes:	VP
Empire	Most Conquests	20
Monuments	Most Wonders	25
Commerce	Highest Trade Level	10
Warriors	Highest Warfare Level	10
Thinkers	Highest Research Level	10

Achievement:	Notes:	VP
Manufacturing	Highest Materials Level	10
Agriculture	Highest Food Level	10
Humanities	Highest Culture Level	30
Peace Prize	Highest Stability Level	15
Medical Arts	Highest Health Level	5





March On Rome

Introduction

Players take the role of Roman senators trying to acquire control of provinces, tribute, and fame.

Victory

At the end of the tenth turn, the player with the most accumulated Fame points wins. If a player loses his last province, he loses the game.

Pieces

Use black counters to represent Roman Legions. Each player gets a set of counters of a different color. These are control markers.

6, 10, and 20 sided Dice are needed

The Map

Before playing, players will have to draw a map. The map encompasses the 10 provinces of the Roman empire:

- Britain, Spain, Gaul, North Italy, Rome, Baltics, Greece, Byzantium, Middle East, and Egypt.
- Britain is connected by sea to Spain to the east.
- Spain is bordered by Gaul to the east.
- Gaul is bordered by North Italy to the east.
- North Italy is bordered by the Baltics to the east.
- North Italy is bordered by Rome to the south.
- The Baltics are bordered by Greece to the east.
- Greece is connected by sea to Byzantium to the east.
- Byzantium is bordered by the Middle East to the south.
- The Middle East is bordered by Egypt to the south.
- Rome is connected to Byzantium and Egypt by sea.
- In addition to the Imperial provinces there are also several Barbarian regions:
- The Picts are north of Britain.
- The Celts border Spain & Gaul to the north.

PROVINCE	TRIBUTE
Britain	4
Spain	6
Gaul	6
North Italy	6
Rome	10

- The Vikings are north of the Celts.
- The Franks and Saxons are north of Gaul.
- The Goths and Visigoths are north of North Italy.
- The Ostrogoths are north of the Baltics.
- The Huns are north of Greece.
- The Persians are east of Byzantium and the Middle East.
- The Nabateans are east of the Middle East.
- The Abyssinians are east of Egypt.
- Carthage is west of Egypt.

Setup

Each player starts with control of one random province. Indicate ownership by using control markers. No player may start in control of Rome.

All other provinces are neutral. Each province starts with 3 Legions.

Turn Sequence

- Draw phase
- Tribute Phase
- Bid for Rome Phase
- Pay Legions Phase
- Raise Legions Phase
- Initiative Phase
- Move Legions Phase
- Control Phase
- Diplomacy Phase
- Event Phase
- Fame Phase

Draw Phase

Each player may draw one card from the Republic deck.

Tribute Phase

The monetary unit is the 'tribute' Use change to represent tributes. Tributes not owned by players are kept in a pile called the treasury. Each player receives tribute from each province he controls.

PROVINCE	TRIBUTE
Baltics	6
Greece	6
Byzantium	6
Middle East	4
Egypt	6

Bid For Rome Phase

Skip this phase if Rome is a 'lost' province (Overrun by rebels or invaders) but not if it is neutral. All players secretly bid 0 or more tributes. Write bids on scraps of paper.

This represents money spent on bribes, assassins, and politicking. The player with the highest bid gains control of the province of Rome and becomes the new Caesar. The old Caesar wins all ties.

If two non-Caesars tie, the players roll D10. High roll wins. All bids go to the treasury.

Pay Legions Phase

Each player must pay one tribute to each legion in a province he controls. Any legion not paid disbands, and is removed from the map.

Raise Legions Phase

You may pay 2 tributes to recruit a legion into a province you control.

Initiative Phase

All players secretly bid 0 or more tributes. Write bids on scraps of paper. The player with the highest bid may choose to move his legions first or last in Move Legion Phase.

The player with the second highest bid may move legions second and so on. Ties are resolved by rolling high on the 1D10.

1D10	EVENT
1-4	Barbarians- Roll on Invasion Table.
5-6	Rebellion- One Random Province is attacked by 1D6 Enemy armies.
7	Natural Disaster- One Random Province produces no tribute next turn.
8	Epidemic- One Random Province loses 1 Legion.
9	Prosperity- One Random Province produces 1D6 tribute.
10	Opportunity- Draw an extra card.

If the last legion in a province is lost to epidemic or natural disaster, the player still retains control. Disasters include fires, floods, earthquakes, draught, pestilence, and volcanoes. Provinces hit by epidemics cannot raise Legions next turn.

Rebels include slaves, gladiators, religious zealots, nationalists, and subjugated barbarian tribes.

Random Province Table

1D10	PROVINCE
1	Britain
2	Spain
3	Gaul

Move Legion Phase

Players take turns as described in Initiative phase. Players may move a legion in a province they control to a connected province. If the province is a 'lost' province, one captured by rebels or invaders, there will be a fight.

The player must first move at least 3 legions into the lost province, then roll:

1D6	ENEMY ARMIES PRESENT
1-3	1D6
4-5	2D6
6	3D6

After the battle, if the player has any legions left, he gains control of the province. Place a control marker of your color in a province you control. If you move legions into an opponents province he gains control of them.

Diplomacy Phase

In order of initiative, players may take control of neutral provinces for 10 tributes each. Some cards are played during this phase.

Event Phase

Roll 2D6 times on the Event Table. Events are resolved immediately.

Battles

All Roman Legions and Enemy Armies present roll 1D6 each simultaneously.

- On a roll of 1-4 a Roman Legion destroys one Enemy Army.
- On a roll of 1-3 an Enemy army destroys one Roman Legion.
- On a roll of 1-4 an army of Hannibal destroys one Roman Legion. Continue rolling until one side is completely destroyed.

1D10	PROVINCE
4	North Italy
5	Rome

1D10	PROVINCE
9	Middle East
10	Egypt

Invasion Table

D20	INVADER	ATTACKS	ATTACKING ARMIES
1	Picts	Britain	1D6
2	Celts	Spain	1D6
3	Celts	Gaul	1D6
4	Vikings	Britain	1D6
5	Vikings	Spain	1D6
6	Franks	Gaul	1D6
7	Saxons	Gaul	1D6
8	Goths	North Italy	1D6
9	Visigoths	North Italy	1D6
10	Ostrogoths	Baltics	1D6
11	Huns	Greece	2D6
12	Persia	Middle East	2D6
12	Persia	Byzantium	2D6
13	Nabateans	Middle East	1D6
14	Abyssinians	Egypt	1D6
15	Carthage	Egypt	2D6
16	Carthage	Spain	2D6
17	Carthage	Spain	3D6 (Hannibal)
18	Religious Revolt	Random	1D6
19	Slave Revolt	Rome	1D6
20	Gladiator Rvlt	Rome	2D6 (Spartacus)

If gions remain in the province, the province is lost.
 If Spain is lost, invaders instead march on Gaul.
 If Gaul is lost, invaders instead march on North Italy.
 If North Italy is lost, invaders instead march on Rome. (All roads lead to Rome).
 If Egypt is lost, invaders instead march on the Middle East.
 If the Middle East is lost, invaders instead march on Byzantium.

If Byzantium is lost, invaders instead march on Greece.
 If Greece is lost, invaders instead march on the Baltics.
 If the Baltics are lost, invaders instead march on North Italy.

Fame Phase

Each player gains Fame points.

FAME	ACHIEVEMENT
+3	Controlling Rome- You are Caesar
+1	Controlling any other Province- You are Governor
-1	Lose control of a Province- All legions killed by rebels or invaders
+1	You gained control of a lost or neutral Province this turn

At the end of the tenth turn, the player with the most accumulated Fame points is the winner.

Cards

The deck is known as the Republic Deck. Before playing, the cards have to be made.

#	CARD NAME	NOTES
10	Treaty	Play in Diplomacy Phase. Place a control marker on an adjacent
-		barbarian nation. Discard marker to ignore the next invasion by that nation.
-		Costs 1 tribute to play.

#	CARD NAME	NOTES
7	Spies	Use any time. Look at opponents hand or look at opponents bid.
-	-	If used to look at bid you may rewrite your bid and opponent may not.
3	Assassination	Worth 4 tributes in Bid for Rome.
-	-	Write on bid that you are using it. Cannot be used by current Caesar.
4	March on Rome	In Move Phase you may attack Rome with your Legions.
-	-	If you win the battle you become the new Caesar.
5	Support of the Senate	Worth 3 tributes in Bid for Rome. Write on bid
-	-	that you are using it.
5	Forced March	Worth 3 tributes in Bid for Initiative. Write on bid that
-	-	you are using it.
4	Taxation	In tribute phase collect 2 extra tribute from every province
-	-	you control.
-	-	There is a 1 in 6 chance of a rebellion in each of your provinces.
6	Provincial Politics	Play in Diplomacy phase. All players immediately bid
-	-	for control of target non Rome province. Current governor gets +4 tributes to his bid.
5	Bread & Circuses	Play in Tribute Phase. Current Caesar must pay 1D6
-	-	tributes to the treasury.
2	Emperors Madness	Play in Diplomacy phase. Rome becomes neutral.
5	Barbarian Allies	Gain 1D3 free Legions in one of your provinces in Raise Legion Phase.

Fall Of Rome Timeline

- Turn 5 Due to decreasing population, Legions cost 3 tributes to raise.
- Turn 5-7 One extra Rebellion per turn
- Turns 8-9 Two extra Rebellions per turn
- Turn 10 Three extra Rebellions.
- Turn 5-7 One extra Invasion per turn
- Turns 8-9 Two extra Invasions per turn
- Turn 10 Three extra Invasions.





Master Of Venice

Introduction

Card game for 2-4 players. Players take the roles of rival powerful Families in circa 15th century Venice.

The Deck

Players share a common deck.

Cardset

[Click here for this amazing cardset by Zak.](#)

Victory

The player with the most gold at the end of the game wins. The Game ends when players have gone through the deck twice.

Bits & Pieces

Use change to represent gold (zecchino or ducato d'oro). Six sided dice are needed.

1D6	Result:	Notes:
1	Unprofitable Trip	No Gold earned
2-3	Profitable Trip	Earn 1 Gold
4-5	Fine Profit	Earn 2 Gold

Cogs and caravans attached to Trade Routes get a bonus +1 or +2 to the Roll. (A Cog or caravan can only be attached to one trade route) If you control the Pope gain 5 gold per turn If you control the Doge gain 3 gold per turn If you control the Office of Council Head gain 2 gold per turn If you control the Office of General gain 2 gold per turn If you control the Office of Admiral gain 2 gold per turn If you control the Office of Construction gain 1 gold per turn Note: Trade routes do not generate gold, they increase the income of attached Cogs/Caravans. Gain one Gold for every Cog/caravan attached to one of your Trade routes, that is owned by another player.

Diplomacy Phase

Players may make (secret) deals, alliances, and trades in this phase. In the true Machiavellian spirit, nothing is binding.

Turn Sequence

Each turn is divided into 8 phases: Draw Phase Revenue Phase Diplomacy Phase Expansion Phase Event Phase War Phase Pope Phase Doge Phase

Cards In Play

A card "put into play" is placed face up in front of its owner and stays in play until some other card or rule causes it to be discarded. A player derives benefits every turn from the cards he has in play. Other cards (not put into play) produce an effect and are then discarded.

Note: Many cards have a cost in gold to be played or put into play.

Draw Phase

Each player draws 1 card. If the deck runs out, shuffle the discard and draw from it.

Revenue Phase

Each player automatically gains 3 Gold. Players derive additional income (gold) from their possessions. Roll 1D6 for each Cog or Caravan:

1D6	Result:	Notes:
6	Worthy Profit	Earn 3 Gold
7	Great Profit	Earn 4 Gold
8+	Fabulous Wealth	Earn 5 Gold

Expansion Phase

Players may put Army, navy, cog, caravan, trade routes, and patronage cards into play. These cards remain in play. Popularity cards may be played. Popularity cards are discarded at the end of the turn.

A player may build a Villa if he doesn't already have one. A Villa costs 10 Gold to Build. (7 Gold if you hold the Office of Construction) Patronage, Pageant, Feast, Masquerade cards can only be played if you control a Villa. Note: Caravans and Cogs can be played with no trade route attached.

A Trade Route may have up to 3 Cogs/Caravans attached. You may attach Cogs/Caravans to Trade routes controlled by opponents. Some Trade Routes can only attach either Cogs or Caravans.

Event Phase

Players may play event and crime cards in this phase. If you negate a crime card with a caught card, the player who played the crime card loses 1D6 Gold

and automatically loses the next election. You may discard (from play or hand) a Guard or Mercenary card to negate a Brigands card.

You may discard (from play or hand) a War Galley card to negate a Pirates card. Only the controller of the Pope can play Excommunicate or Call Crusade cards. Only the controller of the Office of Council Head can play accusation cards.

War Phase

Players may play War or Army cards in this phase. If you play a War card, the current controller the Office of General must pay 2D6 (minus the number of Armies he controls) gold or lose the game. If you play a War card, the current controller the Office of Admiral must pay 2D6 (minus the number of Navies he controls) gold or lose the game.

You may discard (from play or hand) a Mercenary or Condotierri card to take control of a target Caravan or Trade Route. Your opponent may discard (from play or hand) a Guard or Mercenary card to negate your play. You may discard (from play or hand) a War Galley card or privateer, to take control of a target Cog or Trade Route.

Your opponent may discard (from play or hand) a War Galley card to negate your play.

Pope Phase

(The highest Church Official is the Pope) Roll 1D6. On a roll of 6 the Pope dies and a new Pope must be elected. Players vote for the new Pope. To vote, you must control at least one Cardinal. Each player makes a secret bid. A bid consists of a number of Votes.

Gain 1 vote for each Cardinal you control. Gain 1 vote for each Gold you bid (Bribes). Gain votes for Popularity cards you have in play this turn.

Gain Votes for Intrigue cards you play. The player with the most votes wins the election and gains control of the Pope. If there is a tie, those players roll high on 1D6 to see who wins.

One cardinal of the winning player becomes the new Pope.

Card List

Card Name	#	Type	Cost	Gold	Notes
Cardinal	12	C	3	1	
Senator	12	S	3	1	
Cogs	15	G	3	2	
Caravan	10	V	3	2	
Assassination	1	R	2	-	Discard target person
Arson	1	R	2	-	Destroy target Villa
Slander	2	R	2	-	Discard target person
Caught	1	R	1	-	Negate a Crime Card
Intrigue	4	I	2	-	Worth 4 Votes

Doge Phase

(The highest Venetian Government Official is the Doge) Roll 1D6. On a roll of 6 the Doge dies and a new Doge must be elected. Players vote for the new Doge. To vote, you must control at least one Senator. Each player makes a secret bid. A bid consists of a number of Votes.

Gain 1 vote for each Senator you control. Gain 1 vote for each Gold you bid (Bribes). Gain votes for Popularity cards you have in play this turn.

Gain Votes for Intrigue cards you play. The player with the most votes wins the election and gains control of the Doge. If there is a tie, those players roll high on 1D6 to see who wins.

One senator of the winning player becomes the new Doge. The player who controls the Doge must immediately appoint to each player, including himself, control of 1 of 4 Offices: Office of Council Head, Office of General, Office of Admiral, and Office of Construction. These appointments last until the next election.

Card Type Notation

Number of that card in the deck

Cost Amount of Gold it costs to put this card into play

Gold Amount of Gold this card generates in Revenue phase

C Cardinal

S Senator

G Cogs (Fleet of Sailing ships used for trade)

V Caravan

W War

E Event

A Army

I Intrigue (Play and pay for during votes)

N Navy

R Crimes

T Trade Route

P Popularity

U Artists & Scientists

Card Name	#	Type	Cost	Gold	Notes
Patronage	3	U	3	1	Worth 1 Vote
Pageant	1	P	2	-	Worth 5 Votes in Doge Phase
Feast	1	P	1	-	Worth 3 Votes in Doge Phase
Masquerade	1	P	3	-	Worth 7 Votes in Doge Phase
Benifice	1	P	1	-	Worth 3 Votes in Pope Phase
Act of Devotion	1	P	2	-	Worth 5 Votes in Pope Phase
Build Church	1	P	3	-	Worth 7 Votes in Pope Phase
Explorer	2	E	3	-	Draw 3 cards
The Turks	1	W	-	-	
The Geonese	1	W	-	-	
The Golden Horde	1	W	-	-	
League of Cambri	1	W	-	-	
Antioch	1	T	2	+1	
Rome	1	T	2	+1	
Aegean Sea	1	T	2	+2	Attach Cogs only
Byzantium	1	T	2	+1	
Ottoman Empire	1	T	2	+1	
Hanseatic League	1	T	2	+1	
Timbuktu	1	T	2	+1	
Mamluks	1	T	2	+1	
Mughal Empire	1	T	2	+1	
The Silk Road	1	T	2	+2	Attach Caravans only
Mercenaries	2	A	3	-	
Guards	2	A	2	-	Defense only
Condottieri	2	A	2	-	Attack only
War Galleys	2	N	3	-	
Privateers	2	N	2	-	Attack only
Call Crusade	3	E	4	-	Draw 5 cards
Excommunicate	2	E	2	-	Discard target card
Indulgences	2	E	-	-	Gain 1 Gold per Cardinal you control
Taxes	2	E	-	-	Gain 1 Gold per Senator you control
Black Death	1	E	-	-	Discard target Trade Route
The Reformation	1	E	-	-	Discard target Trade Route
Storm	1	E	-	-	Destroy target Cog or Caravan
Pirates	2	E	-	-	Destroy target Cog
Brigands	2	E	-	-	Destroy target Caravan
The Pope Dies	1	E	-	-	Play in Pope Phase
The Doge Dies	1	E	-	-	Play in Doge Phase
Accusation	3	E	2	-	Discard target Senator
Senator Dies	1	E	-	-	Discard target Senator
Cardinal Dies	1	E	-	-	Discard target Cardinal

Faq's

- When the Pope/Doge dies, i assume that the relative senator/cardinal card is eliminated - is that right ? Yes
- Caravans and Cogs can be played with no trade

route attached ? Yes

Game Designers Notes

Thanks for the suggestions Zak.





Medieval Keep

Introduction

Multiplayer card game or Solo rules. "Historical" version of Borderkeep. Each player controls a small town in a medieval setting.

Every turn players build structures and hire defenders to protect their town. Some cards are used to send invaders and disasters to destroy your opponent's towns.

The Deck

The deck has 1 of each of the cards listed. These will have to be constructed before play is possible.

Defenders

Defenders are not represented by cards. Use paper and pencil to record what type and how many defenders you control.

Setup

Six sided dice (D6) are needed. Roll high on 1D6 to determine turn order. Players start with a hand of 7 cards.

Each player starts with 30 gold. Each player starts with 2 guards. Each player's town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

Object

Have the most defenders and structures at the end of the game. Each defender and structure is worth 1 victory point. The game ends when the last card is drawn from the deck.

In a multiplayer game, the game ends if all but one player's town is destroyed.

Defender List

Card Name:	Cost	Init	AD	Hits	Notes
Guards	5	1	2	2	
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

The Golden Rule

In all situations, Gold can be used to substitute for any other commodity on a one to one basis.

Draw Phase

Draw one card. Max hand size = 7. Discard excess cards.

Upkeep Phase

All defenders have an upkeep = 1 food or weapon. If the upkeep is not paid the defender deserts.

Revenue Phase

Collect revenue from all structures and defenders that produce revenue. Revenue comes in different forms: Gold, food, etc. Keep track of each form of revenue.

Build Phase

Put structures and defenders into play by paying their cost. Defenders must be paid for in food and/or weapons. Structures must be paid for in half wood and half stone.

All players can recruit guards. Other types of defenders require the appropriate structure type for them to be available for recruitment.

Card Name:	Cost	Init	AD	Hits	Notes
Handgunners	8	4	3	1	Missile
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

Attack Phase

Players cannot play attack cards until turn 3. Attack cards include Disasters & Invaders. Play one Attack card on the opponent to your left.

If you have more than one attack card, you may play the additional card on the next player, and so on. Resolve disasters according to the card text. Resolution of battles with invaders may take several segments.

The invader and all defenders attack once during the segment. Attack order is determined by each cards initiative. Initiative = 10 attacks before Init = 9, and so on.

All cards of the same initiative level attack simultaneously. An attacking card rolls a number of six sided dice equal to its Attack Dice (AD). Each roll of 1 causes the other side to lose 1 hit.

The attacker decides where hits are inflicted. Each card has a number of hits. If this hit total is reduced

to 0 the unit is destroyed.

The Invader will keep attacking until destroyed. If the Invader destroys all the defenders, the Invader is discarded and the defender must discard 1D6 structures. If there are no structures left, then castle walls are destroyed.

If all a players castle walls are destroyed, the player is eliminated.

Heal Phase

All surviving defenders recover all lost hits. Walls may be rebuilt for 3 stone or wood each. Structure cards destroyed this turn may be put back in your hand for 2 gold each.

Guards

Each player starts the game with one.

Structure Card List

Card Name:	Cost	Notes
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food
Butcher	6	Revenue = 4 food
Market Place	4	Convert 3 of any commodity into 1 gold
Church	8	Maximum hand size = +1
Guild Hall	10	Pay 7 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Barracks	6	Recruit Crossbowmen
Armorer	8	Revenue = 3 weapons; Recruit Knights
Shield Smith	6	Revenue = 2 weapons; Recruit Shieldmen
Fletcher	6	Revenue = 1 weapon; Recruit Archers
Bowyer	8	Revenue = 1 weapon; Recruit Yeomen
Blacksmith	4	Revenue = 1 weapon; Recruit Swordsmen
Defensive Wall	4	In addition to original 4 walls
Guard House	6	Recruit Halberdiers
Gun Maker	6	Revenue = 1 weapon; Recruit Handgunners
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	8	Revenue = 1 gold, Recruit Medium Cavalry
Hunting Lodge	6	Revenue = 1 gold, Recruit Light Horsemen
Quarry	8	Revenue = 3 stone
Mason	6	Revenue = 2 stone
Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

Invaders Card List

Card Name:	Init	AD	Hits
Mongols	6	5	4
Vikings	3	5	5
Moors	5	4	3
Saracens	5	3	3
Celts	4	3	4

Card Name:	Init	AD	Hits
Norse	3	4	5
Bandits	5	2	3
Barbarians	3	4	6
Warlord	5	5	5
Nomads	5	3	3

Disasters Card List

Card Name:	Notes:
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Drought	Opponent produces no food next turn
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's defenders
Spies	Look at any opponent's hand; Draw 1 card from the deck
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

Solo Rules

Do not draw extra cards. You are the target of all attack cards. Resolve attack cards the turn they are drawn.

You win if you get through the deck.

Instead of drawing cards roll on the following table:

Event Table

1D10	Event Notes
------	-------------

Noncard Version

Paper & pencil required. You have to write down what units you own. The game is over after 5 Invasions.

1-8 Construction Roll on the Structure table. You may build the indicated structure. 9 Disaster Roll on the Disaster Table. 10 Invasion Roll on the Invader Table.

Structure Table

ID	Name
01-03	Farm
04-06	Brewery
07-09	Bakery
10-12	Butcher
13-15	Market Place
16-18	Church
19-21	Guild Hall
22-24	Tavern
25-27	Inn
28-30	Bowyer
31-33	Gun Maker
34-36	Hunting Lodge
37-39	Roll again
40-42	Barracks
43-45	Armorer
46-48	Shield Smith

ID	Name
49-51	Fletcher
52-54	Blacksmith
55-57	Defensive Wall
58-60	Guard House
61-63	Moat
64-66	Catapult
67-69	Ballista
70-72	Bombard
73-75	Stables
76-78	Quarry
79-81	Mason
82-84	Woodmill
85-87	Logging Camp
88-90	Mine
91-00	Pick one

Invaders Table

1D10	Attacker	1D10	Attacker
1	Mongols	6	Saxons
2	Vikings	7	Bands of Outlaws
3	Moors	8	Huns
4	Saracens	9	Turks
5	Celts	10	Nomads

Disasters Table

1D10	Event	1D10	Event
1	Earthquake	6	Thieves
2	Plague	7	Assassin
3	Blizzard	8	Spies
4	Draught	9	Prosperity
5	Caravan	0	Reroll

??Go to Border Keep





Medieval Manor

Introduction

Board game for 2-4+ players. Players are the inhabitants of a small European fiefdom in the middle ages. Players use their Peasants to gather goods and score Victory Tokens.

Victory

The game ends the end of the turn in which any player accumulates 15 or more Victory Tokens (VT). The winner is the player with the most VT at the end of the game. Note: Some cards do not score until the game ends.

If tied at the end, the player with the most Upgrades wins. If still tied, the player with the most Gold wins.

The Decks

There are 2 common decks: The Land Deck and the Play deck.

The Map

Use the Land cards to make a Map. As part of the Map, these cards are also referred to as Spaces. For a 2-3 player game use the 12 basic lands to make a 3x4 grid.

For 4+ players also use the extra lands to make a 4x4 grid. The Basic Lands: River, Fertile Fields, Good Fields, Poor Fields, Woods, Pasture, Hills, Road, Village, Market, Church, Castle The Extra Lands: Irrigated Fields, Hunting Grounds, Mountains, Forest. For purposes of play card placement treat the Irrigated Fields like other Fields, Treat the Mountains as Hills, and the Forest and Hunting Grounds as Woods.

The Road and River must be placed on a Map edge.

Setting Up The Map

The owner of the game decides how the map is set up.

The Play Deck

There are 3 types of cards: Bounty Cards, Upgrade Cards, and Hardship Cards.

Goods & Peasant Tokens

There are 6 Types of Tokens: Peasants = White = P Victory = Purple = V (also VT or VP) Crops = Green = C Animals = Red = A

Gold Yellow = G

Resources = Blue = R Manor = 1 Pawn held by the current Lord Crops and Animals are collectively called Food. Gold and Resources are collectively called Money. Food and Money are collectively called Goods.

Setup

Shuffle the deck. Each player starts with: 2 Peasants, 4 Crops, and 3 randomly dealt Non-Hardship Cards. Pick one player to be the starting Lord of the Manor.

Turn Sequence

Each turn has 6 Phases:

1. Draw Phase
2. Trade Phase
3. Work Phase
4. Upgrade Phase
5. Feeding Phase
6. End Phase

Draw Phase

- Each player is dealt $X+1$ cards from the top of the deck. X = Number of Peasants they have. – Players may next pay 3 Goods to draw 3 cards AND immediately discard 2 (including Hardship cards) — Lastly, players may discard 2 cards to draw 1 replacement card. If the deck ever runs out, shuffle the discard and draw from it.

Hardship Cards

Hardship cards take effect immediately in Draw Phase as soon as they are dealt (except when discarded as a result of paying 3 goods) and are then REMOVED from the game.

Trade Phase

Players always keep their hands face up visible to all. Players may inspect each others hands. Players may freely make deals and trade Tokens and Cards with each other.

Work Phase

Each player gets a number of actions equal to the number of Peasants they control. Players take turns using 1 action at a time starting with the lord of the Manor and going clockwise. There are 2 things you can do with an action:

1. Take 1 of your hand cards and place it on the map on a Land card allowed by the card text. You cannot place a play card in a space that is already occupied by a card.
2. Discard 2 cards from your hand to gain 1 Good of any type.

Bounty Cards

As soon as you play a Bounty card in Work phase you reap its benefits: Gain the tokens described in its card text. Certain spaces will provide additional tokens if you are gaining tokens of the same type. For example: The Wheat card gives you 4 Crops.

If the wheat card was placed on a Fertile Field (+1C), you would gain a total of 5 Crops. If placed on a Poor Field (-1) you would get 3 Crops. Played Bounty cards are discarded at the end of Work Phase.

Some Bounty cards allow you to do a conversion where you may turn any Number of one kind of token into another type of token. This conversion can only be done exactly when the card is played. Any time a card is played on the Castle, that player becomes the New Lord of the Manor.

Upgrade Cards

To play an Upgrade card you must pay 3+X Money Tokens.

X The number of Upgrade cards you already own. At the End of Work phase remove upgrade cards you just purchased from the board and place them Face-up next to you in their own separate section where they remain in play. Upgrade cards provide a bonus every turn they are in play in Upgrade Phase.

Upgrade Phase

Each of you upgrade cards in play produces a Token (or card) and may be used to make a conversion

Land Deck Card List

Card Name:	Type:	Notes:
River	B	G+1
Fertile Fields	B	C+1
Good Fields	B	-
Poor Fields	B	C-1
Pasture	B	A+1
Woods	B	-
Hills	B	-
Road	B	-

Play Deck Card List Notation

B Bounty
U Upgrade
Rv River
Fl Fields
Pa Pasture

according to its text. For Example: The Cathedral Upgrade would give you 1 Victory Token. The Mine Upgrade would give you a simple gain of 1 Gold Token and would allow you to (multiple times if you want to and can) discard 1 card from your hand to gain 1 Gold Token.

When gaining a card as a result of a Conversion, draw the top card of the deck and add it to your hand. Note: The simple gain of an upgrade is automatic and occurs only once per turn, whereas Conversions are optional and can be done multiple times.

Feeding Phase

Discard one Food token for each Peasant you control minus 1. If you cannot feed all your peasants fully, discard one of them and lose 2 VT. You cannot lose your last remaining Peasant.

If all of your Peasants are fed, you may discard 5 Food Tokens to Gain 1 Peasant Token.

End Phase

Max hand size is 3 cards. Discard excess cards.

Manure & Fodder

Bounty Crop cards placed orthogonally adjacent to a Compost, Cultivar, Manure or Pollination card get +1C. Bounty Animal cards orthogonally adjacent to a Fodder card get +1A. These bonuses are not retroactive.

Land Deck Card List Notation

B Basic Land
E Extra Land
G Gold
C Crops
A Animals
R Resources

Card Name:	Type:	Notes:
Village	B	-
Market	B	-
Church	B	-
Castle	B	-
Irrigated Fields	E	C+2
Hunting Grounds	E	A+1
Mountains	E	R+1
Forest	E	R+1

Wo Woods
Hi Hills
Ro Road
Vi Village
Mk Market
Ch Church

Ca Castle
P Peasant
VP Victory Point
R Resources
G Gold
C Crops
A Animals
H Hardship
HS Hand Size

D2X Draw 2 extra cards next turn
C2L This Upgrade costs 2 less to build
C2M This Upgrade costs 2 more to build
FO From Opponent
End At the End of the Game this card is worth ...
NPM No Player may...
TT The Rest of This Turn
TP This Player
AP All Players

Play Deck Card List

Card Name:	Type:	Locations	Effect
Pilgrimage	B	Church	1VP also Convert P → 2VP
Levy Troops	B	Castle	1VP also Convert P → 2VP
Crafts Fair	B	ViCaMk	1R also Convert R → VP
Feast Day	B	ViMkCaCh	1A also Convert A → VP
Harvest	B	ViMkFl	1C also Convert C → VP
Caravan	B	RoMk	1G also Convert G → VP
Tournament	B	Castle	2VP
Feudal Dues	B	Castle	1VP & Steal 1 Card FO
Feudal Obligations	B	Castle	1 VP & Steal 1 Good FO
Minstrel Troupe	B	ViMkRo	1G & 1VP
Cloth Trade	B	RoMkRv	2G & 1R
Slaughter Livestock	B	FlPa	4A
Fallow Field	B	Fields	D2X
Clover & Rape	B	Fields	D2X & Compost, Fodder
Turnips	B	Fields	2C & Fodder
Pigs	B	WoFl	3A & Manure
Stone	B	Hills	3R
Honey & Wax	B	WoFl	1A & 1R & Pollination
Corn	B	Fields	4C & Compost, Fodder
Beans	B	Fields	3C
Herbs	B	FlViWo	1C & 1G
Small Game	B	Woods	1A & Draw 1 Card
Rye	B	Fields	3C
Resin, Tar, Pitch	B	Woods	2R
Apples	B	Fields	2C & Compost, Fodder
Millet	B	Fields	2C
Taxes	B	MkVi	2G
Stag Hunt	B	Woods	2A
Iron Ore	B	Hills	3R
Wheat	B	Fields	4C & Compost, Fodder
Flax	B	Fields	1C & 1R
Oysters & Crabs	B	River	2A
Plow Team	B	Fields	3C & Cultivar
Banditry	B	RoRvHi	Steal 2 Goods from Opponent
Berries, Acorns, Nuts	B	Woods	1C & Draw 1 Card
Barley	B	Fields	3C & Fodder
Goats	B	FlHiPa	2A
Settlers	B	RvRo	1P
Poultry	B	MkVi	2A
Marriage	B	ChViCa	1P
Sheep	B	FlPa	2A & Manure

Card Name:	Type:	Locations	Effect
Spice Trade	B	RoMkRv	2G & 1C
Cob, Straw, Reeds	B	Fields	2R & Fodder
Indulgences	B	Church	2G
Collect Tolls	B	Road	2G
Midwife	B	Village	1P
Fur Trapper	B	Woods	1A & 1R
Wild Boar	B	Woods	2A
Cabbage	B	ViFl	2C & Compost
Money Lender	B	Market	4G & lose 1 VP
Tithe	B	ChVi	2G
Horticulture	B	ViMkFl	1C & 1G
Wool	B	FlPa	2R
Oats	B	Fields	2C & Fodder
Gold & Silver	B	Hills	3G
Timber	B	Woods	3R
Potatoes	B	Fields	3C
Herring & Cod	B	River	3A & Compost
Salt Trade	B	RoMkRv	2G & 1A
Orchard	U	Fields	1C. C2L
Woodcutters	U	Woods	1R. C2L
Tavern	U	Village	1G. C2L
Stables	U	ViMkCa	1A. C2L
Watermill	U	River	1C also Convert 1 Card → 1C
Quarry	U	Hills	1R also Convert 1 Card → 1R
Royal Hunting Grounds	U	Woods	1A also Convert 1 Card → 1A
Mine	U	Hills	1G also Convert 1 Card → 1G
Warehouse	U	MkVi	HS +1 also Convert G → R
Weaver	U	Village	1G also Convert C → R
Tannery	U	MkVi	1R also Convert A → R
Bazaar	U	Market	1G also Convert G → C
Cattle Enclosures	U	Pasture	1A also Convert C → A
Docks	U	River	1G also Convert G → A
Fishing Boats	U	River	1A also Convert A → G
Vineyard	U	Fields	1C also Convert C → G
Cheese Maker	U	ViMk	1G also Convert 2A → 1 Card
Brewery	U	ViMk	1C also Convert 2G → 1 Card
Carpenter Workshop	U	MkViCa	1R also Convert 2R → 1 Card
Printing Press	U	ViMk	HS +1 also Convert 2C → 1 Card
Brick Maker	U	FlHi	End 1VP. Upgrades cost 3 Less
Wind Mill	U	Fields	1C & End 2VP
University	U	Village	End 1VP per Upgrade you own
Bakery	U	ViMk	Convert 2C → 1VP
Inn	U	MkViRo	Convert 2G → 1VP
Smithy	U	ViCaMk	Convert 2R → 1VP
Butcher	U	MkVi	Convert 2A → 1VP
Guild Hall	U	Market	Convert 1R + 1G → 1VP
Abbey	U	Hills	Convert 1A + 1C → 1VP
Renaissance Master	U	ViMkCaCh	Convert 2 Cards → 1VP
Fortress	U	Castle	1VP. C2M
Cathedral	U	Church	1VP. C2M
Blight	H	-	NPM gain Crops TT
Peasant Rebellion	H	-	NPM play cards TT
Fire	H	-	TP loses 1 Random Upgrade

Card Name:	Type:	Locations	Effect
Thieves	H	-	TP loses all Resource Tokens
Scandal	H	-	TP loses 2VP
Heresy	H	-	AP discard their Hands
Plague	H	-	AP lose 1 Peasant
Foraging Army	H	-	AP lose all Food Tokens
Kings Tax Collector	H	-	AP lose all Gold Tokens
Pestilence	H	-	AP lose all Animal Tokens

Land Tiles, Tokens, Cards Available

Thanks Peter. These Look Great!!! Click Here

Faq

Q> Marriage/midwife - does the new peasant become available for placement once acquired? A – Peasants are not placed per say, rather they increase the number of cards you draw and the number of cards you can play per turn. The new peasant immediately improves your abilities in these areas.

Q> Brickmaker - Is he an automatic 3 subsidy to all future upgrades, or do you have to play the brickmaker to get the 3 subsidy to another upgrade that phase? Same with Printing Press/Warehouse. Once bought, do you have to play them to get the benefit of the increased hand size for just that phase? A – Brickmaker is 3 off for all upgrades you play for the rest of the game. The hand size increase of the PP & WH is also for the rest of the game. Note that all your upgrades are permanent acquisitions that provide you benefits every turn.

Q> Feudal Dues - Steal 1 card from another player. We assume this means a card from the hand, not an already purchased upgrade? A – Yes, from the hand.

Q> Peasant Rebellion - We assume this means there is a feeding phase but otherwise just an empty round? A – Actually there is still a Work Phase. You cannot place cards, but you can still take the option where

you discard 2 cards from your hand to gain 1 Good of any type.

Q> Fortress - Though expensive, it seems unfair that one player could buy this upgrade, then place it on the castle every turn first thing and lock up the Lord of the Manor for the whole game (an an easy VP per turn). A – Upgrades are only placed once when they are first played, then they are kept next to their owner off board where they still have their effects but no longer interact directly with the map.

Links

Bgg

Variants

1. Remove some or all of the Hardship cards from the deck.
2. Increase/decrease the number of VP needed to win.
3. Players get more/less goodies in setup.
4. Increase/decrease max hand size.
5. Play without the map (all cards are always playable).
6. Players share a common hand (draw = number of peasants in play)
7. Keep out the Hardship cards as a seperate deck. At the beginning of each Draw phase roll 2D6: On a roll of 11 a random player draws 1 Hardship card.





Medieval Meals

Introduction

Card game about Food in England in the Middle ages.

Victory

The first player with 100 Meal Points is the winner.

Meal Points

Use Poker Chips to keep track of Meal Points (MP).

The Food Deck

Players share a common deck. The deck is kept Face-down. The discard is kept Face-up.

There are 10 Types of Cards: Meat Fowl Fish Bread Cheese Spice Herbs Fruit Drink Event

Definition Of Terms

The Cheese Suite also covers other types of dairy. The Bread Suite also covers any Grain type foodstuff. Fowl can always substitute for Meat unless a rule specifically forbids it.

The older term Herbs is synonymous with the newer term Vegetables.

Setup

Shuffle the deck. The oldest Player goes first. Each player is dealt 5 cards

The Recept List

Recipe:	MP	Notes:
Butcher Shop	16	4 Meats
Bakers Dozen	16	4 Breads
Cheese Maker	16	4 Cheeses
Soup	9	1 Fish, 2 Herbs
Stew	9C	1 Meat, 2 Herbs
Pottage	16C	1 Meat or Fish, 1 Bread, 1 Herb, 1 Herb or Fruit
Sallat	16	4 Herbs
Ploughman's Lunch	4C	1 Bread, 1 Cheese
Supper	25	1 Drink, 1 Meat, 1 Bread, 2 Any
Monks Meal	16C	1 Bread, 2 Herbs, 1 Drink
Common Meal	16C	1 Bread, 1 Herb, 1 Meat or Fish, 1 Drink
Royal Banquet	36N	1 Drink, 1 Spice, 2 Meats, 1 Fish, 1 Bread
Fruit Pies	16	2 Fruits, 2 Breads
Fisherman's Catch	16	4 Fish

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Cooking Phase
2. Event Phase
3. Meal Phase
4. Spoilage Phase

Cooking Phase

Draw 1 card from the deck or the discard. If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may Play 1 Event card from your Hand.

Meal Phase

You may cook one recipe. Discard cards from your hand that satisfy 1 of the Recipes on the Recipe list. Gain Meal Points according to the Recipe List entry.

You cannot use the same recipe more than once per game (keep track). A recipe may not contain both Common and Noble cards. A recipe using Unwholesome ingredients score -2 MP.

Spoilage Phase

Max hand size is 7 cards. Discard excess cards.

Recipe:	MP	Notes:
Spice Shipment	16N	4 Spices
Staple Diet	9	1 Bread, 1 Meat, 1 Fish
Harvest Festival	25	2 Bread, 2 Herbs, 1 Fruit
Drinking Hall	16	4 Drinks
Hunters Feast	25N	2 Fowl, 2 Meat, 1 Drink
Pease Porridge	4C	1 Meat, 1 Herb

MP Meal Points
C Common Only
N Noble Only

Card Notation

N Noble ingredient
C Common ingredient
B Can be used as either a Noble OR a Common ingredient

Food Deck Card List

Card Title:	Type:	Use	Notes:
Lentils & Cucumbers	Herb	C	Unwholesome
Long & Broad Beans	Herb	C	
Asparagus & Artichokes	Herb	C	
Nuts & Pistachios	Herb	B	
Onions & Leeks	Herb	B	
Rape & Garlic	Herb	B	
Parsnips & Peas	Herb	C	
Fennel & Parsley	Herb	C	
Endive & Lettuce	Herb	C	
Shallot & Watercress	Herb	C	
Carrots, Turnips, Beetroot	Herb	C	
Olives & Oil	Herb	B	
Cabbages: Roman, Easter, White	Herb	C	
Cabbage of Senlis	Herb	B	
Vinegar	Herb	C	
Sugar	Herb	N	
Twice Baked Biscuits	Bread	C	
Yeast Pastries	Bread	N	
Brown & Black Bread	Bread	B	
Manchet & Fine White Bread	Bread	N	
Ravelled & Cheat Bread	Bread	B	
Court Loaf & Popes Loaf	Bread	N	
Knights Loaf & Squires Loaf	Bread	N	
Varlets Loaf & Table Loaves	Bread	N	
Trenchers: Thin Bread Plates	Bread	B	
Unleavened Bread	Bread	B	
Common Bread & Coarse Bread	Bread	C	
Barley Bread	Bread	C	
Porridges & Gruel	Bread	C	
Buck Wheat & Rye Breads	Bread	C	
Millet & Oat Breads	Bread	C	
Public Ovens	Bread	C	
Wild Raspberries	Fruit	C	
Wood Strawberries	Fruit	C	
Red Currants	Fruit	C	
Cultivated Apples	Fruit	B	

Card Title:	Type:	Use	Notes:
Quinces	Fruit	B	
Dates & Figs	Fruit	N	
Marmalade	Fruit	C	
Pears & Pomegranates	Fruit	N	
Lemons & Melons	Fruit	N	
Peaches & Plums	Fruit	N	
Oranges & Apricots	Fruit	N	
Salt	Spice	N	
Pepper	Spice	N	
Mustard	Spice	N	
Cinnamon	Spice	N	
Cloves	Spice	N	
Nutmeg	Spice	N	
Ginger	Spice	N	
Saffron & Caraway	Spice	N	
Cardamon & Coriander	Spice	N	
Cumin & Turmeric	Spice	N	
Mace & Anise	Spice	N	
Water	Drink	C	Unwholesome
Milk	Drink	C	
Spiced Ale	Drink	C	
Honey Mead	Drink	C	
Fermented Apple Cider	Drink	C	
Beer: Malt & Hops	Drink	C	
Godale & Perry	Drink	C	
Small Beer	Drink	C	
Fruit Wine & Sour Wine	Drink	B	
Cherry Water & Apricot Syrup	Drink	B	
Apple Wine & Milk of Almonds	Drink	B	
Spanish & Cypress Wines	Drink	N	
Malmsey, Madeiran, & Muscatel	Drink	N	
Bordeaux & Rosette Wines	Drink	N	
White Wines & Rhine Wines	Drink	N	
Nectar & Honey Wine	Drink	N	
Pickled Herring	Fish	B	
Smoked Salmon	Fish	B	
Conger Eel	Fish	B	
Whiting	Fish	B	
Plaice	Fish	B	
Salted Cod	Fish	B	
Mackerel	Fish	B	
Freshwater Trout	Fish	B	
Shad & Carp	Fish	B	
Skate, Sole & Turbot	Fish	N	
Pike & Perch	Fish	C	
Tench & Crayfish	Fish	C	
Fish Eggs	Fish	B	
Crabs & Cockles	Fish	B	
Mussels & Oysters	Fish	B	
Salted Whale	Fish	C	
Butter	Cheese	B	
Fresh Cream	Cheese	B	
Smoked Cheese	Cheese	B	

Card Title:	Type:	Use	Notes:
Wheel Cheese	Cheese	B	
Cottage Cheese	Cheese	C	
Soft Cheese	Cheese	B	
Semi-Soft Cheese	Cheese	B	
Hard Cheese	Cheese	B	
Farmers Cheese	Cheese	C	
Green Cheese	Cheese	C	
Herb Cheese	Cheese	C	
Goat Cheese	Cheese	C	
Mountain Cheese	Cheese	C	
Bird Eggs	Fowl	B	
Swans & Cranes	Fowl	N	
Storks, Crows, & Cormorants	Fowl	N	
Plovers, Turtle-Doves & Larks	Fowl	N	
Quail, Partridges, & Cuckoos	Fowl	N	
Thrushes, Starlings, Blackbirds	Fowl	N	
Jellied Peacocks	Fowl	N	
Poultry	Fowl	B	
Chickens	Fowl	B	
Game Birds	Fowl	B	
Fattened Geese	Fowl	B	
Ducks	Fowl	B	
Turkey	Fowl	B	
Pheasants & Capons	Fowl	B	
Poaching	Meat	C	
Venison	Meat	N	
Beef	Meat	B	
Pork	Meat	B	
Veal	Meat	N	
Goat	Meat	B	
Milk Fed Lamb	Meat	N	
Rabbit & Hare	Meat	N	
Mutton	Meat	B	
Bones	Meat	C	
Red & Roe Deer	Meat	N	
Boar	Meat	N	
Hams & Sausages	Meat	B	
Suet & Black Puddings	Meat	B	
Black Bears	Meat	B	
Hedge Hogs & Squirrels	Meat	B	
Crusaders	Event	Draw 3 Cards from Deck	
Cookery Book	Event	Draw 3 Cards from Deck	
Harvest	Event	Draw 3 Cards from Deck	
Exotic Imports	Event	Draw 3 Cards from Deck	
Famine	Event	Opponent Discards 2 Cards	
Blight	Event	Opponent Discards 2 Cards	
Lent	Event	Opponent Discards 2 Cards	
Fasting	Event	Opponent Discards 2 Cards	

Links

Medieval Food





Medieval Microcosm

Introduction

Card game for 2-4 players. General Medieval Historical Theme. Tit-for-Tat Card-combo mechanisms.

Victory

Have the most points at the end of the game. If tied, just argue about it. . . forever.

The Deck

Players share a common deck of 60 cards.

Card Types

There are 4 card types:

- C** Character
- H** Holding
- G** Group
- E** Event

Card Descriptions

The top left corner states the card type. The top right corner is the card's point value. The upper half is an illustration.

In the middle is the card name. At the bottom is the card combo/ability notes.

Card Abilities

Cards have 1 of 2 types of abilities: When played: These activate as soon as the card is played. Combo: These cards are worth more points if you have the indicated cards in your Fief at the end of the game.

Setup

Shuffle the deck. Each player draws 2 cards. The oldest person goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. On your turn, draw 1 card from the deck and play 1 card from your hand. When you play a card place it face up in front of you on the table.

If the card has a non-combo ability this gets used immediately. All the cards in front of you are known as your Fief.

Hand Size

At the beginning and end of your turn, you will normally have just 2 cards in your hand. However several cards have as their ability: Draw 1 Card. (Do this immediately when played) This effectively increases your hand size by 1 for the rest of the game until the End game when you will play all the remaining cards in your hand.

End Game

When the last card is drawn shuffle the discard and draw from it. When there is no deck or discard left, players continue taking turns, playing one card at a time from their hands until all cards are played.

Discard Pile

Cards only ever go into the discard pile when another card sends them there. These cards eventually return to play in the end game.

Steal Ability

When played take the indicated type card from your opponent's Fief and put in your Fief. Important note: When you steal a card, you don't get to use its "when played" ability. You do however still get to make combos with it.

Discard Ability

When played take the indicated type card from your opponent's Fief and put in the discard.

Basic Combo Cards

These give a bonus if you have both cards in your Fief. Place them adjacent so you don't miss any in end game scoring. Note that all Basic combos give the card stating the combo a final score of five.

Super Combo Cards

These are the ones that give you 1 extra point for every 2 cards you have of an indicated type. Round up for this. The most points you can receive from one of these cards is 10.

Most Of Combo Cards

These require you to compare numbers of types of cards between you and your opponents. If you are tied for most, you get the bonus.

End Game Scoring

It is recommended you use tokens or markers to help tally for final scores. Final scores are based on all the cards in your Fief and the combos they make.

Links: Card List Here!!!!

?? for Card Images





Medieval Monastery

Introduction

Card game for 2-4+ players. Theme: Monks in the Middle Ages.

The Deck

Players share a common deck.

Suites

There are 8 Suites:

1. Prayer
2. Work
3. Study
4. Rules
5. Saints
6. Orders
7. Abbey
8. Monks

Each Suite has 9 cards ranked from 1 to 9.

Game Length

The game lasts 10 Turns.

Victory

Each player gains points in each of the 8 Suites. Your final score is equal to your lowest score out of all the Suites.

The Cross

Exactly one cross or crucifix is needed. The current possessor of the cross has the title of Abbot.

Score Keeping

Each player will need paper and pencil. Each player must keep track of their own scores in each of the 8 Suites.

Setup

Shuffle the deck. The oldest player is the Abbot. Give him or her the cross.

Turn Sequence

Each turn has 4 phases:

1. Ascetic Phase
2. Eremitical Phase
3. Cenobitic Phase
4. Salvation Phase

Ascetic Phase

Each player draws 10 cards. If the deck runs out, shuffle the discard and draw from it.

Eremitical Phase

Starting with the Abbot and going clockwise, each player must play 1 card. The effect of the card depends on its Suite.

- Prayer Action: Draw 2 cards. Discard any 2 cards.
- Work Action: Discard your hand and draw 9 cards.
- Study Action: All players may trade cards. Limit 3 minutes.
- Rules Action: $X = \text{number of players}$. X cards are revealed from the deck, and are placed face-up, side by side in the middle of the table. Starting with you and going clockwise, each player selects one of these

Cards and puts it into their hand.

- Saints Action: Each player draws a card. Draw 1 card and place it face-up in the center of the table. All Players bid on this card. Each player reveals simultaneously 1 card. The revealed card with the Highest rank is the winner. The winner takes the center card. All cards used for bid are discarded. If there is a tie, those tied must bid again.
- Orders Action: Each player must give 1 card to the player to their right.
- Abbey Action: Trade hands with target player.
- Monks Action: Each player must give you 1 card. You must then give each other player 1 card.

Cenobitic Phase

Each player may make 1 or more combos:

- Two Card Flush: Earn 4 points in that Suite.
- Three Card Flush: Earn 9 points in that Suite.
- Four Card Flush: Earn 16 points in that Suite.
- Five Card Flush: Earn 25 points in that Suite.
- Six Card Flush: Earn 36 points in that Suite and draw 1 card.
- Seven Card Flush: Earn 49 points in that Suite and draw 2 cards.
- Eight Card Flush: Earn 64 points in that Suite and draw 3 cards.
- Nine Card Straight-Flush: Automatically and immediately win the game.
- One of Each of the 8 Suites: Gain 8 Points in each Suite.

- Two of a Kind: Earn 3 points in each Suite present.
- Three of a Kind: Earn 5 points in each Suite present.
- Four of a Kind: Earn 7 points in each Suite present.
- Five of a Kind: Earn 9 points in that Suite present.
- Six of a Kind: Earn 11 points in each Suite present.
- Seven of a Kind: Earn 13 points in each Suite present.
- Eight of a Kind: Earn 15 points in each Suite present.
- Three Card Straight: Earn 3 points in each Suite present.
- Four Card Straight: Earn 4 points in each Suite present.
- Five Card Straight: Earn 5 points in each Suite present.
- Six Card Straight: Earn 6 points in each Suite present.

- Seven Card Straight: Earn 7 points in each Suite present and draw 1 card.
- Eight Card Straight: Earn 8 points in each Suite present and draw 2 cards.
- Nine Card Straight: Earn 9 points in each Suite present and draw 3 cards.

Salvation Phase

Players discard all cards. The cross is given to a new abbot: It goes 1 person clockwise.

Card List Nomenclature

P Prayer
W Work
S Study
R Rules
Z Saints
O Orders
A Abbey
M Monks

Monastic Community Deck Card List

Name	Suite	Rank
Vespers	P	1
Psalms	P	2
Mass	P	3
Chants	P	4
Contemplation	P	5
Worship	P	6
Rosary Beads	P	7
Song	P	8
Hymns	P	9
Daily Chores	W	1
Manual Labor	W	2
Farming	W	3
Fish Ponds	W	4
Mills	W	5
Tanneries	W	6
Missionary Work	W	7
Quarries	W	8
Breweries	W	9
Scriptorium	S	1
Scholarship	S	2
Literacy	S	3
Greek and Latin	S	4
Classical Writings	S	5
Library	S	6
Copy Religious Texts	S	7
Illuminated Manuscripts	S	8
Preserve Knowledge	S	9
Poverty	R	1
Silence	R	2

Name	Suite	Rank
Anthony	Z	1
Pachomius	Z	2
Brigit	Z	3
Honoratus	Z	4
Benedict	Z	5
John	Z	6
Bernard	Z	7
Francis	Z	8
Dominic	Z	9
Benedictine	O	1
Augustinian	O	2
Cluniac	O	3
Cistercian	O	4
Templar	O	5
Franciscan	O	6
Dominican	O	7
Carmelite	O	8
Jesuit	O	9
Church	A	1
Gardens	A	2
Cellar	A	3
Cloister	A	4
Chapter House	A	5
Infirmmary	A	6
Refectory	A	7
Kitchen	A	8
Dormitory	A	9
Oblate	M	1
Novice	M	2

Name	Suite	Rank
Devotion	R	3
Charity	R	4
Routine	R	5
Service	R	6
Sacrifice	R	7
Humility	R	8
Obedience	R	9

Name	Suite	Rank
Pilgrim	M	3
Disciple	M	4
Brethren	M	5
Hermit	M	6
Mendicant	M	7
Friar	M	8
Holy Man	M	9





Melee

Introduction

Card game for 2 or more players.

The Deck

Players share a common deck.

Cardset

Check out Zaks support site: [Click Here](#)

Victory

Any player who accumulates 20 or more Damage is knocked out of the game.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Attack Phase
3. Defend Phase
4. Damage Phase

Draw Phase

All players draw 3 cards. Max hand size is 7 cards. All players discard down to 7 cards.

If the deck runs out shuffle the discard and draw from it.

Attack Phase

To attack, the current player must play a Weapon card and a Basic Attack Card. The Attack card must be of a type that the weapon does damage. For example: a sword can use Smash or Thrust cards.

A Mace can only use a Smash attack card. The player declares which opponent is the target of the attack. Instead of a normal attack you may make a Shield Bash or Hilt Punch.

Card List

Card Name:	#	Type	Notes:
Smash	10	B	-
Thrust	10	B	-
Feint	2	B	Discard in Draw Phase to Draw 3 cards

Defend Phase

The defender may play a Defense card to negate the attack. Some defense cards require a second card to also be played. For example: To play a Block card you must also play a Shield card.

If you used a 2 handed weapon to attack on your last turn, you cannot use a shield until after your next turn. Attacks by Flails cannot be negated by parrying or shields.

Damage Phase

If the attack was not negated it does damage equal to the weapons rating for the indicated Attack card type. Players may play Armor or Damage Modifier cards to alter the Damage done. Armor cannot be used against attacks by War Hammers.

Record Damage sustained.

End Phase

If you attacked with a 1 Handed weapon this turn you may discard a "Flurry" card to get an extra Attack Sequence with that same weapon card. If you attacked with a 1 Handed weapon this turn you may get an extra Attack Sequence if you use a Dagger card. If you were attacked this turn you may play a "Counter" card to get an Attack Sequence on this players turn.

(Attack Sequence = Attack, Defend, Damage, and End Phases) All played cards are discarded.

Card Type Notation

W Weapon

WP Weapon that can be used to Parry

M Damage Modifier

O Opportunity Attack

B Basic Attack

A Armor

D Defense

S Shield

1HS 1 Handed Short Weapon

2HL 2 Handed Long Weapon

Card Name:	#	Type	Notes:
Sword	4	WP	1HS Smash = 2 Thrust = 2
Dagger	2	WP	1HS Thrust = 2
Mace	2	WP	1HS Smash = 3
Flail	2	W	1HS Smash = 2
Battle Axe	2	WP	2HS Smash = 4
War Hammer	2	WP	2HS Smash = 3
Halberd	2	W	2HL Smash = 3 Thrust = 3
Pike	2	W	2HL Thrust = 4
Lance	2	W	1HL Thrust = 5 Must be played with a Horse
Shield	6	S	-
Block	6	D	Play with Shield to negate an attack
Parry	4	D	Play with a "Parry" Weapon to negate an attack
Dodge	3	D	Negate a Thrust attack
Duck	3	D	Negate a Smash attack
Horse	4	M	Smash +1 Thrust +1
Impale	2	M	Thrust +2 (+3 with Long weapon)
Mighty Blow	2	M	Smash +2 (+3 with 2H weapon)
Knockdown	2	M	Target cannot make a Smash or 2H attack next turn
Disarm	2	M	Opponent must discard 2 cards
Flurry	4	O	-
Counter	2	O	-
Shield Bash	2	O	1H Smash = 1 Must play with Shield card
Hilt Punch	2	O	1H Smash = 1 Play with any Short Weapon card
Helmet	2	A	Smash -1 Thrust -1
Chain Mail	2	A	Smash -1 Thrust -1
Plate Mail	2	A	Smash -2 Thrust -2

Number of that card in the deck.





Men Of Sumer

Introduction

Players a rival kings in the land of Sumeria. 2-4+ Players.

Victory

The first player to control six of the ten city-states is the winner.

Types:	Fertilty Value:
Fully Green with River	5
Partial Green with River	4
Fully Green w/o River	3
Partial Green w/o River	2
River with no Green	1

Counters

Each player gets a set of double sided counters of a unique color. about 100 counters per person should be sufficient. The front side of the counter represents an Army.

The back side is used as a control marker. Each Army represents about 1,000 men. In addition, each player gets one special Leader counter that is their Kingly personification.

War Deck

The War Deck has 6 types of cards: Phalanx, Javelins, Chariots, Morale, Strategy, Terrain. For each type of card there are 10 such cards in the deck numbered 1 through 10. The Harvest Deck is a seperate deck.

Setup

Shuffle the deck. Each player gets a counter set. Roll high on 1D6 to determine placement order.

Each player places his Leader counter on one of the City-states. Place a control marker on your city-state and all of the surrounding adjacent spaces. Neutral City states contain 3 Armies which must be defeated to gain control of the city.

Neutral city-states will retake adjacent unoccupied spaces in Planting Phase.

Stacking

Any number of armies may stack in one space.

Main Turn Sequence

Each turn consists of 6 phases:

The Map

Use a hex map to depict: The Fertile Crescent (The lands around and between the Tigris and Euphrates rivers). There are 10 City states: Kish, Larak, Nippur, Umma, Lagash, Uruk, Ur, Eshnunna, Khafaje, and Eridu. There are 9 Terrain:

Types:	Fertilty Value:
City in same hex as River	5
City in hex next to River	4
City not next to River	3
Desert	0

1. Order Phase
2. City Phase
3. Harvest Phase
4. Event Phase
5. War Phase
6. Planting Phase

Order Phase

Players roll high on 1D6 to determine turn order. Reroll ties.

City Phase

Each player gains armies for each City hex they control. Gain armies equal to the fertility value of the hex. If a player lost a Leader last turn, he gains a new one.

He places the new leader in one of his City-States.

Event Phase

Each Player is dealt 4 cards face up from the Harvest Deck and resolves them in turn order. Discard all harvest cards.

Harvest Phase

Each player gains armies for each Non-City hex they control. Gain armies equal to the fertility value of the hex. Always place new Armies into a City or Cites you control.

War Phase

This phase is divided into 10 segments. Each player gets one segment turn during each segment. Players

take their segment turns in the order determined during Harvest Phase.

Each segment turn is divided into 3 sub-segments:

1. Movement Sub-segment
2. Fighting Sub-segment
3. Conquest Sub-segment

Movement Sub-segment

A player may move each of his armies 2 spaces. A Leader may move 4 spaces. In river spaces denote which side of the river the stack is on.

It costs 1 space to cross a river. Armies & Leaders may not enter Sea spaces. An army must stop upon entering a City-state, or a space occupied by enemy armies.

Fighting Sub-segment

If two stacks of opposing armies occupy the same space there will be a battle. Exception: The armies are on either side of the river and the moving player does not want to attack. Each player is dealt 7 cards from the War deck.

If the deck runs out shuffle the discard and draw from it. Players may then discard up to 6 cards and draw replacements. Each player may play up to one card of each of the six types of cards.

(For Example: a player could not play 2 chariot cards.) Each player calculates his battle total: Add

the numeric value of all cards played + 1D6 per Army present and +2D6 if your Leader is Present. If the defending stack was in a City-state, the defender adds 2D6. If the attacking stack just crossed a river the defender may add 1D6.

The player with the higher Battle Total wins. Roll high on 1D6 to break ties. The losing stack is destroyed utterly. The winner takes no casualties.

If your leader is destroyed, all of your armies on the board disband. Discard all war cards.

Conquest Sub-segment

On any space you have an army add a control marker if you didn't already have one there. Replace enemy control markers with your own in any space you occupy.

Planting Phase

All players discard all their army counters! The men return home to plant their fields. Place your Leader counter into a City-state you control.

Card List Notation

L Lose 1D6 Armies

G Gain 1D6 Armies

X Lose 1D6 Control Markers (pick ones that are furthest from you not on Cities)

Harvest Card List

Card Name:	Effect:	Notes:
Revolt	L	
Flood	X	
Dust Storms	X	
Draught	X	
Flash Floods	X	
River changes Course	X	
Swamps	X	
Wild Jackasses	L	
Semite Invaders	L	
Martu Invaders	L	
Elamite Invaders	L	
Plague	L	
Pestilence	X	
Piracy	X	
Locusts	X	
Disease	L	
Rebellion	L	
Bloody Coup	L	
Corruption	L	
Heresy	L	
Famine	L	
Uprising	L	

Card Name:	Effect:	Notes:
Banditry	X	
Class Warfare	L	
Tax Reform	L	
Epidemic	L	
Food Shortage	L	
Anarchy	L	
Unrest	L	
Trade for Wood	G	
Trade for Metal	G	
Trade for Exotic Foods	G	Spices
Surplus Grain	G	Exported
Good Harvest	G	
Sumerian Beer	G	Favorite Drink
Bread & Onions	G	Staple Foods
Blessing of Innanka	G	The Goddess of Fertility
Blessing of En-Lil	G	The Wind God

Semite Migrations G

Elamite Mercenaries	G	Renowned archers
Martu Mercenaries G	Semitic Desert Nomads	
Trade for Gold	G	
Cuneiform Script	G	Written on Clay Tablets
Temple Festivals	G	Music & Sports
Trade Pottery	G	Clay was abundant
Livestock	G	Sheep, Oxen, and Swine
Build Ziggurat Temple	G	Step Pyramids
Irrigation Ditches	G	

Immigrant Workers G

Artisans & Craftsmen	G	Carpenters, Bricklayers, Jewelers, Weavers
Fishing	G	
Conquer Foreign Tribes	G	
Slavery	G	
Great Leader	G	Gilgamesh
Sacred Marriage	G	Yearly Ritual Orgy
Good Omens	G	Astrology, Reading Sheep's Livers
Raise Taxes	G	Silver Shekels
Peace Treaty	G	

Map

Thanks to Janne Thörne for making a Great map!





Neolithic Traders

Introduction

Card game for 2-4+ players. Players are Stone Age Tribes. Players create and trade objects of value.

Victory

The first player with 50 Victory Points is the winner.

The Deck

Players share a common deck. The deck has 6 Suites: Weapons, Tools, Food & Textiles, Containers, Jewelry, Statuettes.

Setup

Each player is dealt a hand of 5 cards.

Turn Sequence

Each turn has 4 Phases:

1. Creation Phase
2. Trade Phase
3. Meld Phase
4. End Phase

Creation Phase

Each player is dealt two random cards from the top of the deck. If the deck runs out, shuffle the discard

and draw from it.

Trade Phase

Players may trade cards with each other.

Meld Phase

Players may make Melds. There are 2 kinds of Melds: Neolithic Kit & Neolithic Hoard. A Kit is 1 card from each Suite. A Hoard is 5 cards from one Suite.

A Kit Earns 8 Victory Points. A Food & Textiles Hoard earns 5 VP. A Container Hoard earns 7 VP. A Jewelry Hoard earns 9 VP. A Statuette Hoard earns 11 VP. A Tool Hoard earns 13 VP. A Weapon Hoard earns 15 VP.

End Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

- W** Weapons
- T** Tools
- F** Food & Textiles
- C** Containers
- J** Jewelry
- S** Statuettes

Card List

Name:	Type
Hard Obsidian Blades	W
Fluted Spear Heads	W
Slate Knives	W
Basalt Axe Heads	W
Barbed Arrowheads	W
Antler Spear Throwers	W
Yew Bow Staves	W
Stone Hand Axes	W
Quartz Burins	W
Horn Harpoons	W
Nephrite Scrapers	T
Pumice Stones	T
Hammer Stones & Grinders	T
Flint Adzes	T
Jadeite Sickles	T

Name:	Type
Marble Figurines	S
Clay Earth Mothers	S
Engraved Tusks	S
Votive Statuettes	S
Animal Figures	S
Serpentine Venuses	S
Stone Balls	S
Stone Goddess Carvings	S
Anthropomorphic Fossils	S
Ritual Objects	S
Skull Bowls	C
Leather Bags	C
Carved Wood Boxes	C
Woven Reed Baskets	C
Cowrie Shells	C

Name:	Type
Bits of Pyrite	T
Bitumen Glue	T
Red Ochre Pigment	T
Flint Drills & Borers	T
Bone Hooks & Needles	T
Amber Beads	J
Beaten Copper Disks	J
Glazed Ceramic Bands	J
Tooth Coronets	J
Turquoise Pendants	J
Pearl Earrings	J
Shell Necklaces	J
Jet Hairpins	J
Ivory Bracelets	J
Bone Ornaments	J

Name:	Type
Ceramic Vessels	C
Carved Stone Vases	C
Pottery Jars	C
Baked Clay Pots	C
Painted Beakers	C
Wild Nuts & Seeds	F
Wild Hoofed Animals	F
Hides & Furs	F
Skins & Leather	F
Flax Nets & Cloth	F
Live Animals	F
Birch Fungi	F
Honey	F
Smoked Meats	F
Salt	F

Cardset Available!!!

Thanks Ron! [Click Here](#)

Links

[Timeline](#)





Ninja Clan Wars

Introduction

Each player controls a clan of Ninja in Feudal Japan.

Game End

The game ends when there are no cards left to draw in the deck, or When all players have been defeated except one.

Victory

A player is defeated if he has no Ninja in play and zero Shinobi Markers. If the game ends, and more than one player remains undefeated, the player with The highest ranking Ninja wins. If tied, compare number of Ninja. If still tied, compare number of Shinobi Markers.

Shinobi Markers

Use Tokens or coins to represent Shinobi Markers. Shinobi Markers represent the strength of your Clan.

Villages

Each player has a Village. This is where a players Shinobi Markers are kept. (Represent the village with a pile of Markers) Villages can be attacked. Villages cannot attack.

Villages have a base stealth and Fight rating of zero, which can be improved by use of Event cards. A successful attack on a village will cause Shinobi Markers to be lost.

The Ninjitsu Deck

Players share a common deck. There are 2 types of cards mixed together: Ninja and Event cards

Ninja Cards

Each Ninja has ratings in: Cost, Stealth, and Fight

Setup

Each player starts with 20 Shinobi Markers. Players cut the deck. Whoever cuts to the highest value Stealth card goes first. Each player is dealt a hand of 7 random cards.

Players may not attack on their first turn.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Fate Phase
2. Recruit Phase
3. Spy Phase
4. Mission Phase
5. Fight Phase
6. Recovery Phase

Fate Phase

Draw 2 cards from the deck and put them in your hand.

Recruit Phase

You may put 1 or more Ninja into play. Each Ninja has a Cost. You must discard a number of Shinobi Counters equal to the Cost of the Ninja being recruited.

Recruited Ninja are placed face up in front of you.

Spy Phase

Certain actions and events take place at this time.

Mission Phase

You may pick one of your Ninja to attack an opponent's village, or a Target Ninja. The target opponent may block with any of his ninja. Compare the Stealth ratings of the Attacking ninja and the target or blocking Ninja.

An unblocked village has a base Stealth rating of zero. Each player may play Event cards to increase their Stealth ratings. Defender wins ties.

If the Attacker wins, he may attack his original target as intended and he gets Fight +3 in Fight Phase If the defender wins, and there was a blocker, the blocker must fight. If the target was the village, and there was no blocker, the Attacker may not attack this turn. (this uses up the Attack opportunity) If the originally targeted ninja wins, he may do one of 3 things:

1. Negate the attack (skip Fight phase)
2. Fight the attacker himself (with a +3 Fight Bonus)
3. Substitute another friendly ninja in his place (who gets the +3 Fight Bonus)

Fight Phase

Compare the Fight ratings of the Attacking ninja and the target or blocking Ninja. An unblocked village has a base Fight rating of zero. Each player may play Event cards to increase their Fight ratings.

Defender wins ties. The losing Ninja is killed. If the loser was a defending village, that player loses a number of Shinobi Markers Equal to the modified Fight rating of the attacking Ninja minus the Modified fight rating of the village.

Recovery Phase

Gain 1 Shinobi Marker. Max hand size is 7 cards. Discard excess cards.

Ninjitsu Deck Notation

N Ninja

A Aid

E Event

S Stealth

F Fight

TIP Tokens into play

AYN All your Ninja

SPY Look at opponent's hand in Spy Phase

ECP Event cards played when this Ninja is Attacking or Defending. . .

Ninjitsu Deck Ninja Card List

Card Name:	Cost	S	F	Notes
Ninja Foot Soldiers	3	-	-	Put Four 1S/1F TIP
Ninja Warriors	3	-	-	Put three 1S/2F TIP
Legendary Ninja	5	5	5	-
Ninja Bodyguard	3	1	3	+4S if Blocking
Ninja Twins	4	-	-	Put two 2S/2F TIP
Ninja Assassin	4	3	3	+2S+2F if Attacking
Clan Leader	4	3	3	AYN get F+1
Elder Ninja	3	2	1	AYN get S+1
Ninjitsu Master	4	4	4	ECP get S+1
Geisha Ninja	3	4	2	-
Shadow Warrior	4	5	3	-
Kunoichi Seductress	3	3	2	If Unblocked F+2
Rogue Ninja	3	3	3	-
Beast Ninja	4	3	5	-
Ninja Spy	3	4	1	SPY
Nokizaru Commandos	3	2	2	+1S+1F if Attacking
Battlefield Ninja	3	2	4	ECP get F+1
Samurai Ninja	3	2	2	+2F if Defending
Ninja Lord	5	4	5	Ninja cost 1 less to recruit
Ninja Scouts	3	-	-	Put two 1S/1F/SPY TIP
Genin	3	-	-	Put three 2S/1F TIP
Chunin	3	3	2	If Attacking Draw 1 card

Ninjitsu Deck Event Card List

Card Name:	Notes:
Distraction	+3S
Fukiya Blowpipe	+1S or +2F
Spit Needles	+2S or +1F
Taijutsu Strikes	+3F
Gunpowder Bamboo	+1S or +2F
Taijutsu Grapple	+2F & Negate Force Bonus Event card
Kaiki Opening Tools	+3S Attacker only
Kunai Knives	+1S or +2F
Ghost Technique	+3S Attacker only
Sleeper Agent	Reduce cost of Ninja by up to 4
Wall Climbing	+2S or +1F

Card Name:	Notes:
Surprise	+3S
Ambush	+5S Defender only
Concealment	+3S
Garrote	+1S or +2F
Cat Claws	+2S or +1F
Egg Grenade	+2S or +1F
Shuriken	+1S or +2F
Chain & Sickle	+3F
Ninja Sword	+3F
Endurance	Put Attacking Ninja just killed back in your hand
Disguise	+3S
Betrayal	Take control of target Ninja
Treachery	Take control of target Ninja
Double Agent	Take control of target Ninja
Poison	+1S or +2F
Plan	Draw 2 cards
Plot	Draw 2 cards
Bow & Arrows	+1S or +2F
Intrigue	Steal 1 random card from opponents hand
Disinformation	Opponent must discard 2 random cards
Infiltration	+3S
Darkness	+3S
Smoke Bombs	+3S
Covert Action	Get 1 extra Attack this turn with second Ninja
Assassination	Get 1 extra Attack this turn with second Ninja
Duel	Get 1 extra Attack this turn with second Ninja
Skirmish	Each side can add 1 extra Ninja to attack
Raid	Each side can add 1 extra Ninja to attack
Battle	Each side can add up to 2 extra Ninja to attack
Castle Assault	Each side can add up to 2 extra Ninja to attack
Caltrops	+2S or +1F
Escape	+3S Defender only
Diversion	+3S
Espionage	Look at next 5 cards in deck
Reconnaissance	LOH
Art of Invisibility	+3S
Sow Confusion	+2S and Opponent must discard 1 random card
Trick	+1S or +1F and Opponent must discard 1 random card
Secret Technique	+1S or +1F and Opponent must discard 1 random card
Hiding Forms	+3S
Intelligence Network	LOH
Psychological Warfare	Opponent must discard 2 random cards
Allies	Gain 3 Shinobi Counters
Defection	Steal 2 Shinobi Counters from target Opponent

Faq

Q> The rules refer to a player being able to attack another's village. But there aren't any cards or token for a village. Does each player automatically have a village, with fight and stealth ratings of zero? A> Yes

Q> Another player launching an attack can thus

declare "I'm attacking Player X's village"? A> Yes

Q> A village's ratings only go up temporarily if the defender plays Event cards when the village is attacked? A> Yes

Q> A player's ninja are just "hanging around" unless and until either one is attacked or one is assigned to block for the village? A> Yes





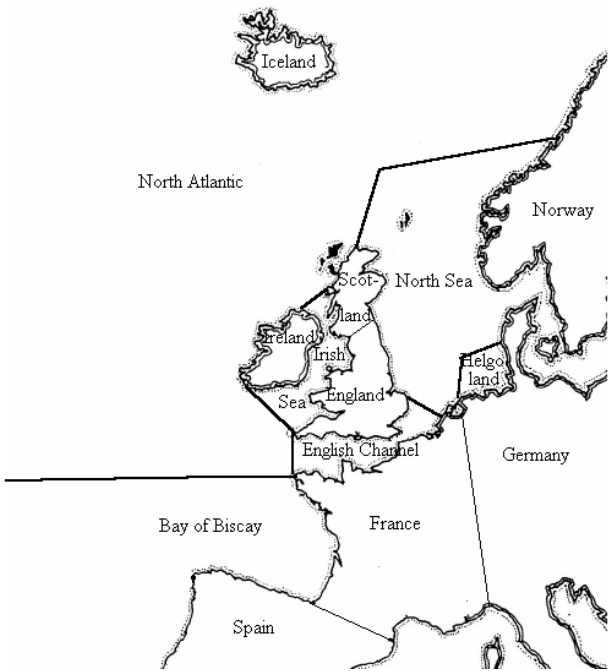
Norse Odyssey

by Markus Salo

Introduction

A solo dice game of Viking Raids of the Ninth Century. Summer of 869...You and your 10 Kinsmen from

Olafursdal, Norway build the most beautiful dragon ship ever constructed on the Heimdalsfjord and set sail to trade and loot the riches of Europe. It's early April and you have 32 weeks (turns) before you have to be back home when the winter comes.



The Ship: Basic Ship has Speed 1, Rigging Strength 5, Hull Strength 5, Navigation equipment 1, to get additional properties roll d6 five times on the Ship Property

1d6	Result
1	+2 Speed on Oars (Rivers, Calm Seas)
2	+2 Speed on Sail (Sea)
3	+2 Hull Strength

Table. You can also buy extra properties costing 10 golds each when in Olafursdal.

1d6	Result
4	+2 Rigging Strength
5	+2 Navigation equipment
6	Pick any

The Vikings: Roll d6 on the Viking Skill Table, you have three properties, your Kinsmen two.

#	Name
1	Gudmundur Gudmundsson
2	Jonmundur Gudmundsson
3	Eirik Thorfinnsson
4	Leifur Thorfinnsson
5	Einar Thorfinnsson

You, the Earl of Olafursdal

#	Name
6	Knut Havardsson
7	Baldur Havardsson
8	Thorfinnur Eigilsson
9	Snorri Eigilsson
10	Gestur Eigilsson

Viking Skill Table:

1d10	Skill
1	Navigation +1
2	Sailing (Sailing Speed +1)
3	Rowing (Speed on Oars +1)
4	Boat Building (Repair 1 ship damage per turn)
5	Fighting +1
6	Pick Any 1-5
7	Negotiating +1
8	Trading +1
9	Charisma +1
10	Pick any 7-9

The Map

The Map consists of North Western Europe and

following bodies of water and countries.

Seas:	Countries:
North Sea	Germany
North Atlantic	France
Bay of Biscay	England
Sea of Ireland	Scotland

Seas:	Countries:
English Channel	Ireland
Helgoland	Spain
	Norway (Home)

When sailing on the sea, roll on the specific sea table for sea events. When landed, roll on the river/land event table. To successfully pass the Challenge, roll 2d6 as the challenge roll.

Then roll 1d10 as the Skill Roll and add the number

of required skills to it. If the challenge roll is lower than Skill Roll plus number of required skills, you pass the challenge successfully.

North Sea Table: To cross the north sea takes three turns, so roll three times on events

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
2	Storm	Sailing	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
6-10	Great Sailing	-	-

North Atlantic Table: To cross the North Atlantic

takes four turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-4	Storm	Sailing	if unsuccessful, Hull Strength -1
5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7	Pirates	see Pirates	
8-10	Great Sailing	-	-

English Channel Table: To cross the English Chan-

nel takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates	see Pirates	
9-10	Great Sailing	-	-

The Irish Sea Table: To cross the Irish Sea takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5-6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7-8	Pirates	see Pirates	
9-10	Great Sailing	-	-

The Bay of Biscay Table: To cross the Bay of Biscay takes three turns, so roll three times on events.

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-5	Storm	Sailing	if unsuccessful, Hull Strength -1
6	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
7-8	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
9	Pirates	see Pirates	
10	Great Sailing	-	-

The Helgoland Table: To cross Helgoland takes two turns, so roll two times on events.

1d10	Challenges	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Sand Banks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates	see Pirates	
9-10	Great Sailing	-	-

If Rigging Strength is 0, the Boat can not be sailed. If you can't repair the boat, you float on open seas until you and your crew die of thirst. If Hull Strength is 0, the boat sinks with all hands.

The Pirates

You face a Pirate Ship with 1d6 Sailing and 1d6 Rowing Speed, 1d6 of Hull Strength, 1d6 of Rigging Strength. First roll weather roll with 1d6. If weather roll is 1-2, there is no wind and the battle is fought rowing. If weather roll is 3-6, the battle is fought sailing.

You may evade the Pirates. Roll 1d10 and add your ship speed and the sailing skills (rowing skills if the weather is calm) and navigation skills of your crew.

The total sum is your evade value. Then roll 2d6 and add the Pirate Ship speed. If your evade value is higher, you evade the Pirates.

If it is lower or equal, the Pirates are able to board your ship.

You may also attack the Pirates and board their ship.

In a case of boarding battle, you roll 1d10 and add the Fighting Skills to the total. Then roll 2d6 for the Pirates and add 1d6 Pirate Fighting Skills. If your total is higher, you win and destroy the Pirates, if your total is lower or equal, the Pirates win, kill your crew and take your ship.

The Land/River Table. Roll once on every land turn.

1d10	Event	Skills	Notes
1	Rapids	Rowing	if unsuccessful, Hull Strength -1
2-3	Meeting Engagement	roll on Meeting Table	
4-5	Settlement	roll on Settlement Table	
6-10	Move further inland	takes one extra turn to return to sea	

The Meeting Table: d10

1	Warband
2	Traveling Knight
3	Traders
4	Monks

1	Warband
6	Army
7	Peasants
8	Vikings

1	Warband
5	Armed Monks

A Warband is a group of armed men raiding and looting. It has Battle Strength 1d10. To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, a random group member gets one Fighting Skill.

A Traveling Knight will join you and add one Fighting Skill to your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6. If not, he wishes you the best.

Traders will Trade with you. If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 20 gold pieces of profit, otherwise you get screwed and lose 10 golds. If you get profit, a random group member get one Trading Skill.

Monks will try to convert you. If your roll of 1d10 + number of your Charisma Skills is lower than 2d6 a random group member joins the monks.

Armed Monks will attack you. They have Battle Strength 2d6. To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, two random group members get one Fighting Skill.

Army: The local king has collected an Army to deal with the Viking threat. The Army has a Battle Strength of 3d6. To evade the army, roll 1d10 + the Fighting Skills of your Group. If your roll is higher, you evade the army, if equal or lower, you have to fight and and

1	Warband
9-10	Reroll

lose three random group members. If you evade the army, two random group members get one Fighting Skill.

Peasants will Trade with you. If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 10 gold pieces for profit, otherwise you get screwed and lose 5 golds.

Vikings: You meet 1d6 fellow Norsemen. They will join your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6. Then create 1d6 new Vikings. If not, they wish you the best.

The Settlement When You come to a settlement, you can evade it, attack and loot it or trade with it. If you evade, nothing happens. If you trade with it, you roll 1d10 and add the Trading Skills of your group. If the result is higher than 2d6, you get the gold, if equal or lower, you get screwed and lose half of the amount. If you attack the settlement, determine first the number of defenders.

Then multiple the number by the battle strength of the unit. That's the defender value. Your attacking value is the number of your men + Fighting Skills + 1d10. If your attacking value is higher than the defender value, you conquer the settlement and collect the loot, if equal or lower, you lose 1d6 random group members.

If you win the battle, all you and five of your men get one Fighting Skill.

The Settlement Table

1d6	Defenders	Loot	Trade
1	Manor House	1d10 Peasants, 20 golds	10 golds
2	Monastery	2d10 Armed Monks, 40 golds	-
3	Church	1d10 Armed Monks, 30 golds	-
4	Town	1d10 Peasants, 1 Knight, 30 golds	20 golds
5	Castle	2d10 Soldiers, 1d6 Knights, 100 golds	-
6	Village	2d10 Peasants, 20 golds	5 golds

Defender Table

Type	Battle Strength
Peasant	1
Armed Monks	3
Soldiers	4
Knights	5

Victory

Keep book of the turns. If you don't get to Norway before turn 32 is over, you perish in the cold Northern European Winter. If you get to Norway, you can continue the next spring. With multiple players, the richest player is the winner on turn 32.





Norseopoly

Introduction

Board game for 2-6+ players. Each player represents a tribe of Vikings.

Victory

The first player to accumulate 100 Gold wins.

Space Name:	Notes:
Vikings	Start Space
Denmark	(Scandinavia) (Danes)
Norway	(Scandinavia) (Norwegians)
Norwegian Sea	Sea
Sweden	(Scandinavia) (Svear)
Iceland	(North) Settle Only
Greenland	(North) Settle Only
Atlantic Ocean	Sea
Vinland	(North) Settle Only
Winds of Thor	Exploration
Scotland	(Isles)
Orkney	(Isles)
Monasteries	Raid Only
Ireland	(Isles)
Finns	Raid Only
Western Routes	(Trade) (Viking Towns)
North Sea	Sea
York	(Brits)
Danelaw	(Brits)
Reconquest	Lost (Assimilation)

Board Notation

There are 8 Regions: Scandinavia, North, Isles, Brits, Francia, Rus, East, Trade. Each Region has 3 Spaces. The individual spaces in a region are also called Territories. If you have settlements on all 3 Territories in a Region, you have established a Kingdom there.

Note that in the East Region Territories, you cannot build Settlements. Note that in the North Region Territories, if no settlement is present, you do not make a Raid Roll upon landing, instead you place a Settlement there immediately. Note the Trade Regions are split up.

Dice

Six sided dice are needed.

Gold

Use coins (change) to represent Gold

The Board

The Board is a circular Track divided into 40 spaces:

Space Name:	Notes:
East Anglia	(Brits)
Central Routes	(Trade) (Furs, Amber, Ivory)
Frisia	(Francia)
Normandy	(Francia)
Piracy	Raid Only
Brittany	(Francia)
Spain	Raid Only
Mediterranean	Sea
Balts	Raid Only
Baltic Sea	Sea
Slavs	(Rus)
Eastern Routes	(Trade) (Arab Merchants)
Kiev	(Rus)
Novgorod	(Rus)
Black Sea	Sea
Byzantium	(East) Raid Only
Caspian Sea	Sea
Muslim States	(East) Raid Only
Persia	(East) Raid Only
Foreign Service	Mercenary

Pieces

Each player gets one Pawn. Ideally, use small Viking ship figures for pawns. A Pawn actually represents a Fleet of Viking Ships.

Each player gets a set of Settlement Markers of a Unique color.

Setup

Each player places his Pawn in the Viking Start Space. Each player starts with 20 Gold. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. First gain 1D6 Gold for each Settlement you control. Also gain 2D6 Gold for each Kingdom you control.

Next Roll 1D6. Move your Pawn that many spaces clockwise.

* If you land on a Territory without a Settlement or with an opponents Settlement on it roll 2D6 (This is called the Raid Roll). On a roll of 5 or more gain that much Gold (Plunder). If the Raid roll is a 4 or less your Fleet is Destroyed in the Raid: Lose 2D6 Gold, Return to start and miss your next turn.

If the Raid Roll is 9 or greater you capture the territory: Remove any Opponents Settlement and Put one of your Settlement Markers on the space.

* If you land on a Territory with one of your Settlements on it, gain 1D6 Gold.

* If you land on a "Sea" Space Roll 1D6:

- On a Roll of 1-5 Move that many spaces clockwise.
- On a Roll of 6 there is a Great Storm: Do not move at all.

* If you land on an "Exploration" Space, move to any Sea Space of your choice.

* If you land on the "Mercenary" Space, make 2 Raid Rolls. (Do not put Settlement Markers on Mercenary Spaces).

»> If you land on a "Lost" Space, Remove any 1 Settlement (Yours or an Opponents) from the Board.

* If you land on a "Raid Only" space make 1 Raid Roll. (Do not put Settlement Markers on Raid Only Spaces)

Ends Of The Earth Variant

The track is not circular. The two ends are not connected. Once you get to one end, you turn around and go to the other end.





Northern Wars

Introduction

Game of Conquest. Card game for 2+ players. Depicts Conflicts in Northern Europe circa 13th-15th Centuries AD.

Victory

Be the first player to accumulate 10 Territory Tokens (TT). Any player reduced to zero or less TT is totally defeated and must Start over as a different Major Power.

Major Powers

Power:	Faith	Special Ability:
Novgorod Republic	SO	Gets +1 to Recruit Rolls
Muscovy	SO	Draw an extra Battle card when Defending
Teutonic Knights	GM	Mounted Knights Units get +2
Golden Horde	TP	Horse Archer Units get +2
Kingdom of Poland	SC	Total Force +2 in all Battles
Grand Duchy of Lithuania	BP	Heavy Infantry Units get +1
Livonian Order	BM	Total Force +4 when Attacking
Old Prussia	BP	Hand Size +1
Estonians	BP	Total Force +4 when Defending
Sweden	KC	Draw an extra Battle card when Attacking
Denmark	KC	Draw an extra card in Event Phase
Finland	KP	Opponent must discard 1 card to Atk Finland

- C** Catholic
- O** Greek Orthodox
- P** Pagan
- T** Tatar (Mongol)
- B** Baltic
- S** Slavic
- K** Scandinavian
- G** Germanic
- M** Catholic Military Order

Unit Counter List

Unit:	#	Force	Notes:
Heavy Infantry	40	3	-
Mounted Knights	20	4	-
Horse Archers	20	5	-
Great Leader	10	7	+1 to Crusade Rolls

Cards And Counters

There is one set of common unit counters There are 2 common decks: Event Deck & Battle Deck. Players will have both Event & Battle Hands.

Card List Notation

- A** Attack
- M** Morale
- S** Strategy
- T** Terrain
- U** Unit Bonus

Battle Deck

Card Name:	#	Force	Type	Notes:
Counter Attack	2	6	A	-
Flank Attack	2	7	A	-
Rear Attack	2	8	A	-
Surprise Attack	2	9	A	-
Religious Fervor	2	7	M	-
Defend Homeland	2	8	M	Defender Only

Card Name:	#	Force	Type	Notes:
Rally Troops	2	6	M	-
Reserve Forces	2	7	S	-
Break Line	2	6	S	-
Heavy Casualties	2	3	S	Both Sides lose an extra 1D6 Units
Treachery	1	8	S	-
Scouts	2	2	S	Negate target Battle Card
Harassed	2	-	U	Horse Archer Units get +3
Cavalry Charge	2	-	U	Knight Units get +3
Hand to Hand	2	-	U	Infantry Units get +1
Direct Orders	2	-	U	Leader Unit gets +5
Frozen Lake	2	4	T	-
Fortifications	4	6	T	Defender Only
River Crossing	2	5	T	-

Event Deck Card List

Card Name:	Notes:
Invasion	Attack same opponent again this turn
Mercenaries	Gain 1D6 Temporary Units (Discard at end of turn)
Revolts	Opponent loses 1D6 Random Units*
Harsh Winter	Opponent cannot attack this turn*
Conversion	Steal 1D6 Random Units from opponent
Treaty	Opponent cannot attack you this turn*
Intrigue	Multiplayer only: Force Player A to attack player Z
Alliance	Force Player to Ally with you 1D6 of his Units*
Consolidation	Draw 2 Event cards
Preparations	Draw 2 Battle cards
Build Up Forces	Gain 1D6 Units
Politics	Negate target Event card*
Hatreds	All players fill their Event hand to 3 cards
Spies	Look at opponent's Event & Battle Hands*
Expansion	Steal one TT from target opponent
Religion	Steal one random Event card from Opponent
Pursuit	Loser of Battle loses an additional 1D6 Units*

* You may play this card on an opponents' turn.

Setup

Each player picks the role of one of the 12 Major Powers. Each player starts with 4 Battle & 4 Event cards. Each player starts with 10 Random Unit counters.

Each player starts with 5 Territory Tokens. Roll high on 1D6 to see who goes first.

Territory Tokens

Each player starts the game with 5 Territory Tokens (TT)

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Recruit Phase

2. First Event Phase
3. Crusade Phase
4. Second Event Phase
5. End Phase

Recruit Phase

Draw 1D6 Unit Counters (This is the Recruit Roll). Draw 1 Event Card. Draw 1 Battle Card.

All Draws are Random. If a Deck runs out, shuffle the discard and draw from it.

First Event Phase

You may play 1 Event card in this Phase.

Crusade Phase

You may attack a Target opponent. Both Attacker & Defender draw 1 Battle card. If you have at least 1

Great Leader committed you may Draw 1 extra Battle card.

The Attacker must commit at least 1 Unit. The Defender may commit as many units as he likes. Other players may ally on either side by committing units.

Both players may play Battle Cards. Units and Battle Cards have Force values. The side with the Higher Force Total wins the Battle.

Defender wins ties. The Winner loses 1D6 Random Units. The Loser loses 2D6 Random Units.

Note: Random includes Allied Units. If the Attacker won and he has at least one surviving committed Unit, he takes one TT from the defender. If the Attacker won, he may attack again on a Roll of 5 or 6 on 1D6 (The Crusade Roll)

Second Event Phase

You may play 1 event card in this Phase.

End Phase

Max Hand Sizes (Event & Battle) are 4 cards. Discard excess cards.

Cards & Countersets Available!!!!

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Links

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Ottoman Empire

Introduction

Drafting and Bidding Game for 4 Players. Modified rules for other numbers of players. Historical Theme: The Ottoman Empire.

Game Structure

The game has 2 main parts. The first part is a Draft to allocate Stacks of Cards for Bidding. The second part is a series of 7 sequential Bidding Rounds.

Each Round scores Victory Points for the winner of that Round. Each Round represents a period of History.

Victory

The player with the most Victory Points (VP) at the end of the 7 Bidding Rounds is the winner.

Number:	Title:	VP
I	Rise	11
II	Expansion	12
III	Apogee	13
IV	Revolts & Revival	10

Draft Setup

Distribute the Dummy Decks. Shuffle the Bidding Deck Divide the Bidding Deck into 16 Draft Stacks. Each Draft Stack will have 5 Cards.

The remaining 4 unused cards are returned to the box. The Draft stacks are placed face-up in the middle of the table. All 16 stacks can be inspected by each player. (allow 10-15 minutes total for this)

The Draft

Assign each player a Rank. (Draw high from the Randomizer Deck) The Available Ranks are A, B, C, and D. In the following sequence each player takes any 1 remaining Draft Stack:

Abcddcbaabccddcba

Each player will be in possession of 4 Draft Stacks (20 cards)

Making The Bid

Each player will now have 27 cards with which to bid with (20 Draft & 7 Dummy Bid cards) Each player

Dummy Decks Card List

The Draft Deck

This is a common deck composed of 84 Cards. Each has a Bid Value of 2-13. Lower value cards (2-8) can be used in any Bid Round.

Higher Value cards (9-13) are limited to use in only one specific Bid Round.

Dummy Decks

Each player gets his own personal 7 card Deck of Dummy cards. Each player must include exactly 1 Dummy card in each of his 7 Bids.

The Bidding Rounds

There are 10 Bidding Rounds:

Number:	Title:	VP
V	Stagnation & Reform	9
VI	Decline & Modernization	8
VII	Dissolution	7

will now make 7 Face Down Bidding piles in a row. The leftmost pile is for Bid I. The rightmost pile is for Bid VII. Each bid pile must contain exactly 1 Dummy card and up to 4 other Bid cards. Players will try to assign all their 27 Bid cards into piles. If unable to do this, unused cards should be tossed into the box.

Reveal The Bids

The Bids are revealed one at a time. All players flip over their Bid Round I pile. The player with the highest Total Bid value wins the Bid and earns 11 VP (per Chart) for winning Bid I. Now proceed to Bid Round II and so on.

If 2 or more players Tie on a bid, each gets the full VP award. After each Bid Round, all cards from that Bid are returned to the Box.

Reform Rule

After each Bid Round, players may reorganize the cards in their remaining Bid Stacks. Allow no more than 5 Minutes for this.

Card Name:	Bid Value	Notes:
Decline	-1	-
Orthodoxy	0	-
Reform	1	-
Skill & Loyalty	2	-
Grand Vizier	3	-
Caliph	0	If you win this Bid get an extra 2VP
Revolt	0	Winner of this Bid earns -1 VP

Mountains

There are 4 Mountain Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Rivers

There are 4 River Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Seas

There are 4 Sea Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Military

There are 4 Military Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Society

There are 4 Society Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Economics

There are 4 Economics Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Government

There are 4 Government Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value
- SUBJECTS There are 3 Subjects Draft Cards:
- If you lose the Bid gain 1 VP for each Subject card you played this Bid.

Language

There are 3 Language Draft Cards:

- For every Language Draft Card you play, you may look at one remaining Face-down Bid of one opposing Player.

Culture

There are 3 Culture Draft Cards:

- If you win this Bid, steal 1 VP from one target player for each Culture card you played this Bid.

Disaster

There are 3 Disaster Draft Cards.

- For every Disaster card played in a Bid, the winner of that Bid will get 1 less Victory Point (Minimum of zero)

Religion

There are 3 Religion Draft Cards:

- If you lose the Bid, steal 1 VP from the Bid winner for each Religion card you played this Bid.

City

There are 3 City Draft Cards:

- For every City card you play get +3 to your Bid Value Total in the NEXT Bid Round. OR you may randomly draw any 1 card from the Box (if there are any), and put it in one of your remaining piles if possible. (Limit this action to 1 Minute. Also note, this may be an extra Dummy card, which is ok to place)

Politics

There are 3 Politics Draft Cards:

- If you play a Political Draft Card, negate all Bid Value Draft Combo Bonuses played by other players this Bid.

Card Notation

BV Bid Value

RU Rounds this card can be used on

A Card can be used in any Bidding Round

Draft Deck Card List

BV	Card Name	RU	Notes:
2	Persian	A	Language
3	Arabic	A	Language
4	Turkish	A	Language
5	Tigris	A	River
6	Euphrates	A	River
7	Danube	A	River
8	Nile	A	River
9	Sultan Bayezid I	I	-
10	Battle of Nicopolis	I	-
11	Battle of Kosovo	I	-
12	Sultan Osman I	I	-
13	Osman's Dream	I	-
2	Ottoman Architecture	A	Culture
3	Ottoman Cuisine	A	Culture
4	Ottoman Music	A	Culture
5	Taurus	A	Mountains
6	Caucasus	A	Mountains
7	Balkans	A	Mountains
8	Atlas	A	Mountains
9	Silk Road	II	-
10	Battle of Chaldiran	II	-
11	Sultan Selim I	II	-
12	Mehmed the Conqueror	II	-
13	Conquest of Constantinople	II	-
2	Serbs & Albanians	A	Subjects
3	Armenians & Greeks	A	Subjects
4	Crimean Khanate	A	Subjects
5	Red Sea	A	Sea
6	Mediterranean	A	Sea
7	Aegean	A	Sea
8	Black Sea	A	Sea
9	Siege of Malta	III	-
10	Siege of Vienna	III	-
11	Siege of Nice	III	-
12	Battle of Mohacs	III	-
13	Suleiman the Magnificent	III	-
2	Inflation	A	Disaster
3	Civil War	A	Disaster
4	Stagnation	A	Disaster

BV	Card Name	RU	Notes:
5	Slavery	A	Society
6	Mosaic of Cultures	A	Society
7	Metropolitan Diversity	A	Society
8	Ottoman Court	A	Society
9	Koprulu Era	IV	-
10	Jelali Revolts	IV	-
11	Long War	IV	-
12	Battle of Lepanto	IV	-
13	Battle of Vienna	IV	-
2	Balance of Power	A	Politics
3	Military Alliance	A	Politics
4	Peace	A	Politics
5	Naval Power	A	Military
6	Sekban	A	Military
7	Janissary Corps	A	Military
8	Sipahi Cavalry	A	Military
9	Tulip Era	V	-
10	Mahmud II	V	-
11	Treaty of Kuchuk Kainraji V	-	-
12	Treaty of Passarowitz	V	-
13	Treaty of Belgrade	V	-
2	Bursa	A	City
3	Adrianople	A	City
4	Constantinople	A	City
5	Jewish Refugees	A	Economics
6	Spice Trade	A	Economics
7	Men of the Pen	A	Economics
8	Tributary Principalities	A	Economics
9	Congress of Berlin	VI	-
10	Russo-Turkish War	VI	-
11	Crimean War	VI	-
12	Treaty of Paris	VI	-
13	Tanzimat Period	VI	-
2	Judaism	A	Religion
3	Christianity	A	Religion
4	Islam	A	Religion
5	Milletts	A	Government
6	Military Administration	A	Government
7	Sultanate of Women	A	Government
8	Civil Administration	A	Government
9	Ethnic Nationalism	VII	-
10	Sick Man of Europe	VII	-
11	First Balkan War	VII	-
12	World War I	VII	-
13	Young Turk Revolution	VII	-

Variants With More Or Less Players

Variable:	2 Player	3 Player	5 Player
Number of Draft Piles	12	12	20
Cards per Draft Pile	7	7	4
Stacks Drafted per Player	4	4	
Draft Cards per Player	42	28	16
Max Draft Cards per Bid	8	6	3

- 2 Player Drafting Order: ABBAABBAABBA
- 3 Player Drafting Order: ABCCBAABCCBA
- 5 Player Drafting Order: ABCDEED-CBAABCDEEDCBA

Designers Notes

The possibility of adding more Draft cards (and Categories) is still on the Table, but I would need some feedback.

- Cards of 2-4 Level I call Ability cards.
- Cards of 5-8 Level I call Combo cards.
- Cards of 9-13 level I call Period cards.





Palaces Of Minos

Introduction

Card game for 2-4+ players. Minoan Civilization Theme. Each player is a King on the island of Crete circa 2000 BC.

Victory

The first player to accumulate 100 Luxury Points is the winner.

The Palaces

Each player picks as his Identity one Palace: The 4 Main Palaces are:

- 1. Knossos
- 2. Phaistos
- 3. Malia
- 4. Kato Zakros

If more people are playing add the following minor Palaces:

- 5. Galatas
- 6. Chania

Luxury Points

Use Coins to keep track of Luxury Points.

The Trade Deck

Players share a common Trade deck. The deck has 8 Culture Suites and 1 Disaster Suite. Each Suite has 8 Cards numbered 1 through 8.

The 8 Culture Suites:

- P** People
- R** Religion
- W** Wares
- T** Trade
- S** Symbols
- G** Goddesses
- I** Imports

A Art

Build Deck

Players share a common Build Deck. There are 2 card types Resources and Events.

Turn Sequence

The turn is divided into 6 Phases:

- 1. Disaster Phase
- 2. Production Phase
- 3. Trade Phase
- 4. Luxury Phase
- 5. Build Phase
- 6. End Phase

Disaster Phase

One player flips over the Top card of the Trade Deck. If it is a Disaster card, all Counters in play are discarded and Players discard all cards in their hands. Luxury Points are not lost.

Production Phase

Each player draws 7 cards from the Trade Deck. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may trade cards with each other. Trades do not have to be equal or fair.

Luxury Phase

Players may make one or more Melds (combos) with their cards. Melds are like Poker hands. Different types of Melds will earn varying amounts of Luxury Points:

Meld:	Luxury Points
4 Card Flush (Same Suite)	1
5 Card Flush (Same Suite)	2
6 Card Flush (Same Suite)	4
7 Card Flush (Same Suite)	8
8 Card Flush (Same Suite)	16
4 of a Kind (Same Number)	1
5 of a Kind (Same Number)	2
6 of a Kind (Same Number)	4

Meld:	Luxury Points
7 of a Kind (Same Number)	8
8 of a Kind (Same Number)	16
5 Card Straight	1
6 Card Straight	2
7 Card Straight	4
8 Card Straight	8
Reverse Flush (8 cards All Suites Different)	8
Minoan (Numbers 1-8 All Suites Different)	16

After making the Melds, discard the cards and record the Luxury Points gained.

Build Phase

For each Meld you made this turn, you gain one Card from the Build deck. Place Resource cards face-up in front of you. Resources provide ongoing benefits until they are lost to a Disaster.

If you draw an Event card, follow its rules and then discard it. If the Build deck runs out, shuffle the discard and draw from it.

End Phase

Max hand size is 7 cards. Discard excess cards.

Trade Deck Card List Notation

P People
W Wares
T Trade
I Imports
S Symbols
R Religion
G Goddesses
A Art
D Disaster

Trade Deck Card List

Name:	Type	Rank
King	P	1
Priestesses	P	2
Scribes	P	3
Merchants	P	4
Sailors	P	5
Craftsmen	P	6
Boxers	P	7
Soldiers	P	8
Cults	R	1
Shrines	R	2
Bull Leaping	R	3
Idols	R	4
Altars	R	5
Sacred Caves	R	6
Rituals	R	7
Sacrifices	R	8
Grain	W	1
Oil	W	2
Ceramics	W	3
Wine	W	4
Bronze	W	5
Saffron	W	6
Pomegranates	W	7
Honey	W	8
Spain	T	1
Cyprus	T	2

Name:	Type	Rank
Sailing Ship	S	4
Serpent	S	5
Fish	S	6
Sun Disk	S	7
Tree	S	8
Mother Goddess	G	1
Mistress of the Animals	G	2
City Protector	G	3
Household Goddess	G	4
Harvest Goddess	G	5
Underworld Goddess	G	6
Serpent Goddess	G	7
The Earthshaker	G	8
Textiles	A	1
Pottery	A	2
Frescos	A	3
Carvings	A	4
Seal Stones	A	5
Architecture	A	6
Facades	A	7
Columns	A	8
Gold	I	1
Silver	I	2
Ivory	I	3
Ebony	I	4
Blue Glass	I	5

Name:	Type	Rank
Egypt	T	3
Syria	T	4
Anatolia	T	5
Mycenae	T	6
Italy	T	7
Mesopotamia	T	8
Dolphins	S	1
Bull	S	2
Double Ax	S	3

Name:	Type	Rank
Incense	I	6
Perfume	I	7
Lapis Lazuli	I	8
Thera Eruption	D	-
Tidal Wave	D	-
Rebellion	D	-
Anatolian Invasion	D	-
Mycenaean Invasion	D	-

Build Deck Card List

R Resource

E Event

Copies of that card in the deck

TO Target Opponent

AP All Players

XM These Melds earn Luxury points as if they were 1 card larger

Build Deck Card List

Name:	#	Type	Notes:
Throne Room	4	R	Worth 10 Luxury Points
Sailing Ships	4	R	Draw +1 Card in Production Phase
Storerooms	4	R	Hand Size +1
Shrine	4	R	Flush Melds XM
Workshops	4	R	Straight Melds XM
Courtyards	4	R	X of a Kind Melds XM
Administration	4	R	In End Phase Draw 1 Card and Discard 1 Card
Earthquake	2	E	TO must discard all Resource Cards
Piracy	2	E	TO must discard Trade Hand
Famine	2	E	TO draws no Trade cards next turn
Plague	2	E	AP must discard Trade Hands

Palace Special Abilities

1. Knossos	Draw +1 Card in Production Phase
2. Phaistos	Hand Size +1
3. Malia	In End Phase Draw 1 Card and Discard 1 Card
4. Kato Zakros	Straight Melds XM
5. Galatas	Flush Melds XM
6. Chania	X of a Kind Melds XM

Links

Minoan Civilization





Peloponnesian War

Introduction

Card game for 2 Players. One player is the Athenians. One player is the Spartans.

Victory

The first player to accumulate 20 Victory Points (VP) wins.

Victory Tokens

Players share a set of Victory Tokens (VT). 1 VT is equal to 1 VP.

The Deck

Players share a common deck

Setup

Shuffle the deck.

Turn Sequence

Each turn has 4 phases:

- 1. Fate Phase
- 2. Strategy Phase
- 3. Action Phase
- 4. Victory Phase

Fate Phase

Each player is dealt 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 5 cards and draw replacements.

Action Phase

Players take turns playing one card from their hand face-up to the table. The player with the most VP goes first. If tied the Athenian player goes first.

Some cards have a special ability that takes place when the card is played. Some special abilities require a target; if there is none, the card can still be played. Some cards can only be played by the Spartan or the Athenian player.

When a player has no more cards he can or wants to play he passes. A player who passes can play no more cards this phase. When both players have passed they calculate their Force Totals.

Each card has a Force Rating. Some cards can modify the Force Ratings of other cards. The higher total Force wins. The Athenian player wins ties.

Victory Phase

The winner of the action phase gets one Victory Token and all Event cards with a Victory point value played by both players. The winner places the VT and the VP cards in his Victory pile. All other played cards are discarded.

All cards remaining in the players hands are discarded.

Card List Notation

- A** Only the Athenian player may use the card
- S** Only the Spartan player may use the card
- B** Both players may use the card
- P** Person
- G** Political
- L** Land
- W** Sea
- C** Land or Sea: Chosen by controller when played
- E** Event
- Z** Allies
- X** Special
- AO** All Opposing
- AY** All Your
- VP** Victory Points
- SD** Search Deck for target card and put it in your hand
- OD** Opponent discards indicated number of random cards from his hand

Common Deck Card List

Card Name:	Type	Use	Force	Notes:
Thucydides	P	A	2	Look at next 5 cards in deck
Troops	L	B	3	-

Card Name:	Type	Use	Force	Notes:
Ships	S	B	3	-
General Brasidas	P	S	7	AY Strategy cards get +3
Rare Military Genius	X	B	5	Target Person gets +7
Exiled	G	B	2	Discard Target Person
Statesman Cimon	P	B	3	Discard Target Political card
Pericles	P	A	9	AY Athenian cards get +2
Xenophon	P	B	1	SD = Event card
Aegospotami	E	S	2	VP = 3 (Sea cards get +2)
Destroy Beached Fleet	W	B	2	Discard AO Sea cards
Cultural Supremacy	X	A	3	Athenian cards get +3
Spartan Leadership	G	S	4	AY Allies get +3
Democracy	G	A	5	AY Athenian cards get +1
Oligarchy	G	S	5	AY Spartan cards get +1
Besieged	L	B	3	Siege; Discard Target Ally card
Lack of Manpower	X	B	3	OD = 2
Garrison	L	B	2	-
Ideological Differences	G	B	4	AY Political cards get +2
Secure Corn Supply	X	A	2	VP = 2 (Sea cards get +2)
Found Colony	Z	B	4	AY Land & Sea cards get +1
Samos Revolts	Z	S	2	VP = 1
Retaliation	X	B	2	Discard Last card played
Naval Battle	S	B	5	-
Naval Intervention	S	B	4	AO Sea cards are -1
Corinth	Z	S	6	-
Corcyra	Z	A	4	-
Besiege Potidaea	E	A	3	VP = 1 (Land cards get +2)
Win Support	G	B	2	SD = Ally Card
Colonial Dispute	E	B	2	VP = 1 (Ally cards get +2)
Ultimatum	G	B	2	VP = 1 (Political cards get +2)
King Archidamus	P	S	5	AY Spartan cards get +2
Plague at Athens	E	S	2	Discard AO Athenian cards
Invade Attica	E	S	3	VP = 1 (Land cards get +2)
Thebans	Z	S	4	-
Nupactus Naval Battles	E	A	3	VP = 1 (Sea cards get +2)
Plataea Besieged	E	S	2	VP = 1 (Land cards get +2)
Mytilene Besieged	E	A	2	VP = 1 (Land cards get +2)
Lesbos Revolts	E	S	3	VP = 1
Delian League	G	A	6	Draw 1 card
Athenian Sea Power	W	A	7	-
Coercion	G	B	2	Control target Ally card
Domination of the Aegean	G	A	4	SD = Ally Card
Westward Ambitions	E	A	2	VP = 1
War Galleys	S	B	4	-
Triremes	S	B	3	-
Laurium Silver Mines	Z	A	1	Draw 2 cards
Diplomacy	G	B	3	Discard Target Event card
Bribery	G	B	3	Discard Target Political card
Network of Naval Bases	X	A	7	AY Sea cards are +1
Athenian Long Walls	X	A	3	Discard Target Land card
Grand Strategy	G	B	6	Draw 1 card
Marines	S	B	2	-
Massacre	G	S	2	Discard Target Political card
General Demosthenes	P	A	5	AY Land cards get +3

Card Name:	Type	Use	Force	Notes:
Peloponnesian Fleet	W	S	3	Counts as Ally
Admiral Phormio	P	A	6	AY Sea cards get +3
Ramming Tactics	W	B	4	Strategy
Corinthian Reinforced Rams	W	S	7	-
Merchant Fleet	X	A	1	Draw 2 cards Discard 1
Ineffectual Strategy	X	B	3	Discard Target card
Pitched Battle at Matinea	E	B	2	VP = 1 (Land cards get +2)
Boetians	Z	S	5	-
Legacy of Themistocles	P	A	4	Draw 1 card
Uneasy Truce	G	B	3	Both players Draw 1 card
Alcibiades the Traitor	P	S	7	Look at opponents hand
Spartan Hoplites	L	S	7	-
Outflank	C	B	5	Strategy
King Agis	P	S	5	-
Confusion	C	B	3	Strategy
Pour through Gap in Line	C	B	4	Strategy
Mounted Troops	L	B	2	-
Peltasts & Archers	L	B	3	-
Battle Signals	C	B	3	Strategy
Tactical Ruse	C	B	4	Strategy
Surprise Attack	C	B	6	Strategy
Thessalians	Z	A	3	-
Raiders	E	S	2	OD = 1
Chalcidian Cavalry	L	S	3	Counts as Ally
Socrates	P	A	2	Look at opponents hand
Aetolian Guerrillas	L	S	3	Counts as Ally
Battering Rams	L	B	3	Siege
Starvation	L	B	6	Siege
Siegecraft	L	B	5	Siege
Assault the Walls	L	B	3	Siege
Blockade	W	B	4	OD = 2
Occupation	L	B	4	OD = 2
Expedition to Syracuse	E	A	3	VP = 3
Counter Fortifications	L	B	2	Discard a Target Siege Card
Establish Base	L	B	4	Draw 1 card
Demoralized	C	B	4	AO Land cards are -1
Etruscan Allies	Z	A	3	-
Reinforcements	C	B	2	SD = Land or Sea card
General Gylippus	P	S	5	AY Siege cards get +2
Two Pronged Attack	C	B	4	Strategy
Nicias	P	A	3	Discard to draw 2 cards
Head-on Ramming Tactics	W	S	6	Strategy
Admiral Lysander	P	S	9	AY Sea cards get +3
Jealous Political enemies	G	B	1	OD = 2
Capture Decelea	E	S	3	VP = 3
Runaway Slaves	E	B	1	OD = 1
Night Attack	L	B	6	Strategy
Arcadians	Z	A	3	-
Ionian Ties	G	A	2	Draw 1 card
Dorian Ties	G	S	2	Draw 1 card
Overrun Outposts	L	B	4	Siege
Balance of Power	E	B	2	Take Control of Target Ally
Admiral Mindarus	P	S	2	AO Event cards are -1

Card Name:	Type	Use	Force	Notes:
Diekplus Maneuver	W	B	2	Discard Target Sea card
Admiral Conon	P	A	5	SD = Sea card
Persian Aid	G	S	2	Draw 1 card
Athenian Fleet	W	A	6	-
Cynossema Naval Battle	E	A	3	VP = 1 (Sea cards get +1)
Cyzicus Naval Battle	E	A	4	VP = 1 (Sea cards get +2)
Notium Naval Battle	E	S	3	VP = 1 (Sea cards get +2)
Messenians	L	A	4	Counts as Ally
Spahacteria	E	A	3	VP = 1 (Land cards get +2)
Civil War	E	B	2	OD = 2

Links

[Wikipedia Peloponnesian War](#)





Periplus

Introduction

Board & card game for 2 players. Battle between two Fleets of Greek Warships. Abstract skirmish level combat.
Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Quinquereme.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Biremes, Triremes, Quadriremes & Quinqueremes

Ship Table

#	Type	Hits
2	Bireme	2
3	Trireme	3
2	Quadrireme	4
1	Quinquereme	5

Number of that type of Ship you start the game with.
Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Card List

Card Name:	#	Range	Type	Notes:
Row	5	1	M	

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.
Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.
Moves can be diagonal or orthogonal. "Knight" type move cards allow a Ship to move like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.
Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack inflicts one point of damage.
Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.
In order to ram, a ship must move first in the same turn. A Shear Oars does no damage but the target ship can no longer ram or move.

Card List Notation

M Movement
S Shooting Attack
R Ramming Attack
B Boarding Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Number of that card in the Deck.

Card Name:	#	Range	Type	Notes:
Row Row	5	2	M	
Row Row Row	5	3	M	
Ramming Speed	5	4	M	
Periplus	5	K	M	Outflank
Prongs	2	1	R	
Reinforced Ram	2	1	R	
Ram	2	1	R	Special Damage
Shear Oars	2	1	R	
Hoplites	2	1	B	
Harpax	1	1	B	Catapult Launched Grapnel
Corvus	1	1	B	Swing Bridge
Marines	2	1	B	
Full Deck	2	1	B	
Archers	1	3	S	
Javelins	1	2	S	
Slings	1	2	S	
Greek Fire	1	2	S	
Ballistae	1	4	S	
Catapult	1	5	S	
Trebuchet	1	6	S	
Tower Archers	1	K	S	
Parablemata	2	-	D	Negate Shooting Attack
Reinforced Hull	2	-	D	Negate Ram Attack
Disengage	2	-	D	Negate Boarding Attack

Cardset Available

Cards, Counters & Board! Thanks Alessandro!
[Click Here](#)

Terrain

Add Islands or an irregular shaped board to make things a little more complicated.





Phoenician Sea Trader

Introduction

Card & Board game for 2+ players. Ancient Mediterranean Sea Trade Theme. Each player controls a trading vessel.

Victory

Be the first to have 25 gold.

Trade Center:	Commodity:	Most Desires:
Rome	Wine	Silk
Egypt	Grain	Obsidian
Greece	Oil	Grain

Ships may enter trade center spaces (they must stop upon entering). Try to separate Trade centers by at least 1 or 2 spaces. Do not completely block trade centers in by land spaces.

In 2 randomly scattered spaces put Pirate ships. Land & Trade centers cannot move, however Pirate ships can. Indicate the directions of North, South, East, and West on the Board.

Setup

Use pawns to represent player's ships. Each player is dealt 5 cards. Randomly determine turn order.

Each player's ship starts on any one Trade center of their choice. (Players must start on different Trade centers) Each player starts with 10 Gold Use coins to represent gold.

Turn Sequence

Players take turns. Each turn has 5 phases Wind Phase Sail Phase Trade Phase Piracy Phase Storm Phase

Wind Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Sail Phase

Play Wind & Row cards from your hand to move your ship. You may play more than one such card in succession (no limit). A Row card allows you to move in any direction one space.

Wind cards allow you to move 1 or 2 spaces, but only in the direction indicated. You cannot enter spaces containing land, storms, or pirates.

The Board

Use an 8x8 square grid. Empty spaces are sea spaces. Use markers for Land, Trade centers, and Pirate ships.

In 10 randomly scattered spaces put land. Land spaces are obstacles, you cannot move into or through them. In 6 randomly scattered spaces put trade centers.

Trade Center:	Commodity:	Most Desires:
Persia	Silk	Oil
Carthage	Spices	Wine
Crete	Obsidian	Spices

Trade Phase

If your ship is adjacent to another players ship, you may freely trade commodity cards from your hands & your holds. If you are in a trade center you may buy and sell commodity cards. Each trade center sells only one commodity.

To buy a commodity card from that trade center you must have that type of Commodity card in your hand, and you must pay 1 gold for each such card. Commodity cards you buy go into your ships hold. To represent this, place these cards face up in front of you (This is your hold) You may have a maximum of 6 commodity cards in your hold.

When at a trade center you may sell cards in your hold. A trade center will not buy back the commodity it produces, however it will Buy all other commodities at 2 gold each (per card). A trade center will purchase the commodity it most desires for 3 gold per card.

Sold cards are shuffled into the discard pile.

Piracy Phase

You may use Wind cards to move Pirate ships. Pirate ships cannot enter spaces containing trade centers, land, or other Pirate ships If you move a pirate into a space occupied by an opponents ship, your opponent is Robbed and must discard all the cards in his hold.

Storm Phase

You may discard a Storm card to place a storm counter onto any empty space on the board. Remove from play any Storm counters you played on previous turns. Ships cannot enter spaces containing storms.

(Use storms to block pirates & other players ships.)

Trade & Sail Rule

You may combine the Sail & Trade phases together. This allows players to move, trade & then continue

moving (and other combinations of such).

Card List

Card Name:	Number of that card in the Deck:
Silk	4
Obsidian	4
Grain	4
Oil	4
Wine	4
Spices	4
Row	6
Sail North	3

Card Name:	Number of that card in the Deck:
Sail South	3
Sail East	3
Sail West	3
Sail NE	3
Sail SE	3
Sail NW	3
Sail SW	3
Storm	4

Cardset Available

Alecrespi An Italian Warpspawn fansite





Players & Playwrights

Introduction

Board game for 2-4+ players. Each player is a Theatre Troupe during the English Renaissance.

Victory

The player with the most Gold at the end of the game wins. The game ends when the players have gone through the deck twice. (The start of the English Civil War)

Dice

Six sided dice are needed.

Gold

Use Coins to represent Gold

Pawns

Each player has a unique pawn to represent his Troupe. (Use Chess pieces)

The Deck

Players share a common deck. There are 7 Suites (card types): Playwrights (Dramatists: The Men who wrote the plays) Actors (Players: The men who acted the plays) Troupes (Companies of Actors) Theatres (Playhouses: Where plays were performed) Dramatic Devices (How the plays were written) Stage Props (Special effects used to enhance the plays) Plays (Comedies, Histories, and Tragedies)

The Board

The board is a circular track of 32 spaces. The spaces are entitled thusly:

#	Title:	Type	Notes:
1	Playwright	A	Score Playwright cards
2	Performance	P	Score Meld
3	Rehearsal	R	Draw 1 Card
4	Actors	A	Score Actor cards
5	Morality Play	M	Gain 1 Gold
6	Performance	P	Score Meld
7	History	A	Score History Play cards
8	Performance	P	Score Meld
9	Profit Sharing	E	Lose 1D6 Gold
10	Performance	P	Score Meld
11	Comedy	A	Score Comedy Play cards
12	University Play	M	Gain 1 Gold
13	Pageant	M	Gain 1 Gold
14	Court Performance	P	Double Score Meld
15	Rehearsal	R	Draw 1 Card
16	Tour Countryside	P	Half Score Meld
17	Troupe	A	Score Troupe cards
18	Mummers Plays	M	Gain 1 Gold
19	Performance	P	Score Meld
20	Cycle Play	M	Gain 1 Gold
21	Trouble	T	Roll on Trouble Table
22	Stage Props	A	Score Stage Props cards
23	Rehearsal	R	Draw 1 Card
24	Mystery Play	M	Gain 1 Gold
25	Theatre	A	Score Theatre cards
26	Dramatic Devices	A	Score Dramatic Device cards
27	Rehearsal	R	Draw 1 Card

#	Title:	Type	Notes:
28	Performance	P	Score Meld
29	Trouble	T	Roll on Trouble Table
30	Masque	M	Gain 1 Gold
31	Tragedy	A	Score Tragedy Play cards
32	Patronage	E	Gain 1D6 Gold

Board Space Type Notation

P Performance
T Trouble
M Minor Performance
A Attribute
E Event
R Rehearsal

Board Download

[Click Here](#)

Setup

Players roll high on 1D6 to see who goes first. Each player is dealt a hand of 7 cards. Each player starts with 10 Gold.

Pawns start on the Profit Sharing Space.

Turn Sequence

Players take turns. Each turn has 3 Phases: Rehearsal Phase Performance Phase Exit Phase

Rehearsal Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Performance Phase

Roll 1D6 and move that many spaces clockwise along the Track. If you land on an opponents Pawn steal one of his cards and Then roll and move again. If you land on an empty space, follow the instructions on that space.

Minor Performance Spaces

These were older types of plays: Cycle Plays: Religious Plays that used non-professionals as actors. Morality Plays: Allegorical Lessons Mummings Plays: Medieval Plays like St George & the Dragon University Plays: Classical Greek/Roman Philosophical Plays

#	Result:	Notes:
1	Death	Discard all your cards
2	Fire	Lose 2D6 Gold
3	Plague	Skip your next turn

Extra Scoring

When scoring a Play card in a Performance or if played solo on the Attribute space, you may quote a

Mystery Plays: Miracle Plays: Religious/Biblical Plays like the Nativity Pageant: Parades & Processions: Royal & Local Masque: Fancy Dress Dance: Entertainment of the Nobility

Event Spaces

Profit Sharing = The company was owned by the actors. Patronage = A patron provided only minor financial support but was very Useful for protection from legal troubles.

Performance Spaces

Performance: These were usually held at the Troupes own Theatre. Royal Performance: Troupes would get invited to palaces to perform there. Tour Countryside: When evicted by plague or Protestants, Troupes would hit the road To Score a Meld, play (discard) cards from your hand: You may play up to 1 card from each of the Seven Suites.

Gain Gold equal to the number of Suites played. Note: for the Royal Performance and the Tour Countryside spaces you Cannot include a Theatre card in the Meld. A Meld must contain at least 4 cards or it cannot be played.

A 5 card Meld earns 1 extra Gold. A 6 card Meld earns 2 extra Gold. A 7 card Meld earns 3 extra Gold.

Attribute Spaces

There is one for each of the card suites except for plays. (Play spaces are divided into 3 types: Comedies, Histories, & Tragedies) To score an attribute space, play (discard) 1 or more cards of the indicated type. Gain 1 Gold for each card so played.

Rehearsal Spaces

Draw 1 card and put it in your hand

Trouble Spaces

Roll 1D6:

#	Result:	Notes:
4	Protestants	Skip your next turn
5	Prison	Discard 3 random cards
6	Legal Problems	Lose 1D6 Gold

line from the play or some interesting Tidbit from the play or about it. If all the other players agree that your Contribution was worthwhile, you may earn 1

additional Gold.

Exit Phase

Max hand size is 8 cards. Discard excess cards.

Common Deck Card List Notation

W Playwrights

- A Actors
- T Troupes
- P Theatres
- D Dramatic Devices
- S Stage Props
- C Comedies
- H Histories
- X Tragedies

Common Deck Card List

Card Name:	Type	Notes:
Musicians	S	
Costumes	S	
Masks	S	
Fireworks	S	
Special Effects	S	
Hoists & Pulleys	S	
Simple Stage	S	
Open to the Sky	S	Theatre in the Round
Trap Doors	S	
Balconies	S	
The Globe	P	
The Rose	P	
The Curtain	P	
The Swan	P	
The Fortune	P	
The Red Bull	P	
The Hope	P	
Blackfriars	P	
Boars Head	P	
Tabard Inn	P	
Contrasts	D	
Poetry	D	
Powerful Emotions	D	
Sub-Plots	D	
Soliloquy	D	& Confidants
Pictorial Language	D	
Character Foils	D	
Audience Knowledge	D	
Conflict	D	
Irony	D	
The Lord Chamberlains Men	T	
The Kings Men	T	
Oxfords Men	T	
The Admirals Men	T	
Worcesters Men	T	
Leicesters Men	T	
Lady Elizabeths Men	T	
Prince Charles Men	T	
Queen Annes Men	T	
The Queens Revels	T	
William Shakespeare	W	

Card Name:	Type	Notes:
Shakespeare the Bard	W	
Shakespeare the Dramatist	W	
Christopher Marlowe	W	Dr Faustus
Ben Johnson	W	The Alchemist
George Peele	W	King Edward I
Thomas Kyd	W	The Spanish Tragedy
John Webster	W	The Duchess of Malfi
Thomas Middleton	W	A Chaste Maid in Cheapside
Thomas Heywood	W	A Woman Killed with Kindness
The Fool	A	
The Clown	A	
Brooding Figure	A	
Boy Player	A	
Famous Thespian	A	
Leading Man	A	
Master Orator	A	
Veteran Actor	A	
Star Performer	A	
Loves Labor's Lost	C	
Comedy of Errors	C	
Two Gentleman of Verona	C	
Midsummer Night's Dream	C	
Merchant of Venice	C	Dark Comedy
Taming of the Shrew	C	Farce
Merry Wives of Windsor	C	
Much Ado About Nothing	C	
As You Like It	C	Pastoral
Twelfth Night	C	
All's Well that Ends Well	C	Dark Comedy
Measure for Measure	C	Dark Comedy
Troilus and Cressida	C	Dark Comedy
Pericles	C	Late Romance
Cymbeline	C	Late Romance
Winter's Tale	C	Late Romance
Tempest	C	Late Romance
Henry VI Part I	H	
Henry VI Part II	H	
Henry VI Part III	H	
Richard III	H	
King John	H	
Richard II	H	Tragic
Henry IV Part I	H	
Henry IV Part II	H	
Henry V	H	Epic
Henry VIII	H	
Titus Andronicus	X	Roman
Romeo and Juliet	X	
Julius Caesar	X	Roman
Hamlet	X	
Othello	X	
King Lear	X	
Macbeth	X	
Antony and Cleopatra	X	Roman

Card Name:	Type	Notes:
Timon of Athens	X	
Coriolanus	X	Roman

Links

English Renaissance Theatre





Polis

Introduction

Card and Dice Game for 2-6 players. Greek City State Theme.

Victory And Game End

The first player to accumulate 100+ Victory Tokens wins. The first player to control 4 cities at the beginning of his turn wins.

Components

Components include: Population Marker Sets, Gold Coins, Victory Tokens, Growth Card Decks, Action Card Decks, City Counters, Dice, City State Mats, Greek Wonder Counters

Population Markers

Each player has a set of 60 Markers of a unique color. Unused PM are kept in each players store.

Gold Coins

Players share a common set of Coins. These are unlimited and can come in different denominations.

Victory Tokens

Players share a common set of Victory Tokens. These are unlimited and can come in different denominations.

Growth Card Decks

Each player has his own set of Growth Cards.

Action Card Decks

Each player has his own set of Action Cards.

City Counters

Players share a common set of City Counters. Counters are of 3 types: Improvements, Leaders, Events. Most of the Counters are kept in a cup.

Always keep 5 random Counters out of the cup face-up. These are called the Ready Counters. Improvements can be of 3 types: Military, Gold, or Victory.

Leaders provide the same effect as 2 Improvements.

Dice

Six and Ten sided dice are needed.

City State Mats

There are 10 City State Mats. City State Mats can hold up to 20 Population Markers, 8 Improvement Counters, 1 Greek Wonder Counter, and 1 Leader Counter. Each city also generates a bonus in 1 category as do improvements.

Greek Wonder Counters

Players share a common set of Greek Wonder Counters. These are kept face up. A Wonder costs 10 Gold to build.

You must control the City to build it. The city must have at least 3 other improvement already. You immediately gain 5 VT for building it.

A Wonder also provides a bonus just like a regular Improvement. A City may contain a maximum of 1 Wonder.

Setup

Each player selects 1 City State Mat (CSM). Each player selects a set of Population Markers (PM). A player puts 10 of his PM on his own CSM.

Each player starts with 2 Gold and 5 VT. Roll Dice to see who goes first. Players then take turns placing 1 PM on the CSM of 1 other player until each player has placed 5 PM in such a manner.

Control Of City States

The player who has the most PM in a City controls it. It is possible for a player to control many cities, or none.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Growth Phase
2. Expenditure Phase
3. Action Phase
4. Culture Phase
5. Revenue Phase
6. End Phase

Growth Phase

You must play 1 Growth Card from your hand. Each growth card provides you with some combination of Extra Population Markers, Gold, and/or City Counters. Place the PM (your color) on any city in play.

(Remember the max PM in any city is 20. If you cannot place them, they are discarded) Keep the Gold. City Counters are chosen from the Ready Counters or

randomly from a common cup. A Growth deck has 6

Cards. The Six cards include:

#	PM	Gold	City Counters	Notes
1	0	1	1	-
2	1	-	1	-
3	2	2	-	-
4	3	1	-	-
5	4	-	-	-
6	2+3	-	-	2 PM in one city and 3 in another

When you play a Growth Card, place it face down in front of you. When all of your Growth cards have been used, place them all back in your hand.

Using City Counters

When you draw a city counter, they must be used immediately: Improvements: These may be placed in any city in which you have 1 or more PM. (Put them back in the cup if there is no where you can put them) A City may not have more Military counters than it has Gold Counters. Leaders: Place the Leader in any city of your choice that does not have one first.

If all cities have Leaders, replace any target Leader with the new one. The old Leader is put back in the cup. Events: Resolve and then place back in the cup when it is finished.

If you chose a Ready Counter, immediately draw another one from the cup to replace it.

Expenditure Phase

You may spend or save your Gold Coins as you like. Spend 1 Gold to move 1 or 2 of your PM from one city to another. Spend 2 Gold to gain 1 VT Spend 3 Gold to gain 1 PM in any City.

Spend 5 Gold to gain 1 City Counter. Spend 7 Gold to put your Face down Action cards back in your hand. Spend 10 Gold to gain a Greek Wonder.

Action Phase

You must play 1 Action Card from your hand. Each action card has 2 possible actions on it. You must choose 1 of the 2. An Action deck has 6 Cards. The Six cards include:

1. War or Peace
2. Colonize or Trade
3. Revolt or Civilization
4. Oratory or Diplomacy
5. Intrigue or Improve
6. Raid or Migrate

When you play a Action Card, place it face down in front of you. When all of your Action Cards have been used, place them all back in your hand.

The War Action

You can only declare war if you control a city state. Pick a city state you control (with at least 10 PM) and

a City state you don't control. The controller of the target city may immediately offer a Tribute of Gold.

If the attacker does not accept the Tribute continue: The attacker must pay 5 Gold to attack. Each side rolls 1D6 and adds 1 per Military Bonus the City has. The opposing city loses that many random Population Markers.

(A city may have zero population: no one controls it) The player with the higher modified roll gets 2 VP. If the modified rolls are within 4 the war is said to be a draw. If one side is 5+ more than the other, it is said to be the Winner.

The winner steals 3 VT from the Loser. (If the loser has less than 3 VT, none may be stolen) The Winner takes half of the Losers Gold. The Winner may destroy 1 Improvement or Wonder in the losing city.

The Winner may put to the sword (kill) none, some, or all of the PM in the losing city. The Winner may enslave none, some, or all of the PM in the losing city. Place enslaved PM in the Winners city and gain 1 Gold for each.

A player may not kill or enslave his own PM.

The Peace Action

Gain 2 PM in any city.

The Colonize Action

You can only Colonize if you control a city state containing a full 20 PM. Pay 5 Gold. Put a new City State Map into play. Move any 6 PM from the Old City into the new Colony.

The Trade Action

Gain 3 Gold.

Revolt Action

Target a City with a least 15 PM that you do not control. That city loses a random 1D6 PM.

Civilization Action

Gain 2 VT.

Oratory Action

Pick a city that you have at least 1 PM in. Convert 2 opponents PM in that city into your PM.

Diplomacy Action

Pick a city you have a PM in and any other target city. Those cities cannot raid or go to war with each other for 3 turns.

Intrigue Action

Pick 2 Cities you do not control and that are controlled by 2 different players. Those cities must go to war with each other as described in the War Action.

Improve Action

Gain 1 City Counter. Then Discard all the Ready Counters and replace with new ones from the cup.

Raid Action

Steal 2 Gold from target player.

Migrate Action

Move up to 4 of your PM from 1 city to any other.

City State Mat List

Name	Bonus
Athens	V
Sparta	M
Corinth	M
Thebes	G
Olympia	V
Rhodes	G

Culture Phase

Gain VT from all VT producing Leaders, Improvements and Wonders in Cities you control. Each such counter produces 1 VT. Some Leaders may produce 2 VT. If you are tied for first for control, get half the VT rounding up.

If there is no tie for first or second and you are second in control, get half the VT rounding up.

Revenue Phase

Gain Gold from all Gold producing Leaders, Improvements and Wonders in Cities you control. Each such counter produces 1 Gold. If you are tied for first for control, get half the Gold rounding up. If there is no tie for first or second and you are second in control, get half the Gold rounding up.

End Phase

Roll 1D6 for each Leader you control. On a Roll of 6 that Leader dies.

Name	Bonus
Byzantium	V
Argos	M
Taranto	G
Megara	M
Knossos	G
Delphi	V

V Victory
L Leader
I Improvement
E Event

Counter List Notations

M Military
G Gold

Greek Wonder Counter List

Name	Bonus
Statue of Zeus	M
Temple of Artemis	G
The Mausoleum	V
The Colossus	G

Name	Bonus
The Pharos Lighthouse	G
The Parthenon	V
The Oracle	V

City Counter List

Name	Type	Bonus
Sacred Band	I	M
Hoplites	I	M
Fleet	I	M
Army	I	M
Phalanxes	I	M
Archers	I	M

Name	Type	Bonus
Slingers	I	M
Warriors	I	M
Rowers	I	M
Marines	I	M
Biremes	I	M
Triremes	I	M
Soldiers	I	M
City Walls	I	M
Arsenal	I	M
Barracks	I	M
Acropolis	I	M
Hill-Top Fort	I	M
Chariots	I	M
War Galleys	I	M
Grain	I	G
Timber	I	G
Wine	I	G
Silver	I	G
Olive Oil	I	G
Honey	I	G
Pottery	I	G
Wool	I	G
Grapes	I	G
Fish	I	G
Agora	I	G
Slaves	I	G
Harbor	I	G
Port	I	G
Market Place	I	G
Farms	I	G
Marble Quarry	I	G
Bronze Ware	I	G
Round Ships	I	G
Workshops	I	G
Theatre	I	V
Stadium	I	V
Gymnasium	I	V
Temple	I	V
Council Hall	I	V
Democracy	I	V
Philosophy	I	V
Math & Logic	I	V
Medicine	I	V
Artisans	I	V
Law	I	V
Altar	I	V
Fountain House	I	V
Shrine	I	V
Assembly	I	V
Playhouse	I	V
Music	I	V
Poetry	I	V
Academy	I	V

Name	Type	Bonus
Sculpture	I	V
Socrates	L	VV
Plato	L	VV
Aristotle	L	VV
Pericles	L	MV
Leonidas	L	MM
Agamemnon	L	MM
Homer	L	VV
Hippocrates	L	VG
Aristophanes	L	VV
Solon	L	VG
Herodotus	L	VV
Alcibiades	L	MV
Lysander	L	MM
Demosthenes	L	VG
Sophocles	L	VV
Phidias	L	VG
Pythagoras	L	VG
Themistocles	L	MG
Miltiades	L	MM
Epaminondas	L	MV
Harvest	E	Gain 2 PM + 1 Gold
Festival	E	Gain 1 PM + 1 Gold + 1 VT
Olympics	E	Gain 3 VT
Disaster	E	Target Improvement destroyed
Ostracism	E	Discard target Leader
Plague	E	Target City loses 1D6 Random PM
Traitor	E	Move Leader to new city with no Leader





Pomerium

A Solo Game Of Warfare And Intrigue In The Roman Empire

inspired by Lloyd Krassner's [March On Rome: The Work Of Caesar Is Never Done](#) MARCH ON ROME by Steven Cranmer scranner@cfa.harvard.edu)

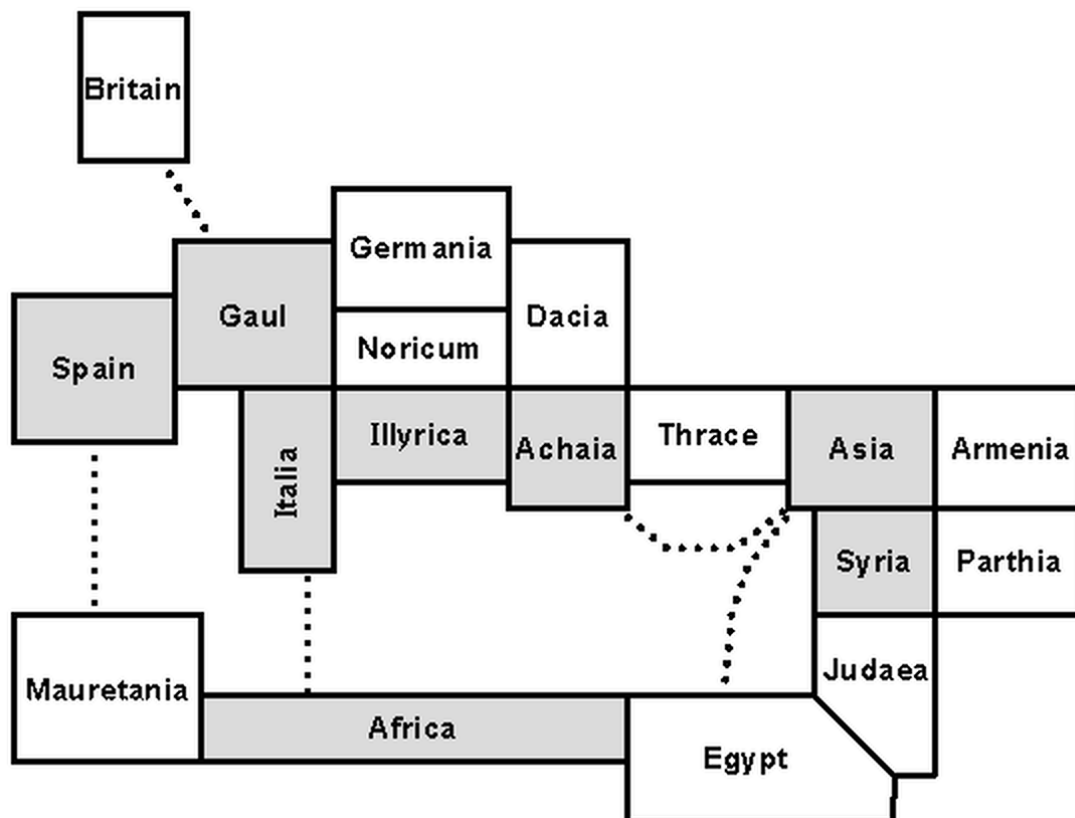
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Premise

The time frame is somewhere between 50 and 150 AD. An emperor of long standing has just died. You happen to know with certainty that you are his intended successor, but he died before announcing this

to the Senate. Your job: defeat the other powerful contenders to the throne and claim your rightful place as Imperator!

This paper-and-pencil game is a one-player variant on Lloyd Krassner's [March On Rome: The Work Of Caesar Is Never Done](#) March on Rome There are some aspects of the game that were inspired by several other of Krassner's WarpGames as well. The scope of the player's choices in the game is somewhat limited, possibly making this more of a simulation than a strategy game. However, it was my intent to construct something that can be played as a simple pastime rather than with a great deal of advanced forethought. Some suggestions for extensions are listed at the end of this document, and the reader is encouraged to make whatever changes seem appropriate.



Map

There are 8 "core" provinces (gray) and 10 "frontier" provinces (white). At the start of the game, the Roman Empire consists only of the core provinces, and all others are considered "lost." Imperial provinces are either

controlled by generals or by procurators. A province is considered adjacent to another only if they touch on all or part of a side, or are connected by a sea route (dotted lines on map). Provinces touching corners only are not adjacent.

#	Province
1	Spain (core)
2	Gaul (core)
3	Italy (core)
4	Illyrica (core)
5	Achaia (core)
6	Asia (core)
7	Syria (core)
8	Africa (core)
9	Britannia
10	Germania

#	Province
11	Noricum
12	Dacia
13	Thrace
14	Armenia
15	Parthia
16	Judaea
17	Egypt
18	Mauretania
19	(roll again)
20	(roll again)

Set-up

The player is denoted as a 'PC' (Player Character), and the main opponents are denoted as 'NPC' (Non-Player Character) generals. The PC starts in a random core province (roll 1d8) with 2 + 1d6 legions.

There are 1 to 4 opposing NPC generals, all starting in other core provinces, determined randomly. The number of NPC generals and their legions are determined by rolling 1d12. Once the number of generals is determined, roll individually for each to obtain their legions and their starting core province. (If an occupied province is selected, roll again.)

1d12	no. of NPCs	legions per general
1-3	1	3 + 2d6
4-8	2	2 + 1d8
9-11	3	1 + 1d6
12	4	1 + 1d4

The legions belonging to PC and NPC generals do not go on the map; only markers of ownership go on the map. Legions are considered "instantly movable," because 1 turn equals 1 year, so they are accounted for as numbers, off the map.

All unoccupied core provinces are considered to be "senatorial provinces," and are governed by unambitious procurators. For each of these provinces, roll 1d6 to see if they have a legion garrisoned there or not:

1d6	no. of legions
1-4	0
5-6	1

Put white markers on senatorial provinces, and put markers for their legions on the map (to avoid off-board record-keeping for the procurators).

At the start of the game, all frontier provinces are not part of the Empire, and their military strengths are unknown.

Turn Sequence

#	Turn
I.	PC ACTIVITY
II.	NPC ACTIVITY
III.	RECRUITMENT PHASE
IV.	EVENT PHASE

I. Pc Activity

The PC can choose one of three options:

- Do nothing and wait,
- Attack a province adjacent to any province controlled by the PC (whether it is part of the Empire or not), or
- Approach a province adjacent to any province controlled by the PC with an offer of alliance. If alliance negotiations break down, a battle occurs.

II. Npc Activity

NPC generals have the same options as players, but their actions are determined randomly. The NPCs act in random order, re-determined every turn, by having each roll 1d20 and acting in ascending order of their rolls. Their actions are determined by rolling 1d6:

1d6	action
1	nothing
2-3	try for an alliance
4-6	attack

If an NPC is supposed to try for an alliance or attack a neighbor, first choose a random "home base" for the NPC out of that general's provinces (use whatever die spans the appropriate number). Then choose a random neighbor by rolling 1d6 and counting neighbors clockwise from due north.

Examples: Starting in Africa, a 3 is rolled. The chosen neighbor is Mauretania. Starting in Gaul, a 2 is rolled. The chosen neighbor is Germania.

Battles

When a battle occurs, each side must first roll 1d6 for initiative. (The higher roll has the initiative, rolling again at ties.) The side without initiative first determines how many legions to devote to the battle (see below). The side with initiative then gets to decide how many legions to devote. For PCs, it is obvious that having the initiative allows a more intelligent choice. For NPCs and barbarians, having the initiative means that one adds 2 legions to the randomly determined value, if they are available.

If one side in the battle is a barbarian nation, their total number of armies (equivalent to Roman legions)

available this turn, all of which will be devoted to the battle, is $2 + 1d6$. If left unconquered at the end of the turn, the remaining barbarian armies will disperse and they will raise $2 + 1d6$ fresh armies next turn, if attacked again. If a barbarian nation is involved with more than one battle in a turn, they only roll $2 + 1d6$ one time per turn.

1d6	opponent stronger	opponent equal	opponent weaker
1	40%	30%	20%
2	50%	40%	30%
3-4	70%	50%	40%
5	85%	75%	70%
6	100%	100%	90%

The NPC thus devotes this percentage of the total number of legions owned to the battle, rounding up.

The battle is resolved by fighting 1d6 “segments,” similar to *Culture & Conquest: Dice Game. Civilization Building; Published In The Academic Gaming Review!* Culture and Conquest. In each segment, each side rolls 3d6 (the side with initiative goes first). Each time a 1 comes up, the opponent loses X legions, where X is determined by the total number of legions on both sides of the battle:

total	X
2-13	1
14-26	2
27-39	3
40-52	4

and so on. If a battle ends in an equal number of legions on both sides, keep adding segments until the tie is broken. The winner is the side with more

1d6	NPC will be dominant	NPC won't be dominant
1-2	YES	YES
3-6	YES	NO

Procurator and barbarian responses are determined by rolling 1d6 on the following table:

1d6	Procurator	Barbarian
1	YES	YES
2-5	YES	NO
6	NO	NO

Any response of “NO” leads to a battle between the two sides. A response of “YES” leads to the dominant party obtaining all legions owned by the other party. (A barbarian nation has $2 + 1d6$ legions to provide in

1d20	Event
1	Assassination
2-3	New general arises

The PC decides freely how many legions, out of the total number owned, to devote to any one battle. NPC generals decide by rolling 1d6 on the following table. Every party's total legion ownership is “public knowledge,” so the NPC's decision depends on whether his or her opponent is stronger, weaker, or equal in total legions:

legions at the end, and the winner takes the province at stake. If a general has lost his or her last province, the remaining legions disappear.

Alliances

Alliances are effectively “mergers” between the two sides. Once an offer is made, two things must be determined: (1) the response to the offer, and (2) which side will be dominant when the merger is completed. (The side not dominant effectively disappears from the game.)

Dominance is decided between PC generals and NPC generals by which side has more total legions. This same criterion applies when two NPC generals decide to ally. However, when any general allies with either a procurator or a barbarian nation, the general will always be dominant.

PCs can of course turn down any offer where they will not end up dominant. NPC general responses are determined by rolling 1d6 on the following table:

an alliance.)

iii. Recruitment Phase

Each PC and NPC general gains 1 legion per province controlled.

Iv. Event Phase

1d6 events occur throughout the known world each turn. For each event, roll 1d20 on the following table. Events are resolved immediately.

1d20	Event
8-12	Prosperity
13-16	Local rebellion

1d20	Event
4-7	Epidemic

Assassination: A random general is killed. Both the PC and NPCs are liable (not procurators). If the PC general is chosen, the game is over.

New general arises: This only occurs if the total number of generals (PC + NPC) is 2 or less, and there exists at least 1 lost or senatorial province. If a new general can indeed arise, set up the new NPC like at the start of the game, with 2 + 1d6 legions. First roll 1d8 if there are core provinces open (keep rolling if provinces occupied by generals are chosen). If the new NPC arises in a senatorial province, and that procurator has a legion, then it can be added to the new general's total. If all core provinces are occupied by generals, roll 1d20 for all provinces.

Epidemic: Roll 1d20 for a random province. The general or procurator in control loses 1 legion, but does

1d20	Event
17-20	Barbarian invasion

not lose control of the province if the total number of legions goes to zero. Lost provinces are not affected.

Prosperity: Same as epidemic, but it is a gain of 1 legion for the general or procurator in control.

Local rebellion: Same as epidemic (with a loss of 1 legion), but if the owner's total goes to zero, consider the province lost and no longer part of the Empire.

Barbarian invasion: Roll 1d8 on the table below to determine which invader invades. Follow the "invasion route" in the table. The first province that is a part of the Empire is the one that is hit by 2 + 1d6 legions of barbarians. If the barbarians win, the province is lost and all remaining Roman legions (that were devoted to the battle) are killed. If the barbarians lose, all remaining barbarian legions are killed.

1d8	Invader	Route
1	Picts	Brit - Gaul
2	Celts	Germ - Gaul - Italy
3	Huns	Dacia - Noric - Gaul - Italy - Illy - Achaia - Thrace
4	Vandals	Dacia - Noric - Gaul - Spain - Mauret
5	Ostrogoths	Dacia - Achaia - Asia
6	Visigoths	Thrace - Achaia - Illy - Italy - Gaul - Spain
7	Armenians	Armen - Asia - Thrace - Achaia
8	Parthians	Parthia - Syria - Asia - Thrace

Victory Conditions

At the end of any turn, if the PC general controls at least 3 provinces and there are no other surviving NPC generals, the PC wins. If the PC (or any NPC) loses all owned provinces or is assassinated, he or she is out of the game.

Possible Extensions

- In battles, include the possibility for either side to surrender, or to have the attacker give up for any other reason.
- Include character traits and abilities, such as military skill, charisma, political ambition, and superstition. These can add flavor and affect the

outcomes of battles and alliance negotiations, and possibly give generals the chance to avoid assassination.

- Create random tables for generals' ages, ancestries (patrician, plebs, freed slave, etc.) and names (praenomina, nomina, cognomina).
- Allow generals to devote resources to non-military areas, but without introducing the added complexity of money (or "tribute"), which would probably be too time-consuming to keep track of for the NPCs. Generals could curry favor with the populace or make improvements in cities (like the Wonders of Culture and Conquest).
- Add more political backstabbing (see March on Rome).





Pre-historic Warfare

Introduction

Card game for 2+ players. Each player controls a tribe (Band) of primitive human Foragers.

Victory

There are 2 ways to win:

1. Your tribe reaches a population of 30+ people cards
2. Eliminate all opposing tribes

The Cards

Players share a common deck. There are also generic marker cards:

- People (Persons)
- Prisoners
- Food

Dice

10 sided dice are needed.

Setup

The most primitive player goes first. Each player starts with 10 People and 2 Food cards.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. NOMAD PHASE

- Draw 1 card from the deck.
- If the deck runs out, shuffle the discard & draw from it.
- Draw an extra card if you have 15+ people.
- Max hand size is 5 cards. Discard excess cards.
- Counter Cards & Cards in play are not kept in your hand.

2. HUNT (& GATHER) PHASE

Play (discard) a Hunting card gain the Indicated number of Food cards.

3. ELEMENTS PHASE

- You may Play (discard) 1 Hardship card on an opponent.
- Your opponent must discard 1 Person card.
- Your opponent may play certain Special cards to negate certain
- Hardship cards.

4. TRIBE PHASE

- Automatically gain 1 Generic Person Marker card & put it into play.
- Put any person cards from your hand into play.

- You may attach up to 2 Weapon cards to any person card.

5. FOOD PHASE

- Discard 1 Food card per 10 people you have.
- If you have no food cards left, discard a prisoner card (cannibalism).
- If you have no prisoners, discard a People card (Starvation).

6. RAID PHASE

You may play (discard) a Raiding card to attack an opponent's tribe: Pick which People & attached Weapon cards you want to attack with. Your opponent must defend with all of his people cards. (Each person may have 1 HTH Weapon & 1 Ranged Weapon attached) Each player rolls 1D10 for each of his Persons with a Ranged Weapon.

If the roll is equal to or less than the Weapon Strength, 1 target enemy is killed. (Attacks vs people with armor are at +1) After all Ranged Weapons are used, each person card makes 1 Hand to Hand attack. Each player rolls 1D10 for each of his HTH Attacks.

If the roll is equal to or less than the Persons Strength + attached Weapon Strength, 1 target enemy is killed. (Note: Generic People Markers have a Strength = 1) If the Attackers lost more people they retreat & the raid is over. (Defenders Win) If the Defenders lost more people, they retreat & the raid is over. (Attackers Win) If tied in casualties, start another round of attacks unless both players wish to retreat. The attacker may start an extra round of attacks by playing a Massacre card.

The defender may start an extra round of attacks by playing a Counter-Attack card. (Weapons & Armor attached to killed people are discarded) The Defender can play a Defense card to cause any die roll this phase to be rerolled. The Attacker can play a Tactics card to cause any die roll this phase to be rerolled.

7. AFTERMATH PHASE

Skip this phase if there was no raid. If the Defender won, he draws 3 cards from the deck. If the Attacker won:

1. He Frees all prisoners: he gains generic people cards of equal number.
2. He Captures 1D5 Generic people cards: They become prisoners.
3. He Steals 1D10 Food cards from the enemy.

Card Type Notation

Copies of card in deck

H Hardship

G Hunting/Gathering

FC Food Cards

STR Strength
P Persons (People)
W HTH Weapon
M Ranged Missile Weapon

D Defense
T Tactics
R Raiding
X Special

Common Deck Card List

Name:	#	Type	FC	STR	Note
Great Warrior	2	P	-	7	Attack rolls vs are at +1
Chieftain	2	P	-	6	Reroll 1 roll in Raid Phase
Big Man	4	P	-	5	
Warrior	6	P	-	4	
Hunter	8	P	-	3	Ranged Weapon gets Str+1
Strong Woman	4	P	-	2	
Spear Thrower	2	M	-	6	
Thrown Rock	2	M	-	4	
Boomerang	2	M	-	5	
Falling Boulder	1	M	-	3	
Bow & Arrow	2	M	-	7	
Recurved Bow	2	M	-	8	
Sling	2	M	-	5	
Javelins	2	M	-	5	
Heavy Spear	2	W	-	+3	
Stone Axe	2	W	-	+3	
War Club	2	W	-	+2	
Tree Trunk	1	W	-	+2	
Maul	2	W	-	+2	
Flint Knife	2	W	-	+1	
Bone Club	2	W	-	+1	
Sticks & Stones	2	M/W	-	2/+1	Both Ranged & HTH
Wooden Shield	2	A	-	-1	
Piecemeal Armor	2	A	-	-1	
Sentries	1	D	-	-	
Defensible Location	1	D	-	-	
Guard Dogs	1	D	-	-	
Set Traps	1	D	-	-	
Set Fire	1	T	-	-	
Surrounded	1	T	-	-	
Ambush	3	R	-	-	
Surprise Attack	3	R	-	-	
Pitched Battle	3	R	-	-	
War Party	3	R	-	-	
Mammoth Hunters	2	G	6	-	
Over-Exploitation	2	G	6	-	
Net Hunting	2	G	6	-	
Great Elk	2	G	5	-	
Big Game	2	G	5	-	
Kill Predator	2	G	5	-	
Aurochs	2	G	5	-	
Hunting Party	2	G	4	-	
Deer	2	G	4	-	
Hunting Grounds	2	G	4	-	
Rabbits	2	G	3	-	

Name:	#	Type	FC	STR	Note
Birds	2	G	3	-	
Rodents	2	G	3	-	
Eggs	2	G	3	-	
Spear Fishing	2	G	3	-	
Net Fishing	2	G	3	-	
Set Traps	2	G	3	-	
Shell Fish	2	G	3	-	
Reptiles	2	G	3	-	
Insects	2	G	2	-	
Honey	2	G	2	-	
Vegetables	2	G	2	-	
Fruits	2	G	2	-	
Gourds	2	G	2	-	
Berries	2	G	2	-	
Wild Grains	2	G	2	-	
Nuts & Seeds	2	G	2	-	
Mushrooms	2	G	2	-	
Roots	2	G	2	-	
Tubers	2	G	2	-	
Bark & Leaves	2	G	1	-	
Lice Infestation	1	H	-	-	Medical
Infection	1	H	-	-	Medical
Spoiled Food	1	H	-	-	Medical
Disease	1	H	-	-	Medical
Gangrene	1	H	-	-	Medical
Break Leg	1	H	-	-	Medical
Drowning	1	H	-	-	Medical
Saber Tooth Tigers	1	H	-	-	Animal
Bear Attack	1	H	-	-	Animal
Wolves	1	H	-	-	Animal
Snake Bite	1	H	-	-	Animal
Migration	1	H	-	-	Exposure
Move Camp	1	H	-	-	Exposure
Blizzard	1	H	-	-	Exposure
Bitter Cold	1	H	-	-	Exposure
Frostbite	1	H	-	-	Exposure
Hypothermia	1	H	-	-	Exposure
Power Struggle	1	H	-	-	Social
Domestic Dispute	1	H	-	-	Social
Murder	1	H	-	-	Social
Lost Child	1	H	-	-	Social
Infanticide	1	H	-	-	Social
Massacre	4	X	-	-	
Counter-Attack	4	X	-	-	
Trade	2	X	-	-	Draw 2 cards
Meeting of the Tribes	2	X	-	-	Draw 2 cards
Cave Shelter	1	X	-	-	Negate Exposure Hardship
Furs & Skins	1	X	-	-	Negate Exposure Hardship
Camp Fire	1	X	-	-	Negate Exposure Hardship
Taboos	1	X	-	-	Negate Social Hardship
Shaman	1	X	-	-	Negate Social Hardship
Herbal Remedies	1	X	-	-	Negate Medical Hardship
Grooming	1	X	-	-	Negate Medical Hardship

Name:	#	Type	FC	STR	Note
Primitive Surgery	1	X	-	-	Negate Medical Hardship
Dogs	1	X	-	-	Negate Animal Hardship





Punic Wars Combined Arms

Introduction

Board game for 2 players. Roman vs Carthaginian Punic War theme. No dice or cards. Each unit represents a cohort.

Victory

Destroy the enemy General.

The Map

Use a 12x12 square grid.

Roman Unit List

Unit Name	Move	Range	Defense	Max/Min	Notes
Scipio	6	1	3	1/1	General
Velites	4	3	2	-/2	Skirmish
Princepes	1	1	4	4/2	2 Pila
Hastati	1	1	3	-/2	2 Pila
Triarii	1	1	3	-/2	
Auxiliary Cavalry	6	1	2	4/2	
Onager	1	6	1	2/-	Artillery

Carthaginian Unit List

Unit Name	Move	Range	Defense	Max/Min	Notes
Hannibal	6	1	3	1/1	General
Caetrati (Slings)	4	3	2	-/2	Skirmish
Numideans	6	3	2	2/-	Skirmish
Spanish Cavalry	6	1	2	-/2	
Scutarii	1	1	3	-/2	2 Pila
African Infantry	1	1	4	-/2	
Celts	1	1	3	3/-	Charge
Elephant	4	1	3	3/-	

Unit Special Abilities

All friendly units adjacent to the General get Defense +1 Skirmish units may attack at any point during their move. Units with Pila (javelins) may use them to attack with a range = 3. Keep track of how many Pila each unit has remaining.

Once per game a Celt unit may Charge. A charging Celt gets Move = 2 and does 2 Damage for that turn. Elephants do 2 Damage.

If forced to retreat, an Elephant is automatically destroyed. The Onager (catapult) cannot move & attack in the same turn.

Units

Use chits or miniatures to represent units. There are separate lists for Roman and Carthaginian units.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. The Master List gives the maximum & minimum numbers for each unit type

Setup

Each player places one unit on each square of his back four rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Facings

Units have facings: front, sides, and rear. A unit may change it's facing at the end of it's move. A unit may only attack in the direction it is facing (forward & diagonally forward) A non-skirmish/non-artillery unit attacking directly into the side of an adjacent unit does 2 damage.

A non-skirmish/non-artillery unit attacking directly into the rear of an adjacent unit does 3 damage.

Turn Sequence

Players take turns. Each turn has 2 phases: Move Phase Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units except for skirmishers who may Move through friendly units.

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed

from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit. A unit that retreats must face away from its nearest attackers.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules**Terrain**

Distribute Hills & Plateaus. Units occupying Hills have a Defense bonus of +1. Units cannot move into or through Plateaus.

Veteran Units

Each player may make 2 of his units Veterans. Veteran units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 4 enemy units becomes a Veteran unit.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.

Board & Pieces Available!

Alecrespi An Italian Warpspawn fansite

Alternate Set Available!

Thanks Jose! [Click Here](#)





Qadesh

Introduction

Wargame for two players. Simulation of the Battle of Qadesh in 1300 BC. Clash of the Warrior Kings.

Row	Spaces
1	01,02,03,04,05,06,07,08
2	09,10,11,12,13,14,15,16
3	17,18,19,20,21,22,23,24
4	25,26,27,28,29,30,31,32

- Between Rows 5 & 6 is the River Orontes.
- The river separates 36 from 37 and 28.
- The river separates 27 from 35.
- Spaces 48, 56, 64 are part of the Lake of Homs and may not be entered
- Spaces 40 is rough ground (Mud Flats)
- Space 36 is rough ground (the settlement of Qadesh)
- Space 1 is rough ground (the settlement of Shab-tuna)
- Spaces 7,8,15,15 are rough ground (Hills)
- Space 30 is rough ground (Camp of Rameses)
- Space 54 is rough ground (Encampment of the Hittites)

Pieces & Materials

Index cards (or Parchment or Clay Tablets) for unit stats and orders. Writing Implements. Six sided Dice.
The Egyptians get 5 red labeled tokens, one for each army. The Hittites get 5 blue labeled tokens, one for each army. Make up a Master index card for each army Tokens for fatigue, casualties, routing, scattered, and looting.
Place tokens directly onto Master index cards.

Playing Pieces

Each token or pawn on the board represents one army. Armies are also referred to as: Units, Divisions, Corps, Columns, Entourages, Contingents, etc. Each player has 5 armies.

Historical Notes

Most of the Egyptian Infantry was armed with composite bows. Close combat troops used Bronze Khopesh (Sickle) swords, Axes, Spears, Shields and Daggers.
Armor used by both sides was Bronze Scale Mail. Light Egyptian Chariots had a Driver and Armored Archer and were equipped with Javelins. The Egyptians also employed Libyan & Nubian Archers.

The Map

Use a Chessboard.

Row	Spaces
5	33,34,35,36,37,38,39,40
6	41,42,43,44,45,46,47,48
7	49,50,51,52,53,54,55,56
8	57,58,59,60,61,62,63,64

The Hittite Heavy Chariots had a Driver, Shieldman & Armored Warrior, all with long Spears. In mixed forces Infantry are able to hitch rides with the Chariots.

Egyptian Armies

All Units are composed of 4000 Infantry and 500 Light Chariots. Their base movement rate is 2 spaces per turn. Attacks are by Shock and Missile.

- ... P'Re (The Sun God of Heliopolis) Corps. ...
- Setup in one of the following: 26,27,28
- ... Amun (The God of Thebes) Division. ...

This unit has the Egyptian Leader Pharaoh Rameses II so it gets a leader Force bonus of +2. Sets up in or adjacent to the Egyptian Camp.

- ... Ne'arin Division (Northern Allies). ... Setup in one of the following: 7,8,15,16 in turn 2
- ... Ptah (God of Memphis) Division. ... Setup in one of the following: 9,17,25,33,41 in turn 4
- ... Sutekh (Set: The Lord of Upper Egypt) Division. ... Setup in one of the following: 9,17,25,33,41 in turn 6

Hittite Army

The attacks of all Hittite units are by Shock only. ... Reconnaissance in Force Column. ... This unit is composed entirely of 2,500 Heavy Chariots. Its base movement rate is 3 spaces per turn.

This is a numerically large chariot unit so it has a Force bonus of +1.

... Entourage of Muwatallish. ... This unit is composed entirely of 1,200 Heavy Chariots. Its base movement rate is 3 spaces per turn. This unit has the Hittite Leader of King Muwatallish so it gets a leader Force bonus of +2.

Setup in one of the following: 44,45,46,52,53,54

... Allied Host. ... This unit is composed entirely of 13,000 Infantry. Its base movement rate is 1 space per turn. Setup in or adjacent to camp.

... Hatti Main Body. ... Same as Allied Host.

... Vassal State Cohorts. ... Same as Allied Host.

Victory

Destroy the enemy unit containing the opposing Leader, or Occupy his camp and remove any 2 of his armies from play.

Turn Sequence

1. Scribe Orders
2. Resolve First Moves Phase
3. Resolve Second Moves Phase
4. Resolve Third Moves Phase
5. Resolve Fourth Moves Phase

Scribe Orders

Both players write down on an index card how they want each of their armies to move. Write down the path, space by space, that the army will attempt to move through. Examples: Amun Division (start space 30) à 22 à 14 Entourage of Muwatallish (start 46) à 45 à 44 à 36 An army may be ordered to move a number of spaces up to its base movement rate.

Units may not move diagonally. Two friendly units may not occupy the same space at the same time. A unit may be ordered to move one additional space but at the end of that phase gets a fatigue token on a roll of 1-3 on 1D6.

An army next to or in an enemy camp begins to loot on a roll of 1-3 on 1D6.

Resolve First Moves Phase

Every army of both players moves the first space of their order. (Unless an army was ordered not to move) All moves are simultaneous.

- If two opposing armies are in the same space there will be a Shock Battle.
- If two opposing armies are adjacent there will be a Missile Skirmish.

Defeat Table

1D6	Result:	Notes:
1	Stand Ground	Nothing
2	Bloodbath	Gain 1 additional Casualty Token
3	Scattered	Check morale to regroup on following phases
4-5	Routed	Immediately move 1 space away.
6	Decimated	Army destroyed: removed from play

The results of this table replace earlier results. For example: A unit was looting but you rolled a 5 so it is now routing.

Missile Skirmish Resolution

If you are Egyptian and adjacent to a Hittite unit roll:

- If a unit does not move or fight in a phase it may remove one fatigue token.

Fail To Move Roll

Every time a unit is about to make a normal move roll 1D6. On a roll of 6 the unit does not move.

- Add 1 if you are entering rough ground.
- Add 1 if you are crossing the river.
- Add 1 for every fatigue token you have.
- Add 1 if you are in the same space as an opposing army.

Resolve Later Moves Phase

Continue with the next written move on the order for every army just like in First Phase. Note that a unit must continue to move according to its orders. This may disengage the unit from combat.

Shock Battle Resolution

Occurs when 2 opposing armies occupy the same space. First determine if there is surprise. Each side rolls 1D6. The lower roll by 3 or more is surprised.

Next both sides roll 2D6. This is the battle roll.

- Get -1 for every Fatigue token your army has.
- Get -1 for every Casualty token your army has.
- Get +1 if you are the Hittite Player.
- Get -2 if you are Surprised.
- Get -2 if you are Looting.
- Get -2 if you are Scattered.
- Get -2 if you are Routing.
- Get +2 for having a Leader
- Get -1 if you the enemy has 1 or more additional armies adjacent to you.

The side with the highest modified roll is the winner. The loser gets 1 Casualty token and must roll on the Defeat Table.

1D6	Result:
1-2	Nothing
3-4	Hittites gain 1 Casualty Token
5-6	Hittites gain 1 Casualty Token and Rout

Get -1 for every Fatigue token your army has. Get -1 for every Casualty token your army has. Get +1 if Hittites are Looting.

Get -1 if Hittites are Scattered. Get -1 if Skirmishers or Hittites are in Rough Ground Get +1 for having a Leader. Get +1 if Hittites are Routing.

Get -1 if you the Hittites has 1 or more additional

armies adjacent to you. An Egyptian unit in the same space as a Hittite unit cannot skirmish. A Scattered, Routing, or Looting unit cannot skirmish.

Morale

Applies to units that are scattered, looting or routing. Scattered and Looting units do not move. Instead of moving in a phase, a scattered or Looting unit may try to rally.

To Rally, roll 1D6. On a roll of 4-6 you rally and are no longer scattered. Routing units instead of doing their normal move will move directly away from enemy armies. If unable (Fails) to move the routing army is destroyed.

If the army moves off the board it is gone forever.

And the end of the phase, the routing unit may try to rally. To Rally, roll 1D6. On a roll of 4-6 you rally and are no longer routing.

Synopsis Of The Actual Battle

Turn 1: RFC crosses the river and surprises P'Re. P'Re is scattered. RFC swings wide, west of Rameses camp.

Turn 2: RFC attacks Amun in camp and begins to loot.

Turn 3: Amun skirmishes and routs RFC.

Turn 4: EOM crosses the river and is skirmished by Ne'arin. EOM routs. EOM is skirmished by Amun and is destroyed when unable to cross the river





Raid On Cadiz

Introduction

Solo Dice and Card Game. The year is 1587. You are the famous English Privateer Francis Drake. You are about to lead a mission to disrupt the preparations for the Spanish Armada.

Victory

If you get 20 or more Victory points you succeed in delaying the Armada by 1 year.

Record Keeping

You need to keep track of Victory Points and Fleet Damage. Use paper and pencil to keep a running total of each. You start the game with zero of each.

Victory Points

These represent damage done to the Armada: Loss of Ships and Provisions.

Fleet Damage Points

This represents damage to the English Fleet: Ships, Men, Provisions, Time, Opportunities, and Leadership.

Dice

A twenty sided die is needed.

The Deck

Cards are used to modify or reroll dice rolls.

Event Track

This is a map/timeline. Your fleet moves from 1 Event to the next, starting with Elizabeth, and Ending with the Portuguese Treasure Ship.

Events

There are 3 types of Events: Hazards, Opportunities, and Challenges.

Hazard Events

If you lose a Hazard Event, you accumulate 1 point of Fleet Damage. If you win nothing happens.

Opportunity Events

If you win an Opportunity Event, you gain the indicated number of Victory Points. If you lose nothing happens.

Challenge Events

If you win a Challenge Event, you gain the indicated number of Victory Points. If you lose a Challenge Event, you gain the indicated number Fleet Damage Points.

Turn Sequence

Each turn First draw 1 card and add it to your hand. Second, move to the next Event and resolve it. Third, if your hand has more than 5 cards, discard the excess cards.

If the deck ever runs out, shuffle the discard and draw from it.

Resolving Events

To resolve an event roll the D20 twice. The first roll is the Event Roll. The Second roll is the Fleet Roll.

If the Fleet Roll is equal to or greater than the Event roll, you win the Event. If it is less, you lose. You must subtract your Fleet Damage Point total from your Fleet Roll.

You may play (discard) cards from your hand to reroll your Fleet Roll or To add to your Fleet Roll.

Battle Events

Some Events are designated as Battle Events. Some cards can only be used during a Battle Event.

Special Events

Counter Command: Elizabeth sends a Message boat to tell you to call off the Expedition. If you lose this Event the game ends immediately. Start Over.

Dutch Spy Ship: If you win also remove 1 Fleet Damage Point.

Sand Banks: If you lose this, you automatically lose the Small Boats Event.

Capture Ships: If you win also remove 1 Fleet Damage Point.

Seize Provisions: If you win also remove 1 Fleet Damage Point.

Resupply at Sagres: If you win also remove 1 Fleet Damage Point.

Event Track

Elizabeth:	Starting Event
London Speculators:	Hazard -1FD
Counter Command:	Special Hazard
Headwinds:	Hazard -1FD
Storm:	Hazard -1FD
Dispersal:	Hazard -1FD
Foundering:	Hazard -1FD
Dutch Spy Ship:	Special Opportunity +1VP
Bay of Cadiz:	Opportunity +1VP
Sixty Carracks:	Battle Challenge +/-1
Sand Banks:	Special Hazard -1FD
Small Boats:	Battle Opportunity +1VP
Spanish Galleons:	Battle Challenge +/-1
Outer Harbor:	Opportunity +1VP
Forty Gun Genoese Merchantman:	Battle Challenge +/-1
Biscay Galleon:	Battle Challenge +/-1
Treacherous Channels:	Hazard -1FD
Inner Harbor:	Opportunity +1VP
Castle Batteries:	Battle Hazard -1FD
Town Batteries:	Battle Hazard -1FD
Spanish Reinforcements:	Battle Hazard -1FD
Repulse Landing:	Battle Hazard -1FD
Burn Warships in Port:	Battle Opportunity +2VP
Burn Warships and Stores:	Battle Opportunity +2VP
Burn Ships and Stores:	Battle Opportunity +2VP
Capture Ships:	Special Battle Opportunity +2VP
Seize Provisions:	Special Battle Opportunity +1VP
Borough Flees the Fray:	Battle Hazard -1FD
Wind Drops Becalmed:	Hazard -1FD
Destroy Shipping:	Battle Opportunity +1VP
Destroy Fishing Vessels:	Battle Opportunity +1VP
Coastal Attacks:	Battle Challenge +/-1
Destroy Stores of Barrel Staves:	Battle Opportunity +4VP
Fortress Baleeira:	Battle Challenge +/-1
Fortress Beliche:	Battle Challenge +/-1
Fort Cape St. Vincent:	Battle Challenge +/-1
Cascais Shore Batteries:	Battle Hazard -1FD
Disease:	Hazard -1FD
Resupply at Sagres:	Special Opportunity +1VP
Storm:	Hazard -1FD
Pursuing Caravels:	Battle Challenge +/-1
Burroughs Arrested:	Hazard -1FD
Portuguese Treasure Ship:	Battle Opportunity +3VP

Raid Deck Card List

Card:	Effect:
Singing the King of Spain's Beard	+5 Battle Only
English Privateers	+3

Card:	Effect:
Merchantmen	+1
Armed Pinnaces	+1

Card:	Effect:
Francis Drake	Reroll
Raiding Parties	+4 Battle Only
Royal Naval Galleons	+3
The Elizabeth Bonaventure	+2
The Golden Lion	+2
William Burroughs	Reroll
The Rainbow	+2
Captain Bellingham	Reroll
The Dreadnaught	+2
Captain Fenner	Reroll

Card:	Effect:
Expedition	Reroll
Distress the Enemy	+3 Battle Only
Boldness	+3
Long Range Guns	+3 Battle Only
Wreak Havoc	+4 Battle Only
Navigation	+3
Naval Power	+3
Superiority	+4
Exchange of Fire	+3 Battle Only
Regroup	Draw 2 Cards





Reconquista

Introduction

Board, Dice and Card game. Simulation of warfare on the Iberian Peninsula 1050-1450. The map is designed for 5 players.

Each player selects one Identity:

- Leon (Orange)
- Castile (Red)
- Portugal (Green)
- Aragon (Yellow)
- Muslims (Purple)

The Map

Since I couldn't find anything else suitable, We are using a very nice Diplomacy variant Map developed and drawn by Macario Reyes ©1999. The land sections of the map are referred to as Provinces. Any Province that has a City symbol in it is referred to as a Rich Province.

All other Provinces are Poor Provinces.

Victory

At the end of your turn, control 15 Rich Provinces.

The Decks

Players share 2 Common Decks: The Event Deck and the Battle Deck The Decks contain one copy of each card listed.

Counters

Each player has a set of counters of a Unique color. Each Counter represents 1 Army.

Counter Set Composition

Name	#
King	1
General	5
Infantry	18
Cavalry	18

Tokens

Use Tokens to represent Gold.

Markers

Markers are used to indicate Provinces that have been Razed.

Dice

Six-sided dice are needed.

Stacking Rules

Any number of units may stack in a space.

Setup

Each player starts with a King and 4 other random counters in one of his provinces. Roll high on 1D6 to see who goes first. Reroll ties.

Turn Sequence

Players take turns. Each turn has 8 Phases:

- Event Phase
- Revenue Phase
- Tribute Phase
- Upkeep Phase
- Recruit Phase
- Expedition Phase
- Battle Phase
- Conquest Phase

Event Phase

Roll 1D6: on a roll of 5+ draw a card from the Event Deck

Event Deck Card List

Civil War, Revolt, Rebellion, Famine, Drought, Plague, Foreign Mercenaries, Holy War, Peace, King Killed, Prosperity, Epidemic, Crusade/Jihad, Unification, War of Succession, Internal Strife, Great Raid, Politically Weak, Vassalage, Short of Money, Population Expansion, Cabalgada, Fragmentation, Alliance, Exchange of Prisoners, Block Trade, Destroy Agriculture, Cattle Rustling, Decline, Depopulation, Exodus, Tax Jews, Powerful Nobles, Guerrilla War, Assassination, Conscription, Volunteers, Colonization, Poor Finances, Private Wars, Truce, Destruction, Ransoms, Loss of Favor

Civil War & War Of Succession

Roll 1D6 for each of your provinces except the one with your King: On a roll 5+ a Province, and all of its Units becomes neutral.

Powerful Nobles & Fragmentation

Roll 1D6 for each of your provinces except the one with your King: On a roll 4+ a Province, and all of its Units becomes neutral.

Revolt, Rebellion, Guerrilla War

Roll 1D6 for each of your Provinces:

#	Result
1-2	No Rebel Activity
3-5	Put 1 Rebel Unit in the Province
6	Put 2 Rebel Units in the Province

Treat Rebels as Neutral Infantry. Rebels must be fought in Battle Phase as if they were defenders.

Famine & Drought

Roll 1D6 for each of your Provinces:

#	Result
1-3	Province unaffected
5-6	Province is Razed

Plague & Epidemic

Roll 1D6 for each of your Units:

#	Result
1-4	Unit is unaffected
5-6	Unit is destroyed

Holy War & Crusade/jihad

Gain 1D6 random new Units for free in Recruit Phase.

Internal Strife, Private Wars, Politically Weak

You may not attack any Provinces this turn.

Peace, Truce, Exchange Of Prisoners

Target Opponent cannot attack any Provinces on his next Turn.

Destruction, Block Trade, Destroy Agriculture

Raids: Each of target opponents Provinces produces 1 less Gold in Revenue Phase.

Cattle Rustling & Ransoms

Raid: Gain 1D6 Gold. Target Opponent produces this much less in his next Revenue Phase.

Prosperity & Tax Jews

Each of your un-razed Provinces produces +1 Gold in Revenue Phase.

Vassalage, Foreign Mercenaries, Volunteers

Gain 1D6 Units for Free in Recruit Phase.

Population Expansion & Conscription

You may buy Units for 1 Gold each instead of 2 in Recruit Phase.

King Killed & Assassination

A New King Unit must be placed in any Province you control. Roll 1D6:

#	Result
1-2	Peaceful Transfer of Power
3-4	War of Succession: As card
5-6	Revolt: As card

Loss Of Favor

Opponent loses Target General. You gain a General.

Great Raid & Cabalgada

In raid phase you may target a Province that is 2 Provinces distant.

Short Of Money, Decline, Poor Finances

Each of your Provinces produces 1 less Gold in Revenue Phase.

Unification, Alliance, Colonization

Take control of target adjacent neutral State. Move 1 of your units to occupy it.

Depopulation & Exodus

New units cost 3 Gold each to recruit this turn.

Revenue Phase

Gain 4 Gold for each Rich Province you control. Gain 2 Gold for each Poor Province you control. A Razed Province provides half as much Gold.

Tribute Phase

Each of your Cavalry Units may raid/extract tribute from an Adjacent province you do not control. Roll 1D6

#	Result
1	Raid Fails: Cavalry Unit is destroyed
2	Raid Fails
3+	Raid Succeeds: Gain 1 Gold if the Province is Neutral, or

If the Province belongs to an enemy, put a Raze marker on it. A Province can only be Raided once per turn. A Province may only have 1 Raze counter on it.

Upkeep Phase

Pay 1 Gold for each Infantry and Cavalry Unit you have in play. Discard units you cannot pay for.

Recruit Phase

Pay 2 Gold to draw a random counter from your Counter Pile. The Unit may start in any Province you control (occupy).

Expedition Phase

You may move each of your units one space. For a stack to enter a Province you do not control, the Stack must contain a King or General. Cavalry that raided this turn may not move.

You may pay 4 Gold to Move a Stack by sea from a Coastal Province to any Coastal Province up to 4 spaces distant.

#	Result
1-3	Victory: The losing side may retreat
4-6	Great Victory: All Units of the losing side are destroyed

If the Defender won, the Battle is over and surviving Attacker Units retreat to an adjacent friendly Province. If the Attacker won the Battle continues with the Siege Hand:

Siege Hand

Each Player (Attacker & Defender) draws 7 cards from the Battle Deck. Players may discard 4 cards and

1-3	Victory: The losing side may retreat
4-6	Great Victory: All Units of the losing side are destroyed

If the Defender won, the Siege is over and surviving Attacker Units retreat back to the Province they attacked from. If the Attacker wins the Siege, surviving Defender Units retreat to an adjacent friendly Province. Units unable to retreat are destroyed.

Spoils of War: The winner of a Great Victory gets 1D6 Gold from Ransoms. Sack City: If the Attacker wins a Siege he plunders 1D6 Gold.

Battle Phase

A Battle takes place in every province in which the current player has moved in units but does not control the Province.

- A Rich Neutral Province will defend itself with 2 Infantry & 2 Cavalry.
- A Poor Neutral Province will defend itself with 1 Infantry & 1 Cavalry.

The current player is always the Attacker. The other side is the Defender. The player to the attackers left gets to control Neutral Defenders for the Battle.

The Battle is resolved in two hands: A Open Battle hand and then a Siege hand.

Open Battle Hand

Each Player (Attacker & Defender) draws 7 cards from the Battle Deck. Players may discard 4 cards and draw replacements. The Attacker may play in Open Battle: Infantry Cavalry Tactics Weapon and Morale Cards The Defender may play in Open Battle: Defense Infantry Cavalry Weapon Tactics and Morale Cards Each player determines his Battle Total (BT):

BT 1D6 for each Unit + Card Modifiers

One random enemy unit is destroyed for each roll of 5+. The side with the higher BT wins. Roll 1D6:

draw replacements. The Attacker may play in Siege: Besieger Infantry Weapon and Morale Cards The Defender may play in Siege: Fortification Infantry Weapon and Morale Cards Each player determines his Battle Total (ST):

ST 1D6 for each Unit + Card Modifiers

One random enemy unit is destroyed for each roll of 5+. The side with the higher ST wins. Roll 1D6:

Conquest Phase

You gain control of every Province you won a Siege in. To maintain control of a Province, you must have at least one Unit in it. If you move your last unit out of a Province, it reverts to Neutral status.

Remove all Raze counters from Provinces you control.

Loss Of The King

If your King Unit is killed in Battle/Siege, treat this as a King Killed Event on your next turn.

Battle Deck Card List

B Besieger Card
F Fortification Card
D Defense Card
T Tactics Card
I Infantry Card
C Cavalry Card
M Morale Card
W Weapon Card
CU Cavalry Unit

IU Infantry Unit
A All your Units
AC All your Cavalry
AI All your Infantry
ACI All your Cavalry or Infantry Units
G General (and/or King)
ST Siege Total
BT Battle Total
CPO Christian Player only may play this card
MPO Muslim Player only may play this card
AO Attacker only may play this card

Battle Deck Card List

Card Name:	Type	Notes:
Feudal Knights	C	CU +5 CPO
Swords	W	ACI +2
Rally	M	G +5
Attack Rear	T	G +5
Counter Attack	T	AC +3
Siege Artillery	B	ST+5
Siege Guns	B	ST+5
Halberds	I	AI +3
Refuge	F	ST+5
Mangonels	F	ST+5
Ambush	D	G +5
Frontier Guard	D	AI +3
Urban Militias	I	AI +3
Cantador	M	A +1 CPO
Siege Engineers	B	ST +5
Maces	W	ACI +2
Seize City	B	ST +5
Fortifications	F	ST +5
Starve Them Out	B	ST +5
Reputation	M	G +5
Scouts	T	G +5
Major Campaign	T	G +5
All-Out Assault	B	ST +5
Spears	W	ACI +2
Castle	F	ST +5
Fighting Spirit	M	A +1
Arm of Decision	C	AC +3
Long Hard Siege	B	ST +5
Relief Force	F	ST +5
Capture Town	B	ST +5
Pitched Battle	T	A +1
Single Combat	M	A +1
Champion	M	G +5
Revenge	M	A +1
Base Camp	T	BT +5 AO
Outposts	F	ST +5
Fortified Towns	F	ST +5
Garrison	F	ST +5
River	D	BT +5

Card Name:	Type	Notes:
Mobile Force	C	AC +3
Well Trained	M	A +1
Pursuit	T	AC +3
Reconnaissance	T	G +5
Massed Drums	M	A +1 MPO
Unusual Weapons	W	A +1 MPO
Jihad	M	A +1 MPO
Sortie	T	AC +3
Javelins	W	ACI +2
Armored Cavalry	C	AC +3
Archery	I	AI +3
Crossbowmen	I	IU +5
Mounted Crossbows	C	CU +5
Will to Resist	D	A +1
Slingers	I	AI +3
Refined Tactics	T	BT +5
Decisive Battle	M	BT +5
Religious Leader	M	G +5
Guides	T	G +5
Hernandadas	I	AI +3 CPO
Lances	C	CU +5
Great Cistern	F	ST +5
Elite Troops	C	CU +5
Crusade	M	A +1 CPO
Phalanx	T	AI +3
Peasant Levy	I	AI +3
Composite Bows	W	AI +3
Caballeros	C	CU +5 CPO
Peons	I	AI +3 CPO
Turkish Archers	I	IU +5 MPO
Norman Crusaders	I	IU +5 CPO
French Adventurers	C	CU +5 CPO
Italian Mercenaries	I	IU +5
Basque Mercenaries	I	IU +5 CPO
Almugavars	I	IU +5 CPO
Black Africans	M	A +1 MPO
Jinete Light Cavalry	C	CU +5 CPO
Berber Horsemen	C	CU +5 MPO
Saharan Cavalry	C	CU +5 MPO

Card Name:	Type	Notes:
Espionage	T	G +5 AO
Local Militias	D	AI +3
Defensible Frontier	D	BT +5
Drive out Invaders	D	BT +5
Defend Pass	D	BT +5
Defend Bridge	D	BT +5
Mountains	D	BT +5
Camels	M	AC +3 MPO

Card Name:	Type	Notes:
Almoravid Bodyguard	I	IU +5 MPO
Monk-Soldiers	D	IU +5 MPO
Order of Clatrava	C	CU +5 CPO
Order of Santiago	C	CU +5 CPO
Order of Alcantara	C	CU +5 CPO
Grenadine Jinete	C	CU +5
Almohade Foot	I	AI +3 MPO
Marinid Cavalry	C	AC +3 MPO

Optional Rules

Independent Powers

Anyone that has been completely wiped out may restart on a following turn in a Neutral Province.





Roman Invasion Of Britain

Introduction

Board Game for 2-4+ players. Roman Expansion into the British isles circa 43-84 AD. Players take turns capturing Regions.

Victory

The player with the most VT at the end of the game wins.

Game End

The game ends when all Regions have been captured.

The Map

Britain is divided into Native Tribal Regions. Each Region has a Resistance Level of 2 to 5.



Tokens

Players share a common set of Victory Tokens (VT) and Capture Tokens (CT).

Deck is kept Face up, the topmost card is always visible. Keep a separate discard for each.

Dice

Six sided dice are needed for the Revolt Phase.

The Decks

There are 2 Common Decks:

1. The Roman Deck
2. The Briton Tribe Deck

The Roman Deck is kept face Down. The Briton

Roman Deck

- There are 10 card types:
- Victory
- Auxiliary
- Strategy
- Base
- Tactics
- Motivation
- Commander
- Diplomacy

- Legion
 - Weakness
- Each card has a Strength from 3-7

The Briton Deck

Each card has a Strength from 3-7

First Attack

The first attack(s) of the game must be against Cantiaci (Most South Eastern Region). No other Regions may be attacked until Cantiaci is Captured.

Setup

Each player starts with 3 VT. Each player draws 1 card from the Roman deck and puts it in their Hand. Flip over 6 pairs of cards from the Roman Deck.

These are placed face up in the middle of the Table. These are called Resource Pairs. The player with the most knowledge of Roman History goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 6 Phases:

- Resource Phase
- Muster Phase
- Campaign Phase
- Occupation Phase
- Revolt Phase
- Fortify Phase

Resource Phase

If there are less than 6 Resource Pairs available, flip over pairs from the Roman Deck until there are six.

Resistance	VT gain:
R	G
2	3
3	5

If you tried and failed to capture a Region this turn lose 1 VT (for each failure). If you required the help of another player, you must share the VT award: You get half the VT rounded up. The helper gets half the VT rounded Down. If you still have cards in your hand and you so desire, you may attack an additional Region:

1D6	Region:
1	Iceni
2	Silures
3	Cornovii

Ignore this if the region does not have a CT. If you recapture a Region that has revolted gain an extra 2 VT.

— Clarification- A Resource pair is just 2 cards from the top of the Roman deck placed face up to the center of the table.

Muster Phase

Take Resource pairs of your choice until you have 6 or 7 cards in your hand.

— Clarification- There are 6 pairs available from resource phase. If you have 5 or less cards in your hand pick one of these pairs and put them in your hand (you have to take both cards in the pair). If you still have less than 5 cards pick another pair and so on.

Campaign Phase

You may attack an adjacent uncaptured Region. (The Target Region must share a border with a Captured Region) Commit as many Roman cards as you want from your hand. (This is called the Commitment Action).

Flip over a number of Briton cards equal to the Resistance Level of the Region. (This is called the Briton Draw) If the total Strength of the Roman cards is greater than that of the total Strength of the Briton cards, the Region is captured. Place a Capture Token (CT) on a captured Region.

If the total Strength of the Britons was equal or greater, the player with the least VT (if tied, the player to your left) may play up to 1 Roman card from his hand to complete the capture. (This is called a Reserve Play).

Occupation Phase

If you captured a Region gain VT according to the Resistance Level of the Region:

Resistance	VT gain:
4	7
5	9

Repeat the Campaign and Occupation Phases.

Revolt Phase

Roll 1D6 (Revolt Roll): On a Roll of 6 there is a Revolt: Remove a Capture Token from a Region as determined by a second roll:

1D6	Region:
4	Atrebates
5	North Most Brigantes
6	North Most Caledonii

Fortify Phase

Max hand size is 5 cards. Discard excess cards.

Special Scoring Regions

Triovantes is worth an extra 2 VT because it contains the towns of Camulodunum and Londinium. South most Dobunni is worth an extra VT because it has the town of Verulamium. Ordovices is worth an extra VT because it has the town of Viroconium.

East Brigantes is worth an extra VT because it has the town of Eboracum. Silures is worth an extra VT because it has the town of Caerleon. Cornovii is worth

an extra VT because it has the town of Deva.

Briton Tribe Card Notation & Discussion

Luck Discard in Fortify Phase if Topmost card of deck.

A Briton Draw that contains 2 different card types gets +1 Strength. A Briton Draw that contains 3 different card types gets +2 Strength. A Briton Draw that contains all 4 card types gets +3 Strength.

Briton Tribe Deck Card List

Name:	Strength	Type:	Notes:
Ambush	7	Gambit	Luck
Great Leader	7	Leader	
Tribal Center	7	Troops	
Serious Reverse	7	Gambit	
Outnumber Romans	7	Troops	
King	7	Leader	
Surprise	6	Gambit	Luck
Druids	6	Leader	
Fierce Defense	6	Gambit	
Revolt	6	Gambit	
Substantial Force	6	Troops	
Stronghold	6	Terrain	
War Chief	5	Leader	
Horsemen	5	Troops	
Just Cause	5	Troops	

Name:	Strength	Type:	Notes:
Raid	5	Gambit	Luck
Chariots	5	Troops	
Frontier	5	Terrain	
River Crossing	4	Terrain	
Warriors	4	Troops	
Resistance	4	Troops	
Opposition	4	Troops	
Guerilla Warfare	4	Gambit	
High Ground	4	Terrain	
Skirmish	3	Gambit	
Hill Fort	3	Terrain	
Rebels	3	Troops	
Refuge	3	Terrain	
Marshes	3	Terrain	
Natives	3	Troops	

Roman Card Notation & Discussion

V Victory
A Auxiliaries
S Strategy
B Base
T Tactics
M Motivation

C Commander
D Diplomacy
L Legion
W Weakness

Sea Cannot be used to capture landlocked regions. Important: A Commitment Action and supplementary Reserve Play must not contain cards of the same type. All played cards must be of different types.

Roman Deck Card List

Name	Strength	Type	Notes:
Invasion	7	S	
Conquered	7	V	
Claudius	7	M	
Triumphant General	7	C	
Client States	7	D	
Tribes Divided	7	W	
Legionary Fort	7	B	
Campaign	7	S	
Open Battle	6	T	
No Common Purpose	6	W	
Governor	6	C	
Siege	6	T	

Name	Strength	Type	Notes:
Glory	6	M	
Exterminated	6	V	
Senator	6	C	
Come to Terms	6	D	
Petty Quarrels	6	W	
Prestige	6	M	
Expedition	5	S	
Legio Augusta II	5	L	
Legio Hispana IX	5	L	
Legio Gemina XIV	5	L	
Legio Valeria Victrix XX	5	L	
Expansion	5	S	
Naval Supply	5	S	Sea
Fleet Support	5	S	Sea
Captured	5	V	
Romanized Populace	5	S	
Force Engagement	5	T	
Military Tribune	5	C	
Assimilation	4	S	
Defeated	4	V	
Annexed	4	V	
March	4	T	
Occupation	4	S	
Politics	4	M	
Submission	4	V	
Truce	4	D	
Massacre	4	T	
Hostages	4	D	
Suppressed	3	V	
Surrender	3	V	
Routed	3	V	
Engineers	3	A	
Allies	3	A	
Ballista	3	A	
Tribute	3	D	
Cavalry	3	A	





Rome Is Burning

Introduction

Card game for 2+ players. Roman Emperor theme. Players compete for the chance to be Emperor. The most Decadent player wins.

Victory

The player with the highest Score at the end of 7 turns wins.

The Deck

Players share a common deck. The deck has 2 main card categories:

A Assassinations

B Bread & Circuses

There are 2 types of Assassination Cards:

P Political Support

M Military Support

There are 2 suites of Political Support Cards:

I Intrigue

C Civic

There are 2 suites of Military Support Cards:

S Soldiers

R Reputation

There are 2 types of Bread & Circuses Cards:

V Private Entertainments

U Public Entertainments

There are 2 suites of Private Entertainments Cards:

O Orgies

T Tortures

There are 2 suites of Public Entertainments Cards:

G Arena Games

D Decrees

Board & Dice

The board is circular track divided into 12 spaces. One space is designated as the Palace space. Six sided dice are needed.

Pawns are needed.

Player Status

Each player is either the Emperor or a Plebeian. Only one player at a time can be the Emperor. At the beginning of the game all players start out as Plebeian.

Turn Sequence

Setup Phase Dice Phase Power Phase Score Phase

Setup Phase

Shuffle the discard into the deck. Place the top two cards of the deck face up on an empty space of the board. Going clockwise draw and put two cards on every empty non-palace space.

Dice Phase

Each player gets a pawn. All pawns start on the Palace space. Players take turns.

Roll high on 1D6 to see who goes first. On his turn, a player rolls one die and moves that many spaces in either direction. If he lands on a stack of cards, he takes it.

If he lands on an opponent's pawn, he may take any one card belonging to that player. Dice phase ends when all cards have been taken.

Power Phase

Each player gets one point for every card he holds. Plebian players score an extra point for each Assassination card they hold. A Plebian scores the square of the number of Political support cards he holds A Plebian scores the square of the number of Military support cards he holds A Plebian scores the square of the number of Intrigue cards he holds A Plebian scores the square of the number of Civic cards he holds A Plebian scores the square of the number of Soldier cards he holds A Plebian scores the square of the number of Reputation cards he holds The Emperor scores an extra point for each Bread & Circus card he holds.

The Emperor scores the square of the number of Private Entertainment cards he holds. The Emperor scores the square of the number of Public Entertainment cards he holds. The Emperor scores the square of the number of Torture cards he holds.

The Emperor scores the square of the number of Orgy cards he holds. The Emperor scores the square of the number of Arena cards he holds. The Emperor scores the square of the number of Decree cards he holds.

Score Phase

The player with the highest score becomes the new Emperor. In case of a tie, the old Emperor remains in Power. The Emperors running total score is increased by his score this turn.

Other players earn no points this turn.

The Deck

Card Name:	Category	Type	Suite
Blackmail & Bribes	A	P	I
Rumors & Plots	A	P	I
Betrayal	A	P	I
Conspiracy	A	P	I
The Emperors Madness	A	P	I
Plebian Revolt	A	P	C
The New Republic	A	P	C
Great Oratory	A	P	C
The Peoples Choice	A	P	C
Support of the Senate	A	P	C
Centurions	A	M	S
Praetorian Guard	A	M	S
March on Rome	A	M	S
Generals	A	M	S
Legions	A	M	S
Conquests	A	M	R
Victorious Campaign	A	M	R
Defend the Frontier	A	M	R
Tributes	A	M	R
Triumphs	A	M	R

Card Name:	Category	Type	Suite
Chariot Races	B	U	G
Mock Sea Battles	B	U	G
Gladicators	B	U	G
Christians	B	U	G
Lions & Beasts	B	U	G
Distribute Bread	B	U	D
Pay Soldiers	B	U	D
Build Temples	B	U	D
Public Works	B	U	D
Declare Holiday	B	U	D
Senators Wives	B	V	O
Vestal Virgins	B	V	O
Slave Girls	B	V	O
Temple Maidens	B	V	O
Bath Houses	B	V	O
Crucifixions	B	V	T
Impalements	B	V	T
Put to the Sword	B	V	T
Flayed Alive	B	V	T
Beheadings	B	V	T

Cardset Available

Alecrespi An Italian Warpspawn fansite





Samnite Wars

Introduction

Wargame for 2-4+ players. Theme: Expansion of the Roman Republic. Each player on his turn takes the role of a Consul of Rome, trying to protect the Republic and expand its borders.

On other players turns, players are the enemies of Rome.

The Map

The map depicts the main regions of Italy in antiquity. Rome is in the Latin Region. The Region marked Gaul refers to those Celts inhabiting the Po Valley.

Umbria also includes Picenum.



Victory

The game ends when Rome controls 6 or more Regions and the current Consul declares the game to be over. The player with the most Prestige Tokens (PT) is the winner.

Prestige Tokens

Players share a common set of Tokens. Each player will accumulate their own pile of PT. A Players pile is known as his "Triumph".

There is no limit to the number of PT.

Glory Of Rome

Coins not owned by any player are kept in a pile off the map. This pile is known as the "Glory of Rome"

Gold Coins

Players share a common set of Coins.

Tax Base And Treasury

Coins are owned by Rome and not individual players. Coins not owned by Rome are kept in a off-map pile called the "Tax Base" Coins owned by Rome are kept in a pile known as the "Treasury" Treasury coins are kept on the Map (by Sardinia). During his turn, the current first Consul has access to the Treasury.

Coins spent are returned to the Tax Base.

Dice

Six and ten sided dice are needed.

The Fate Deck

Players share a common deck. The Fate deck is kept face up. The discard is kept face down.

Control

To show that Rome controls a Region, place a PT on it on the map. The Samnites must have 3 Tokens to be controlled.

Setup

Place a PT on the Latin Region on the map. Each player starts with 1D6 PT in their Triumph pile. The Treasury starts with 1D6 Coins.

Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. On his a turn a player controls Rome and has the title of First Consul. All other players are referred to as the Foes.

Each turn has 7 Phases:

1. Fate Phase
2. Taxation Phase
3. Strategy Phase
4. Event Phase
5. Resolution Phase
6. Prestige Phase
7. Etcetera Phase

Fate Phase

All players fill their hand to 10 cards. The Fate deck is kept face up. The discard is kept face down.

Taxation Phase

Place 2 + X Coins into the Treasury.

X The Number of Regions controlled by Rome including the Latins.

Strategy

The current player (The Consul) may pay X Gold to draw X cards and put them in his hand

Event Phase

The Consul rolls on the Event Table.

The Event Table

1D10	Event:
1	Revolt
2-4	Peace (Pax Romana)
5-7	Raids
8-0	War

Resolution Phase

Resolve the current Event.

Revolt

If you get the Revolt event, there is a Rebellion in a Region controlled by Rome. If Rome only controls the Latins, then a Latin city revolts. If there is more than one Region, a region other than the Latins revolts.

The Foes (all players except the Consul) decide which Region Rebels. The Consul decides which other Player will take the role of the Rebels. If there are 4+

players, the Roman player may pick one player to be his ally.

That player must give the Consul 2 cards from his hand. Likewise the Rebels may pick another player to be his ally. The Consul and the Rebels simultaneously play 1 or more cards face up to the table.

This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards. The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie.

If the Consul wins, he gains 3 PT. If the Rebels win, the Consul loses 6 PT and roll 1D6: On a roll of 1-3 the Region frees itself from Roman Control: Remove the PT from it on the map. In revolts, Rome is the attacker, and the Rebels are defenders.

Peace

If you get the Peace event, the Consul has 2 options he may pick from:

1. Pax Romana
2. Campaign

If he chooses Pax Romana, he gains 1 Prestige Token (PT). If he chooses Campaign, he spends 2 Gold and must pick a Region to invade. The target Region must share a border with a region Rome already controls.

The Consul decides which other Player will take the role of the Defenders. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand.

Likewise the defender may pick another player to be his ally. The Consul and the Defenders simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards.

The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Defenders win, the Consul loses 6 PT.

If the Consul wins, he gains 1D6 PT and 1D6 Gold, and a Conquest card may be played. If the Consul does not have a conquest card, another player may play a conquest card. If there are several, players roll high on 1D6 to see who gets the honor. The player who plays the Conquest card gains PT according to the card and a PT is placed on the newly conquered Region to show that Rome now controls it.

If no one has a conquest card, then the Region was defeated but remains free.

Raids

Enemy Regions are Raiding the Republic. If you get the Peace event, the Consul has 2 options he may pick from:

1. Fortify
2. Campaign

If he chooses Fortify, he spends 1D6 Gold from the Treasury. If he chooses Campaign, he spends 2 Gold and must pick a Region to invade. The target Region must share a border with a region Rome already controls.

The Consul decides which other Player will take the role of the Defenders. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand.

Likewise the defender may pick another player to be his ally. The Consul and the Defenders simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards.

The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Defenders win, the Consul loses 6 PT.

If the Consul wins, he gains 1D6 PT and 1D6 Gold, and a Conquest card may be played. If the Consul does not have a conquest card, another player may play a conquest card. If there are several, players roll high on 1D6 to see who gets the honor. The player who plays the Conquest card gains PT according to the card and a PT is placed on the newly conquered Region to show that Rome now controls it.

If no one has a conquest card, then the Region was defeated but remains free.

War

If you get the War event, an enemy Region attacks the Roman Republic. Roll on the Region Table to determine which. If you get the Latins, treat it as a Revolt instead of a War result.

If you roll a region not adjacent (sharing a Border) to the Republic, then use the result in Parenthesis instead. If you roll a Region that Rome already controls, treat it as a Revolt of that Province instead. The Consul decides which other Player will take the role of the Attacker.

If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand. Likewise the attacker may pick another player to be his ally.

The Consul and the Attacker simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards. The side with the highest value wins.

If tied roll players roll high on 1D6 to break the tie. If the Consul wins, he gains 2D6 PT. If the attackers win, the Consul loses 2D6 PT, Rome loses half its Treasury (Round down) and roll 1D6: On a roll of 1-3 one (non-Latin) Region controlled by Rome regains its freedom. Remove the PT from it from the Map. The Consul chooses which region.

The Region Table

1D10	Region:	Notes:
1	Latins (Revolt)	Civilized
2	Etruscans (Peace)	Civilized; Hellenized
3	Samnites (Peace)	Semi-Civilized
4	Campanians (Peace)	Civilized, Hellenized
5	Gauls (Etruscans)	Un-Civilized
6	Umbrians (Samnites)	Semi-Civilized
7	Messapians (Samnites)	Semi-Civilized
8	Lucanians (Peace)	Semi-Civilized
9	Bruttians (Peace)	Semi-Civilized
0	Tarentines (Peace)	Civilized; Hellenized

Prestige Phase

The Current Consul gains PT equal to the amount of Gold in the Treasury.

Etcetera Phase

All players may discard up to 5 cards from their hands. If the Treasury ever has more than 20 Gold, it immediately loses 1D10 Gold from Corruption.

Losing Battles

A consul may not choose to campaign if Rome lost a Battle the previous turn. This rule may be negated by playing the Recruitment or Conscription cards.

Ally Cards

Ally cards are worth 3 Force if you are currently in the role of that Region. They are worth 2 Force if you are the Consul and Rome controls that Region. Otherwise they are worth 1 Force.

Use Of Cards

Many cards have the "Only" condition. The Consul may use cards specific to non-Roman regions if Rome controls them. For instance, if Rome controls Gaul, the Consul may use the Chariot card.

Victory Cards

These are used to modify the PT gained or lost by the Consul after a Battle that Rome has won. These can be played by any player.

Defeat Cards

These are used to modify the PT gained or lost by the Consul after a Battle that Rome has lost. These can be played by any player. If a Defeat card is played, the entire Treasury is lost.

Peace Cards

These are played by the consul during a Pax Romana Event.

The Fate Deck

Card Name	Type	Force	Notes:
Latins	A	-	
Etruscans	A	-	
Samnites	A	-	
Campanians	A	-	
Gauls	A	-	
Umbrians	A	-	
Messapians	A	-	
Lucanians	A	-	
Bruttians	A	-	
Tarentines	A	-	
Siege	B	2	Attacker only
Fortifications	S	2	Defender only
Warriors	T	2	Non-Civilized only
Soldiers	T	2	Civilized only
Hoplites	T	2	Hellenized only
Maniples	S	3	Rome and Samnites only
Tribesmen	T	1	Non-Civilized only
Barbarians	T	1	Non-Civilized only
Hordes	T	3	Non-Civilized only
Discipline	S	2	Civilized only
Swords	W	1	+1 for non-Semi-Civilized only
Javelins	W	1	+1 for Samnites
Spears	W	1	-
Shields	W	1	-
Slingers	W	1	-
Armor	W	1	+1 for Civilized only
Cavalry	T	2	-
Initiative	B	2	-
Leadership	B	2	-
Tactics	B	2	-
Terrain	B	2	-
Morale	B	2	-
Surprise	B	3	-
Archers	W	2	Messapians only
Phalanx	S	3	Hellenized only

Card List Notation

A Ally Card
B Battle Card
C Conquest Card
V Victory Card
P Peace Card
D Defeat Card
X Special Cards
W Weapon Card
T Troops Card
S Strategy Card

Card Name	Type	Force	Notes:
Ferocity	B	2	Non-Civilized only
Warships	T	2	Civilized vs. Civilized only
Greek General	B	3	Free defending Tarentines only
Legions	T	3	Rome only
Centurions	S	2	Rome only
Military Roads	S	2	Rome only
Gladius & Pilum	W	2	Rome only
Fortified Camps	B	2	Rome only
Italian Allies	T	1	-
New Foe	S	2	Enemy of Rome only
Coalition	S	2	Enemy of Rome only
Artillery	W	2	Civilized only
Chariots	W	2	Gauls only
City States	S	2	Civilized Defender only
Tyrant	S	2	Hellenized only
Citizenship	C	-	Gain +3 PT
Assimilation	C	-	Gain +3 PT
Integration	C	-	Gain +3 PT
Garrison	C	-	Gain +1 PT
Influence	C	-	Gain +2 PT
Power	C	-	Gain +2 PT
Annexation	C	-	Gain +2 PT
Expansion	C	-	Gain +2 PT
Colonies	C	-	Gain +2 PT
Occupation	C	-	Gain +1 PT
Development	C	-	Gain +2 PT
Subjugation	C	-	Gain +1 PT
Plunder	V	-	Gain 3 Gold
Take Slaves	V	-	Gain 2 Gold
Decisive Victory	V	-	Gain +2 PT
Pyrrhic Victory	V	-	Lose -2 PT
Severe Terms	V	-	Gain +1 PT and 2 Gold
Sue for Peace	V	-	Gain +2 PT and 1 Gold
Humiliating Defeat	D	-	Lose -2 PT
Pass Under the Yoke	D	-	Lose -2 if Rome is the Attacker
Ransoms	D	-	Lose -1 PT
Rome is Sacked	D	-	Lose -4 PT Rome as defender only
Tribute	P	-	Gain 3 Gold Gain +3 PT
Trade	P	-	Gain 1 Gold Gain +1 PT
Govern	P	-	Spend 2 Gold Gain +4 PT
Build	P	-	Spend 4 Gold Gain +8 PT
Taxation	P	-	Gain 3 Gold
Prosperity	P	-	Gain 2 Gold Gain +2 PT
Patronage	P	-	Spend 3 Gold Gain +6 PT
Politics	P	-	Spend 1 Gold Gain +2 PT
Intrigue	P	-	Spend 2 Gold Opponent Loses 4 PT
Dictatorship	P	-	Gain +1 PT
Treaty	X	-	Negate a War Event; Pax Romana Instead
Hostages	X	-	Negate a War Event; Pax Romana Instead
Diplomacy	X	-	Negate a War Event; Pax Romana Instead
Scandal	X	-	Consul loses 3 PT
Plague	X	-	Consul may not Campaign
Recruitment	X	-	Spend 2 Gold. Consul may Campaign

Card Name	Type	Force	Notes:
Conscription	X	-	Spend 2 Gold. Consul may Campaign

Buy This Game!!!!

The Game Crafter





Samurai Warfare

Introduction

Card game for 2-4+ players.

Victory

The first player to amass 5 Victory Tokens (VT) wins the game.

#	Type:	Notes:
1.	Shogun	Noble Leader/General
2.	Terrain	Battlefield Conditions
3.	Samurai	High Class Warriors

Victory Tokens

Players share a common set of Victory Tokens (VT).

Shogun Sword

A toy Katana is used to indicate who the current Shogun is.

Setup

The oldest player gets the Shogun Sword. Shuffle the Deck.

Turn Sequence

Each turn has 7 Phases:

1. Preparations Phase
2. Strategy Phase
3. Tactics Phase

Type:	Effect:
Shogun	Look at next 5 cards in deck and put 1 of them into your hand.
Terrain	Steal 1 random card from target player.
Samurai	Draw 3 cards and discard 2 from your hand.
Ashigaru	Draw 2 cards.
Strategy	Draw 1 card and look at target player's hand.
Special	Target player must discard 1 random card.

Battle Phase

Players take turns playing 1 card each. Cards are played face up to the table in front of their owner. Some cards have Battle Actions as described in the card list. When played in this Phase, the Battle Action immediately takes effect.

This continues until all players have played all cards they possibly can. A Player may have a max of 1 of each card type in play.

The Deck

Players share a common deck. The deck has 6 card types:

#	Type:	Notes:
4.	Ashigaru	Peasant Soldiers
5.	Strategy	Tactics, Plans, Formations
6.	Special	Unusual Circumstances

4. Battle Phase
5. Victory Phase
6. Shogun Phase
7. End Phase

Preparations Phase

Each player fills their hand to 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

Each player may discard up to 3 cards and draw replacements.

Tactics Phase

Starting with the Shogun and going clockwise, each player may in turn play (discard) 1 card. The type of card discarded will determine what effect is produced:

Victory Phase

Each player adds up the Force values of all his cards in play. The highest score wins and gains a Victory Token. All played cards are discarded.

Shogun Phase

The winner of the turn gets the Shogun Sword.

End Phase

Players may discard up to 1 card from their hand if they have any cards in their hand.

Card List Notation

Z Shogun

T Terrain

S Samurai

A Ashigaru

S Strategy

X Special

BA Battle Action

F Force

Destroy = Discard a card in play

TP Target Player

Common Deck Card List

Card:	#	Type	Force	Notes:
Yari Spearmen	4	A	2	Spear
Yumi Archers	4	A	4	Archer
Matchlock Gunners	4	A	6	Guns
Clan Swordsmen	2	S	3	Sword
Naginata	2	S	4	Spear
Bushi Archers	2	S	5	Archer
Horse Archers	3	S	7	Cavalry; Archer
Heavy Cavalry	3	S	8	Cavalry
Takeda	1	Z	7	BA: Your Guns get +3F
Masamune	1	Z	6	BA: TP must discard 1 Card
Tokugawa	1	Z	8	BA: Draw 2 cards
Honda	1	Z	10	BA: Look at hand of TP
Masashige	1	Z	9	BA: Draw 1 card
Minamoto	1	Z	6	BA: Your Archers get +3F
Motonari	1	Z	6	BA: You may play an extra Terrain
Nobunaga	1	Z	7	BA: You may play an extra Samurai
Toyotomi	1	Z	7	BA: You may play an extra Strategy
Fukushima	1	Z	5	BA: Your Spears get +3F
Musashi	1	Z	8	BA: Your Swords get +3F
Naomasa	1	Z	5	BA: Your Cavalry get +3F
Explosives	1	X	3	BA: Destroy target Terrain
Sohei Warrior Monks	1	X	6	Spear
Ronin Mercenaries	1	X	5	Sword
Portuguese Soldiers	1	X	7	Guns
Ninja Assassin	1	X	2	BA: Destroy target Shogun
Cannons	1	X	9	Guns
Retainer	1	X	5	BA: You may play an extra Shogun
Rebellion	1	X	3	BA: TP discards 2 cards
Seppuku	1	X	1	BA: Destroy target Shogun
Betrayal	1	X	4	BA: TP discards 1 card
Spies	1	X	3	BA: Look at hand of TP
Fortress	1	T	10	Fort; BA: Your Archers get +3F
Castle	1	T	9	Fort; BA: Your Guns get +3F
River	1	T	8	BA: Steal random card from TP
Open Ground	1	T	2	BA: Destroy Target Spears
Stronghold	1	T	7	Fort; BA: You may play an extra Samurai
Treacherous Terrain	1	T	7	BA: TP must discard 1 Card
Difficult Terrain	1	T	6	BA: Destroy Target Spears
Mountain	1	T	6	BA: Destroy Target Cavalry
Forest	1	T	5	BA: Draw 1 Card
Thunderstorm	1	T	4	BA: Destroy Target Guns
Heavy Snow	1	T	6	BA: Destroy Target Ashigaru

Card:	#	Type	Force	Notes:
Roads	1	T	3	BA: You may play an extra Ashigaru
Invasion Fleet	1	S	10	BA: Destroy Target Non-Fort Terrain
Allied Clan	1	S	4	BA: You may play an extra Samurai
Reserves	1	S	3	BA: Draw 1 Card
Campaign	1	S	9	BA: You may play an extra Strategy
Siege	1	S	7	BA: Destroy Target Fort
Surprise Attack	1	S	8	BA: Destroy Target Ashigaru
Ambush	1	S	8	BA: Destroy Target Guns
Cut Off Supplies	1	S	7	BA: TP must discard 1 card
Counterattack	1	S	6	BA: Your Spears get +3F
Surrounded	1	S	6	BA: Destroy Target Samurai
Superior Tactics	1	S	2	BA: Steal random card from TP
Forced March	1	S	5	BA: You may play an extra Ashigaru

Links

Top 10 Samurai





Sengoku Alliance

Introduction

Board and card game for 2-8+ players. Theme: Sengoku Period of Japan.

THE MAP Board The Board depicts a map showing Provinces in Medieval Japan Each province is given a red number that denotes its Victory Point Value. Provinces with colored dots are the Homelands of the six clans. Blue lines indicate connections between

Provinces separated by Water.

The 15 numbered track on the bottom is used to keep track of what Round it is. The six large dots are used to stack Honor Tokens for each of the six clans.

Clans

There are 6 Clans:

#	Clan:	Token Color:	Starting Province:
1.	Shiba	Red	Red Dot
2.	Hatakeyama	Blue	Blue Dot
3.	Hosokawa	Green	Green Dot
4.	Yamana	Yellow	Yellow Dot
5.	Ouchi	Orange	Orange Dot
6.	Akamatsu	Black	Black Dot

Clan Tokens

Each Clan has a set of Tokens of a unique color. Set size is not limited. These are used to indicate control of Provinces.

Honor Tokens

There is a set of White Honor Tokens used by all the Clans.

Castle Tokens

There is a set of Brown Castle Tokens used by all the Clans.

Round Marker

This is placed on the 15 numbered track on the bottom of the map to keep track of what the current Round is.

The Decks

There are 2 Decks:

1. The Faction Deck
2. The Battle Deck

The Faction Deck

There are 3 cards for each Clan in the Faction Deck.

The Battle Deck

The battle deck has 60 cards. The deck has 1 copy of each card described in the card list.

Setup

Shuffle the Decks. Place the Round marker on the #1 of the Round Track. Each Clan gets 4 Honor Tokens stacked on the Colored Spots on the Board.

Each player gets 4 Honor Tokens. Place a Clan Token in each Home Province with a matching color. Each Home Province gets 1 Castle Token.

Each player draws 3 cards from the Faction Deck. (If there are 8 players, draw 2 cards instead) These cards are your Allies. If you have 2 Faction cards of the same Clan it is a Double Ally.

If you have 3 Faction cards of the same Clan it is a Triple Ally. Players keep their Ally Identities secret from each other. Each player is dealt 2 cards from the Battle Deck.

Place 1 Token for each Clan on their Starting Location as indicated by the colored dots on the Map. Draw straws to determine who is first Shogun.

Turns, Rounds, & Shoguns

A round is when all players have taken 1 turn. The Shogun Player goes First. Play proceeds clockwise.

At the beginning of a New round, the player to left of the last Shogun becomes the new Shogun. Use a special Token to indicate who is the Shogun. The Clan with the most Provinces at the end of a Round gains 2 Honor Tokens.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Muster Phase
2. Intrigue Phase
3. Conquest Phase
4. Honor Phase

Muster Phase

Draw 5 cards from the Battle Deck and put them in your hand.

Intrigue Phase

Event cards are played in this Phase.

Conquest Phase

You may play 1 or more Melds. A Meld consists of 1 or more Clan cards of the same clan and up to 1 Daimyo card and 1 Samurai card. Add up the Force value of all the cards in the Meld to get a Total Force value.

You may take control of adjacent Provinces with a total Province value equal or less than the Total Force value of the Meld. Note that these provinces are conquered one after the other, thus (generally) increasing the number of adjacent provinces. For example: Lets say you had a Total Force value of 7. You could take control of a province of value 3 and then another two of value 2 each. Provinces with Castles require 2 extra Force to Conquer.

Any opposing player may play a Defense Card from his Hand to prevent certain Clans from being attacked or to eliminate Samurai and Daimyo cards from Melds. A Clan that loses its Home Province gives 1 Honor Token to the Clan that took it. When a Clan conquers a Province place one of its Clan Tokens on the map in that province and remove any Clan Token that was already there.

A Province may have a maximum of 1 Clan Token on it.

Battle Deck Card List

Card Name	Type	Force	Notes:
Shiba	C	1	
Shiba	C	2	
Shiba	C	3	
Shiba	C	4	
Shiba	C	5	
Hatakeyama	C	1	
Hatakeyama	C	2	
Hatakeyama	C	3	
Hatakeyama	C	4	
Hatakeyama	C	5	
Hosokawa	C	1	
Hosokawa	C	2	
Hosokawa	C	3	
Hosokawa	C	4	
Hosokawa	C	5	
Yamana	C	1	
Yamana	C	2	
Yamana	C	3	

Honor Phase

Max hand size is 2 cards. Discard excess cards.

Rebel Return Rule

If a Clan is completely removed from the board, they may come back at any time by attacking with a Meld of that clan into either their own Home Province, or any other Province that is not the Home Province of an Opponent (or adjacent to one).

Game End

A Full game ends at the end of 15 Rounds. Players may agree to a shorter (or even a longer) game.

Victory

At the end of the game, the player with the most Victory Points wins. A Player gets Victory Points equal to the value of the Provinces occupied by the Clans he is allied with according to his Faction cards. He also gets VP for each Honor Token he and his Allies have. A double ally scores double, and a triple Ally score triple.

Battle Deck Card List Notation

- C** Clan Card
- M** Meld Card
- D** Defense Card
- V** Event Card

Card Name	Type	Force	Notes:
Yamana	C	4	
Yamana	C	5	
Ouchi	C	1	
Ouchi	C	2	
Ouchi	C	3	
Ouchi	C	4	
Ouchi	C	5	
Akamatsu	C	1	
Akamatsu	C	2	
Akamatsu	C	3	
Akamatsu	C	4	
Akamatsu	C	5	
Daimyo	M	1	
Daimyo	M	2	
Daimyo	M	3	
Daimyo	M	4	
Daimyo	M	5	
Samurai	M	1	
Samurai	M	2	
Samurai	M	3	
Samurai	M	4	
Samurai	M	5	
Naval Invasion	M	1	Attack any Coastal Province
Foreign Mercenaries	M	3	The Clan who uses this card loses 1 Honor Token
Treaty	D	-	Target Clan cannot be Attacked this Turn
Hostage	D	-	Target Clan cannot be Attacked this Turn
Ninja	D	-	Discard target Daimyo Card
Duel	D	-	Discard target Samurai Card
Seppuku	V	-	Discard Hand and Draw 5 new cards
Honorable Wife	V	-	Gain control of target Adjacent Province
Build Castle	V	-	Place a Castle Token onto a Target Province
Bushido	V	-	Shuffle the discard into the deck and draw 1 cards
Way of the Warrior	V	-	Shuffle the discard into the deck and draw 2 cards
Way of the Sword	V	-	Shuffle the discard into the deck and draw 3 cards
Rebel Monks	V	-	Remove Target Clan Marker from the Map
Disaster	V	-	Target Player discards his Hand
Treachery	V	-	Draw 1 Faction card and Discard 1 Faction card
Betrayal	V	-	Draw 1 Faction card and Discard 1 Faction card
Spy	V	-	Look at one Random Faction card of Opponent
Geisha	V	-	Look at one Random Faction card of Opponent
Poetry	V	-	Target Clan gains 1 Honor Token
Literature	V	-	You gain 1 Honor Token

The Treaty Card

The attacker may break the treaty, and attack anyway, if so, the attacking Clan loses 1 Honor Token. If the Attacker abides by the Treaty and does not attack or attacks a different Clan, the Clan gains 1 Honor Token.

The Attacker may use his Meld to attack a Different Clan at no penalty.

The Ninja Card

The player who plays this card loses 1 Honor Token.

The Ransom Card

The attacker may break the treaty, and attack anyway, if so, the attacking Clan loses 2 Honor Tokens.

The Duel Card

The Attacker may decide to not discard his Samurai card. If he does not, he must discard 2 Honor Tokens.

The Honorable Wife Card

This cannot be used to target a Clans Home Province or last remaining Province.

The Rebel Monks Card

This cannot be used to target a Clans Home Province or last remaining Province.

Card Set Map

BGG Link





Seven Samurai Skirmish

Introduction

Simple tactical skirmish rules. Based on the classic movie Seven Samurai.

Counters

Use cardboard counters to represent: Men, Horses, Guns, Armor, Wounds.

Victory

The Bandits win if all the Samurai are killed. The Samurai win if the Leader, lieutenants, and 15 bandits are killed. The remaining bandits will flee.

The Map

Use a hex map. The map is of the village and its immediate surroundings. The village is a maze of 20 houses and a few other structures (Well, fences).

A stream borders one side of the village. The terrain outside the village is a mix of clear and forest plus a few outlying houses.

Stacking

Units may not stack.

Terrain Types

*Clear *Forest: Units in forest cannot be shot at except by adjacent units. Units cannot shoot through

Unit Stats

Type:	Force	Move	Notes
Villagers	1	2	
Samurai	4	3	Can make 2 attacks per turn
Bandits	2	2	
Lieutenants	3	3	
Leader	4	3	Can make 2 attacks per turn

Turn Sequence

Players take turns. On a players turn each of his men can move once and attack once.

Moving

It costs a unit one move to enter a clear space. Units cannot move through other units. It costs a unit one move to get on or off a horse (you cannot ride it until next turn).

forest hexes. It costs horses two moves to enter a Forest space.

*Houses: HTH attack rolls into or out of houses get Force -2. Units have no penalty when shooting out of houses. Only units adjacent to houses may shoot into them. (Roll at Force -1) It costs an extra move to enter or leave a house.

Horses may not enter houses. The average house will occupy 4-6+ spaces. *Stream: It costs units two moves to enter a Stream space.

Attack rolls at units in streams get Force +1 *Fences: It costs units one move to climb a fence. Horses are blocked by fences.

Samurai Setup

The Samurai player sets up first. The 7 Samurai and 40 villagers are in the village. The Samurai have swords.

The villagers have spears. One Samurai has a gun. Three Samurai have armor.

Bandit Setup

The bandits are placed anywhere on the edges of the map. There are 37 Bandits with assorted hand weapons. 20 of the Bandits have Horses.

10 of the Bandits have guns. There are two Lieutenants with swords, armor and horse. There is one Leader with swords, armor and horse.

The bandits get the first turn.

Horses

A horse can move 9 spaces per turn. Villagers and wounded men cannot ride horses. If thrown from a horse you cannot get up and back on until next turn.

A horse without a rider will not move.

Hand To Hand Attacks

These are made against adjacent opponents. The attacker rolls a number of 6 sided dice equal to his force score. The attacker gets +1 to the roll for every

friendly unit adjacent to the defender.

The defender rolls a number of 6 sided dice equal to his force score. If the attackers total is greater, the defender loses 1D6 Force points. A unit with 0 or fewer force points is killed.

Stack Wound counters under the wounded man to indicate his Force reduction. If the defender is on a horse, he takes no damage on a roll of 1-3 on 1D6, but is instead thrown from his horse. (lands in same space) Further attacks against thrown riders are at +1 Force until the end of the turn. If the defender is wearing armor, he takes no damage on a roll of 1-3 on 1D6.

Gun Attacks

Guns have a range of 10 spaces. Attacks past 6 spaces are at -1 Force. The shooter rolls 1D6.

If the roll is equal to or less than the attackers Force the target is hit. The defender loses 1D6 Force points if hit. Terrain features and other units will block line of sight.

Guns require one turn to reload. Once fired flip the gun counter over. The gunner may reload (flip the counter up) if he does not move or attack.

A unit may pick up the gun of a dead man in the same space.

Morale

If a villager is in the open and adjacent to any bandit the villager will Panic on a roll of 1-3 on 1D6: A Panicked villager will not attack and will run away if possible. Add 1 to the roll if the villager is next to a samurai. A villager will cease to panic if an adjacent Samurai uses up a move to Yell exhortations at him.





Silk Road

Introduction

Board game for 2-4+ players. Players are caravan merchants carrying goods back and forth between China and Arabia.

Victory

The first player to accumulate 25 coins is the winner.

Coins

Money in the game is counted in units of coins.

The Deck

Players share a common deck. There are four main types of cards: Imports (Goods from Arabia) Exports (Goods from China) Road (Terrain along the Silk Road) Special (Obstacles and Opportunities)

The Board

The board consists of a track 9 spaces long. The leftmost space is Arabia. The rightmost space is China.

Arabia and China are referred to as destination spaces. The 7 intervening spaces are called road spaces.

Pawns & Caravans

Each player has a unique pawn representing their caravan. Note: A Caravan can carry a max of 5 Goods (cards). These goods are not part of your hand.

Goods can be played onto a caravan when it is at the destination that matches the type of goods. (Imports for Arabia and Exports for China)

Setup

Players' pawns start in China. Each player starts with 10 Coins. Each player is dealt 5 cards from the deck.

The player with the most Trade cards goes first. If tied, the player with the most Guard cards goes first. If still tied, flip a coin. Play proceeds clockwise.

Free Trade Rule

Players at any time may trade cards from their hands with each other.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Draw Phase
2. Buy Phase
3. Travel Phase
4. Bandit Phase
5. Sell Phase
6. End Phase

Draw Phase

Draw 3 cards and put them into your hand. If the deck runs out, shuffle the discard and draw from it.

Buy Phase

Note: A Caravan can carry a max of 5 Goods (cards). If you are in Arabia, you may place Import cards of One type (Gold, Silver, or Gems) onto your Caravan. If you are in China, you may place Export cards of One type (Silk, Tea, or Spices) onto your Caravan.

Each card of goods costs 1 Coin to buy. Note: You can have different types of goods on your caravan, but you can only buy one type per turn. If at a destination, you may discard a Trade card to draw 3 cards.

Travel Phase

You may play (discard) a Road card to move 1 Space on the track. You may play multiple road cards, but they must all be of one type. For example: You may play 3 Deserts, but not a Desert and a Mountain.

Caravans that share the same space may trade goods. You may discard a Guard card to move 1 extra space.

Bandit Phase

The player to your left may play (discard) a Bandit card on you. You may play (discard) a Guard card to negate this. If you do not negate it, you must discard 1 of the goods cards on your Caravan of your choice.

Sell Phase

If you are in Arabia, you may sell all the Export goods on your Caravan. If you are in China, you may sell all the Import goods on your Caravan. You get 2 Coins per good card sold.

Get an extra coin if you sold 2 types of goods. Get 2 extra coins if you sold all 3 types of goods. You may play (discard) a Trade card to earn an extra coin for each good you sell of 1 type.

Sold goods cards are discarded.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

I Import

X Export

R Road

S Special

Number of copies of that card in the deck

Card List

Name	Type	#
Silver	I	6
Gold	I	5
Gems	I	4
Steppes	R	12
Desert	R	10
Mountains	R	8

Name	Type	#
Tea	X	6
Spices	X	5
Silk	X	4
Bandits	S	5
Guards	S	5
Trade	S	5

Optional Rule — Personalities

Make up a card for each personality. At the beginning of the game, each player gets to draw 1 personality

card.

Personality:	Notes:
Guide	You may draw 1 extra card in Draw phase if you are on a Road
Trader	Your hand size is +2
Merchant	All your Goods earn 1 extra coin when sold
Caravan Master	Your Caravan can hold up to 3 extra goods
Captain of the Guard	You are immune to Bandits





Spanish Armada

Introduction

Solo card game using a regular deck of cards. Based on the Failure of the Spanish Armada to invade England in 1588. The Armada had 122 Ships. The English 66.

The English sank 2 Spanish Ships and were able to disperse the Armada. The dispersed Armada drifted into the North Sea and had to circle around Ireland in treacherous weather to return home. On the journey home 39 transports foundered or ran aground.

Setup

Split up the deck into 2 halves: Red Half (Spanish Armada) Black Half (English Squadrons)

Turn Sequence

Each turn has 3 Phases:

1. Straggler Phase
2. Maneuver Phase
3. Engagement Phase

Straggler Phase

Flip over the top 4 cards of the Red deck. These are called Straggler cards. Draw cards from the Black Deck to fill your hand to 5 cards.

These are called Raider cards. If the Black Deck runs out, shuffle the discard and draw from it.

Maneuver Phase

You must play (discard) exactly 1 Black card for a special effect:

- Ace = Flip over another Red card and draw another Black card
- Deuce = All your other cards are worth +2
- Three = Shuffle 1 target Straggler back into the Red Deck

- Four = Shuffle 1 random Escaped card back into the Red Deck
- Five = Look at the next 7 cards in both decks and draw another Black card
- Six = Automatically Disperse one Random Straggler
- Seven = Draw 3 cards and keep 1
- Eight = All Stragglers are at -3
- Nine = Disperse any target Straggler card
- Ten = Shuffle all Stragglers back into deck and flip over 4 new Stragglers
- Jack = Discard your Hand and draw 5 new Black cards
- Queen = Disperse 2 target Stragglers of total value 10 or less
- King = Draw 2 Black Cards

You cannot play more than 1 card in this phase to get a special effect.

Engagement Phase

Discard a Raider card to disperse a Straggler of equal or less value. You may combine 2 Raider cards to disperse a single straggler of equal or lesser value. Put dispersed straggler cards into your Victory pile.

Put any Stragglers you didn't disperse into the Escape pile.

Aces 1; Jacks = 11; Queens = 12; Kings = 13.

Scoring

The game ends when there are no cards left to draw from the Red deck. Your score equals the combined value of the cards in your Victory Pile:

- Total victory = 150+ (Armada Sunk)
- Partial victory = 125+ (Historical victory)
- Marginal escape = 100+ (Armada thwarted)
- Dismal Failure = 99 or less (The Spanish conquer England)





Sweep Of History

Introduction

List and Dice game for 2-4+ players.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

Equipment

10 Sided dice are needed. Pens or pencils are needed. (A different color for each player would be good). A printed copy of the Era Lists is needed.

Use Tokens to keep track of Victory Points. Use Coins to keep track of Gold.

Eras

1. Bronze Age (3500-2000 BC)
2. Iron Age (2000-1000 BC)
3. Classical Age (1000-400 BC)
4. Antiquity (400-0 BC)
5. Empire (0-430 AD)
6. Dark Ages (430-1050 AD)
7. Middle Ages (1050-1350 AD)
8. Renaissance (1350-1600 AD)
9. Enlightenment (1600-1820 AD)
10. Industrial Age (1820-1900 AD)
11. Early Modern (1900-1944 AD)
12. Modern Age (1944-2010 AD)

Era Lists

Each Era has a list of 50+ numbered Items. Print a copy of each list. During the game players will write on the lists to mark which items they control.

Regions

Most Items belong to a particular region. Regions are determined by the Era. For example, in the Bronze age deck there are 4 Regions: Mesopotamia, Egypt, India, and China.

Item Types

There are 9 item types. Not every Era will use all available types.

1. Civilization
2. Leader
3. City
4. Paragon
5. Advance
6. Wonder

7. Religion
8. Ideology
9. Book

Note that the Disaster, Event, Disgrace, and Usurper results are actions, not items.

Setup

Print a copy of the Era Lists. Each player starts with 10 VP and 10 Gold. Players roll high on 1D10 to see who goes first each Era.

Turn Sequence

On your turn, Roll 1D100. Check the current list. You gain control of the indicated item.

Make your mark next to the Item on the list. All Items are unique. You are the only one who can control it. Note: The action results are not considered items.

You may spend 1 Gold to add or subtract 1 to your roll.

Disaster Action

If you get a Disaster result, destroy a Target City or Wonder opponent controls. If opponent has none, he instead loses 2 Gold.

Usurp Action

If you get an Usurp result, steal a Target City or Civilization from another player.

Disgrace Action

If you get a Disgrace result, target opponent loses 2 VP.

Conquest Action

If you get a Conquest result, steal 1 VP and 1 Gold from another player.

Knowledge

If you naturally roll a Book or Advance Item you already own gain 1 VP and 1 Gold.

Leadership

If you naturally roll a Leader you already own, gain 1 VP and go again.

Taxes

If you naturally roll a City or Civilization you already own, gain 2 Gold.

Conversion

If you naturally roll a Religion or Ideology you already own steal 2 VP from target opponent.

Culture

If you naturally roll a Paragon or Wonder you already own gain 2 VP.

Trade

If an opponent naturally rolls one of your items, he gives you 1 Gold.

Pick One Item Results

You must pick an item not owned by any player.

End Of An Era

When any player controls 12 or more items from an era, that era immediately ends.

End Of Era Scoring

After an Era is completely filled up, players score for that Era: The player with the most Items for the whole Era gets 3 VP. Check for each REGION in that

Era. The player with the most items for a Region gets 7 VP.

Check for each Item TYPE in that Era. The player with the most items of that type gets 5 VP. (For Example: The player with the most Leader items gets 5 VP) If 2 or more players tie for the most, each gets 3 VP.

Bonus items give 1 extra VP if you also own the item they target. The player with the most Gold gets 7 VP.

Era Card List Type Notation

C Civilization
L Leader
Y City
P Paragon
A Advance
W Wonder
D Disaster
E Conquest
R Religion
I Ideology
B Book
U Usurp
G Disgrace

Bronze Age (3500-2000 Bc) Era List Notation

M Mesopotamia
I India
H China
E Egypt

Bronze Age (3500-2000 Bc) Era List

Card Name	#	Type	Region
Sumeria	1	C	M
Indus Valley	2	C	I
Great Flood	3	D	-
Mohenjo-Daro	4	Y	I
Harappa	5	Y	I
Gilgamesh	6	L	M
Nubia	7	C	E
Menes	8	L	E
Thriving Trade	9	A	-
Upper Kingdom	10	C	E
Lower Kingdom	11	C	E
Akkadians	12	C	M
Mentuhotep	13	L	E
Old Kingdom	14	C	E
Pottery	15	A	-
Taxation	16	A	-
Cuneiform	17	A	M
Hieroglyphics	18	A	E
Dynasty	19	U	-

Card Name	#	Type	Region
Famine	27	D	-
Great Pyramids	28	W	E
Papyrus	29	A	E
Sargon	30	L	M
War	31	E	-
Slave Labor	32	A	-
Medes	33	C	M
Uprisings	34	D	-
Assyria	35	C	M
Ur	36	Y	M
Babylon	37	Y	M
City States	38	A	M
Memphis	39	Y	E
Plow	40	A	-
Wheel	41	A	-
Sail	42	A	-
Granaries	43	A	-
Yangshao	44	C	H
Longshan	45	C	H

Card Name	#	Type	Region
Bronze Working	20	A	-
Ziggurat	21	W	-
Sphinx	22	W	E
Astronomy	23	A	-
Mythology	24	A	-
King Djoser	25	L	E
Irrigation	26	A	-

Iron Age (2000-1000 Bc) Era List Notation

M Mesopotamia (and Persia)

I India

H China

E Egypt

Card Name	#	Type	Region
Xia	46	C	H
Yellow Emperor	47	L	H
Conquest	48	U	-
Beer Brewing	49	A	M
Animal Domestication	50	A	-
Migrations	51+	E	-
Pick one Item	52+	-	-

N Near East

G Aegean

O Europe

X Anatolia

Z Americas

Iron Age (2000-1000 Bc) Era List

Card Name	#	Type	Region
Hammurabi	1	L	M
Babylonian Empire	2	C	M
Book of the Dead	3	B	E
Hyksos	4	C	E
Thebes	5	Y	E
Temple of Karnak	6	W	E
Middle Kingdom	7	C	E
Shang Dynasty	8	C	H
I Ching	9	B	H
Library at Ebla	10	W	M
Stonehenge	11	W	O
Megalithic Culture	12	C	O
Abraham	13	P	N
Hebrews	14	C	N
Monotheism	15	R	-
Cretans	16	C	G
Tholos	17	A	G
Myceneans	18	C	G
Hittites	19	C	X
Minoans	20	C	G
Thutmose	21	L	E
Iron Working	22	A	X
Shuppiluliumash	23	L	X
Assyria	24	C	M
Annexation	25	E	-
Wine	26	A	-
Jericho	27	Y	N
Ramses	28	L	E
Zoroastrianism	29	R	M
Volcanic Eruption	30	D	G
Troy	31	Y	X
Moses	32	L	N
Elamites	33	C	M
Migrations	34	E	-
Collapse	35	D	-

Card Name	#	Type	Region
Architecture	38	A	-
Flowering of Art	39	A	-
Wu	40	L	H
Zhou	41	C	H
Hao	42	Y	H
King Saul	43	L	N
Canaanites	44	C	N
Chiefdoms	45	C	O
New Kingdom	46	C	E
King Minos	47	L	G
Trojan War	48	E	-
Agamemnon	49	L	G
Glass Vessels	50	A	-
Parchment	51	A	-
Nefertiti	52	L	E
Newgrange	53	W	O
Cycladic Culture	54	C	G
Chariots	55	A	-
Aryans	56	C	I
Dravidians	57	C	I
Andean Chiefdoms	58	C	Z
Mayans	59	C	Z
Olmechs	60	C	Z
Urnfield Culture	61	C	O
Hallstatt Culture	62	C	O
Celts	63	C	O
Mother Goddess	64	A	G
Sea Peoples	65	C	G
Alphabet	66	A	-
Rich Treasures	67	A	-
Overextended	68	D	M
Hinduism	69	R	I
Villanovans	70	C	O
Vedas	71	B	I
Conquest	72+	E	-

Card Name	#	Type	Region
Nebuchadnezzar	36	L	M
Statue of Marduk	37	W	M

Classical Age (1000-400 Bc) Era List Notation

M Mesopotamia
P Persia
H China and India
E Egypt

Card Name	#	Type	Region
Pick one Item	73+	-	-

N Near East
S North Africa
G Greece
O Europe
Z Americas
K Central Asia

Classical Age (1000-400 Bc) Era List

Card Name	#	Type	Region
Rome	1	Y	O
Roman Republic	2	C	O
Xerxes	3	L	P
Socrates	4	P	G
Temple of Solomon	5	W	N
Palace of Nimrud	6	W	M
La Venta	7	Y	Z
Temple of Artemis	8	W	G
Persepolis	9	Y	P
Darius the Great	10	L	P
Chavins	11	C	Z
Jerusalem	12	Y	N
King David	13	L	N
Carthage	14	Y	S
Kush	15	C	S
Assyria	16	C	M
Babylonians	17	C	M
Late Period	18	C	E
Diaspora	19	D	N
Cyrus the Great	20	L	P
Achaemenid Empire	21	C	P
Statue of Zeus	22	W	G
Torah	23	B	N
Etruscans	24	C	O
La Tene Culture	25	C	O
Iberians	26	C	O
Dorians	27	C	G
Ionians	28	C	G
Colonization	29	A	G
City States	30	Y	G
Phoenicians	31	C	N
Conquest	32	E	-

Antiquity (400-0 Bc) Era List Notation

P Persia (Plus Near East & Mesopotamia)
R Rome
I India
H China

Card Name	#	Type	Region
Parthenon	33	W	G
Tyrants	34	U	-
Democracy	35	I	G
Biremes	36	A	G
Coinage	37	A	-
Athens	38	Y	G
Sparta	39	Y	G
Hanging Gardens	40	W	M
Over Cultivation	41	D	-
Olympic Games	42	A	G
Persian Wars	43	E	-
Peloponnesian Wars	44	E	-
Alcibiades	45	G	G
Pythagoras	46	P	G
Satrap	47	C	P
Drama	48	A	G
Herodotus	49	P	G
Pericles	50	L	G
Homer	51	P	G
Jainism	52	R	H
Warring States	53	C	H
Zhou Dynasty	54	C	H
Confucius	55	P	H
Mandate from Heaven	56	I	H
Shen	57	C	H
Sun Tzu	58	P	H
Cimmerians	59	C	K
Scythians	60	C	K
Nomadic Pastoralism	61	A	K
Oxus Civilization	62	C	K
Philosophy	63	A	G
Pick one Item	64+	-	-

E Egypt
S North Africa
G Greece
O Europe
Z Americas
K Central Asia

Antiquity (400-0 Bc) Era List

Card Name	#	Type	Region
Mausoleum Halicarnassus 1	W	P	
Parthians	2	C	P
Seleucid Dynasty	3	C	P
Nabateans	4	C	P
Petra	5	Y	P
Alexander the Great	6	L	G
Macedonia	7	C	G
Philip of Macedon	8	L	G
Aristotle	9	P	G
Plato	10	P	G
Hippocrates	11	P	G
Archimedes	12	P	G
Diadochi	13	L	G
Oracle at Delphi	14	W	G
Colossus of Rhodes	15	W	G
Cynics & Skeptics	16	A	G
Stoics & Epicureans	17	A	G
Temple of the Winds	18	W	G
Antigonid Dynasty	19	C	G
Julius Caesar	20	L	R
Gallic Wars	21	E	-
Samnite Wars	22	E	-
Roman Republic	23	C	R
Punic Wars	24	E	R
Scipio	25	L	R
Octavian	26	L	R
Spartacus Rebellion 27	G	R	
Marius Reforms	28	P	R
Aqueducts	29	A	R
The Pantheon	30	W	R
Pompey	31	L	R
Civil War	32	U	-
Roman Empire	33	A	R
Coliseum	34	W	R

Empire (0-430 Ad) Era List Notation

R Roman Empire
P Persia
I India
H Asia

Card Name	#	Type	Region
Carthaginian Empire	35	C	S
Hannibal	36	L	S
Celtic Gaul	37	C	O
Cimbri	38	C	O
Teutons	39	C	O
Sarmatians	40	C	K
Xiongnu	41	C	K
Alexandria	42	Y	E
Cleopatra	43	L	E
Lighthouse Alexandria 44	W	E	
Ptolemy Dynasty	45	C	E
Maurians	46	C	I
Ashoka	47	L	I
Buddhism	48	R	I
Qin	49	C	H
Shi Huangdi	50	L	H
Great Wall of China	51	W	H
Han Empire	52	C	H
Crossbow	53	A	H
Liu Bang	54	L	H
Taoism	55	R	H
Terracotta Army	56	W	H
War Elephants	57	A	-
Bureaucracy	58	I	-
Conquest	59	E	-
Empire	60	U	-
Expansionist	61	E	-
Pyrrhic Victory	62	D	-
Tribute	63	A	-
Tiahuanaco	64	Y	Z
Zapotec States	65	C	Z
Nazca	66	C	Z
Moche	67	C	Z
Pick one Item	68+	-	-

S Africa
B British Isles
O Europe
X Anatolia
Z Americas

Empire (0-430 Ad) Era List

Card Name	#	Type	Region
Christianity	1	R	R
Jewish Revolt	2	D	-
Hadrians Wall	3	W	B
Celtic Britons	4	C	B
Boudica	5	L	B
Flavian Emperors	6	L	R

Card Name	#	Type	Region
Trajans Forum	32	W	R
Neros Golden House	33	W	R
Baths of Diocletioan	34	W	R
Saint Augustine	35	P	R
New Testament	36	B	R
City of God	37	B	R

Card Name	#	Type	Region
Good Emperors	7	L	R
Soldier Emperors	8	L	R
Parthian Empire	9	C	P
Han Empire	10	C	H
Tibetans	11	C	H
Meroe	12	C	S
Sassanid Empire	13	C	P
Caligula	14	G	R
Kushans	15	C	I
Ellora Temples	16	W	I
Hindu Kingdoms	17	C	I
Guptas	18	C	I
Golden Age	19	A	-
Three Kingdoms	20	C	H
Yayoi Period in Japan	21	C	H
Kingdom of Funan	22	C	H
Conversions	23	U	-
Puppet Emperor	24	U	-
Teotihuacan	25	Y	Z
Egypt Roman Province	26	A	R
Axum	27	C	S
Bantu	28	C	S
Silk Route	29	A	P
Temple of the Sun	30	W	Z
Cult of Mithras	31	R	P

Dark Ages (430-1050 Ad) Deck Card List Notation

Z Byzantium
I India
H China and Japan

Dark Ages (430-1050 Ad) Era List

Card Name	#	Type	Region
East Roman Empire	1	C	Z
Byzantine Empire	2	C	Z
Hagia Sophia	3	W	Z
Basilica Cistern	4	W	Z
Horyu-Gakumonji	5	W	H
Leif Eriksson	6	P	S
Moors	7	C	M
Visigoths	8	C	E
Ostrogoths	9	C	E
Vandals	10	C	E
Anglo Saxons	11	C	B
Normans	12	C	B
Book of Kells	13	B	B
Irish Monks	14	C	B
Mohammed	15	L	M
Islam	16	R	M

Card Name	#	Type	Region
Roman Empire	38	C	R
Civil War	39	U	-
Conquests	40	E	-
Roman Engineering	41	A	R
Constantine	42	L	X
Constantinople	43	Y	X
Eastern Empire	44	C	R
Western Empire	45	C	R
Water Wheel	46	A	-
Armenia	47	C	X
Saint Paul	48	P	R
Galen	49	P	R
Ptolemy	50	P	R
Schism	51	A	-
Pax Romana	52	A	R
Octavian	53	L	R
Battle of Teutoburg	54	E	O
Goths	55	C	O
Alaric	56	L	O
Germanic Tribes	57	C	O
Mayan City States	58	C	Z
Maya Calendar	59	A	Z
Paracas	60	C	Z
Teotihuacan	61	Y	Z
Pick one Item	62+	-	-

S Scandinavia
B British Isles
M Moslem World
C Central Asia
E Europe
K Americas

Card Name	#	Type	Region
Harsha	38	L	I
Windmills	39	A	-
Picts	40	C	B
Scots	41	C	B
Merovingians	42	C	E
Feudalism	43	I	E
Danish Vikings	44	C	S
King Alfred	45	L	B
Swedish Vikings	46	C	S
Assimilation	47	U	-
Rus Kiev	48	C	E
Norwegian Vikings	49	C	S
King Otto I	50	L	E
Holy Roman Empire	51	C	E
Papacy	52	R	E
Catholicism	53	R	R

Card Name	#	Type	Region
Arabs	17	C	M
Collapse	18	D	-
Tang Dynasty	19	C	H
Charlemagne	20	L	E
Franks	21	C	E
Huns	22	C	C
Attila	23	L	C
Avars	24	C	C
Theodoric the Great	25	L	E
Barbarian Migrations	26	D	-
Gupta Empire	27	C	I
Justinian	28	L	Z
Bubonic Plague	29	D	-
Lombards	30	C	E
Greek Orthodox Church	31	R	Z
Slavs	32	C	E
Seljuk Turks	33	C	C
Heraclius	34	L	Z
Sui	35	C	H
Toba	36	C	H
Japanese Yamato	37	C	H

Middle Ages (1050-1350 Ad) Deck Card List Notation

L Levant, Egypt, Anatolia, and Persia
H China, India, and Japan

Card Name	#	Type	Region
Magyars	54	C	C
Monasticism	55	R	E
Umayyad Dynasty	56	C	M
Dome of the Rock	57	W	M
Mecca	58	Y	M
Koran	59	B	M
Abbasid Empire	60	C	M
Golden Age	61	A	-
Fragmentation	62	D	-
Wendi	63	L	H
Fatmids	64	C	M
Islamic Science	65	A	M
Rajput States	66	C	I
Tamil Kingdoms	67	C	I
Chola Kingdoms	68	C	I
Huari Empire	69	C	K
Maya Old Empire	70	C	K
Tikal	71	Y	K
Chichen Itza	72	W	K
Pick one Item	73+	-	-

B British Isles
C Central Asia, Russia, and East Europe
E Europe
Z Byzantium
K Americas

Middle Ages (1050-1350 Ad) Era List

Card Name	#	Type	Region
Crusades	1	E	-
Chivalry	2	A	E
England	3	C	B
Battle of Hastings	4	E	-
France	5	C	E
Feudalism	6	I	E
Universities	7	A	E
William the Conqueror	8	L	B
Gothic Style	9	A	E
Dante	10	P	E
Frederick Barbarossa	11	L	E
Magna Carta	12	B	B
Roger Bacon	13	P	B
Heresy	14	D	-
Mongols	15	C	C
Genghis Khan	16	L	C
Paper Manufacture	17	A	-
Kingdom of Hungary	18	C	E
Russian Principalities	19	C	C
Black Death	20	D	-
Excommunication	21	D	-

Card Name	#	Type	Region
Hanseatic League	31	C	E
Communes	32	A	E
Marco Polo	33	P	H
Crusader States	34	C	L
Incas	35	C	K
Aztecs	36	C	K
Chimu	37	C	K
Alex Newski	38	L	C
Tartars	39	C	C
Golden Horde	40	C	C
Kublai Khan	41	L	C
Khanate of Persia	42	C	L
Venice	43	Y	E
Genoa	44	Y	E
Kingdom of Poland	45	C	C
Seljuk Sultanate	46	C	L
Byzantine Empire	47	C	L
Latin Empire	48	C	L
Fatimids	49	C	L
Holy Roman Empire	50	C	E
Hohenstaufen Emperors	51	C	E

Card Name	#	Type	Region
House of Habsburg	22	C	E
Knights Templar	23	C	L
Jerusalem	24	Y	L
Saladin	25	L	L
Richard Lionheart	26	L	L
Reconquista	27	E	E
Three Crop Rotation	28	A	E
Thomas Aquinas	29	P	E
Banks and Credit	30	A	E

Renaissance (1350-1600 Ad) Deck Card List Notation

T Italy
S Spain and Portugal
M Middle East, Africa, and Asia Minor

Card Name	#	Type	Region
Northern Sung	52	C	H
Southern Sung	53	C	H
Heian Period	54	C	H
Zen Buddhism	55	R	H
Magnetic Compass	56	A	H
Kamakura Shogunate	57	C	H
Yaun Dynasty	58	C	H
Pick one Item	59+	-	-

H China, India, and Japan
B British Isles
C Central Asia, Russia, and East Europe
E Europe
K Americas
A Any Region

Renaissance (1350-1600 Ad) Era List

Card Name	#	Type	Region
Hundred Years War	1	E	-
Gunpowder	2	A	E
Cannons	3	A	E
Medici	4	L	T
Machiavelli	5	P	T
Dynastic Rivalries	6	U	-
Florence	7	Y	T
Venice	8	Y	T
Italian City States	9	Y	T
Joan of Arc	10	L	E
Burgundy	11	C	E
English	12	C	B
Canterbury Tales	13	B	B
Sir Thomas Malory	14	P	B
French	15	C	E
Wars of the Roses	16	U	-
Lancaster	17	C	B
York	18	C	B
Henry VIII	19	L	B
Ferdinand & Isabella	20	L	S
Printing Press	21	A	E
German Empire	22	C	E
Tudor Dynasty	23	C	B
Fugger Banking Dynasty	24	A	E
Spanish Armada	25	G	S
Hiernonymus Bosch	26	P	E
Christopher Columbus	27	P	S
Leonardo da Vinci	28	P	T
Botticelli	29	P	T
Utopia	30	B	B
Michelangelo	31	P	T
Copernicus	32	P	T

Card Name	#	Type	Region
Habsburg Emperors	42	C	E
Ottoman Empire	43	C	M
Late Byzantine Empire	44	C	M
Ming Dynasty	45	C	H
Ashikaga Shogunate	46	C	H
Delhi Sultanate	47	C	H
Vijayangar Kingdom	48	C	H
Porcelain Pagoda	49	W	H
Mamluke Sultanate	50	C	M
Magellan	51	P	S
Grand Duchy Lithuania	52	C	C
Great Russia	53	C	C
Moscow	54	Y	C
Ivan the Terrible	55	L	C
Golden Horde	56	C	C
Red Square	57	W	C
Plague	58	D	-
Hugenots	59	C	E
Cortez in Mexico	60	L	K
Pizarro in Peru	61	L	K
Spanish California	62	C	K
Incas	63	C	K
Aztecs	64	C	K
Overseas Discoveries	65	A	-
The New World	66	C	K
Machu Picchu	67	W	K
Suleiman Magnificent	68	L	M
Safavi Empire	69	C	M
Abbas the Great	70	L	M
Portuguese Goa	71	Y	H
Babar	72	L	H
Akbar the Great	73	L	H

Card Name	#	Type	Region
Sistine Chapel	33	W	T
Reformation	34	U	-
Siege of Vienna	35	E	-
Elizabethan Age	36	L	B
Shakespeare	37	P	B
Martin Luther	38	P	E
95 Theses	39	B	E
Protestantism	40	R	E
Timur the Lame	41	L	C

Enlightenment (1600-1820 Ad) Era List Notation

E Europe
B British Isles
F France

Card Name	#	Type	Region
Sikhism	74	R	H
The Golden Temple	75	W	H
Hideyoshi	76	L	H
Mogul Period	77	C	H
Timbuktu	78	Y	M
Songhai Kingdom	79	C	M
Petrarch	80	P	T
Humanism	81	I	T
Pick one Item	82+	-	-

N Americas
M Middle East and Africa
H China and Japan
I India
C Central Asia, Russia, and East Europe

Enlightenment (1600-1820 Ad) Era List

Card Name	#	Type	Region
Spanish Empire	1	C	E
Caribbean	2	C	N
Pilgrims	3	C	N
United States America	4	C	N
North America	5	C	N
30 Year War	6	E	-
French Revolution	7	U	-
Seven Year War	8	E	-
Napoleonic Wars	9	U	-
Napoleon Bonaparte	10	L	F
Peter the Great	11	L	C
Romanov Dynasty	12	C	C
English Civil War	13	E	B
Oliver Cromwell	14	L	B
Ottoman Empire	15	C	M
East India Company	16	C	I
Turkish Wars	17	D	-
British Empire	18	C	B
William Pitt	19	L	B
Wellington	20	L	B
Horatio Nelson	21	L	B
Maratha Confederacy	22	C	I
Mogul Empire	23	C	I
Manchus	24	C	H
Afghans	25	C	I
Ching Dynasty	26	C	H
Clive of India	27	L	I
Tokugawa Shogunate	28	C	H
Edo	29	Y	H
Sea Pirate States	30	C	M
Slave Trade	31	A	M
Algeria, Morocco, Tunisia	32	C	M
Religious Discord	33	D	-

Card Name	#	Type	Region
Rubens	37	P	E
El Greco	38	P	E
JS Bach	39	P	E
Baroque Era	40	A	E
Mozart	41	P	E
Handel	42	P	E
Paradise Lost	43	B	B
Jane Austen	44	P	B
Voltaire	45	P	F
Francis Bacon	46	P	B
Galileo	47	P	E
Newton	48	P	B
George Washington	49	L	N
Benjamin Franklin	50	P	N
American Colonies	51	C	N
Declaration Independence	52	B	N
Thomas Jefferson	53	L	N
American Revolution	54	U	-
Logarithms	55	A	B
Steam Engine	56	A	B
Hot Air Balloon	57	A	F
The Sun King	58	L	F
Fredrich the Great	59	L	E
Prussia	60	C	E
Maria Theresa	61	L	E
Austrian Empire	62	C	E
William Blake	63	P	B
Holy Roman Empire	64	C	E
Robespierre	65	L	F
Taj Mahal	66	W	I
Telescope	67	A	E
Pendulum Clock	68	A	E
Flintlock Muskets	69	A	E

Card Name	#	Type	Region
Russia	34	C	C
Rembrandt	35	P	E
The Dutch	36	C	E

Industry (1820-1900 Ad) Era List Notation**E** Europe and Russia**Industry (1820-1900 Ad) Era List**

Card Name	#	Type	Region
Steam Ship	1	A	N
Ironclads	2	A	N
Rail Roads	3	A	B
Telegraph	4	A	N
Photography	5	A	E
Dynamite	6	A	E
Periodic Table	7	A	E
Phonograph	8	A	N
Lightbulb	9	A	N
X-Rays	10	A	E
Motor Car	11	A	E
Tesla	12	P	N
Edison	13	P	N
American Civil War	14	U	-
Marie Curie	15	P	E
Cinematograph	16	A	E
Gilded Age	17	C	N
Abraham Lincoln	18	L	N
Bismark	19	L	E
Ulysses Grant	20	L	N
Queen Victoria	21	L	B
Industrial Revolution	22	A	B
Suez Canal	23	W	X
British India	24	C	X
Boxer Rebellion	25	D	-
Dowager Empress	26	L	X
Meji Reform	27	A	X

Early Modern (1900-1944 Ad) Era List Notation**E** Europe and Britain**G** Germany and Italy**Early Modern (1900-1944 Ad) Era List**

Card Name	#	Type	Region
Great War	1	E	-
World War	2	E	-
Great Depression	3	D	-
Albert Einstein	4	P	U
Airplanes	5	A	U

Card Name	#	Type	Region
Microscopy	70	A	E
Fahrenheit	71	P	E
Pick one Item	72+	-	-

B British Isles**N** North America**X** The Rest of the World

Card Name	#	Type	Region
Boer War	28	U	-
Cape Town	29	Y	X
Opium War	30	E	-
Sepoy Mutiny	31	D	-
Robber Barons	32	P	N
Occupation	33	U	-
Crimean War	34	E	-
Franco-German War	35	E	-
Czarist Russia	36	C	E
Germany	37	C	E
France	38	C	E
British Empire	39	C	X
Austrian Empire	40	C	E
Eiffel Tower	41	W	E
Bicycle	42	A	E
Spanish American War	43	E	-
US/Mexican War	44	E	-
United States	45	C	N
Van Gogh	46	P	E
Gauguin	47	P	E
Impressionism	48	A	E
Romantic Period	49	A	E
Statue of Liberty	50	W	N
Darwin	51	P	B
Pasteur	52	P	E
Chopin	53	P	E
Pick one Item	54+	-	-

R Russia**U** United States**X** The Rest of the World**A** Any Region

Card Name	#	Type	Region
Third Reich	26	C	G
United States	27	C	U
Soviet Union	28	C	R
Spanish Civil War	29	U	-
Holocaust	30	G	G

Card Name	#	Type	Region
Rockets	6	A	R
Hitler	7	L	G
Stalin	8	L	R
Tanks	9	A	E
Captains of Industry	10	P	U
Machine Guns	11	A	G
Gas Warfare	12	A	G
Russian Revolution	13	U	-
Churchill	14	L	E
Mussolini	15	L	G
Fascism	16	I	G
Communism	17	I	R
Theodore Roosevelt	18	L	U
Franklin D Roosevelt	19	L	U
Lenin	20	L	R
Nazi Germany	21	C	G
Turkish Republic	22	C	X
Iran and Iraq	23	C	X
Mahatma Gandhi	24	L	X
Civil Disobedience	25	I	X

MODERN ERA (1944 - Present AD) ERA LIST NOTATION

E Europe and Britain**R** Russia**U** United States

Card Name	#	Type	Region
Quantum Mechanics	31	A	U
Rodin	32	P	E
Renoir	33	P	E
Chaplin	34	P	U
Chagall	35	P	R
Abstract Art	36	A	E
Matisse	37	P	E
Dali	38	P	E
Picasso	39	P	E
Penicillin	40	A	U
Fission	41	A	U
Freud	42	P	G
Gershwin	43	P	U
Empire State Building	44	W	U
Panama Canal	45	W	X
Golden Gate Bridge	46	W	U
Hoover Dam	47	W	U
Radio	48	A	U
Sonar	49	A	E
Pick one Item	50+	-	-

S Asia and India**M** Middle East**T** Third World

MODERN ERA (1944 - Present AD) ERA LIST

Card Name	#	Type	Region
Electronics	1	A	U
Television	2	A	U
Computers	3	A	U
Internet	4	W	U
Missiles	5	A	U
Jet Aircraft	6	A	-
Helicopters	7	A	U
Korean War	8	E	-
Vietnam War	9	E	-
Cold War	10	E	-
Nuclear Weapons	11	A	U
Moon Voyage	12	A	U
Sputnik	13	A	R
USSR	14	C	R
USA	15	C	R
Space Race	16	A	R
Discovery of DNA	17	A	E
Socialism	18	I	E
Plastics	19	A	U
Green Revolution	20	A	-
Israel	21	C	M
Western Europe	22	C	E
Eastern Europe	23	C	R
Balkan War	24	E	-
New World Order	25	C	U

Card Name	#	Type	Region
Reagan	32	L	U
Gorbachev	33	L	R
Civil Rights	34	A	U
Scandal	35	U	-
Human Genome Project	36	W	-
Unified Germany	37	C	E
American Super Power	38	C	U
Democratic Party	39	C	U
Republican Party	40	C	U
JFK	41	L	U
Banana Republics	42	C	T
African States	43	C	T
Castro	44	L	T
Civil Wars	45	D	T
Elvis	46	P	U
Rock and Roll	47	A	U
Counter Culture	48	U	-
McCarthyism	49	D	U
NATO	50	C	U
Totalitarianism	51	I	R
Chunnel	52	W	E
Gulf War	53	E	-
Terrorism	54	E	-
Bill Gates	55	P	U
Stock Market Crash	56	D	-

Card Name	#	Type	Region
Democratic India	26	C	S
Pakistan	27	C	M
Middle East Conflict	28	E	-
Cultural Revolution	29	U	-
Peoples Republic China 30	C	S	
United Nations	31	A	-

Game Designers Notes

If you notice any glaring historical inaccuracies or omissions please let me know.

Classroom Aid

This game could be incorporated into a semester long lesson plan. On the first day give the students a

Card Name	#	Type	Region
Global Warming	57	D	-
Space Shuttle	58	A	U
Pentagon	59	W	U
ISS	60	W	-
Hubble Telescope	61	W	-
Pick one Item	62+	-	-

pre-test: A blank timeline going back 5000 years. Students try to fill in the timeline with as many historical facts as they can remember.

Each week of the semester can correspond to one of the Eras. Allow students to play the game in addition to presentations and exams. At the end of the semester give the post-test.





Symposion

Introduction

A Symposion is a Greek word meaning a Wine drinking party. These were popular in ancient Greece. Depending on the Host (Symposiarch), the emphasis of the gathering could range from purely Intellectual discussion to Hedonistic debauchery.

Game End

The game ends when the Deck has been run through three times and no one has any Symposion left to play.

Winning

The player with the most points at the end of the game wins.

The Deck

Players share a common deck. Each card will have a point value in 3 different categories:

- W** Wine (For example: 1W, 2W, 3W...)
- I** Intellectual (For example: 1I, 2I, 3I...)
- H** Hedonistic (For example: 1H, 2H, 3H...)
- E** Either Intellectual or Hedonistic (For example: 1E, 2E, 3E...); Players Choice

Additionally some cards will have the "Woman" property. Historical Note: The participants of Symposions were all non-slave, voting men. Women only participated as servants or entertainment.

Some Wine cards have the "Container" property. Some Wine cards have the "Vintage" property.

Setup

Players are dealt a hand of 9 cards. The oldest man goes first, followed by the next oldest man and so on. Women, children, and slaves are not allowed to play.

Turn Sequence

Players take turns. Each turn has 4 Phases: Amphorae Phase Symposiarch Phase Symposion Phase Komos Phase

Amphorae Phase

Fill your hand to 9 cards from the top of the deck. If the deck ever runs out, shuffle the discard and draw from it.

Symposiarch Phase

You may discard up to 4 cards and draw replacements. You may trade cards with other players. They may trade with each other as well.

Symposion Phase

You may make a Symposion. A Symposion is a set of cards that you play (discard) for points. To make a Symposion you don't have to use all the cards in your hand.

You must declare a Symposion to be one of 3 types: Intellectual, Social, or Hedonistic. A Social Symposion may have both Intellectual & Hedonistic (& Either) Cards An Intellectual Symposion may have only Intellectual (& Either) Cards A Hedonistic Symposion may have only Hedonistic (& Either) Cards All Symposiums must have a certain amount of Wine Points. An Intellectual Symposion must have exactly 3 Wine points.

A Social Symposion may have between 3 and 5 Wine points. A Hedonistic Symposion must have 5 or more Wine Points. All Wine points in a Symposion cannot come from only Container cards.

A Symposion can only have 1 Vintage card. Some cards can only be played for certain types of Symposion. If you made a Symposion this turn score points equal to the Point values you applied of the cards you played.

This includes points from Wine, Intellectual, Hedonistic, and Either Categories Keep track of points you earn with pen and paper. You may make a max of 1 Symposion per turn. At the end of the phase Discard all Symposion cards you played.

Komos Phase

Discard your hand down to 8 cards.

Social Symposion Bonus

If you play a social Symposion and the number of Intellectual & Hedonistic Points are equal, score an extra 2 Points. If you play a social Symposion and the number of Intellectual & Hedonistic & Wine Points are equal, score an extra 3 Points.

Card List Notation

- IO** Intellectual Symposion Only also No WC or MW may be played
- HO** Hedonistic Symposion Only
- NI** Cannot be played in an Intellectual Symposion
- NH** Cannot be played in a Hedonistic Symposion

MW May be a Woman card (Players choice)
WC Woman Card

* The drawn card may be used in the current Sympo-
 sion

Card List

Card Name:	Notes:
Amphorae	1W or 2W, Container
Wine Jars	2W, Container
Krater	1W, Container
Golden Drinking Vessels	1W and 1E, Container
Dionysus	1W or 2E
Viticulture	1W, Vintage
Grapes	1W
Vines	1W
Wine of Lesbos	1W (Worth 2W for Scoring) Vintage
Wine of Chios	1W (Worth 2W for Scoring) Vintage
Thasian Wine	1W (Worth 2W for Scoring) Vintage
Inhibitions Removed	1W or 2W
Drinking Horn	1W, Container
Cantharos	1W, Container
Rhyton	1W, Container
Overindulgence	3W; NI
Moderate Drinking	1W; NH
Old Wine	1W or 1E; Vintage
Fine Wine	1W or 2E; Vintage
Libation to the Gods	1W or 2E
Libation to Zeus	1W or 2E
Libation to Fallen Heroes	1W or 2E
Strong Wine	2W; Vintage
Wine Mixed with Water	1W
Shallow Wine Bowls	1W; Container
Cylix	1W; Container
Hydria	1W; Container
Intoxication	2W; NI
Flutist	2E, WC
Singers	2E, WC
Dancers	2E, WC
Musicians	2E; WC
Young Women	1E, WC
Apply Perfume	1E, MW
Servers & Slaves	1E, MW
Flowers & Garlands	1E, MW
Orgy	5H; HO, Requires 3+ WC
Drunken Revelry	4H; HO, Requires 7+ Wine Points
Komos	4H
Ritual Exhibitionism	3H
Kottabos	3H
Drinking Games	3H
Unruly Passions	3H
Challenges	3H
Bad Behavior	2H
Shouting	2H
Pleasure	2H

Card Name:	Notes:
Sing Hymns	2E; Social Symposion Only
Andron	1E; Draw 1 card when Played*
Symposiarch	1E; Draw 1 card when Played*
Civilization	1E
Sophistication	1E
Food	1E
Wit	2E
Repartee	2E
Drinking Club	2E
Test of Character	2E
Poetry	2E
The Subject of Love	2E
Adversarial Discussion	2E
Debate	2I
Oratory	2I
Philosophy	3I
Law	3I
Politics	3I
Theories	3I
Pursuit of Truth	3I
Literature	3I
Virtuous Behavior	2I; IO
Formal Occasion	2I; IO
Learned Discourse	3I; IO
Education	3I; IO
Science	3I; IO
Mathematics	4I; IO
Plato	5I; IO





Temples & Swords

by Viki Joshua

Introduction

This game simulates the growth of ancient empires. Each player leads a young empire and controls its growth through its development. The units used to represent people are populations and monetary units are measured in gold points (GP).

Victory

Victory occurs when, at the end of his turn, a player has 20 victory points (VP) or has destroyed or captured all enemy cities, armies and populations.

Setup

Use a piece of hex paper and color equal numbers of squares green for grassland and yellow for desert. Each player chooses a starting grassland hex and puts a city and 3 population points on that hex. No two starting hexes may be closer than three hexes from each other.

Order Of Play

Each player rolls a dice. High roll starts, then play goes clockwise. Each player moves through each phase before passing play on to the next player.

Phases

1. Population Distribution Phase
2. Upkeep Phase
3. Tech Phase
4. War Phase
5. Build Phase
6. Tax Phase
7. Disaster Phase
8. Population Change Phase

Population Distribution Phase

All your populations are, for each given turn, in one of two forms: basic and laborer. In basic form, a population lives under your rule, being taxed and living off the land. If a population is in laborer form, that population is under your hire, building your projects and armies. Decide how many of your populations you wish to hire as laborers. All other populations are in basic form.

Upkeep Phase

Expend one GP for each army and laborer population under your control.

Tech Phase

Expend on GP per city to gain one tech roll each. Additionally, you can spend two GP per city to gain an additional tech roll. In other words, if you have one city, you can spend one GP to gain a tech roll and another two to gain another tech roll. However, if you have two cities, you can spend two GP, one for each city, to gain two tech rolls, and then can spend two GP per city if you want more. Note that you cannot gain more than two tech rolls per city.

For each tech roll bought, you may roll one die. Receive tech points based on the result.

Result	Tech Points Received
D6	Result
1-3	1
4-5	2
6	3

If a player gains ten tech points, he may gain one random advance. Roll three times on the tech chart and choose one of the three. Alternatively, a player may gain an advance already gained by another player.

War Phase

You may move each of your armies one hex. If an army is located in a hex with a road can move across two adjacent hexes with roads, you may move that army across those two hexes. Any horseman unit may move twice. After the first movement, the unit may move again in the same way.

If you move any of your armies into a hex with any enemy cities, populations or armies, you may (but do not have to) attack those enemy holdings

Combat Moves in the following steps

1. Attacker declares attack
2. Attacker rolls for damage
3. Defender rolls for damage
4. Repeat Damage Rolls
5. Resolve combat

Step 1: Attacker declares attack. This phase requires the attacking player, during his turn to state which of his units that occupy hexes with enemy populations, units or cities will attack. Note that the attacking player must declare all his attacks before moving to the next step.

Step 2: Attacker rolls for damage. Handle combat in the same way as Culture and Conquest. Roll three dice. Destroy one enemy unit for every result of a one on a die. One special note for advanced units. Advanced units have the ability to attack with more than three dice. If you have advanced units in your force, you may choose to use these units. Before each roll, if you still have advanced units in your force, you must declare before rolling that you want to use a specific type of special unit. If you choose to use these units, you may roll the appropriate number of dice in combat. However, if you take any casualties this turn, you must destroy all units of that type before destroying any other type of unit.

Step 3: Defender rolls for damage. Defender rolls for damage. Use same process as number 2.

Step 4: Repeat Damage Rolls. If any side has remaining units and the attacker still wishes to fight, repeat steps 2 and 3.

Step 5: Resolve combat. If all the defender's units have been destroyed, go to this step. If a unit attacks an enemy hex that has no enemy units, skip to this hex. The victorious attacker receives various things from the defeated enemy.

First, if there are any populations in the hex, the victorious army receives 2 gold for each enemy population in the hex.

Second, the victorious army may receive control of the hex and all populations and cities in the hex if he has at least half as many units as the enemy populations. For instance, if after a battle, a player has two units surviving. If the captured hex has four or less populations in the hex, the player takes control of the populations and the hex. If the hex has five or more populations, he does not take control.

Third, the victorious army may enslave the captured populations. A victorious army may enslave populations equal to half the populations in the hex, rounded up. A victorious army may also not take more slaves than it has surviving units. Note that slaves must be taken as soon as the hex is captured. A player cannot capture a hex and then take slaves two turns later. A slave becomes a unit like a military unit, but you do not have to pay upkeep on it. A slave can create one labor point a turn in any hex it is located in. It moves like a basic military unit.

Build Phase

All laborers produce one build point. These build points are used on projects in the hexes they occupy. Projects are built over a matter of several turns, build points expended on projects are cumulative across different turns. Below is a chart of all possible projects. See tech notes for more explanation.

Project Name	Build Points Needed	Use	Prerequisites
City	10	Various, see rules	None
Road	3	Move bonus, gold bonus	None
Temple	5	1 VP	Religion, City
Walls	3	+1 die while defending	Masonry, City
Marketplace	5	Double Gold in hex	Coinage, City
Library	5	1 free tech point per turn	Literature, City

Also a chart of all possible military units. The Roll

value is the number of dice used in combat.

Unit Name	Build Points	Roll	Special	Preq.
Soldier	2	3	City	
Swordsman	2	4	City, Iron	
Horseman	2	4	3 roll in defense, double movement	City, Equestrian

Tax Phase Gain gold points equal to half the sum of all your basic populations. Also gain gold from all projects, such as cities, roads and temples as listed below

- Each hex containing city - 1 gold
- Each hex containing road - 1 gold

- Each hex containing city and a road - 3 gold
- Each hex containing marketplace - double normal gold intake.

Disaster Phase Roll 1d6. If 1 roll once on the Disaster chart and apply results

F6	Name	Description
1	Flood:	1 Random Grasslands hex loses 1d6 populations
2	Earthquake:	1 Random City hex loses 1d3 populations and all improvements in the city.
3	Disease:	1 Random Grasslands hex loses 1d3 populations for the next three turns
4	Drought:	2 Random Grasslands hexes lose 1d3 populations
5	Famine:	2 Random Desert hexes lose 1d3 populations
6	Warbands:	1d6 Soldiers attack random border hex next turn (after you move your units). If you are defeated, all populations in the hex are destroyed.

Population Change Phase

Phase 1: Harvest Phase For each basic population living in a grassland hex, gain two harvest points. For each basic population living in a desert hex, gain one harvest point

Phase 2: Growth Phase. If any hex has at least as

Population	Migrate if
D6	N
1	6+
2	5+
3	4+

If migration occurs, instead of adding a new population to the given hex, move one population to an adjacent hex of your choosing.

- If you have more than three populated hexes, roll twice
- If you have more than six populated hexes, roll three times
- If you have more than nine populated hexes, roll four times.

Tech Advances Chart

1. Military Doctrine- This advance demonstrates that your civilization has grasped the concepts of organized warfare. Based on your advanced discipline and military control, you gain one extra roll on all combat bonuses.
2. Equestrian- This advance demonstrates your civilization's mastery of horseback riding and its uses. The horseman unit is now available, which attacks with an extra combat dice and moves twice as fast as a normal unit.
3. Metal Working- This advance demonstrates your civilization's understanding of iron other strong metals. These substances are much stronger than stone and wood, and this strength allows you to build a swordsman unit, which fights with an extra combat die in all situations.
4. Religion- Your civilization has developed a complex religious system. You may send your workers out to build temples in your cities in celebration

many harvest points than populations, that hex gains one population. Maximum populations in a hex are six for grassland hexes and three for desert hexes.

Phase 3: Migration Phase. Find the hex with the most populations (if there are several tied pick one), roll 1d6. Depending on the result and the population of the hex, determine if migration occurs

Population	Migrate if
4	3+
5	2+
6	1+

of your gods, which gives you victory points. Each temple built gives you one victory point.

5. Art- Your civilization has created its own unique art form. Though this advance gives you no extra advantages in play, it does make up for its lack of in-game use by granting you two VP instead of one.
6. Masonry- Your civilization has developed engineering and architecture, which allow you to easier build projects. Build points for Temples and Cities are reduced 20% and you are also allowed to build walls to protect your cities, giving are city defenders one extra combat die.
7. Coinage- Your civilization has developed a system of economic values that aids greatly in trade. You may build marketplaces in your cities, centers of trade and wealth, which double the gold a hex produces.
8. Writing- Your civilization has developed its own written language. You may construct libraries in your cities, which hold you literary works and enhance your technological power. Each library gives you one extra tech roll per turn.

Victory

Players gain one victory point for each city, temple and advance they have. If, at the end of his turn, a player has amassed ten victory points, he wins the game. Alternatively, if a player has captured all enemy populations and cities, he also wins the game.





The Athenians

Introduction

Card game for 2-4 players. Theme: Players are Athenian generals in the 5th century accumulating influence and prestige.

Victory

At the end of the game, the player with the most prestige points wins.

Game End

The game ends when there are no cards left in the Deck.

Dice

Six sided dice are used.

Common Deck

Players share a common set of Cards. There are 8 Card Types: Proposal (Gain Prestige one time) Events (Multiple Effects) Associates (Gain Prestige every turn) Prosecutions (Remove Associates & Strategoi) Popularity (Temporary Influence Gain) Reaction (Multiple Effects) Victory (Gain Influence) Defeat (Lose Influence)

Prestige

Use Tokens to keep track of Prestige earned by Associates.

Strategoi

Each player starts the game controlling one Leader. The Leader is a General (Greek: Strategos). The available Strategoi (and Special ability) include:

1. Pericles (+2 to Initiative Rolls)
2. Nicias (At end of Availability Phase you may flip over an extra card)
3. Theramenes (At end of Availability Phase you may discard one card)
4. Myronides (Victories give +1 Influence)
5. Thucydides (+5 Influence for Prosecutions)
6. Cleon (Gain 1 Prestige Point per turn)
7. Alcibiades (Victories are worth 1 Prestige each)
8. Adeimantus (+1 Influence per Associate)
9. Anytus (Ignores Defeat Penalties)
10. Aristides (Ignores Prosecutions against himself)
11. Callias, Son of Hipponicus (Hand Size +2)
12. Cimon (+5 Influence when Persians are the enemy)
13. Ephialtes (Popularity cards have +1 Influence)

14. Hagnon (+5 Influence for Proposals)

15. Hyperbolus (+2 Influence)

16. Lamachus (Starts with 10 Extra Prestige Points)

Death Of A Strategos

If your Strategos is ever killed or removed from play, you must start over: Keep your Prestige, but discard all Victories, Defeats, and Associates. Pick one of the un-played named Strategos to continue with. If none are left you get an unnamed general with no special ability.

Definitions

Strategos: Military General (Leaders). Plural: Strategoi Associates: Followers, Supporters, and Friends of a Leader Persona: Leaders and Associates

Setup

Each player selects one Strategos. Roll high on 1D6 to determine who selects first. Each player starts with 10 Influence and 10 Prestige.

Round Sequence

Each round has 6 Phases:

1. Enemy Phase
2. Availability Phase
3. Turn Order Phase
4. Action Phase
5. Prestige Phase
6. End Phase

Enemy Phase

Roll 1D6: If Even Persia is the Enemy; If odd Sparta is the Enemy this round.

Availability Phase

Flip over the top 5 + X cards of the deck where X is the number of players. These are placed face up in the middle of the table. These cards are known as the Available cards.

Turn Order Phase

Players roll high 1D6 to determine turn order this round. Reroll ties. This is known as the Initiative Roll.

Action Phase

Players take turns (in Turn order) selecting one Available card. This continues until all Available cards have been selected. — If a player selects a Popularity or Reaction card, they put that card in their hand.

— If a player selects an Associate, that associate becomes theirs and is placed Face up in front of them. — If a player picks a Proposal or a Prosecution then a Vote is conducted Immediately to see which player wins it. — If a player picks an Event card resolve it immediately.

— If a player selects a Victory or Defeat, it becomes theirs and is placed Face up in front of them.

Prestige Phase

Associates earn prestige for their Leaders.

End Phase

Max hand size is 4 cards discard excess cards.

Resolving Votes

This applies to Proposals and Prosecutions. The player with the most Influence wins the vote. Each player derives their individual Influence Total from several sources:

1. Base Influence (10)
2. Victories (positive) and Defeats (negative)
3. Additional 1D6 Points for current vote (rolled separately for each player)
4. Any Popularity cards played by the player

Note: A player does not have to play Popularity cards if he has them. Popularity cards are played face down before Influence rolls (1D6) are made. Players reveal their Popularity cards simultaneously.

Proposals

If a player wins a proposal vote, he keeps the proposal card face up next to him. It is worth prestige points for final scoring. Some proposals may give other additional benefits.

Prosecutions

If a player wins a proposal vote, he causes the Leader or one associate of one opponent to be discarded (executed or exiled) Discard the Prosecution card once the vote is over. Some Prosecutions are very specific. If there are no matching targets then no one

is discarded. Instead of being exiled/killed a Leader may choose to discard 2D6 Prestige Counters instead.

Associates

These individuals provide their leader with a steady stream of prestige points. Some give additional benefits. All have one or more descriptors including: Citizen (of Athens) Greek (but not Athenian) Foreigner (Diplomats and such) Aristocrat (Rich Land owner) Philosopher, Mathematician, Historian, Sophist, etc.

Events

These often result in the death of one or more associates or leaders. They are discarded after being resolved.

Reactions

These are held in the hand and played when appropriate. They might negate a vote or event. Some manipulate turn order, Available cards, the deck, or player's hands.

They are discarded when played.

Popularity

Fleeting alliances, oratories, and circumstances that give the Strategoi advantages during votes. They are discarded when played.

Victories And Defeats

Many of these are military but they can also represent political and economic efforts That provide the Strategoi with permanent influence.

Mass Death Rules

Activated by certain Events. Roll 1D6 for each and every Persona in play. On a roll of 1 that persona is killed.

Card List Notation

- P** Proposal (Gain Prestige one time)
E Events (Multiple Effects)
A Associates (Gain Prestige every turn)
X Prosecutions (Remove Associates & Strategoi)
U Popularity (Temporary Influence Gain)
R Reaction (Multiple Effects)
V Victory (Gain Influence)
D Defeat (Lose Influence)

Common Deck Card List

Name:	Type:	Points	Notes:
Declare War	P	15	-

Name:	Type:	Points	Notes:
Murder	E	-	Kill target Persona
Assassination	E	-	Kill target Persona
Scandal	D	4	-
Build Temple	V	3	-
Bribery Charges	X	-	-
Old Age	E	-	discard a random persona of yours
Illness	E	-	Discard a random persona of yours
Hoplite Reform	P	15	-
Suppress Revolt in Euboea	V	4	-
Defeat at Tanagra	D	5	-
Lost Egyptian Expedition	D	4	-
Command Flotilla	V	1	-
Peace of Callias	P	13	-
Shrine Reconstruction	P	8	-
Military Failure	X	-	Versus Leader only
Ostracized	X	-	-
Persuade Spartans	V	4	-
Bribe Spartans	V	1	-
Suppress Revolt in Samos	V	4	-
Suppress Revolt in Byzantium	V	3	-
Found Colony at Thurii	P	14	-
Alliance with Segesta	V	2	-
Alliance with Corcyra	V	2	-
Embezzlement Charges	X	-	-
Fund the Navy	P	10	-
Plague	E	-	Mass Death Rules
Investigation	U	9	For Prosecution only
Oratory	U	7	-
Avoid Battle with the Spartans	D	2	-
Impiety	X	-	-
Treachery	X	-	Versus Citizen Only
Rumors	U	6	-
Bodyguards	R	-	Negate Murder or Assassination
Spared	R	-	Negate a Prosecution
Vetoed	R	-	Negate a Proposal
Acquitted	R	-	Negate a Prosecution
General Amnesty	R	-	Negate a Prosecution
Heroic Death in Battle	E	-	-
Revealing Secret Rites	X	-	-
Archons	U	6	-
The Mob	U	5	-
Olympics	V	2	-
Discover Silver Deposits	V	4	-
Control Boeotia	V	3	-
Demagogue	U	7	-
Control Aegina	V	3	-
Magistrates	U	8	-
Discredited	D	4	-
Adroit Political Maneuvering	U	10	-
Delian League Treasury	V	5	-
Battle of Mantinea	D	4	-
Democratic Reforms	P	14	-
Public Address	U	5	-

Name:	Type:	Points	Notes:
Ecclesia	U	7	-
Delegation	U	6	-
Embassy	P	6	-
Oppose Motion	U	6	-
Cut off Prisoners Hands	P	7	-
Election	P	12	-
Accusations	U	7	For Prosecution only
Profaning the Eleusinian Mysteries	X	-	-
Decision at Eurymedon	V	3	-
Demos	U	5	-
Anti-Democratic Activities	X	-	-
Defeat Persians at Salamis	V	5	-
Oath Taking	U	7	-
Policy of Restraint	P	9	-
Medizing	X	-	Versus Greek Only
Public Policy	P	8	-
Trierarchs	U	5	-
Siege of Thasos	V	2	-
Athenian Coinage	P	13	-
Areopagus	U	6	-
Enforce Tribute	P	8	-
Hermocopids	E	-	Discard Remaining Available cards
Conservatives	U	8	-
Treason	X	-	-
Radicals	U	7	-
Colonization of Scyros	V	4	-
Pre-eminence	U	6	-
Corruption	X	-	-
Build Walls and Fortifications	P	9	-
Expedition against Naxos	V	3	-
Alienate the People	D	4	-
Thirty Tyrants	E	-	Mass Death Rules
Thirty Years Peace	V	5	-
Defeat at Sea	D	4	-
Found Amphipolis	V	3	-
Peace of Nicias	V	3	-
Logic	U	7	-
Sicilian Expedition	D	5	-
Grant Citizenship	P	10	-
Achaeus of Eretria	A	1	Tragedian Greek
Aeschylus	A	3	Tragedian Citizen
Agatharchus	A	1	Painter Greek
Agathon	A	1	Tragedian Citizen
Agoracritus	A	1	Sculptor Citizen
Alcamenes	A	1	Sculptor Citizen
Alcidamas	A	1	Rhetorician Greek (1 Influence)
Anaxagoras	A	2	Philosopher Greek
Andocides	A	1	Orator Citizen
Antisthenes	A	1	Cynic Citizen
Archelaus	A	1	Philosopher Citizen
Aristophanes	A	3	Comic Poet Citizen
Aspasia	A	1	Wife Greek (1 Influence)
Calamis	A	1	Sculptor Citizen

Name:	Type:	Points	Notes:
Callias, Son of Calliades	A	1	Politician Citizen (1 Influence)
Clenias	A	0	Aristocrat Citizen (1 Influence)
Cleophon	A	0	Politician Citizen (1 Influence)
Cratinus	A	1	Comic Poet Citizen
Cratylus	A	1	Skeptic Citizen
Damon	A	1	Musical Theorist Citizen
Democritus	A	2	Philosopher Greek
Diopieithes	A	0	Soothsayer Citizen (1 Influence)
Euripides	A	2	Tragedian Citizen
Gorgias	A	1	Rhetorician Sophist Greek
Hellanicus	A	1	Logographer Citizen
Heracleitus	A	1	Philosopher Greek
Herodotus	A	3	Historian Greek
Hippodamus	A	1	City Planner Citizen
Ictinus	A	1	Architect Greek
Isocrates	A	2	Rhetorician Citizen (2 Influence)
Lampon	A	1	Soothsayer Citizen (1 Influence)
Meton	A	1	Astronomer Citizen
Myron	A	2	Sculptor Greek
Pheidias	A	2	Sculptor Citizen
Polygnotus	A	2	Painter Citizen
Protagoras	A	1	Sophist Philosopher Citizen
Socrates	A	3	Philosopher Citizen
Sophocles	A	3	Tragedian Citizen





The Byzantines

Introduction

Card game for 2 players. Players take turns controlling the Byzantine Empire. On a players off-turn he represents the many Foes of the Byzantines.

Game End

The Game ends after 12 Turns. If at any time the Byzantine Empire is reduced to zero or less Territory Tokens the game ends immediately and the Current Byzantine player loses 3 Legacy Tokens.

Victory

The player with the most Legacy Tokens at the end of the game wins.

Legacy Tokens

Players share a common set of Legacy Tokens (LT).

Territory Tokens

The Byzantine Empire starts with 10 Territory Tokens (TT). The most TT it can have is 20.

Emperor Token

Players take turns controlling the Emperor Token (ET). The current controller is the Byzantine player (The Emperor). Each player will get to be the Byzantines for 6 out of the 12 turns.

The Decks

There are 2 decks: The Byzantine Deck The Foes Deck

Turns & Ages

The game is divided into 3 Ages. The Game is played in 12 Turns. The first 4 Turns is the Early Age Turns 5-8 is the Middle Age Turns 9-12 is the Late Age Some cards are only useable during specific Ages.

Setup & Deck Management

Remove all Middle Age cards from the decks and set them aside. Remove all Late Age cards from the decks and set them aside. When the Middle age starts shuffle the Middle age cards into the deck.

When the Late age starts shuffle the Late age cards into the deck. The older player gets the Emperor Token First. Each player starts with 10 Legacy Tokens.

Turn Sequence

Each turn has 6 Phases:

1. Draw Phase
2. Age Phase
3. Redraw Phase
4. Meld Phase
5. Legacy Phase
6. End Phase

Draw Phase

Each Foe player fills their hand to 8 cards. The Byzantine player fills his hand to only 9 cards in the Early Age. The Byzantine player fills his hand to only 8 cards in the Middle Age.

The Byzantine player fills his hand to only 7 cards in the Late Age. If a deck ever runs out, shuffle the discard and draw from it. Important: The first 4 cards you draw are revealed to your opponent for 10 seconds. Draw the remaining cards you are entitled to and keep them all in your hand.

Age Phase

Discard any cards in your hand that are not useable in the current Age and draw replacements. If the discarded cards are from an earlier age, remove them from the game.

Redraw Phase

Each player may discard up to 4 cards and draw replacements.

Meld Phase

Each player makes a Meld. A Byzantine Meld may have: Up to 1 Leader card Up to 2 Recovery cards Up to 4 Troop cards Up to 1 Negotiation card Up to 2 Legacy cards A Foe Meld may have: Up to 1 Northern Foe card Up to 1 Southern Foe card Up to 2 Disaster cards (Max 1 Natural Disaster) Up to 4 Troop cards If a Negotiation card is played, the Byzantine player may discard 1 target Foe card. The Foe player may replace it immediately with another Foe card if he has one in hand. Each player totals the Force of the cards in his Meld.

The Foe player gets Force Bonuses if his Foe cards match his Troop card types. The side with the higher Force Total wins. If Tied the Foe player wins.

The Byzantine Empire gains or loses Territory Tokens equal to the difference in the Force Point Totals. All Meld cards are discarded. Unique Meld cards are removed from play.

Legacy Phase

The Byzantine Player (BP) potentially earns Legacy Tokens (LT). If the Empire lost TT this turn the BP loses 1 LT. If the Empire gained TT this turn the BP gains 1 LT.

The BP gains LT equal to the Legacy value of the Legacy cards he played in Meld Phase.

End Phase

If you have cards left in your hand, discard down to 1 card and pass it to your opponent. Players switch control of the Emperor Token.

Play In Defense Cards

PD Play in Defense

Some Foe cards have this Trait. If the Byzantine player plays a Leader the Foe player may play a PD card in excess of any other Foe card limits.

Can Be Bought Off Cards

BO Can be Bought Off

Some Foe cards have this Trait. The Byzantine player may discard a target BO card by discarding any one card from his own Meld.

Foes Deck Card List Notation

D Disaster

N Natural Disaster

FN Northern Foe

SF Southern Foe

T Troop Type

E Early Age (300-630 AD)

M Middle Age (630-1000 AD)

L Late Age (1000-1453 AD)

A All Ages

BO Can be Bought Off

PD Play in Defense

U Unique

Foes Deck Card List

Name:	#	Type	Force	Age	Notes:
Barbarians	12	T	1	A	
Heavy Cavalry	6	T	4	A	
Light Cavalry	9	T	3	A	
Infantry	6	T	2	A	
Fleets	6	T	2	A	
Siege	6	T	3	A	
Huns	1	FN	5	E	BO; Barbarians +2
Gothic Tribes	1	FN	4	E	BO; Barbarians +2
Vandals	1	FS	2	E	PD; Barbarians +2
Persians	1	FS	3	E	Any Cavalry +1
Sassanids	2	FS	4	E	Heavy Cavalry +3
Avars	1	FN	3	E	Light Cavalry +2
Slavs	1	FN	1	EM	Barbarians +2
Rus	1	FN	4	M	Infantry +3
Varangians	1	FN	3	M	Fleets +3
Magyars	1	FN	3	M	Light Cavalry +2
Lombards	1	FN	3	M	Barbarians +2
Muslims	1	FS	5	M	Any Cavalry +1
Arabs	2	FS	4	M	Light Cavalry +2
Umayyad Caliphate	1	FS	4	M	Fleets +3
Pechenegs	1	FS	2	L	Light Cavalry +2
Seljuk Turks	1	FS	4	L	Light Cavalry +2
Ottoman Turks	2	FS	5	L	Siege +3
Hungarians	1	FN	3	L	PD; Infantry +3
Normans	1	FN	3	L	Barbarians +2
Crusaders	1	FN	4	L	Siege +3
Bulgarians	1	FN	3	A	Infantry +3
Exhaustion	2	D	2	A	
Weakness	1	D	3	A	
Rebellion	2	D	2	A	
Riots	1	D	1	A	

Name:	#	Type	Force	Age	Notes:
Renegade	1	D	3	A	
Revolts	1	D	3	A	
Decadence	1	D	1	A	
Crisis	1	D	3	A	
Disease	1	N	3	A	
Plague	2	N	5	A	
Famine	2	N	4	A	
Fragmentation	1	D	2	M	
Iconoclasm	1U	D	3	M	
Great Schism	1U	D	4	L	
Decline	1	D	3	L	
Disintegration	1	D	3	L	
Civil War	1	D	5	L	
Feudalization	1	D	1	L	

Byzantines Deck Card List Notation

R Recovery
G Great Leader

N Negotiations
T Troop Types
X Legacy
LV Legacy Value

Byzantines Deck Card List

Name:	#	Type	Force	Age	Note
Justinian	1U	G	7	E	
Belisarius	1U	G	6	E	
Macedonian Dynasty	1U	G	5	M	
Basil	1U	G	6	M	
Komnenian Dynasty	1U	G	5	L	
Palaiologan Emperors	1U	G	4	L	
Varangian Guard	1	T	5	A	
Mercenaries	4	T	3	A	
Cataphracts	2	T	4	A	
Light Cavalry	2	T	3	A	
Heavy Infantry	1	T	4	A	
Light Infantry	1	T	3	A	
Stronghold	1	T	4	A	
Militias	1	T	1	A	
Garrison Troops	1	T	2	A	
Constantinople Walls	1	T	5	A	
Fortifications	2	T	3	A	
Siege Engines	1	T	4	A	
Greek Fire Fleets	2	T	4	A	
Allied Contingents	3	T	2	A	
Diplomacy	1	N	2	A	
Treachery	1	N	2	A	
Marriage	1	N	3	A	
Tribute	1	N	1	A	
Treaty	1	N	1	A	
Trade	2	R	3	A	
Reconquest	1	R	5	A	
Autocracy	1	R	2	A	
Taxes	1	R	3	A	

Name:	#	Type	Force	Age	Note
Administration	1	R	2	A	
Theme System	1	R	3	ML	
Campaigns	1	R	4	A	
Restoration	1	R	5	A	
Reforms	2	R	3	A	
Missionaries	1	R	3	A	
Hagia Sophia	1	L	-	E	LV = 3
Codex Justinianus	1	L	-	E	LV = 2
Coinage	1	L	-	A	LV = 1
Music & Dance	1	L	-	A	LV = 1
Cuisine & Dress	1	L	-	A	LV = 1
Science	1	L	-	A	LV = 1
Literature	1	L	-	A	LV = 1
Civilization	1	L	-	A	LV = 2
Unique Art	1	L	-	A	LV = 2
Architecture	1	L	-	A	LV = 2
Greek Orthodoxy	1	L	-	A	LV = 2
Bureaucracy	1	L	-	A	LV = 1
Renaissance	1	L	-	L	LV = 3

Links

Wikipedia





The Wars Of Western Civilization

Introduction

The premise here is that over the last 2,500 years there have been certain important Wars, which had they been lost, Western Civilization would have been utterly destroyed. Players represent factions/powers within Western Civilization that are competing to see who gets the most credit for saving it. Card game for 2-4+ players.

Victory

The player with the most Victory Points (VP) at the end of the game wins. Use Tokens to keep track of VP.

Game Length

The game is played over 8 turns. Each turn represents one pivotal War/Battle/Era:

1. Persian Wars: Greek City States vs. Persian Empire
2. Punic Wars: Rome vs. Carthage
3. Battle of Tours: Franks vs. Moors
4. Mongol Invasion: Eastern Europeans vs. Mongol Empire
5. Siege of Vienna: Habsburg Dynasty vs. Ottoman Empire
6. World War II: Allies vs. Nazi Germany & Imperial Japan
7. Cold War: NATO vs. USSR
8. War on Terror: Western civ vs. Islamic Extremists

The Deck

Players share a common deck. The deck has 5 Suites:

1. Diplomacy
2. War
3. Economy
4. Luck
5. Culture

Each Suite has 10 cards numbered 1 to 10. Note that Culture cards are used as Wild cards.

Turn Sequence

Each turn has 9 Phases:

1. Draw Phase
2. Cooperation Phase
3. Redraw Phase
4. Diplomacy Phase
5. Economy Phase
6. War Phase
7. Luck Phase
8. Victor Phase

9. End Phase

Draw Phase

Each player fills their hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Cooperation Phase

Players may trade cards with each other.

Redraw Phase

Each player may discard up to 3 cards and draw replacements.

Diplomacy Phase

Each player may play from their Hand Diplomacy and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the Diplomacy suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

Economy Phase

Each player may play from their Hand Economy and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the Economy suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

War Phase

Each player may play from their Hand War and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the War suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

Luck Phase

Each player may play from their Hand Luck and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the Luck suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

Victor Phase

The player who won the most suites wins the turn. If tied, the player who played the fewest Culture cards wins. If still tied, the player who played the most Diplomacy cards wins.

If still tied, the player who played the most Economy cards wins. If still tied, the player who played the most War cards wins. If still tied, the player who

played the most Luck cards wins.

If still tied, the player who played the most points worth of Diplomacy cards wins. If still tied, the player who played the most points worth of Economy cards wins. If still tied, the player who played the most points worth of War cards wins.

If still tied, the player who played the most points worth of Luck cards wins. The winner of each turn gets a fixed number of Victory Points:

Turn	VP	Special VP Awards:
1	6	The player with the highest War Score gets 1 VP
2	7	The player with the highest Economy Score gets 2 VP
3	8	The player with the highest War Score gets 3 VP
4	9	The player with the highest Luck Score gets 4 VP
5	10	The player with the highest Luck Score gets 5 VP
6	11	The player with the highest Economy Score gets 6 VP
7	12	The player with the highest Diplomacy Score gets 7 VP
8	13	The player with the highest Diplomacy Score gets 8 VP

End Phase

Players may discard some, none, or all of the cards left in their hands.

Links

Western Civilization Debate Persian Wars Punic Wars Battle of Tours Mongol Empire Battle of Vienna

Wwii

Cold War





The World In Four Acts

The World In Four Acts

Introduction

Card game for 2-4+ players. Civ building theme.

Card Set

[Click Here BGG](#)

Victory

Have the most Victory Tokens at the end of the game. The game ends at the end of the turn when the last card is drawn from the Fourth Deck.

Victory Tokens

Players share a common set of Victory Tokens (VT). Also referred to as Victory Points. Use poker chips with different denominations.

The Age Decks

The game is played in 4 Ages. Each Age has a unique deck. Each deck has 64 cards.

The 4 decks in order of play are:

1. Ancient Deck
2. Medieval Deck
3. Revolution Deck
4. Modern Deck

Each deck should be graphically designed to be easily distinguishable from the other decks.

The Victory Deck

These cards are used for End of Age Scoring.

Card Types

There several card types: Political Leader Religious Leader Science Leader Art Leader Troops Conflict Advance Wonder Event Government

Political Leaders

You can only have 1 Political Leader card in play at a time. If you play a second one, the first is discarded. Some card text will allow 2 friendly Political Leaders to be in play at the same time.

Religious Leaders

You can only have 1 Religious Leader card in play at a time. You cannot play a second one. Some card text will allow 2 compatible Religious Leaders to be in play at the same time.

Art And Science And Explorer Leaders

You can have multiple Science, Explorer, and Art Leaders in play simultaneously.

Government Cards

You can only have 1 Government card in play at a time. If you play a second one, the first is discarded. If you play a Government card, it must be the one and only card you play during the turn.

Troops

You may have multiple Troop cards in play. Troops always provide a bonus of X to your military attribute. During conflicts, you may discard a Troop card from your hand to increase your Military level by 2X for that Conflict.

Advance Cards

You may have multiple Advances in play. Advance cards will increase one of your Attributes by 1 or more.

Wonders

You can have multiple Wonders in play. In order to play a Wonder, you must first discard 1 other card from your hand

Event Cards

These produce a special Effect according to their text and are then discarded.

Conflict Cards

These have 2 Values:

1. Prestige Value
2. Military Bonus

If you initiate a conflict, the Prestige value is the amount of Victory Tokens the winner takes from the loser. The Military Bonus is added to your Military Level for the duration of the conflict. After a conflict is started Players may play additional Conflict cards to temporarily increase their Military Levels.

Attributes

There are 5 Attributes:

1. Vitality
2. Resources
3. Stability
4. Military
5. Culture

These describe your Civilization. Most cards when played will increase your level in one or more of these attributes.

Vitality

For every 3 levels of Vitality you have draw 1 extra card in fate Phase.

Resources

For every 4 levels of Resources you have, you may play 1 extra card in action phase.

Stability

For every 2 levels of Stability you have, your max hand size increases by 1.

Military

The player with the highest military level in a conflict wins that conflict.

Culture

For every level of Culture you have you gain 1 Victory Token in Destiny Phase.

Setup

Separate out and shuffle the 4 Age decks and the Victory Deck. Place a container of Victory Tokens where everyone can reach them. Each player starts with 10 VT.

The winner of the last game (whatever it was) goes first. The decks are played in order: Ancient, Medieval, Revolution, and then Modern. Each player is dealt 1 random card from the Ancient deck.

Flip over the top 7 cards of the Victory Deck. Place these Victory cards face up in the middle of the Table.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Action Phase
3. Destiny Phase
4. End Phase

Fate Phase

Draw 1 card from the current deck. For every 3 levels of Vitality you have draw 1 extra card in fate Phase. Keep the deck in 3 even size piles.

2 piles are face up and 1 pile is face down. When drawing, pick a card from any of the piles as you choose. When one pile is used up, draw from the remaining piles.

Action Phase

You may play 1 card from your hand. For every 4 levels of Resources you have, you may play 1 extra card in action phase. Place the card face-up in front of you.

The card stays in play until some other rule causes it to be discarded. Notice how it impacts your attribute levels. Note that Event cards do not stay in play, they are discarded.

Initiating Conflicts

You may initiate a conflict by playing a conflict card. You must have at least 1 Troop in play to start a conflict. This is called the Aggression card.

You are the attacker. Pick a target player to be the defender. The attackers Base Total Military Value is equal to the sum of the Military values of his cards in play plus the military bonus of the Aggression card. The defenders Base Total = the sum of the Military values of his cards in play.

The player with the lower Total may discard a conflict card or troop card from his hand to add its bonus value to his Total. The other player may do likewise. This continues until both players pass. The player with the highest total is the winner.

The winner steals Victory tokens from the loser equal to the prestige value of the Aggression card. The winner keeps the Aggression card with his Victory Tokens. If tied, neither player wins; discard the Aggression card.

Destiny Phase

For every level of Culture you have you gain 1 Victory Token.

End Phase

Max hand size is 3 cards. Discard excess cards.

Transitioning From One Age To The Next

At the end of the turn in which the last card is drawn from the current deck, the current age ends. Players discard their hands. All current Leaders in play are discarded.

Note if the deck is used up on your turn, and you don't get to draw your full allotment of cards, too bad. Advances, Troops, Governments, and Wonders from the previous Age remain in play. Cards older than that are discarded. Do End of Age Scoring.

After scoring discard Aggression cards. After scoring discard the current Victory cards, shuffle them into the Victory deck and flip over the top 7 cards for the new Age. Place these current Victory cards face up in the middle of the Table.

End Of Age Scoring

Do this at the end of each Age.

X 3 at the end of the Ancient Age.

X 6 at the end of the Medieval Age.

X 9 at the end of the Discovery Age.

X 12 at the end of the Modern Age.

Score for each of the 7 current, Face-up Victory cards.

Victory Deck Card List

Name:	Notes:
Vitality High	The player with the highest Vitality Level gets X VT
Resource High	The player with the highest Resource Level gets X VT
Stability High	The player with the highest Stability Level gets X VT
Vitality Low	The player with the lowest Vitality Level loses X VT
Resource Low	The player with the lowest Resource Level loses X VT
Stability Low	The player with the lowest Stability Level loses X VT
Military High	The player with the highest Military Level gets X VT
Military Low	The player with the lowest Military Level loses X VT
Most Wonders	The player with the most Wonders gets X VT
Most Advances	The player with the most Advances gets X VT
Fewest Advances	The player with the fewest Advances loses X VT
Current Wonder	Any player without a current Wonder loses X VT
Fewest Leaders	The player with the fewest Leaders loses X VT
Current Government	Any player without a current Government loses X VT
Most Aggressions	The player with the most Aggression cards gets X VT
Most Leaders	The player with the most Leaders gets X VT
Culture High	The player with the highest Culture Level gets X VT
Culture Low	The player with the lowest Culture Level loses X VT

Card Notation

LP Political Leader
LR Religious Leader
LS Science Leader
LA Art Leader
LX Explorer Leader
T Troops
X Conflict
A Advance
W Wonder
E Event
G Government

M Military
V Vitality
C Culture
S Stability
R Resource
B Boon: Gain 3 VT if you also play the indicated card
J Join: You may have both of these cards in play at the same time
MB Military Bonus: Adds to Military Value in Conflicts if Discarded
PV Prestige Value
 Destroy = Discard Target Card in Play

Ancient Deck Card List

Name	Type	Notes
Aristotle	LS	V+1 C+1 B: Philosophy
Hammurabi	LP	S+1 R+1 B: Code of Laws
Caesar	LP	M+1 R+1
Sun Tzu	LA	M+1 C+1
Jesus	LR	V+1 C+1 B: Monotheism
Cleopatra	LP	C+1 R+1 J: Caesar
Buddha	LR	C+2 J: Confucius
Confucius	LR	C+1 S+1

Name	Type	Notes
Alexander the Great	LP	M+2
Great Wall	W	M+2 S+1 B: Confucius
Parthenon	W	C+2 V+1 B: Aristotle
Pyramids	W	S+2 C+1 B: Cleopatra
Hanging Gardens	W	R+2 C+1 B: Hammurabi
Colossus	W	V+1 R+2
Library of Alexandria	W	V+2 C+1 B: Alexander the Great
Terracotta Army	W	M+1 C+1 S+1 B: Sun Tzu
Warriors	T	M+1 MB+2
Cavalry	T	M+1 MB+2
Legions	T	M+1 MB+2 B: Caesar
Archers	T	M+1 MB+2
Phalanx	T	M+1 MB+2 B: Alexander the Great
Spearmen	T	M+1 MB+2
Chariots	T	M+1 MB+2
Horse Archers	T	M+1 MB+2
War Galleys	T	M+1 MB+2
Biremes	T	M+1 MB+2
Democracy	G	C+1 B: Aristotle
Republic	G	R+1 B: Caesar
Dynasty	G	S+1 B: Cleopatra
Empire	G	V+1 B: Alexander the Great
Oligarchy	G	M+1 J: Democracy
Sands of Time	E	Destroy Wonder
Disease	E	Destroy Troop
Early Death	E	Destroy Leader
Barbarians	E	Destroy All Troops in Play
Golden Age	E	Gain 5 VT
Music	A	C+1
Architecture	A	C+1
Code of Laws	A	S+1
Irrigation	A	R+1
Animal Domestication	A	R+1
Metal Working	A	R+1
Mysticism	A	C+1
Mythology	A	C+1
Monotheism	A	C+1
Seafaring	A	V+1
Coinage	A	V+1
Alphabet	A	V+1
Medicine	A	S+1
Astronomy	A	S+1
Philosophy	A	V+1
Mathematics	A	S+1
Engineering	A	S+1
Pottery	A	R+1
Invasion	X	PV=6 MB+1
Annexation	X	PV=5 MB+2
Attack	X	PV=3 MB+4
Conquest	X	PV=6 MB+1
Incursion	X	PV=2 MB+5
Occupation	X	PV=5 MB+2
War	X	PV=4 MB+3

Name	Type	Notes
Expansion	X	PV=4 MB+3
Raiding	X	PV=2 MB+5
Domination	X	PV=3 MB+4

Medieval Deck Card List

Name	Type	Notes
Martin Luther	LR	V+1 C+1 B: Reformation
Charlemagne	LP	M+1 S+1
Ivan the Great	LP	S+1 M+1 B: Red Square
Genghis Khan	LP	M+2 J: Kublai Khan
Mohammed	LR	V+1 C+1 B: Dome of the Rock
Marco Polo	LX	V+1 C+1 B: Silk Road
Christopher Columbus	LX	V+1 R+1 B: The New World
Leonardo da Vinci	LS	V+1 C+1
William the Conqueror	LP	M+1 S+1
Cortez	LX	M+1 R+1
Shakespeare	LA	C+2
Joan of Arc	LP	M+1 C+1 J: Charlemagne
Roger Bacon	LS	V+1 R+1 B: Shakespeare
Kublai Khan	LP	C+1 R+1 B: Forbidden City
Machiavelli	LA	M+1 C+1
The Medici	LP	V+1 S+1 B: Trade Empire
Sistine Chapel	W	C+2 V+1 B: Renaissance
Dome of the Rock	W	C+1 S+1 V+1
Notre Dame Cathedral	W	C+2 S+1
Red Square	W	C+1 S+1 R+1
Forbidden City	W	C+1 S+1 M+1
Trade Empire	G	V+1 R+1
Electoral Empire	G	S+1 V+1
Theocracy	G	M+1 C+1B: Mohammed
Feudalism	G	S+1 C+1
Monarchy	G	S+1 R+1
Knights	T	M+1 MB+2 B: Feudalism
Crossbowmen	T	M+1 MB+2
Longbowmen	T	M+1 MB+2
Pikemen	T	M+1 MB+2
Crusaders	T	M+1 MB+2
Harquebusiers	T	M+1 MB+2
Artillerists	T	M+1 MB+2
Mounted Archers	T	M+1 MB+2 B: Genghis Khan
Armada	T	M+1 MB+2
Conquistadors	T	M+1 MB+2
Viking Raiders	E	Destroy Troop
Black Plague	E	Destroy All Troops in Play
Dark Ages	E	All players discard their Hand
Excommunication	E	Destroy Leader
Magellan's Journey	E	Gain 5 VT
Reformation	A	C+1
Renaissance	A	V+1
Printing Press	A	V+1

Name	Type	Notes
Crop Rotation	A	R+1
Windmills	A	R+1
Chivalry	A	C+1 B: Knights
Universities	A	V+1
Credit & Banks	A	R+1
Monasticism	A	S+1
Gothic Style	A	C+1
The New World	A	R+1
Gunpowder	A	M+1
Silk Road	A	R+1
Caravels	A	R+1
Paper Manufacture	A	R+1
Alchemy	A	V+1
Magnetic Compass	A	V+1
Crusade	X	PV=8 MB+3
Jihad	X	PV=7 MB+4
Religious Strife	X	PV=6 MB+5
Reconquest	X	PV=5 MB+6
Invasion	X	PV=9 MB+2
Capture	X	PV=2 MB+9
Colonization	X	PV=4 MB+7
Conquer	X	PV=10 MB+1
Great Siege	X	PV=1 MB+10
Long War	X	PV=3 MB+8

Revolution Deck Card List

Name	Type	Notes
Napoleon Bonaparte	LP	M+1 C+1
Mozart	LA	C+2
Rembrandt	LA	C+2
Newton	LS	V+2 B: Galileo
Galileo Galilei	LS	V+1 S+1
Voltaire	LA	C+1 V+1
Frederic the Great	LP	M+2 J: Bismark
Bismark	LP	M+1 S+1
Abraham Lincoln	LP	C+1 V+1
Ben Franklin	LS	V+1 C+1 B: Lincoln
Darwin	LS	V+1 C+1
Taj Mahal	W	S+1 C+2
Suez Canal	W	R+2 S+1
Transcontinental Railroad	W	R+2 V+1
Statue of Liberty	W	V+1 S+1 C+1
Eiffel Tower	W	S+2 C+1
Representative Democracy	G	V+1 R+1 C+1
Dynastic Regime	G	S+2 R+1
Colonial Empire	G	R+2 V+1
Constitutional Monarchy	G	S+2 C+1
New Republic	G	V+2 C+1
Musketeers	T	M+1 MB+2

Name	Type	Notes
Ships of the Line	T	M+1 MB+2
Frigates	T	M+1 MB+2
Riflemen	T	M+1 MB+2
Ironclads	T	M+1 MB+2
Cavalry	T	M+1 MB+2
Hussars	T	M+1 MB+2
Dragoons	T	M+1 MB+2
Cannons	T	M+1 MB+2
Gun Ships	T	M+1 MB+2
Steam Engine	A	R+1
Trading Companies	A	R+1
Slave Trade	A	R+1
Baroque Era	A	C+1
Nationalism	A	V+1
Microscopes	A	V+1
Telescopes	A	V+1 B: Galileo
Sea Power	A	R+1
Hot Air Balloons	A	V+1
Scientific Revolution	A	V+1 B: Newton
Pendulum Clock	A	S+1
Enlightenment	A	V+1
Phonograph & Photography	A	C+1
Telegraph	A	R+1
Industrial Revolution	A	R+1
Light Bulb	A	V+1
Romanticism	A	C+1
Impressionism	A	C+1
Victorian Age	A	S+1
Dynamite	A	R+1
Gilded Age	E	Gain 5 VT
Reform	E	Destroy Government
Mutiny	E	Destroy Troop
Revolution	X	PV=8 MB+3
Civil War	X	PV=4 MB+7
Great Game	X	PV=6 MB+5
Balance of Power	X	PV=6 MB+5
Imperialism	X	PV=5 MB+6
Overseas Possessions	X	PV=7 MB+4
Little Wars	X	PV=4 MB+7
Continental War	X	PV=8 MB+3
Dynastic Rivalries	X	PV=7 MB+4
Unification	X	PV=5 MB+6

Modern Deck Card List

Name	Type	Notes
Albert Einstein	LS	V+1 C+1 B: Nuclear Arsenal
Hitler	LP	M+1 R+1 B: Fascism
Stalin	LP	M+1 R+1 B: Communism

Name	Type	Notes
Churchill	LP	R+1 V+1 J: Roosevelt
Roosevelt	LP	V+1 R+1
John F Kennedy	LP	V+1 C+1 J: Roosevelt
Freud	LS	V+1 C+1
Gandhi	LP	V+1 S+1
Picasso	LA	C+2
Nuclear Arsenal	W	M+3
Panama Canal	W	R+2 S+1
Hoover Dam	W	R+2 V+1
Moon Landing	W	V+2 C+1
Pentagon	W	M+2 S+1
Empire State Building	W	R+1 C+1 S+1
Fascism	G	S+1 M+1 R+1 V+1
Communism	G	S+1 R+2 V+1
Parliamentarianism	G	S+2 V+1 C+1
Modern Democracy	G	S+1 V+1 C+1 R+1
Dictatorship	G	M+1 S+2 R+1
Socialism	G	S+3 R+1
Artillery	T	M+1 MB+2
Infantry	T	M+1 MB+2
Tanks	T	M+1 MB+2
Mechanized Infantry	T	M+1 MB+2
Fighter Planes	T	M+1 MB+2 B: Airplanes
Bombers	T	M+1 MB+2 B: Airplanes
Missiles	T	M+1 MB+2 B: Rocket Science
Air Cavalry	T	M+1 MB+2
Submarines	T	M+1 MB+2
Aircraft Carriers	T	M+1 MB+2
Internal Combustion Engine	A	R+1 B: Tanks
Airplanes	A	R+1
Oil Economy	A	R+1
Radio	A	V+1
Radar	A	M+1
Computers	A	V+1
Antibiotics	A	S+1
Plastics	A	R+1
Mass Production	A	R+1
Television	A	C+1
Civil Rights Movement	A	C+1
Rock and Roll Music	A	C+1
Professional Sports	A	C+1
Green Revolution	A	R+1
Abstract Art	A	C+1 B: Picasso
Rocket Science	A	V+1 B: Moon Landing
Sexual Revolution	A	C+1 B: Freud
Great Depression	E	All Other players lose 3 VT
Global Warming	E	All Other players lose 3 VT
Holocaust	E	Target Player loses 5 VT
Revolution	E	Destroy Government
Assassination	E	Destroy Leader
New World Order	E	Steal 2 VT from each other Player
World War	X	PV=10 MB+5
Great War	X	PV=10 MB+5

Name	Type	Notes
Police Action	X	PV=7 MB+8
Cold War	X	PV=9 MB+6
Civil War	X	PV=7 MB+8
Regional War	X	PV=6 MB+9
War on Terror	X	PV=6 MB+9
Invasion	X	PV=8 MB+7
Insurgency	X	PV=8 MB+7
Occupation	X	PV=9 MB+6

Card Notation

- LP** Political Leader
LR Religious Leader
LS Science Leader
LA Art Leader
LX Explorer Leader
T Troops
X Conflict
A Advance
W Wonder
E Event
G Government
M Military
V Vitality
C Culture
S Stability
R Resource
B Boon: Gain 3 VT if you also play the indicated card
J Join: You may have both of these cards in play at

the same time

MB Military Bonus: Adds to Military Value in Conflicts if Discarded

PV Prestige Value

Destroy = Discard Target Card in Play

Optional Rules

Player Mats

Players may find it useful to create record keeping mats: A Mat would have a track for each of the 5 Attributes. Each Track would also have demarcations indicating when an Attribute would give its additional benefits and how much. Each player would also need 5 markers, one for each track.

Visionary Rule

You may discard a Leader card at any time from your hand to look at the next 7 cards in any pile.





Thermopylae

Introduction

Two-player Card game. Simulates the battle of Thermopylae (480 BC), where a small band of Spartan warriors Fought to their deaths against the mighty Persian Army of king Xerxes.

Cards

Players will have to make their own sets of cards. The Greeks and Persians have their own unique decks. The Greeks also need ten Troop tokens.

Each Token represents 200 Spartan Soldiers (& allies). On the Deck lists, # = number of that card in the deck. Both decks have 52 cards.

Notice that most cards have a force value.

Set Up

Shuffle both decks. The Persian player draws 4 cards. The Greeks player draws 4 cards.

The Greeks start with 10 Tokens. The number of Persian warriors is not recorded.

Turn Sequence

1. Draw Phase
2. Discard Phase
3. Persian Attack Phase

Draw Phase

Both players draw 1 card from their respective decks.

Discard Phase

If a player has more than 7 cards he must discard the excess. Players may also discard any cards they

don't want. Players may, in this phase, play cards that cause their opponent to discard.

Persian Attack Phase

The Persian player may decide not to attack. If so, the turn ends. If the Persian player must play an "Attack" card to attack. The Persian may attack with additional cards with a force value of greater than zero.

Add up the force value of all of these cards and multiply by the number of Strategy cards played +1. You cannot play 2 strategy cards of the same type. This number is the Total Persian Force Value.

All cards used in the Attack are discarded. The Greek may defend with at least one card with a force value of greater than zero. Add up the force value of all of these cards and multiply by the number of Strategy cards played +1.

You cannot play 2 strategy cards of the same type. This number is the Total Greek Force Value. All cards used in the Defense are discarded.

Subtract the Total Greek Force Value from the Total Persian Force Value. If the result is positive, this, divided by 10, is the number of Greek tokens lost.

Persian Victory

If all of the Greek troops are killed than the Persians win.

Greek Victory

If the Persian player goes to draw a card and there are no cards left in his deck and the Greek player still has troops remaining, than the Persians give up and go home, and the Greeks win.

Persian Deck Card List

#	CARD	FORCE	NOTES
8	Attack	10	Must be played to attack
3	Ethiopian Tribesmen	20	
3	Egyptian Levies	20	
2	Mede Cavalry	20	
4	Bactrian Spearmen	30	
1	Indian Heavy Chariots	30	
1	Scythed Chariots	30	
2	Assyrian Light Chariots	30	

#	CARD	FORCE	NOTES
4	Persian Archers	40	
2	Scythian Horse Archers	40	
2	Phrygian Javelineers	40	
8	Immortals	50	
3	Greek Traitor	0	Strategy Card
3	Outflanking March	0	Strategy Card
3	Mountain Path	0	Strategy Card
3	Xerxes Commands	0	Opponent must discard 2 random cards

Spartan Deck Card List

#	CARD	FORCE	NOTES
8	Greek Allies	10	
8	Overlapping Shields	20	
8	Heavy Infantry	30	
8	Hoplites	40	
8	Phalanx	50	
3	Heroic Last Stand	0	Strategy Card
3	Spartan Training	0	Strategy Card
3	Narrow Defile	0	Strategy Card
3	Leonidas Strategy	0	Opponent must discard 2 random cards

Cardset Available

[Click Here](#)





Three Kingdoms Combined Arms

Introduction

Board game for 2+ players. Chinese Three Kingdoms theme. No dice or cards. The Three Empires were the Wei, Shu, & Wu.

Each unit represents several hundred soldiers.

Victory

Destroy all enemy Generals or occupy all cities.

The Map

Use a 12x12 square grid.

Unit List

Unit Name	Move	Range	Defense	#
General	4	1	3	2
Armored Cavalry	4	1	3	2
Infantry	2	1	4	4
Archers	2	2	3	2

Unit Special Abilities

All friendly units adjacent to the General get Defense +1 Shock Troops do 2 points of damage when they attack.

Setup

Each player starts in control of a 5x5 corner. Players place their units in their respective corners. Units may not stack.

Players take turns placing their units. Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units.

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack differ-

Units

Use chits or miniatures to represent units. All sides use the same army list.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn.

*Range: the maximum number of spaces distant the unit can apply damage.

*Defense: the amount of damage the unit can take at one time before having to retreat.

Number of that unit in the army

Unit Name	Move	Range	Defense	#
Rockets	1	3	2	2
Shock Troops	1	1	5	2
Horse Archers	5	2	2	2

ent targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Terrain

Randomly Distribute 10 cities, 10 Forests, & 10 Mountains. Units occupying City spaces have a Defense bonus of +1. Units cannot move into or through Mountain spaces.

Units must stop when they enter a Forest space. The last player to have occupied a city controls it.





Tournament

Introduction

Card game for 2 or more players. Simulates a Medieval Tournament complete with jousting, melees, etc.

Victory

Win the most Victory Points by the end of the game.

Game End

When there are no cards left in the deck the game ends. All players must play any Contest cards remaining in their hands. These final Contests are scored in the regular manner.

The Deck

Players share a common deck. There are 3 types of cards: Chivalry, Contest, and Special cards. Chivalry cards are further divided into 4 types: Knight, Weapon, Horse, and Shield.

Each Chivalry card has a Force value of 1 to 10.

Cardset I

Most excellent cardset & Deck Randomizer by Sir Peter Cobcroft: [Click Here](#)

Cardset II

Beautiful Set courtesy of the distinguished artisan Alecrespi: [Click Here](#)

Setup

The most Chivalrous player goes first. Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 4 phases: Draw Phase Play Phase Contest Phase Score Phase

Draw Phase

Draw the top card of the deck or discard. If the deck runs out the game ends.

Card List

Play Phase

You may put a Knight Combo into play. A Knight Combo consists of 1 of each of the 4 types of Chivalry cards: The force values of these cards do not have to match. A Combo represents a Knight, his Weapon, his Horse, and his Shield You may play special cards in this Phase.

Contest Phase

You may skip this phase or play a Contest card. The player with the highest score in the indicated category wins the Contest. For Example: You play the Melee Contest.

The player with the most Force points in Weapons wins. You have 3 combos with 3 weapons with a total Weapon point score of 15. Your 2 opponents have total scores of 11 and 6. You win.

In case of a tie the current active player wins. Contests cannot be played until after every player has had their first turn.

Score Phase

The winner of a Contest played last phase earns Victory Points (VP).

X Number of players.

The winner gets X VP. Second place gets X-1 VP. Third place gets X-2 VP and so on.

Maximum hand size is 7 cards. Discard excess cards at the end of your turn.

Card List Notation

- V** Chivalry card
- K** Knight
- W** Weapon
- H** Horse
- S** Shield (Family Crest)
- C** Contest
- X** Special

Card Name:	Type	Force	Notes:
Squire	K	1	

Card Name:	Type	Force	Notes:
Young Knight	K	2	
Cavalier	K	3	
Crusader	K	4	
Templar	K	5	
Green Knight	K	6	
Red Knight	K	7	
Black Knight	K	8	
White Knight	K	9	
Famous Knight	K	10	
Dagger	W	1	
Flail	W	2	
Mace	W	3	
Morning Star	W	4	
Battle Ax	W	5	
Long Sword	W	6	
Broad Sword	W	7	
Bastard Sword	W	8	
Great Sword	W	9	
Lance	W	10	
Old Nag	H	1	
Light Horse	H	2	
Riding Horse	H	3	
Fine Stallion	H	4	
Heavy Horse	H	5	
Courser	H	6	
Charger	H	7	
Noble Steed	H	8	
Destrier	H	9	
War Horse	H	10	
Cock	S	1	
Boar	S	2	
Antelope	S	3	
Bear	S	4	
Basilisk	S	5	
Angel	S	6	
Unicorn	S	7	
Gryphon	S	8	
Lion	S	9	
Dragon	S	10	
Melee	C	-	Highest Weapon Score Wins
Joust	C	-	Highest Horse Score Wins
Heraldry	C	-	Highest Shield Score Wins
Quest	C	-	Highest Knight Score Wins
Challenge	C	-	Highest Scoring Combo Wins
Royal Hunt	C	-	Most Combos Wins
Kings Favor	C	-	Most Chivalry Cards Wins
Court Intrigue	C	-	Highest Score with all Cards Wins
Romance	C	-	The most cards with the same Force Wins
Feast	X	-	Draw 3 cards
Nobility	X	-	Draw 3 cards
Valor	X	-	Draw 3 cards

Links

Coat of Arms





Traders Of India

Introduction

Card Game for 2-4+ players. Depicts Trade and Commerce in Ancient India.

Game End

The game ends when the deck has been run through twice.

Victory

At the end of the game, the player with the most Points wins.

The Deck

Players share a common Deck. There are 5 Card Types:

TP Trading Partner

EX Export

IM Import

YZ Trade Mechanisms

NU Nuisance

Setup

Shuffle the Deck. Each player is dealt 6 Cards. The richest player goes first.

Turn Sequence

On your turn you may draw 3 cards from either the Deck or the Top of the Discard (or some from both

totaling 3). Keep 1 Card. Give 1 Card to the next player.

Discard 1 Card. Place 1 Card on either the Top or bottom of the Deck. If you have a Meld (Trade Mission) you may play it and score.

A Meld must contain: 1 Trading Partner 1 Trading Mechanism 2 Exports 2 Imports Score your Meld: Gain Points for Partner, Mechanism, and Import Cards. Lose points for Export cards. Keep track of your Score and running Total.

If you made a Meld, discard all those cards, and draw 6 new cards. Max 1 Meld per turn. The first time the deck runs out, shuffle the Discard and draw from it.

Nuisance cards are never part of a Meld.

Card Notation

TP Trading Partner

EX Export

IM Import

YZ Trade Mechanisms

NU Nuisance

Common Deck Card List

Card:	Type	Score
Storms	NU	0
Pirates	NU	0
Tariffs	NU	0

Sumer & Egypt	TP	4
Crete & Syria	TP	3
Arabia	TP	3
Rome	TP	5
Greeks	TP	4
China	TP	5

Sumer & Egypt	TP	4
Java & Ceylon	TP	1
Sumatra	TP	2
Africa	TP	1
Abyssinia	TP	2

Huge Ships	YZ	5
Sea Routes	YZ	4
Monsoon Winds	YZ	1
Sea Ports	YZ	5
Caravans	YZ	2
Roads	YZ	2

Huge Ships	YZ	5
Rivers	YZ	1
Lighthouses	YZ	3
Merchants	YZ	3
Trading Guilds	YZ	4

Fine Cotton	EX	4
Silk Fabric	EX	5
Spices	EX	5
Indigo	EX	3
Sugar	EX	1
Medicinal Herbs	EX	4
Precious Stones	EX	4
Works of Art	EX	3
Ivory	EX	3
Diamonds	EX	5
Muslin	EX	3

Fine Cotton	EX	4
Perfumes	EX	4
Jewels	EX	5
Iron	EX	2
Saltpeter	EX	2
Sandalwood	EX	2
Apes & Peacocks	EX	2
Rice	EX	1
Coconuts	EX	1
Limestone	EX	1

Gold	IM	10
Silver	IM	10
Copper	IM	9
Brass	IM	9
Lead	IM	6
Coins	IM	10
Wine	IM	9
Slaves	IM	7
Singing Boys	IM	8
Beautiful Maidens	IM	9
Pigments	IM	8

Gold	IM	10
Glass Vessels	IM	8
Armaments	IM	7
Ointments	IM	7
Coral	IM	6
Pearls	IM	7
Horses	IM	10
Mercury	IM	6
Vermillion	IM	6
Elephants	IM	8





Typhoons & Turtle Ships

Introduction

Card Game for 2 players. Simulation of the Invasions between Japan & Korea.

Victory

The first player to win a hand on his own turn, as the Invader, wins the game.

Setup

One Player takes the Role of the Japanese. The Other Player is the Mongols/Koreans/Chinese. The Mongols go first.

The Deck

Players share a common deck.

Turn Sequence

Players take turns. The active player is called the Invader. The other player is the Defender.

Each turn has 6 Phases:

1. Preparations Phase
2. Logistics Phase
3. Typhoon Phase
4. Naval Phase
5. Conquest Phase
6. Retire Phase

Preparations Phase

Each player fills his hand to 10 cards.

Logistics Phase

Each player may discard up to 5 cards & draw replacements.

Typhoon Phase

The Defending player may play (discard) a Typhoon card to end the turn.

Common Deck Card List

Naval Phase

Each player plays his Sea cards: A player may play a max of: 1 General, 2 Fleets, and 2 Tactics cards Each player adds up the Total Strength of all of his Sea cards. The player with the higher Strength wins. The Defender wins ties.

If the Defender wins, the turn ends If the Invader wins, continue to Conquest phase. Discard played cards.

Conquest Phase

Each player plays his Land cards: A player may play a max of: 1 General, 2 Armies, and 2 Tactics cards Each player adds up the Total Strength of all of his Land cards. The player with the higher Strength wins. The Defender wins ties.

If the Defender wins, the turn ends and the game continues. If the Invader wins, he conquers his enemies' country and wins the game. Discard played cards.

Retire Phase

Players may discard none, some, or all of the cards in their hands.

Card List Notation

Number of copies of that card in the deck

User Which player can use the card

Str Strength

S Sea card (can only be used in Naval phase)

L Land card (can only be used in Conquest phase)

M Modern card (can only be used after the fourth turn)

J Japanese card (can only be used by the Japanese player)

K Korean card (can only be used by the Korean player)

B Both (Can be used by both players)

A Attack card (can only be used by the Invader)

D Defense card (can only be used by the Defender)

G General card

T Tactics card

F Fleet card

R Army card

Card Name:	#	User	Type	Str	Notes
Typhoon	2	B	-	-	D
Army of 20,000 Men	5	B	L	3	A
Army of 60,000 Men	5	B	L	4	A
Army of 100,000 Men	5	B	L	5	A
Fleet of 500 Ships	5	B	S	3	F
Fleet of 1000 Ships	5	B	S	4	F
Fleet of 2000 Ships	5	B	S	5	FA
Bombs & Rockets	2	K	L	4	T
Iron Clad Turtle Ships	2	K	S	5	TMD
Superior Archery	2	K	L	2	T
Disciplined Ranks	2	K	L	3	T
Korean Guerillas	1	K	L	4	TD
Matchlock Guns	2	J	L	4	TM
Fire Starter Boats	2	J	S	5	TD
Samurai Skill	2	J	L	2	T
Bushido Code	2	J	L	3	T
Coastal Fortifications	1	J	L	4	TD
Kublai Khan	1	K	L	5	GA
Yi Sun Shin	1	K	S	4	GD
Hong	1	K	L	3	G
Yin	1	K	L	2	G
Toyotomi	1	J	L	5	GA
Bakufu	1	J	S	4	GD
Togugawa	1	J	L	3	G
Oda	1	J	L	2	G

Card Set Available

Thanks Alcespi.





Urbs Romana

Introduction

Tile laying game for 2-4 players. Players are constructing a city of the Roman Empire.

Victory

The player with the most Victory Tokens at the end of the game wins.

Game End

When the last square has been covered, (or if no further Tiles can be placed) or if all players pass in the same round; The round immediately proceeds to Scoring Phase, and then the Game ends.

The Map

Use a 8x8 Chessboard. All squares around the outside edge of the board are called exterior squares. Note: Historically many Greek and Roman cities really were designed on a Chessboard grid plan.

The Tiles

Tiles represent structures and resources. These are kept face down in a Tile Pile. Note that there are more Tiles than squares, so not all will be used.

Player Stones

Each player has a set of glass stones of a unique color.

Victory Tokens

Players share a common set of Victory Tokens.

Majority Counters

There is 1 Majority Counter for each of the 10 Tile Types: Food, Housing, Manufacturing, Government, Culture, Water, Trade, Religion, Defense, Entertainment

Governor Token

There is one Governors Token.

Setup

One player is randomly assigned the Governors Token. Shuffle the Tiles. Each player draws 5 random Tiles.

Tile Hands

Players keep their Hands (unplaced tiles) face-up.

Turn Sequence

Play is conducted in Rounds. Each Round has 3 Phases: Player Turns Phase Majority Phase End Phase

Player Turns Phase

Players take turns starting with the Governor and going clockwise. Each turn has 3 Segments: Action Segment Bonus Segment Draw Segment

Action Segment

The current player may take 1 Action. There are 6 possible actions:

1. Place 2 Adjacent Tiles: The Tiles must be adjacent to Tiles you have

already placed. The second may be placed adjacent (or not) to the first tile played.

2. Place 1 Non-adjacent Tile: This may be placed on any square on the Board.
3. Place 1 Adjacent Tile and gain 1 Victory Token (VT).
4. Place 1 Adjacent Tile and Discard Hand. Discard all Tiles from your hand.
5. Place 1 Adjacent Tile and Take 1 Tile of your choice from Opponents Hand.
6. Discard entire Hand (This is termed a "Pass")

On your first turn of the game you must pick the #2 action: Place 1 Non-adjacent tile.

Placement Rules And Limitations

Place one of your colored Stones on every Tile you place. Exterior Tiles must be placed on squares at the edge of the board. Interior Tiles must be placed on squares not at the edge of the board.

Defense Tiles cannot be placed Adjacent to each other. Religion Tiles cannot be placed Adjacent to each other. Government Tiles cannot be placed Adjacent to each other.

Entertainment Tiles cannot be placed Adjacent to each other. (Adjacent means sharing a side)

Bonus Segment

Certain Tile placements will earn bonus Victory Tokens (VT). Such Bonuses are only earned once, when a Tile is first played. Housing Tiles placed adjacent to Water Tiles will earn 1 Victory Token each.

(Example: You place an Aqueduct next to 3 Housing Tiles; You gain 3 VT) Manufacturing Tiles placed adjacent to Trade Tiles will earn 1 Victory Token each. Government Tiles placed adjacent to Culture Tiles will earn 1 Victory Token each. Religion Tiles placed adjacent to Entertainment Tiles will earn 1 Victory Token each.

Draw Segment

Fill you hand to 5 Tiles by drawing random Tiles from the Tile Pile.

Majority Phase

There will be 10 Majority Contests: The player with the most Food Tiles gets control of the Food Majority Counter. The player with the most Housing Tiles gets control of the Housing Majority Counter. The player with the most Manufacturing Tiles gets control of the Manufacturing Majority Counter.

The player with the most Government Tiles gets control of the Government Majority Counter. The player with the most Culture Tiles gets control of the Culture Majority Counter. The player with the most Water Tiles gets control of the Water Majority Counter.

The player with the most Trade Tiles gets control of the Trade Majority Counter. The player with the

most Religion Tiles gets control of the Religion Majority Counter. The player with the most Defense Tiles gets control of the Defense Majority Counter.

The player with the most Entertainment Tiles control of the Entertainment Majority Counter.

End Phase

The current Governor gives the Governor Token to the player to his left.

End Of Game Scoring

For each Majority Counter you control at the end of the game get 3 Victory Tokens. For every vertical, horizontal or diagonal line of 8 Tiles you were able to make earns you an additional 2 Victory Tokens at the end of the game.

Tile List Notation

- I** Interior Tile
- E** Exterior Tile
- O** Can be placed in any square
- F** Food Tiles
- H** Housing Tiles
- M** Manufacturing Tiles
- G** Government Tiles
- C** Culture Tiles
- W** Water Tiles
- T** Trade Tiles
- R** Religion Tiles
- D** Defense Tiles
- N** Entertainment Tiles

Tile List

Tile Name:	Place	Type	Notes:
Prefecture	I	G	Police
Highway	E	T	
Market	O	T	
Port	E	T	
Workshops	O	M	
Granaries	O	F	
Warehouses	O	T	Horrea
Gatehouse	E	D	
Vigiles	I	G	Firemen
Barracks	O	D	
Castrum	O	D	Fort
Towers	E	D	
Manors	E	H	
Inner Walls	E	D	
Garrison	I	D	Urban Cohort
Triumphal Arch	I	C	
Outer Walls	E	D	
Vineyards	E	F	

Tile Name:	Place	Type	Notes:
Wheat Fields	E	F	
Olive Groves	E	F	
Public Baths	I	W	
Palace	I	H	
Theatre	I	N	
Aqueducts	E	W	
Oracle	O	R	
Republican Forum	I	G	
Imperial Forum	I	G	
Plaza	I	C	
Quarries	E	M	
Mines	E	M	
Communal Baths	I	C	
Mausoleum	I	R	
Tenements	I	H	
Shrine	I	R	
Bath Complex	I	N	
Basilica	I	G	
Amphitheater	O	N	
Circus	I	N	
Reservoir	O	W	
Library	I	C	
Temple	I	R	
Sanctuary	I	R	
Shops	I	T	
Apartments	I	H	
Villas	E	H	
Domus	I	H	
Dormitories	I	H	
Columns	I	C	
Statues	I	C	
Bridge	E	T	
Sewers	E	W	
Forest	E	M	
Brick Makers	E	M	
Bakers	I	F	
Estates	O	H	
Insulae	I	H	
Catacombs	O	R	
Lighthouse	E	T	
Fountains	I	W	
Altar	O	R	
Monument	O	C	
Fanum	O	R	
Decumanus Maximus	I	T	Main EW Street
Cardo	I	T	Main NS Street
Harbour	E	T	
Canal	O	W	
Pastures	E	F	
Slums	I	H	
Odeum	I	N	Music Hall
Pantheon	I	R	
Colosseum	O	N	

File Name:	Place	Type	Notes:
Suburbs	E	H	
Town-Hall	I	G	
Law Courts	I	G	
Store Houses	O	T	
Merchant Offices	O	T	





Viking Loot

<body>

Players control Viking clans that raid settlements on the Mainland. The player with the most loot at the

end of 20 turns is the winner.

Viking Units	Cost	Move	Attk	Carry	Notes
Long Ship	4	4	-	4	
Dragon Ship	7	5	-	6	
Scout	2	3	2	-	
Vikings	2	2	4	-	
Berserkers	3	2	6	-	
Chieftan	-	2	-	-	All units in stack get +1 Attack

Mainland Units Table

D6	Type	Attk
1-3	Peasant Militia	1
4-5	Men at Arms	3
6	Knights	5

The Map Use a Hex map. Units are represented by counters. The Viking villages are located on separate Islands north of the mainland. Draw only the contours of the landmasses. The contents will be determined by the Exploration Table. Be sure to include several Bays

and rivers that penetrate into the mainland. Viking Villages must be adjacent to water for the construction of ships.

Exploration Table

D6	Terrain	Notes:
1-3	Wilderness	Requires 1 move point to enter
4-5	Rough	Requires 2 move points to enter
6	Settlement	

Mainland Settlements Table

1D10	Type	Psnts	M@A	Knights	Walls	Loot
1-2	Farm	1	0	0	0	1D6
3-5	Village	3	1	0	0	3D6
6	Church	2	0	0	0	2D6
7-8	Town	4	4	1	1	6D6
9	Castle	2	0	3	3	6D6
10	City	0	6	2	2	10D6

Turn Sequence

1. Planning- Roll high to determine who goes first
2. Fate- Roll on Event Table
3. Movement- Boarding or unboarding costs the ship one move point and other units all of their move points
4. Exploration- Roll on the Exploration Table for every unexplored Hex adjacent to a Viking unit
5. Battle- Collect Loot if all defenders of a settlement are defeated
6. Recruit- New units appear in Home Village
7. Replenish & Rebuild- On the turns after being looted a settlement will rebuild on a roll of 1 on D6

Battle Each unit has an attack value. Add these to get each sides attack total. Each side rolls dice equal

to their attack total. Each roll of 1 causes 1 casualty.

Walls are the first casualties. Looting is done at the end of the battle if there are no defenders left.

Stacking 1 Ship per hex. Up to 10 Vikings per hex. A stack of units is known as a raiding party.

Chieftan The chieftan is the last unit in a hex to be killed. If killed, any one nonship unit that player controls becomes the next chieftan.

Settlement Tactics Peasants are killed before Men at Arms, and Men at Arms are killed before Knights. If both sides kill each other off, the settlement wins. Settlements can only replenish or rebuild if no Vikings are adjacent. If a settlement won a battle but suffered casualties, those loses will be replenished at the end of the turn.

Event Table

D10	Event	Notes:
1	Plague	Random settlement destroyed. It may rebuild later
2	Storm at Sea	Random Ship you control sinks
3	Patrol	Random Party you control encounters 1D6 Random Mainland units
4-5	Difficulties	Random Party you control may not move or attack this turn
6-7	Godspeed	Random Party you control gets to move twice this turn
8-0	No Event	

Loot Loot must be returned to the Viking village for it to count or to be used. Use separate counters to indicate stashes of Loot.

Viking Villages The Viking Villages generate 1 Loot per Turn in Recruit Phase. Viking Players start with a Chieftan and 4D6 Loot. Vikings may not attack each

other. They may cooperate on Raids.

Optional Hostile Clans Variant Vikings may attack each other. Each village also starts with 10 Viking Defenders who may not leave their home Island. Lone Scouts cannot be attacked.





Viking Raid

Introduction

Card game for 2-4+ Vikings. Viking Theme.

Victory

When the game ends, the player with the most Gold wins.

Game End

The Game Ends when any one player has successfully completed 3 Raids or All other players have been sunk.

Gold

Use Coins to represent Gold.

The Decks

There are 2 Decks:

1. The Viking Deck
2. The Encounter Deck

Viking Deck

There are 3 types of cards: Ship, Crew, and Destination.

Encounter Deck

There are 3 types of cards: Sea, Defenders, and Treasure.

Setup

Each player starts with 10 Gold. Each player is dealt 7 cards. The most Scandinavian player goes first.

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Planning Phase
2. Declaration Phase
3. Preparations Phase
4. Voyage Phase
5. Tactics Phase
6. Pillage Phase
7. Plunder Phase
8. Return Phase
9. Home Phase

Planning Phase

Draw 1 card from the Viking Deck and put it in your hand. Max hand size is 7 cards. Discard excess cards.

Declarations Phase

Declare whether you remain home or go Raiding. If you remain home, draw 1 extra Viking card and skip the rest of the turn. If you decide to go raiding, continue to the next phase.

Preparations Phase

You must play (build) 1 Ship from your hand. Place it face up in front of you. You may purchase up to 4 Crew cards, one of each type.

You must play 1 Destination Card. If you build a Dragon Ship it takes longer: Your turn ends now and continue Next turn at Voyage phase.

Voyage Phase

If going to a near Destination draw 2 Encounter cards If going to a middle Destination draw 3 Encounter cards If going to a far Destination draw 4 Encounter cards Every sea card you draw works against you. If you draw a Lost card, your turn ends, and you must continue on in Voyage phase again next turn. If you suffer 2 points of Hull damage (Rocks cards) your ship sinks.

If you suffer 2 points of Sail damage (Storm cards) your ship sinks. Note that certain special Crewmembers will negate your first Sea Encounter. If you chose a Far destination it takes longer: Your turn ends now and continue Next turn at Tactics phase.

Tactics Phase

You arrive at your destination and must fight the locals. Declare whether you are going to directly attack them or first hide and Attack by surprise. If you attack directly continue on to the next phase immediately. If you choose to be sneaky it costs you time: Your turn ends now and continue Next turn at pillage phase.

Pillage Phase

Draw a number of Encounter cards equal to the Destination Size. For each Defender card you draw, you will lose a stated number of crew. The Berserker crewmember negates the first loss of 5 crew.

If all your crew are killed (not counting special crew) your ship sinks. If you attacked by surprise, negate 5

Kills against you. If raiding a Far Destination draw 1 less Defender.

Plunder Phase

If you are not sunk yet, look for treasure. Draw a number of Encounter cards equal to the Destination Size. For each Treasure card you draw gain the stated number of Gold.

Draw 1 less card if you attacked directly (they saw you coming and Some fled first with their treasures)

Return Phase

Now you must sail home. If returning from a near Destination draw 2 Encounter cards If returning from a middle Destination draw 3 Encounter cards If returning from a far Destination draw 4 Encounter cards Every sea card you draw works against you. If you draw a Lost card, your turn ends, and you must continue on in Return phase again next turn.

If you suffer 2 points of Hull damage (Rocks cards) your ship sinks. If you suffer 2 points of Sail damage (Storm cards) your ship sinks. Note that Storm and Rock damage is cumulative from the Voyage phase of the Raid.

Note that certain special Crewmembers will negate your first Sea Encounter. If you chose a Far destination it takes longer: Your turn ends now and continue Next turn at Home phase.

Home Phase

After you return successfully from a Raid discard your Ship and all special crew members (but keep your gold).

Viking Deck Card Notation

- S** Ship
- C** Crew (special)
- D** Destination
- #** Number of Copies of card in deck

Viking Deck Card List

Card Name	Type	#	Cost	Notes:
Long Ship	S	6	2	Comes with 20 Crew
Serpent Ship	S	4	3	Comes with 30 Crew
Dragon Ship	S	3	4	Comes with 40 Crew
Berserkers	C	4	1	Negate 5 Kills
Navigator	C	4	1	Negate 1 Lost Result
Carpenter	C	4	1	Negate 1 Hull Damage
Sail Maker	C	4	1	Negate 1 Sail Damage
Near Village	D	2	-	Size = 2
Village	D	2	-	Size = 2
Far Village	D	2	-	Size = 3
Near Monastery	D	1	-	Size = 3
Monastery	D	1	-	Size = 3
Far Monastery	D	1	-	Size = 4
Near Town	D	1	-	Size = 4
Town	D	1	-	Size = 4
Far Town	D	1	-	Size = 5
Near City	D	1	-	Size = 5
City	D	1	-	Size = 6
Far City	D	1	-	Size = 7

Encounter Deck Card Notation

S Sea

D Defenders

T Treasure

Encounter Deck Card List

Card Name:	Type	#	Notes:
Lost	S	5	Miss 1 Turn
Storm	S	5	Sail Damage = 1
Rocks	S	5	Hull Damage = 1

Card Name:	Type	#	Notes:
Peasants Militia	D	6	Kill 5 Crew
Garrison	D	5	Kill 10 Crew
Knights	D	4	Kill 15 Crew
Livestock	T	5	Gold = 3
Women Captives	T	4	Gold = 5
Coins	T	4	Gold = 7
Artifacts	T	3	Gold = 9





Villa Rustica

Introduction

Each player is a Senator of the Roman Empire. Players compete for Gold, Influence, and Prestige.

Victory

The first player to accumulate 100 or more Prestige Points is the Winner.

The Deck

Players share a common deck.

Tokens

Use Red Tokens for Gold. Use White Tokens for Influence. Use Blue Tokens for Prestige.

The terms tokens and points are synonymous. There are no limits to the number of Tokens. A player keeps all his Tokens in his Treasury.

Setup

The oldest player goes first. Shuffle the deck. Flip over the top 5 cards of the deck face-up in a row on the table.

These are called the Bid Cards. Each player starts owning 1 Villa Rustica Card. Owned cards are kept on the table face-up in front of the owning player.

Turn Sequence

Players take turns clockwise. Each turn has 3 Phases:

1. Revenue Phase
2. Availability Phase
3. Acquisition Phase

Revenue Phase

Each card you own generates revenue in the form of Gold, Influence, and Prestige on every one of your

turns in Revenue Phase. Collect Tokens for each card you own of the indicated type and number.

Availability Phase

The current player may discard 1 to 3 Bid cards of his choice. Flip over new cards from the deck to replace the discarded ones. If the deck runs out, shuffle the discard and draw from it.

Acquisition Phase

The current player may purchase 1 Bid card. All Bid cards have a cost in either Influence or Gold. Discard the indicated number of Tokens in payment.

The player owns the card and places it face up in front of himself. The player may choose not to buy a Bid card. In this case, He may take 1 Token of any type and add it to his Treasury. If a Bid card was purchased, flip over another card from the Deck to replace it.

If you do not have enough Tokens to buy a card, you cannot Purchase it. You cannot go negative or borrow Tokens.

Slaves & Senatus Consultum

These cards as Bid cards cost nothing to buy. They provide Tokens as soon as they are acquired and then these Cards are immediately discarded.

Quarry & Tile Works

Any time a Villa is built by any player, you get 2 Gold for each Quarry and Tile Works you own.

Card List Notation

I Cost in Influence to buy this card
G Cost in Gold to buy this card
Copies of that card in the deck
Infl Influence
Prst Prestige

Card List

Name:	#	Cost	Gold	Infl	Prst
Villa Rustica	6	16G	2	1	1
Villa Suburbana	3	9G	-	2	1
Villa Urbana	3	16G	-	3	1
Imperial Villa	2	25G	-	3	2

Name:	#	Cost	Gold	Infl	Prst
Vineyards	5	16G	2	-	2
Olive Groves	6	9G	2	1	-
Wheat Fields	7	1G	1	-	-
Livestock	4	4G	2	-	-
Fishing Grounds	4	4G	1	1	-
Tile Works	2	9G	1	-	1
Quarry	2	9G	2	-	-
Orchards	3	9G	2	-	1
Merchant Traders	3	16G	3	1	-
Regiments	5	16G	-	2	2
Gladiators	2	9G	1	1	1
Slaves	6	-	(4)	-	-
Senatus Consultum	4	-	-	(5)	-
Magistrate	6	4I	-	1	1
Quaestor	5	9I	-	2	1
Aedile	3	9I	-	1	2
Praetor	4	16I	-	1	3
Governor	3	25I	3	1	1
Censor	3	25I	-	2	3
Tribune	2	36I	-	2	4
Consul	1	49I	-	2	5





Warring States Period

Introduction

China 475 - 221 BCE. Each player is the king of one of 7 States vying for domination. Card game for 2-7 players.

Victory

The first player to control 15 Province Tokens wins the game.

Warring States

Each player picks as his identity one of the following 7 States: Qin, Wu, Chu, Qi, Yan, Zhao, Han

Province Tokens

There are exactly 21 Province Tokens.

Razed Provinces

Province Tokens should have 2 distinguishable sides. When a Province is razed (hit by a disaster) flip it over.

Army Tokens

Tokens are used to represent Armies.

The Decks

There are 3 common decks:

1. Event Deck
2. Resource Deck
3. Battle Deck

If a deck ever runs out, shuffle the discard and draw from it.

Money

Currency is in units called "Bu". Use coins to represent Bu.

Setup

Shuffle the decks. Players cut the Battle deck. High card goes first (becomes first active player). Each player gets an equal number of Province Tokens.

If extra Tokens remain, they are not used. Each player starts with 10 Bu.

The Active Player

Give the Active player a small figurine to denote this Honor. The Active player goes first in War Phase. Play proceeds clockwise.

Turn Sequence

Each turn has 7 Phases:

1. Event Phase
2. Income Phase
3. Trade Phase
4. Taxes Phase
5. Build Phase
6. War Phase
7. End Phase

Event Phase

The active player Flips over and plays the top card of the Event Deck.

Income Phase

All Players Draw 3 Resource cards. Players Draw an extra Resource card for every 2 Province Tokens they control (rounding down) that are not razed.

Trade Phase

Players may trade Resource cards.

Taxes Phase

Discard 3 Mines to gain 3 Bu. (Bronze Meld) Discard 3 Cities to gain 3 Bu. (Trade Meld) Discard 3 Agriculture to gain 3 Bu. (Rice Meld) Discard a combo of 1 Mine, 1 City, and 1 Agriculture to gain 2 Bu. (Balanced Meld) Discard 2 Mines to gain 1 Bu. Discard 2 Cities to gain 1 Bu. Discard 2 Agriculture to gain 1 Bu.

Discard 2 Generals to draw 1 Resource card.

Build Phase

Pay 2 Bu to rebuild a razed Province (Flip it right side up) Pay 2 Bu to gain one Army Token. Pay 2 Bu to put a General Card into play Discard all unused Resource cards.

War Phase

Players take turns in War Phase. The Active Player goes first. War Phase is divided into 3 Segments:

1. Declaration Segment

2. Ally Segment
3. Campaign Segment

Declaration Segment

The Active player (Attacker) may declare he is going to war with a target opponent (Defender). In order to go to war, the Attacker must have at least one General and one Army. The Defender will fight with whatever units it has.

Ally Segment

Other players (not the Attacker or Defender) may send units to aid either side. They can be recalled at any time.

Province Army Rule

Important: If the Defender has no Unit cards, one of his Province Tokens will act as an Army, referred to as a Provincial Army.

Campaign Segment

The War will consist of 1 or more Battles. Each Battle has 3 Rounds:

1. Tactics Round
2. Clash Round
3. Casualties Round

Multiple Campaigns Rule

The attacker may wage multiple wars in the same turn against different opponents. Each such cam-

paign requires at least one General and one Army not engaged in another campaign.

Tactics Round

Each player has a Battle hand. If a player has 1 or more cards in his Battle Hand he skips the rest of Tactics Round. If a player has no cards in his Battle hand, he fills his Battle hand to up to 4 cards plus 1 for each army he controls. He may then discard and redraw 1 Battle card for each General he controls.

Clash Round

Each Player plays one Battle card from his hand (This is called the Destiny Card) Players calculate their Battle Totals (BT):

BT # of Generals + # of Armies + Destiny Card Value + General Bonuses

The player with the higher BT wins the Battle. Defender wins ties. Discard Destiny cards.

Casualties Round

The loser discards one Unit (Army or General). Even if he lost, the Attacker may (if he wants to) attack the same target again (conduct a Battle) if He has at least One General and One Army in play. If a Provincial Army is defeated, the Attacker gets to keep that Province Token (Conquest).

End Phase

Discard all Battle hands. The New Active player is the player to the left of the current Active player. Check to see if anyone has won (15 Provinces).

Resources Deck

Card Name:	#	Notes:
Agriculture	10	-
Mine	10	-
City	10	-
Daring General	2	If you are the Attacker get +1 to BT
Steadfast General	2	If you are the Defender get +1 to BT
Brilliant General	2	Strategy Destiny Card gets +1
Methodical General	2	Troop Destiny Card gets +1
Thoughtful General	2	Counts as 2 Generals in Tactics Segment

copies of card in deck.

Event Deck

Card Name:	Notes:
Plague	Destroy all Army Tokens in play
Earthquake	Each Player has 1 Province Razed
Uprising	Target Player has 1 Province Razed and loses 1 Army

Card Name:	Notes:
Fire	Target Player has 1 Province Razed
Rebellion	Steal 1 Army from Target Player
Treachery	Steal 1 General from Target Player
Annex	Steal 1 Province from Target Player
Flood	Each Player has 1 Province Razed
Drought	Rice Melds earn no Bu this turn
Pestilence	Each player discards 1 Bu
Barbarian Invasion	Each player loses 1 Army
Nomad Raids	Each player loses 1 Army
Duel	Target Player loses 1 General
Assassination	Target Player loses 1 General
Anarchy	Target Player may not Attack on his Next Turn
War of Succession	Target Player loses 1 General and 1 Army
Power Struggle	Target Player may not Attack on his Next Turn
Tributes	You Gain 1 Bu
Prosperity	All Players Gain 1 Bu
The 5 Classics	All Players Draw 1 extr card in Income Phase
Confucianism	You Draw 3 extra cards in Income Phase
Taoism	You Draw 2 extra cards in Income Phase
Legalism	You Draw 1 extra cards in Income Phase
Ironworking	Your Troop cards get +1 this turn
Metal Coinage	Bronze Melds earn double this turn
New Trade Route	Trade Melds earn double this turn
Good Harvest	Rice Melds earn double this turn
Sun Tzu	Your Generals get +1 this Turn
Mass Conscription	You Gain 1 Army

Battle Deck

Card Name:	Type	Value
Infantry	T	1
Swords	T	2
Spears	T	3
Halberds	T	4
Pikes	T	5
Bowmen	T	6
Archers	T	7
Crossbows	T	8
Flaming Arrows	T	9
Artillerists	T	10
Scouts	T	11
Light Chariots	T	12
Medium Cavalry	T	13
War Chariots	T	14
Heavy Cavalry	T	15

Card Name:	Type	Value
Outflank	S	1
Deception	S	2
Envelopment	S	3
Ambush	S	4
Surprise	S	5
Logistics	S	6
Cross River	S	7
Mountain Pass	S	8
Feign Retreat	S	9
Counter Attack	S	10
Avoid Strength	S	11
Terrain Advantage	S	12
Swift Maneuver	S	13
Concentrate Force	S	14
Attack Weakness	S	15

S Strategy
T Troops

Cardset Available!!!

Thanks Ron! Click Here

FAQ's Q - Rules questions: "Unit" refers to Generals & Armies? A - Yes. Q - If you lose a "Unit" after a battle it is either a single General or a single Army? A - Yes. You choose which specific unit you loose. Q - If loser is the defender who was using a Provincial Army, and that is taken, is that the "Unit" lost by the defender? A

- Yes.

Q - Attacker may attack multiple opponents if and only he has at least 1 General & 1 Army v. each opponent. But, if the Attacker makes serial attacks v. same opponent can he re-use the same General & Army? A -

Yes. Units committed to a campaign against a specific opponent can keep attacking that opponent.

Links

Wikipedia





Warrior Kings Of Ireland

Introduction

Card & Dice Game for 2-5 players. Theme: War & Politics in 10th -11th Century Ireland.

Victory

The player with the most Gold at the end of the Game Wins.

Game End

The Game ends after each player has had 13 Turns.

Gold

Use Coins to represent Gold.

The Deck

Players share a common deck. There are 4 Card Types:

- Faction Cards
- King Cards
- Event Cards
- Battle Cards

Factions & Kings are collectively referred to as Unit cards.

Dice

Six Sided Dice are needed.

Factions & Clans

Ireland at this time is divided up into many small Kingdoms & sub-Kingdoms. These are represented by Faction Cards. At Setup each player must pick their Identity from one of 5 Main Clans:

1. Ulster
2. Connacht
3. Meath
4. Leister
5. Munster

Setup

Each player starts with 5 Gold. Each player is dealt a Hand of 5 Cards. The most Irish player goes first.

Players may not conduct Raids or Sieges on their first turn.

Turn Sequence

Players take turns. Each turn has 8 Phases.

1. Tribute Phase
2. Fate Phase
3. Recruit Phase
4. Declaration Phase
5. Raid Phase
6. Battle Phase
7. Siege Phase
8. Destiny Phase

Tribute Phase

Gain 1 Gold for each Faction you control. If you are the High King, each other player must Give you 1Gold in Tribute.

Fate Phase

Draw 4 cards from the deck. Draw 1 less card if you have no Kings in play. If the Deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put Faction & King cards from your hand into play. They are placed face up in front of you, and Remain in play until removed by battle or some card action. You are considered to be in control of these Factions.

Note: Other players may play Faction cards of the Clan you belong to.

This indicates they have allied with some group within your Clan that is hostile to you. Note: If you control a Faction card of your own Clan, it gets Force +1.

The Player with the Most Factions is the "High King"

Declaration Phase

You may declare that you are going to Raid or Siege an opposing player. That player may immediately draw 1 card from the deck.

Raid Phase

You may raid the Lands of one opposing player. Declare which of your Units you are looting with. The Units that did not go are called your Reserve.

Loot (Take) $1D6+X$ Gold from that player. (X = Number of Units you sent) This is the Raid Roll. That player may attempt to block you by declaring that he is seeking Battle. If you refuse battle, you do not get the Loot.

If you agree to battle, go to Battle Phase.

Battle Phase

Skip this phase unless sent here by Raid or Siege Phase. The current player is the Attacker. His target opponent is the Defender. Other players are called Neutrals.

You and your opponent may invite other players to Ally with you. These Invitations may include gifts of Gold or Cards, and Promises of Peace or Aid. An ally player may choose to send some or all of his Factions & Kings to the Battle.

Each Faction and King card has a Force Value. The side with the highest Force gains the Strength Advantage (SA). If a side has the higher total force by a Factor of 2 it gains the Might Advantage (MA).

Players may play Battle (Not Siege or Fortification) cards to increase their Total Force. Players may play Event cards to steal or discard enemy Factions & Kings. Each Player makes a Battle Roll: Roll 2D6 Roll 3D6 if you have the Strength Advantage.

Roll 4D6 if you have the Might Advantage. The Higher Total Wins the Battle. Each player makes a Survival Roll for each of his Factions & Kings (Units).

The Winner must roll a 3 or better for each of his Units to Survive. The Loser must roll a 5 or better for each of his Units to Survive. If the Winner has no surviving Units, the loser becomes the winner if He has at least 1 Unit left.

If the Attacker wins, has Units left, and all of his Opponents Units are destroyed, he may take all of his opponent's Gold. (Otherwise, he gets nothing)

Siege Phase

If you decided to Lay Siege to an opposing player, he may decide to Meet you on the field of Battle instead. In that case, go to Battle Phase. If not, proceed with the Siege... Declare which of your Units you are conducting the Siege with. The Units that did not go are called your Reserve.

The Siege is handled exactly like Battle Phase except: Maneuver & Terrain (Battle) Cards are not used. The Attacker may use Siege (Battle) cards. The Defender may use Fortification (Battle) Cards.

The Defender gets to add extra 1 Die to his Battle Roll. If the Defender Loses he must roll a 6 or better for each of his Units to Survive. If the Defender Wins he must roll a 2 or better for each of his Units to Survive.

The Attacker must roll a 2 or better for each of his Units to Survive. If the Attacker wins, has Units left, and all of his Opponents Units are destroyed, he may take all of his opponent's Gold. (Otherwise, he gets nothing)

Destiny Phase

Your Max hand size is 5 + the number of King Cards you Control Discard down to Max hand size.

Card List Notation

- F** Faction card
- K** King card
- V** Event card
- B** Battle card

Common Deck Card List

Card Name:	Type	Force	Notes:
Ulster	F	3	Muirtheimhne
Ulster	F	4	Dal Riada
Ulster	F	5	Dal Fiatach
Ulster	F	6	Eathach
Ulster	F	7	Leth Cathail
Ulster	F	8	Cruithne
Ulster	F	9	Ulaid
Munster	F	3	Gabhnan
Munster	F	4	Limerick
Munster	F	5	Corca
Munster	F	6	Dalcassians
Munster	F	7	Dal Cais
Munster	F	8	Desmond
Munster	F	9	Eoganacht
Connacht	F	3	Fiachrach
Connacht	F	4	Airrtir
Connacht	F	5	Tuaiscirt
Connacht	F	6	Teora
Connacht	F	7	Irthair

Card Name:	Type	Force	Notes:
Connacht	F	8	Firbolg
Connacht	F	9	Cruachan
Meath	F	3	Delbna
Meath	F	4	Cetach
Meath	F	5	Brega
Meath	F	6	Tulach
Meath	F	7	Slaine
Meath	F	8	Cholmain
Meath	F	9	Ui Neill
Leister	F	3	Fáeláin
Leister	F	4	Muiredaig
Leister	F	5	Dúinchada
Leister	F	6	Cheinnselaig
Leister	F	7	Ui Drona
Leister	F	8	Ui Dega
Leister	F	9	Domnann
Vikings	F	3	Danes
Vikings	F	4	Norwegians
Vikings	F	5	Norse Raiders
Vikings	F	6	Scandinavian Pagans
Vikings	F	7	Dragon Ships
Vikings	F	8	Heathen Ostmen
Vikings	F	9	Foreign Occupiers
Petty King	K	1	Steward
Petty King	K	2	Warlord
Petty King	K	3	Sub-King
Petty King	K	4	Lesser King
Petty King	K	5	Chieftain
Petty King	K	6	Provincial King
Minor Clan	F	1	Families
Minor Clan	F	2	Loyal Warriors
Minor Clan	F	3	Irish
Minor Clan	F	4	Celtic Tribes
Minor Clan	F	5	Kinsmen
Minor Clan	F	6	Septs
Minor Clan	F	7	Tuatha
Great Steward	K	5	-
Great Lord	K	6	-
Crown Prince	K	7	-
Warrior King	K	8	-
Mighty King	K	8	-
Over King	K	9	-
Political Cauldron	V	-	Draw 3 cards; Other players draw 1 card
Infighting	V	-	Discard target Faction
Dynasty	V	-	Search Deck for a King card & Keep it
Weak Successor	V	-	Opponent must discard 2 cards from hand
Truce	V	-	Opponent cannot attack you this turn
Peace Treaty	V	-	Opponent cannot attack you this turn
Coalition	V	-	Steal all cards from 1 Faction from Neutral
Rebellion	V	-	Discard all Cards in play of 1 Faction
Alliance	V	-	Steal all Factions from 1 Clan from Opponent
Establish Ties	V	-	Steal all Factions from 1 Clan from any Player
Treachery	V	-	Steal 1 Faction card from Opponent

Card Name:	Type	Force	Notes:
Marriage Bond	V	-	Steal 1 Faction card from any Player
Negotiate	V	-	Neutral cannot ally this turn
Common Enemy	V	-	Force target Neutrals Unit to Ally
No Friends	V	-	Opponent cannot Ally with any Neutrals
Intrigue	V	-	Steal random Card from opponents hand
Turn on Friends	V	-	Steal target Unit
Promises	V	-	Draw 2 Cards
Troubled Times	V	-	Draw 3 cards; Other players draw 1 card
Unwavering Loyalty	V	-	Negate card that Steals a Faction
Vassal Kingdoms	V	-	Steal all cards from 1 Clan from Neutral
Hostages	V	-	Steal 1 Faction card from any Player
Mutiny	V	-	Discard Target Faction
Diplomacy	V	-	Neutral cannot ally with opponent this turn
Oath of Obedience	V	-	Negate card that Discards a Faction
Betrayal	V	-	Steal 1 King card from Opponent
Punitive Raid	V	-	Get +1D6 to Raid Roll
Intimidation	V	-	Neutral cannot ally with opponent this turn
Kinsmen	V	-	Steal Faction card that is same as your Clan
Hunted Down	V	-	Losing King gets -2 to Survival Roll
Hiding	V	-	Kill Target King
Submission	V	-	Steal losing Faction after battle
Fortress	B	6	Fortification
Easily Defended	B	7	Fortification
Formidable Walls	B	8	Fortification
Intercept	B	5	Maneuver
High Ground	B	7	Terrain
Battle Honors	V	-	If you won Battle draw 3 Cards
Forced March	B	3	Maneuver: Reserve Unit may join Battle
Reinforcements	B	3	Maneuver: Reserve Unit may join Battle
Superior Cavalry	B	6	Maneuver
Gold & Silver	V	-	If you won Battle Gain 1D6 Gold
Cattle Tribute	V	-	Gain 1D6 Gold in Tribute Phase
Iron & Brass	V	-	Gain 1D6 Gold in Tribute Phase
Omen	V	-	Look at next 7 cards in deck
Assassination	V	-	Kill Target King
Crippling Defeat	V	-	Losing Side Survival Rolls at -1
Valor	B	-	Target King gets +5 Force
Silk & Spices	V	-	Trade: You & 1 other Player Gain 1D6 Gold
Slaves & Concubines	V	-	Trade: You & 1 other Player Gain 1D6 Gold
Murder of Kings	V	-	Kill Target King
Viking Merchants	V	-	Discard 2 Cards: Gain 2D6 Gold
Severe Raids	V	-	Get +1D6 to Raid Roll
Plunder Lands	V	-	Get +1D6 to Raid Roll
Butcher & Burn	B	7	Siege
Slaughter	B	6	Battle
Assault	B	5	Siege
Starve them Out	B	6	Siege
Rally to Banner	B	4	Battle: Side with fewer Factions
Sack City	V	-	Gain extra 1D6 Gold from Successful Siege
Sanctuary	V	-	Unit gets +3 to Survival Roll
Pillage	V	-	Gain extra 1D6 Gold from Raid or Siege
Ambush	B	7	Maneuver: Defender
Hatred	B	6	Battle

Card Name:	Type	Force	Notes:
Rumors	V	-	Look at Opponents Hand
Guerilla Warfare	V	-	Discard Target Unit in Raid Phase
Forest	B	4	Terrain

Extra Players

The Vikings may be used as a Major Clan.





Xenophon And The Ten Thousand

Introduction

Board Game for 1-4+ players. Each player represented by his own pawn is a unique incarnation of Xenophon and the Ten Thousand. The 10,000 are Greek Mercenaries who have come to fight for Cyrus, the younger brother of the Persian King Artaxerxes. Cyrus is killed in Battle against the King leaving the Greeks abandoned, deep in hostile Territory.

The Greeks begin a long march northward to the Black Sea and Greek Territory. The player whose Pawn reaches the Sea first and with the most men is the winner.

Victory

The game ends when all players have finally reached the last space on the Distance Track. Players then calculate their scores: Player Score = (Remaining Men) Divided by (Number of Turns to Reach the Sea)

Tracks

There are 2 Tracks: The Distance Track The Time Track

The Distance Track

This track has 60 numbered spaces. The first space is that of Cunaxa where Cyrus was killed. The last space is the Coastal Greek Colony of Trapezus.

Each player has his own uniquely colored pawn which he moves along the distance Track. Pawns may stack. Each space represents about 10 Miles.

The Time Track

This track has 60 numbered spaces. A single neutral pawn is moved a single space after all players have completed a single turn. When a player reaches the sea he should take his colored pawn from the Distance track and place it on the Time track on the current space to mark how long his journey took.

Each space represents about 2 Days.

Player Pawns

Each player has a pawn of a unique color. These move along the Distance track and at the end of a journey are used as a marker on the Time Track.

Men

Each player starts with 10,000 Men. Men are lost during the journey due to fighting, exposure, starvation, and desertion. Use paper and pencil to keep track of your manpower total.

The term Army represents whatever total men you have left.

Food Tokens

Each Food Token represents 1 days supply worth of food for the Army.

Starvation Tokens

Lack of Food Tokens will result in accumulation of Starvation Tokens.

Mutiny Tokens

These represent dissent and despondency amongst the ranks.

Anger Tokens

These represent the accumulation of barbarian forces arrayed against you.

Dice

Six sided dice are needed.

Action Deck

Players share an action deck. Most cards will increase or reduce the value of a target Dieroll. Most improve your rolls.

Others will be to the detriment of your opponent. Cards when played are discarded.

Setup

Players place their Pawns on the starting space of the Distance Track. Place a Neutral Pawn on the starting space of the Time Track. Players roll high to see who goes first.

Each player is dealt 3 cards from the Action Deck. Each player starts with 1 Food Token.

Turn Sequence

Players take turns. Each turn has 16 Phases:

- Draw Phase
- Route Phase
- Weather Phase

- Satrap Phase
- Negotiations Phase
- Attack Phase
- Battle Phase
- Exposure Phase
- Forage Phase
- Consumption Phase
- Starvation Phase
- Morale Phase
- Rally Phase
- Desertion Phase

2D6	Route Terrain	FR	TR	BR
2-3	High Mountains	-1	-2	+1
4-5	Mountains	-1	-1	+1
6	River	-	-2	+1
7	Desert	-1	-	-

FR Forage Roll Modifier
TR Travel Roll Modifier
BR Battle Roll Modifier

Weather Phase

Make a Weather Roll:

1D6	Severity:	FR	TR
1-3	Mild	-	-
4-5	Cold	-1	-1
6	Harsh	-2	-2

FR Forage Roll Modifier
TR Travel Roll Modifier

Get a -1 to this roll while on the first 30 spaces of the Distance Track

1D6	Result:
1	Confrontational: Gain 3 AT
2	Hostile: Gain 2 AT
3	Wary: Gain 1 AT

AT Anger Token
FT Food Token

Attack Phase

Make an Attack Roll: Roll 1D6: If your result is equal to or less than the number of AT you have, you

1D6	Casualties:
1	(1D6+ 4) x100 Men
2	500 Men
3	400 Men
4	300 Men

Exposure Phase

If the Weather was Harsh this turn make an Exposure Roll: Lose 1D6-1 x100 Men. Add 1 to this roll if you were attacked this turn. Add 1 to this roll if it was also harsh last turn.

- Travel Phase
- End Phase

Draw Phase

The current player draws 3 Cards. If the deck runs out, shuffle the discard and draw from it.

Route Phase

Make a Route Roll:

2D6	Route Terrain	FR	TR	BR
8	Hills	-	-	-1
9-10	Flat Plains	+1	+1	+1
11-12	Settled Area	+2	+2	-1

Satrap Phase

Make a Strap Roll:

1D6	Meet:
1-5	Nobody
6+	Encounter a Satrap

Get a +1 to this roll if you are in a Settled Area.

Negotiations Phase

If you encountered a Satrap this turn make a Negotiation Roll:

1D6	Result:
4	They Hide: Nothing
5	They Open their Markets to you: Gain 2 FT
6	Friendly: Remove all your AT and Gain 2 FT

are Attacked by Barbarians. Note: The Term Barbarians refers to anybody who is not Greek.

Battle Phase

If you are attacked by Barbarians remove 1 Anger Token and Make a Battle Roll:

1D6	Casualties:
5	200 Men
6	100 Men
7+	None

Forage Phase

You may choose not to Forage, if so skip this turn. Otherwise make a Forage Roll:

1D6	FT	AT
1	0	0
2	1	0
3	2	1

FT Number of Food Tokens you gain
AT Number of Anger Tokens you gain

Consumption Phase

If you currently have a Food Token, discard all your Starvation Tokens. Discard 1 Food Token. If you have no Food Tokens to lose gain 1 Starvation Token.

Starvation Phase

If you have Starvation Tokens make a Starvation Roll: Lose $(1D6 - 4 + Z) \times 100$ Men where Z = the number of Starvation Tokens you have.

Morale Phase

Make a Morale Roll:

1D6	Result
1-5	Nothing
6+	Gain 1 Mutiny Token

Add 1 to this roll if you were Attacked this turn. Add 1 to this roll if the Weather is Harsh. Add 1 to this roll if you have a Starvation Token

Rally Roll

If you have Mutiny Tokens make a Rally Roll:

1D6	Result
1-4	No Effect
5-6	Remove 1 Mutiny Token

Desertion Phase

If you have Mutiny Tokens make a Desertion Roll:

1D6	Result
1-5	No Deserters
6+	Lose 1D6 x100 Men

Add 1 to this roll for each Mutiny Token you have.

Travel Phase

Make a Travel Roll: Move your pawn forward 1D6 Spaces on the Distance Map. Note Weather and Route Modifiers. Subtract 2 from this roll if you Foraged this turn.

Subtract 1 from this roll if you have any Starvation Tokens. Subtract 2 from this roll if you Negotiated with a Satrap this turn. Subtract 2 from this roll if you were Attacked this turn.

1D6	FT	AT
4	3	1
5	4	2
6	5	2

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

X May work to either sides benefit
FT Food Token
AT Anger Token
MT Mutiny Token
ST Starvation Token
BR Battle Roll
RR Rally Roll
ER Exposure Roll
SR Satrap Roll
AR Attack Roll
NR Negotiation Roll
DR Desertion Roll
WR Weather Roll
TR Travel Roll
ZR Starvation Roll

Action Deck Card List

- Card Name = Effect:
- Corn = Gain 1 FT
- Muddy Road = TR -1
- Eat only Meat = ZR -2
- Narrow Road = TR -1
- Fodder = Gain 1 FT or TR +1
- Quarrel = MR +2
- Date Wine = Gain 1 FT
- Scorched Earth = FR -1
- Buy Provisions = Gain 1 FT
- Traitor = MR +3
- Market = Gain 1 FT
- Swayed by Persians = DR +1
- Intervene = Get 1 extra RR
- Tissaphernes = AR -3
- Begging = Get 1 extra RR
- Greek Invaders = AR -2
- Thracian Troops = BR +1
- Block Crossing = AR -2
- Greek Cavalry = BR +1
- Despondency = MR +2
- Call for Action = BR +1
- Reprisals = AR -2
- Reconciliation = Get 1 extra RR
- Herald = SR +3
- Pledge of Friendship = NR +1
- Messenger = SR +3
- Consultation = Reroll Target Roll
- Delegates = SR +3
- Trial = Get 1 extra RR
- Short of Supplies = Lose 1 FT
- Greek Generals = BR +1 or RR +1

- Enemy Cavalry = AR -2
- Greek Captains = BR +1 or RR +1
- Fear = MR +2
- Promises = Get 1 extra RR
- Panic = MR +2
- Bribes = Get 1 extra RR
- Generals Killed = MR +4
- Wagons = Gain 1 FT
- Mutual Suspicion = NR -1
- Baggage = Gain 1 FT
- Canals = TR -1
- Ambush = Reroll BR
- Burn Villages = Gain 1 AT
- Prisoners = Reroll BR
- Treachery = Gain 1 AT & 1 MT
- Retreat = Reroll BR
- Intrigue = NR -1 or MR +2
- Soothsayer = Reroll Target Roll
- Slander = NR -1 or MR +2
- Omens = Reroll Target Roll
- Conspiracy = NR -1 or MR +2
- Sacrifices = Reroll Target Roll
- Perjury = NR -1 or MR +2
- Barley = Gain 1 FT
- Misery = MR +2
- Plunder = FR +2
- Camp Followers = TR -1 or lose 1 FT
- Spartan Hoplites = BR +1
- Slings & Arrows = BR -1
- Arcadian Soldiers = BR +1
- Ambassadors = SR +3
- Theban Cohort = BR +1
- Carduchi = Gain 1 AT
- Athenian Peltasts = BR +1
- Violent Attacks = BR -1 or AR -1
- Arms & Courage = BR +1
- Falling Rocks = BR +1
- Resolution = BR +1 or RR +1
- Armenians = AR -2
- Advice = Get 1 extra RR
- Mercenaries = AR -1
- Honor = NR +1 or RR +1
- Downhearted = MR +2
- Shelter = ER -1
- Deep Snow = TR -1
- Truce = NR +1
- Snowstorm = WR +2
- Oaths to the Gods = NR +1
- North Wind Blowing = WR +1
- Escort = TR +2
- Freezing Cold = WR +1
- Allies = TR +2
- Snow Blindness = ER +1
- Long March = TR +2
- Frostbite = ER +1
- Pursuit = Reroll BR
- Exhaustion = ER +1
- Scouts = BR +1 or TR +2
- Colchians = AR -1
- Vanguard = BR +1
- Defensive Position = TR -2
- Make Camp = ER -2
- Food Poisoning = TR -2
- Command Silence = MR -2
- Proclamation = MR -2
- Treaty = NR +1
- Discuss Terms = NR +1
- Patrols = BR +1 or TR +2
- Battle Order = NR +1 or BR +1
- Flooded Plain = TR -2
- Foreign Foods = Gain 1 FT
- Safe Conduct = NR +1 or TR +2
- Argument = Get 1 extra RR
- Firewood = ER -1
- Pontoon Bridge = TR +1
- Permanent Bridge = TR +1
- Warning = BR +1
- Guards = BR +1
- Big City = Gain 2 FT
- Sheep & Goats = Gain 1 FT
- Bread & Cheese = Gain 1 FT
- Compact = NR +1
- Sensible Speech = NR +1 or RR +1
- Achean Contingent = BR +1
- Thessalian Forces = BR +1
- Inspiring Speech = Get 1 extra RR
- Bravery = BR -1 or Get 1 extra RR
- Council of War = Draw 3 Cards
- Sign of the Gods = Get 1 extra RR
- Sing the Paen = BR +1
- Vows = BR -1 or Get 1 extra RR
- Glorious Hopes = Get 1 extra RR
- Square Formation = BR +1
- Rearguard = BR +1
- Cretan Archers = BR +1
- Rhodian Slingers = BR +1
- Mutilate the Corpses = AR +2
- Initiative = BR +1 or TR +2
- Flanking Companies = BR +1
- High Ground = Reroll BR
- Doctors = BR +1 or ER -1
- Wheat Flour = Gain 1 FT
- Defend Encampment = BR +1
- Picked Men = BR +1
- Race to the Summit = Reroll BR
- Deception = Reroll Target Roll
- March to the Sea = TR +2
- Night March = TR +2 or BR +1
- Captive Guides = TR +2
- Seize the Pass = BR +1 or TR +2
- Trumpet Signal = Draw 3 Cards
- Assault = BR +1
- Ford = TR +2
- Battle Cry = Reroll BR
- Relieving Party = BR +1
- Interpreter = NR +1
- Ointments = ER -1
- Question Prisoner = Draw 3 Cards
- Attack Enemy Camp = BR +1
- Quarter in Villages = ER -1
- Village Headman = Remove 1 AT
- Night Maneuver = BR +1 or TR +2

- Mountain Pass = TR +2
- Oxen & Cattle = Gain 1 FT
- Chalybes = Gain 1 AT
- Fortifications = FR -2
- Ravages = FR +2
- Climb Mountain = BR +1
- Macrones = NR +1
- Advance in Columns = BR +1
- Support = BR +1
- Advance at the Double = BR +1

Solitaire Play

If you have a card in your hand that would penalize you, and the opportunity comes up, you must play it.

Optional Rule - Leader Cards

At the beginning of the game each player picks one Leader: Xenophon the Athenian - Reroll 1 Target Dieroll on each of your turns Chirisophus the Spartan - Max Hand Size +1 Clearatus the Spartan - Get +1 or -1 to 1 Target Dieroll on each of your turns Menon the Thessalaian - All your Negotiation Rolls are at +1





Yakuza War

Introduction

Card Game for 2-4+ players. Setting: Late 17th Century Japan. Players are rival gangs of Yakuza trying to kill each other off.

(Yakuza = Organized Crime)

Victory

Kill your opponent's Boss unit.

The Deck

Players share a common deck.

Dice

Six sided dice are needed. (Every gang has a Gambling House: Dice games were popular)

Units

Units represent either individual Men or groups of Men. Units are represented by either Tokens or Cards.

Force

Force represents fighting ability. All Units have a Base Force. Modifier cards attached to a Unit increase a Unit's Force permanently.

Advantage cards will temporarily increase a Units Force in a Fight.

Setup

Each player is dealt a hand of 5 cards. Players roll dice. High roll goes first. Each player starts with: 1 Boss Token (Man of Force = 3) 2 Underboss Tokens (Man of Force = 2) 4 Gang Member Tokens (Group of Force = 1)

Turn Sequence

Players take turns. Each turn has 5 Phases: Fate Phase Recruit Phase Confrontation Phase Fight Phase Recovery Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Put Unit cards into play from your hand, including those That generate Token Units. You may attach Modifier cards to your Units.

Confrontation Phase

You may skip this Phase or declare a Fight. To declare a Fight, you must play a Fight Card and choose an Opponent. You are the Attacker. Your opponent is the Defender.

You may then play a Location Card. If you do not play a Location Card, your opponent may do so. Each player must commit a number of Units to the fight equal to The force of the Fight Card. It may not be more or less except if: -You do not have enough Units; you must commit all those you have left.

-Some Event cards allow you to play more or less units.

Fight Phase

Each Combatant rolls 1D6. This is the Initiative Roll. Reroll ties. High roll Wins. Initiative Loser picks one of his Units.

Next, the Initiative winner picks one of his Units. The chosen Units are known as the Combatants. Each Combatant rolls 1D6 and adds its Force.

Players may play advantage cards to increase a Units Force. The Unit with the lower total force is killed. In a tie roll Both Units are killed.

After a combat is resolved (someone is killed) a new one starts: Roll for Initiative and pick new Combatants. Each Unit on your side must fight before any Unit gets to fight a second time. The Boss Unit has the special ability of not having to fight unless He is the only committed Unit remaining.

Recovery Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

- H** Unit card representing an Individual Man
- G** Unit card representing a Group of Men
- F** Fight Card
- A** Advantage Card
- E** Event Card
- M** Modifier Card
- L** Location Card

Common Deck Card List

Card Name:	Type	Force	Notes:
Duel	F	1	
Challenge	F	1	
Encounter	F	1	
Contest	F	1	
Match	F	1	
Dispute	F	1	
Scrap	F	2	
Clash	F	2	
Quarrel	F	2	
Confrontation	F	2	
Skirmish	F	3	
Raid	F	3	
Melee	F	3	
Fray	F	4	
Battle	F	4	
Showdown	F	-	Pick Force from 1 to 4
Scoundrels	E	-	Gain 2 Gang Member Tokens
Gangsters	E	-	Gain 3 Gang Member Tokens
Large Gang	E	-	Gain 4 Gang Member Tokens
Vassals	G	2	
Outlaws	G	3	
Bandits	G	3	
Thugs	G	2	
Henchmen	G	4	
Bushi	G	5	+2 Force if Defending
Ninjas	G	5	+2 Force If Attacking
Ronin	H	7	+1 Force If Attacking
Fighting Monk	H	6	+1 Force per Adv Card Played
Sumo	H	4	Cannot use Mod or Adv Cards
Sword Master	H	9	
Blind Swordsman	H	9	
Samurai	H	8	+1 Force if Modifier Attached
Mystery Man	H	7	+2 vs Group
Wanderer	H	8	+2 vs Man
Bodyguard	H	7	+1 Force if Defending
Vigilante	H	6	Your Gangs get +1 Force
Narrow Bridge	L	-	You get +2 to Initiative Rolls
Crossroads	L	-	The Fight card gets +1 Force
Bath House	L	-	All your Units get +1 Force
Small Shack	L	-	Opponent gets only 1 Unit at Fight
Gambling House	L	-	You get 1 extra Unit at Fight
Sake Bar	L	-	All Enemy Units get -1 Force
Hideout	L	-	Opponent gets 1 less Unit at Fight
Inn	L	-	Draw 2 Cards when Played
Exquisite Katana	M	-	Man gets +1 Force
Cane Sword	M	-	Man gets +1 Force
Two Sword Technique	M	-	Man gets +1 Force
Reverse Grip Technique	M	-	Man gets +1 Force
Guns	M	-	Group gets +1 Force
Armor	M	-	Unit gets +1 Force
Ambush	A	-	Defenders Units get +2 Force
Surprise	A	-	Attackers Units get +2 Force

Card Name:	Type	Force	Notes:
Iaijutsu	A	-	Man gets +4 Force
Spray of Blood	A	-	Man gets +3 Force vs Man
Flash of Steel	A	-	Man gets +2 Force
Bloodbath	A	-	Man gets +3 Force vs Group
Break Sword	A	-	Man gets -2 Force
Coward	E	-	Remove Target Unit from Fight
Honor	E	-	+5 to Initiative Roll
Revenge	E	-	+5 to Initiative Roll
Spies	E	-	Look at opponents Hand
Informant	E	-	Steal 1 Random Card from Opponents Hand
Geisha Assassin	E	-	Discard Target Unit Card
Leaves Town	E	-	Discard Target Unit Card
Refuses to Fight	E	-	Remove Target Unit from Fight
Traitor	E	-	Take Control of Target Unit Card
Betrayal	E	-	Take Control of Target Unit Card
Break Off	E	-	Fight Ends Immediately
Gambling Revenue	E	-	Draw 2 Extra Cards in Fate Phase



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawN