

Age of Empires: Expandable Card Game
A Journeyman Press Product

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The Age of Empires: Expandable Card Game is a game of conquest, enlightenment, and civilization advancement. Just like the computer game, you are the leader of a civilization that rises after the fall of Rome. Only you can lead the people out of the Dark Ages and into their place in history. This highly strategic game has the feel of a historical game combined with the fast-paced and continuously changing atmosphere of an expandable card game.

Do you have what it takes to...

Crush Your Foes?

Contents

Each starter box has a 96-card deck; four Age Cards, which are used to keep track of the Age in which you are playing; a Civilization Card, which shows the bonuses that your civilization has; one Booster Pack, which contains 12 random cards; and this rule book. Players will need their own starter box to play. For your first game, we suggest you use the provided deck. After a game or two, feel free to customize your deck with cards from booster packs.

Overview

Based on the award-winning Microsoft computer game, Age of Empires is an expandable card game in which you will create a village, recruit military units, and research technologies. Players build their own deck based on one of the eighteen civilizations from the computer game. The first expansion, Nautical, includes the **Franks, Japanese, Saracens, and Vikings**.

NOTE: For the new Nautical Rules go to page 35.

Age of Empires is normally a 2-player game but there are rules included for single and multiplayer battles and scenarios. These scenarios are meant to be flexible and allow for whatever type or length of game you want to play.

Object of the Game

To win Age of Empires, you must complete one of the following winning conditions. These will be more fully explained later.

- 1- Destroy all opponent's **Town Centers** or **Villagers**.
- 2- Collect five **Relics** and **Enshrine** them in a **Monastery** for six turns.

3- Advance to the **Imperial Age**, build a **Wonder** of the World, and protect it for six turns.

*Note: See **Winning Conditions** for a complete explanation.*

The Ages

There are four ages in the game; the Dark Age, Feudal Age, Castle Age, and Imperial Age. Each age is represented by a part of your total deck. As your civilization grows more powerful, you will spend resources to advance your civilization into the later ages.

The Deck

The starting 96-card deck is divided into four sections. These sections correspond to the four ages mentioned above. The first section contains cards that have an Age I symbol and will be the cards you will use in the Dark Age. The second, third and fourth sections correspond to the appropriate ages.

Three terms are used in regard to the deck. "**Total Deck**" refers to all four sections of the deck. "**Age Deck**" refers to the cards in one section. "**Play Deck**" refers to the section of the deck from which you draw during play.

Customizing Your Deck

After you play a few times, you will be able to customize your deck with cards from booster packs. There are a few rules to keep in mind.

There is a minimum of 90 cards in your Total Deck. (See Table 1) You may have up to five of any card in your Total Deck. The only exceptions are Walls, which may have an unlimited number, and Militia, of which you may have ten. Any card with the same card title counts toward the five-card limit. An Arbalest, specific to the Britons, still counts as an

Arbalest. You may put cards from previous ages into later age decks, but later age cards may not go into earlier age decks. For example, An Age I card can go in the Age III deck, but the Age III card may not go in the Age I deck. Cards that have the name of a civilization in the card designator may only be used by the named civilization. For example, Celt Infantry Unit may only be used by the Celts.

Table 1

Age Deck Minimums	
Age I	30 Cards
Age II	30 Cards
Age III	20 Cards
Age IV	10 Cards

The Civilization Cards

Civilization Cards list specific civilization bonuses a player receives. These bonuses are different for each civilization so pay close attention to each player's card. Most bonuses are usable without the need for additional cards. Some bonuses, such as the Celt's ability to pay less for siege weapons, require special Civilization specific cards. These bonuses are key when constructing a deck. Also listed on the front of the card are the play costs and statistics for villagers and monks.

On the back of each civilization card is a key to the icons used in the game, a listing of the technologies, upgrades, units, and buildings which that civilization can not use, and a listing of the turn sequence.

Anatomy and Types of Cards

There are several types of cards in the game including **Buildings**, **Units**, **Upgrades**, **Events**, **Technologies**, **Ages**, **Wonders**, and **Relics**.

Building cards represent the structures that make up your village. These cards have a stone block background. Buildings allow you to gather resources, build units, and research technologies. The Town Center is the most important building as it allows you to produce villagers.

Unit cards represent a player's military force. Units are horizontal cards with a wood or water background. Each unit in play has one to five tokens. Each token represents one of that unit type. Military units are produced on Barracks, Docks, Stables, Archery Ranges, Castles, and Siege Workshops. The site of production is denoted by the "Must have..." text on the bottom of the unit card.

Upgrade cards are a type of technology that allow units or buildings to modify their current statistics and/or abilities. Upgrades are vertical cards with a wood, water or stone background. When research for an upgrade is complete, the upgrade will be placed in the Technology/Upgrade area (Table 4). All cards are now considered to have the new statistics/abilities noted on the upgrade card.

Technology cards have a metal scale background and give your civilization new abilities. Technologies also affect all cards described in the text box while in play. Once researched, technologies are placed in the Technology/Upgrade area. They remain in effect until they are replaced or removed.

Event cards have a parchment background and represent special occurrences in the game. Event cards may or may not have a play cost. When played, the effect takes place immediately. Event cards may only be played on your turn unless the card says "Play anytime."

When an Event is played on your turn, it must be played before the Discard and Draw phase. Some events require payment of resources to remove them from play or move them to another player. These costs may not be paid until your turn and not until after the upkeep phase. Some event cards have the keyword **Attachment** and are a special subclass of cards that attach to units or buildings and affect the attached card until it is destroyed.

Age cards have a parchment background, as well as an Age shield. Age cards show the cost and requirements for each age advancement. Each player will find a set of Age cards in the starter box. They are placed atop the appropriate Age Deck. (i.e. the Feudal Age card goes on top of the Age II section of your Total Deck.) This shows what age a player is in and what they need to advance to the next age. Age cards are researched like technology and upgrade cards.

Wonder of the world cards have a full-card picture as the background. Wonders are buildings in all aspects except putting a Wonder into play takes multiple turns. If a player puts a Wonder into play, all opponents have six turns to destroy it, or the game is won. The six turn countdown starts at the beginning of the 4th turn.

Relics have a red tapestry background and represent holy artifacts uncovered from the ashes of time. If five relics are gathered and enshrined in a monastery for six turns, you win the game. Relics are gathered from No-Man's-Land by monks, then enshrined in a Monastery, all of which will be described later.

EXAMPLE CARD



- | | |
|---------------------------------------|--------------------------------------|
| Atypical Upgrade Card: | 7. Health points |
| 1. Card title | 8. Range attack or Garrison (if any) |
| 2. Resource/Research cost | 9. Attack points |
| 3. Card background | 10. Age requirement |
| 4. Card designer | 11. Rarity and edition symbol |
| 5. Card text with abilities | 12. Scenario point value |
| 6. Site of Production & Prerequisites | 13. Artist(s) |

Icons

Icons play a vital part in the Age of Empires game. Listed below is a brief description of each icon and its use.



- This represents wood, which is collected from lumber camps.



- This represents stone, which is collected from stone mines.



- This represents gold, which is collected from gold mines.



- This represents food, which is collected from farms.



- This represents the number of villagers needed from the Town Center to build a building or play an event card.



- This represents the number of villagers needed to research a technology, unit upgrade or age advancement.

Buildings, units, technologies and upgrades have statistics that show how strong they are. These are listed next to the appropriate symbols at the bottom of each card.



- Used to indicate the amount of health points a unit or building has.



- Indicates a building or unit has the ability to deal ranged damage. Range attack is generally found on archer/misile units and towers.



- Attack points show how much damage a building or unit deals to their enemies in normal (melee) combat.



- Garrison values appear on military buildings and show total number of military tokens a player may have. For example, if you have two barracks in play you may have up to 20 military tokens.



- The flag icon is used in scenario and point games. Its use will be discussed in the Scenario section.

Age icons represent the minimum age a civilization must reach in order to play a card. If a player is in a later age, they may play earlier Age cards. (For example, if a player is in the Castle Age (III), they may play Dark (I), Feudal (II), or Castle (III) Age cards, but not Imperial Age (IV) cards.



-Dark Age (I)



- Castle Age (III)



- Feudal Age (II)



- Imperial Age (IV)

Villagers, Resources, and the Village

Before we get to gameplay, we need to learn a bit more about the basic structure and setup of the game.

The **Village** is the central focus of the game. The village holds your **Town Center**, your resource production facilities, and support buildings. Resource buildings, such as Farms and Lumber Camps, will be where your villagers are allocated to produce materials.

At the beginning of the game you will **start** with **three** villagers on a **Town Center**, and **three** Dark Age buildings of your choice. The three buildings are placed face down, while the Town Center is face up.

There are four resource types in the game - wood, stone, gold and food. You **begin** the game with **10** units of **Wood**, **5** units of **Food**, **5** units of **Gold**, and **zero** units of **Stone**, in your **Resource Supply**. We suggest using a pen and paper to keep track of your resources. These materials are gathered during your collection/upkeep phase. **Wood** is gathered from **Lumber Camps**, **stone** from **Stone Mines**, **gold** from **Gold Mines**, and **food** from either **Farms** or **Fishing Ships**.

Resources are spent during your building phase, enlistment phase, and any time you want to play an event that has a resource cost. When you wish to play a card, remove the appropriate resources from your supply and put the card into to play. Cards that have a villager cost must be fulfilled by villagers off of the Town Center. (See pg. 7 for villager icon.)

Villagers are unlike any other token in the game. They gather resources, repair damaged buildings, research upgrades, technologies, and age advancement, and create new buildings. If you're ever without any villagers and are unable to create new villagers, you **lose**. Villagers perform one action per

turn, after which they are placed in the **Villager Pool** to be reallocated during the Allocation phase of the turn. The villager pool is an area of the table where used villagers are stored. (See Table 4)

Pay one food in your enlistment phase to create a new villager. Villagers have 4 **Health Points (HP)**, and 3 **Attack Points (AP)**. These are used to determine damage in combat. Villagers may defend their village, but may not leave, or move from their current village.

Activating a villager to do an action is as simple as removing the villager from their allocated location and placing them into the villager pool. When constructing a building, villagers are removed from the Town Center. To collect resources, the villagers are removed from either a farm, lumber camp, stone or gold mine. To fulfill a research cost, villagers are moved from the Town Center onto the card being researched. The villagers are then moved during the Allocation phase from the cards being researched to the villager pool at a rate of one villager per turn from each researched card. Research is complete when there are no villagers remaining on a card.

Villagers can **Repair** damage done to a building at the rate of one damage token per turn, per villager. To repair a damaged building, allocate villagers to the damaged building. On your next collection phase, remove a number of villagers from the building to remove the same number of damage tokens. Repair counts as a villager's one action per turn.

Village Construction

The village is laid out in a grid. You may have up to three ranks of buildings and as many columns as you wish. (See Table 2)

Newly constructed buildings must be placed adjacent (not diagonal) to at least one other building. If a building becomes separated from the rest of the village through the destruction of one or more buildings, thus ending its adjacency, the isolated building will remain in its current space.

Table 2: Village Construction

Note: The Gold Mine could not be constructed in its current position if the Barracks was not already constructed in its current position.



Game Setup

In addition to your deck, you will need counters in four different colors or shapes. These will be used for damage, military units, monks and villagers (one color/shape for each). It is easier if your opponent uses different colors but not necessary.

In the back of this instruction book, you will find the deck list for your starter deck. The deck list has four cards listed as starting cards. They are a Town Center and three Dark Age buildings. Place the Town Center card in the Rank 3 position of your village, face up. The three Dark Age cards go face down on the table in any legal configuration. The face down cards must be paid for when turned over, or constructed. For the first game, we suggest choosing a Mill, a House and a Lumber Camp as the starting face down buildings.



Table 3: A typical starting position for your village. Your configuration may differ.

Place your **Civilization Card** next to your **Play Deck**, so that all players can have easy access to your **Civilization Bonuses**.

Next to your play, deck reserve room for two additional piles, the **Discard Pile** and the **Snuffed Pile**. All events will go to the Snuffed Pile after being played, so each copy of an event can only be played once per game. When your play deck is exhausted, the Discard Pile is shuffled and becomes your new play deck. Do not shuffle the cards in the Snuffed

Pile when reshuffling. See the Discard and Draw phase section for further explanation.

The Age I deck is your play deck when you start the game; the other three sections are your age decks. Take your play and age decks and separate them into four piles on the side of your gameplay area. The three age cards (Feudal, Castle and Imperial Age) are placed on top of the corresponding decks face up. The Dark Age card is placed to the side to denote your current age. To save table space, you can stack you Age decks on top of each other.

Table 4: Typical game setup.



At the beginning of the game, place three villager tokens on your Town Center. Each player shuffles their play deck and then draws seven cards to make up their starting hand. Check your civilization card for any starting bonuses. Play order is determined randomly and the first player begins their turn.

Turn Sequence Turns are taken alternately, so one player takes their turn, then the next player and so forth. Each turn is broken down into the following eight phases:

1. Collection/Upkeep
2. Construction
3. Movement
4. Attack Declaration
5. Attack Resolution
6. Enlistment
7. Discard and Draw
8. Allocation

Collection/Upkeep Phase

Villagers are removed from resource producing buildings, and resources are added to the player's resource supply for each villager removed. (i.e. If you remove four villagers from a Lumber Camp, you gain four wood units.) Villagers removed from resource cards are moved to the villager pool where they will be reallocated during the Allocation phase. Resources never expire unless used, although events may remove them from a player's supply. Upkeep, if there is any, is now paid.

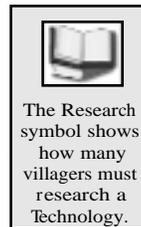
Construction Phase

During the construction phase, play any new Buildings, Relics, Wonders, and starts research on Upgrades, Technologies, and Age advancement. To construct a new building, deduct the appropriate resources needed from the supply, and pay the villager cost on the card. To pay a villager cost, remove a number of villagers from the Town Center equal to the villager cost on the card, moving the used villagers to the Villager Pool. So, if you wish to construct a Mill on your next turn, three villagers must be allocated to the Town Center this turn.

Once a building is paid for, it may be placed adjacent to any of your existing buildings or any face down card. To construct a face down building, turn the card face up in its current position and pay all associated costs. Any building that is played may be used in the same turn it is constructed. (If a Barracks is played, Militia may be created there in the same turn, during the enlistment phase.)

Technologies are researched during this phase in much the same way as a building is built. Upgrades, Technologies and Age advancement all require research, and therefore have a research cost, in addition to the resource costs.

Research Cost is the number of villagers needed to be moved from the Town Center to the card being researched. A technology's effect will not be applied until research is complete, in other words, until there are no villagers left researching the technology. For example, a Loom costs two gold, one research. A player would deduct two gold from their supply and move one villager from their Town Center onto Loom in the Technology/Upgrade section. During the Allocation phase, one villager would be removed from Loom, leaving zero villagers researching Loom, thus causing Loom to take affect. See the Allocation phase section for further explanation of villager removal.



Upgrades are played exactly like Technologies. Upgrades have both resource and research costs. There are two types of upgrades, Unit and Building. **Unit** upgrades have a vertical wood background and affect all units listed in the italicised text area.

Building upgrades have a stone background and affect all buildings listed in the italicised text area. When research is complete on upgrades, the unit or building being affected will use the new statistics and abilities of the upgrade.

To play Man-at-Arms, a unit upgrade, pay both resource and research costs, and place Man-at-Arms in the Technology/Upgrade area. When the villager is removed in the Allocation phase, Man-at-Arms will upgrade all of the player's Militia, since Militia are listed in the italicised text area. The Militia will now use the statistics and abilities of the Man-at-Arms.

Age Advancement works basically the same way as both Upgrades and Technologies. There is a resource and research cost to advance to the next age, as well as prerequisites listed on the Age card. To advance from the Dark Age to the Feudal Age, a player must have at least two Dark Age buildings constructed, deduct ten food from their supply, and pay the one research cost. Once research is complete, a player immediately enters that age. See the Allocation phase section for further rules on entering an age. Since research is completed after the Discard and Draw phase, cards from the newly researched age will not be available until the following turn.

A player may also **Destroy** (discard or snuff) any buildings already constructed in their village, usually to make room for more important buildings later in the game. You may not destroy any buildings that have enemy troops on them.

If a card has any **Prerequisites**, they will be listed in italics on the bottom of the card. Unit cards show their site of production after the “Must have...” text. Militia are enlisted at the Barracks, therefore a Barracks must be constructed to enlist a Militia. Upgrades show units, upgrades and site of production required, while Technologies show technologies and buildings required.

Relics and **Wonders** are also played during this phase. More information is available later in the rules about playing these types of special cards.

There is a lot of activity in this phase, so be sure to reread this section if you have any questions. If you cannot find the answer here, go to our website at **www.journeymanpress.com** and send your question to the message board, or the **FAQ** section.

Movement Phase

Units move during this phase. Units have a movement value of 1, unless stated otherwise on the card. Units with movement: 1 may move one space per turn, while units with movement: 2 may move two spaces, etc. There are four types of spaces: **Home** buildings - any buildings in your village, **Abroad** buildings - any buildings in a village other than yours, **Fringe** buildings- any building on the edge of a village, and **Null** spaces- the space that exists when a building is destroyed. **No-Man’s-Land (NML)** can count as a space if retreating from a fringe building, or if moving to NML as a final destination. NML does not count as a space when moving from one village to another. (NML is explained further on page 21)

Players may move their units as many spaces in their village as they wish, regardless of distance, or movement value. Movement values apply when a unit moves onto abroad buildings. For a unit with movement: 1 to leave a village it occupies, it must be on a fringe building. Units with movement: 2 may be on a building adjacent to a fringe building, and still leave its current village, or it may leave from a fringe building and go an additional space into the new village. Movement is simultaneous for all of a player's units. Diagonal movement is not allowed. Two units, owned by the same player, may not occupy the same space. If there are any gaps between fringe buildings, not including null spaces, a unit may move freely over the gaps without counting them toward movement.

There are two types of null spaces: non-fringe and fringe. Non-fringe null spaces continue to count as a space when there are no units residing on it, unless it becomes a fringe null space. Fringe Null spaces disappear immediately when there are no units left on the space. A fringe null space will disappear if it is not adjacent to another building in the village, and the unit on the null space must go to NML immediately.

Table 5: Unit placement.





Table 6: Attack Diagram- Unit #1 may attack because it is on the edge of it's village. In this example, the grayed out squares marked with x's are legal targets for unit #1. Unit #2 is not in position to attack this turn.

***Note:** During Age I - the **Fog of War** is in effect. While under the Fog of War, players cannot move to another village, but they may defend or attack in their village. Once a player has entered Age II, the Fog of War is lifted for that player. If an Age II player attacks an Age I player, the Age I player may, on future turns, attack the Age II player.*

No-Man's-Land is another location where units can move. No-Man's-Land represents the land between villages. Players can move to No-Man's-Land either as a normal movement or when retreating from combat in your opponent's village. A unit does not have to "stop" in NML on the way to another village. Units may only attack other units in No Man's Land if they have either an Outpost or Cartography Card in play, or are playing the Mongols or the Franks. An unlimited number of units may occupy NML, but only one unit at a time may attack another unit in NML.

Attack Declaration

When a unit moves onto a space with an eligible target, the unit may declare an attack. Eligible **Targets** include enemy **buildings**, **villagers** and **units**. A unit can declare one target per turn. All declarations must be made before any attacks are resolved. Assisted attacks are also declared in this phase, (which is explained on pg. 26) Villagers are eligible to declare an attack if they have not completed an action up to the attack declaration phase, and are in the same space as an enemy unit.

There are three targets that a unit can declare attack against. For an explanation of all options, we will illustrate a common example with all three target options in one space. An enemy Militia unit moves onto a Farm containing five villagers and an Archer unit. The Militia can target the Farm, the villagers, or the Archer. If the Militia targets the Farm, the

defending player can let the attack go through, or defend with either the villagers or the Archer. If the villagers are the target, either the villagers must fight, or the Archer may step in and defend the villagers. If the Archer is targeted, the Archer must fight the Militia.

When villagers or units step in and defend, they all defend and become the attacking unit's new target. If an attacking unit is on an enemy building, and destroys a defender, or the defender retreats before all combat rounds have been used, all remaining rounds of combat are applied to the building. For example, if an attacking Archer destroys a Militia unit in the ranged round, the Archer will then apply the two remaining rounds of combat to the building, assuming the Archer is on an enemy building. If the Archer is not on an enemy building, the remaining rounds of combat are lost. Villagers may **not** defend against Siege units.

Once all attack declarations have been made, the defender declares which units will defend and fast respond. If a defending unit is on an adjacent (non-diagonal) space to the location of an attack, and is not already targeted by an attack, the defending unit may **Fast Respond**. This involves moving to the adjacent location (one space away) and becoming the new target of the attack. A unit may not fast respond onto a space where there is another defending unit, since this would violate the rule of only having one friendly unit per space. You can only fast respond in your village.

Units can only be targeted for, or participate in, one combat per turn. Bombardment is excluded from this rule, therefore a defending unit may be bom-

barded upon as many times per turn as there are eligible attacking bombardment units. Each attacking bombardment unit (Towers, Siege and Ships) can only bombard once per turn.

Attack Resolution

The attacker determines the resolution order of the battles. Each attack is resolved independently. There are two **Normal** rounds of combat. All non-bombardment units have two rounds of normal combat. There are four types of combat: Unit vs. Building, Unit vs. Unit, Unit vs. Villager and Villager vs. Unit.

The first way to calculate damage is Unit vs. Building combat. To determine how much damage is applied when a unit attacks a building, take the number of tokens on the unit card multiplied by the unit's attack points (AP). This is recalculated at the beginning of each round of normal combat. A Damage token represents 10 points of damage done to a building. When the amount of damage dealt to a building is greater than or equal to the building's HP, the building is discarded. For example, if a Militia unit with five tokens on it has AP 4 and is attacking an undamaged Farm with 40 health points (HP), the Militia will do $5 \text{ (tokens)} \times 4 \text{ (AP)} = 20$ damage for the first round, which will cause two damage tokens to be placed on the Farm. If the Militia unit does another round of damage, $(5 \times 4 = 20)$ there will be two more tokens applied to the Farm in the second round of normal combat. A total of 40 points of damage, or four damage tokens, will have been dealt to the Farm, thus destroying (discarding) the Farm.

To calculate damage for a Unit vs. Unit combat, take the number of tokens on the unit card multiplied by

the unit's attack points (AP) for each unit. Damage is done simultaneously for each unit involved in the battle. To determine casualties, divide the total damage dealt to the unit by the unit's HP, and remove an amount of tokens equal to the result, round down. Casualties are taken simultaneously at the end of each round of normal combat. Any remaining damage in a round is lost after casualties have been taken.

To show how combat works, we will use a Militia, with 5 tokens, 8 HP and 4 AP against a Scout Cavalry, with 5 tokens, 10 HP and 5 AP. In the first round of combat, the Militia will do $5 \text{ (tokens)} \times 4 \text{ AP} = 20$ damage to the Scout Cavalry and the Scout Cavalry will do $5 \text{ (tokens)} \times 5 \text{ AP} = 25$ damage to the Militia. We have determined damage, so now we determine casualties. The Militia will take 25 damage and divide it by 8 HP, which results in 3.125. Since we round down, 3.125 becomes just 3, and we remove 3 tokens from the Militia unit. To say it another way, "How many times does 8 go into 25 evenly?" The Scout Cavalry does the same thing by taking 20 damage divided by 10 HP, resulting in 2. So we remove 2 tokens from the Scout Cavalry. The result of the first round of a Militia vs. Scout Cavalry battle leaves the Militia with 2 tokens and the Scout Cavalry with 3 tokens.

If neither unit retreats, the second round of normal combat will start with the Militia doing $2 \text{ (tokens)} \times 4 \text{ AP} = 8$ damage, while the Scout Cavalry does $3 \text{ (tokens)} \times 5 \text{ AP} = 15$ damage. The casualties for the Militia will be $15 \text{ (damage taken)} \div 8 \text{ HP} = 1.875 = 1$ token removed. The casualties for the Scout Cavalry will be $8 \text{ (damage taken)} \div 10 \text{ HP} = 0.8 = 0$ tokens removed.

10 HP = .8 = 0 tokens removed. If neither unit retreats, the result of a Militia vs. Scout Cavalry battle will be Militia - one token remaining, Scout Cavalry - 3 tokens remaining.

Unit vs. Villager combat works the same as Unit vs. Unit combat. Villager vs. Unit combat occurs during the villagers' attack phase, and only when the villagers are on a building with an enemy unit that has not been attacked that turn. Villagers that have performed an action (collecting, etc.) before the attack resolution phase may not attack a unit.

NOTE: Villagers have **4 HP** and **3 AP** and are enlisted into the villager pool.

After the first round of normal combat units may **Retreat** one space away. Units may retreat to any adjacent space or NML if the retreating unit is on the fringe. Units may not retreat to a space occupied by another unit, or where combat occurred the same turn. The attacker declares retreat first, after which the defender may retreat. If a unit retreats, the unit loses all remaining rounds of combat.

Ranged Combat consists of a ranged round before the two rounds of normal combat and is only applied to units and villagers, not buildings. Units that have ranged combat are denoted by this symbol for Range Attack (RA). Archers are the most common units that have ranged combat. If a unit has no ranged combat, they will do no damage in the ranged round. All ranged combat is done simultaneously. To calculate damage in the ranged round, multiply the RA by the number of tokens on the unit card. For example, Archers have 6 HP, 5 RA and 4 AP, so five archer tokens would do 5 (tokens) x 5 (RA) = 25 damage in the ranged round. After the

ranged round is complete, the first round of normal combat begins, and damage is again determined by AP.

Finally, an attacking Archer unit may **Hit and Run**; applying its ranged damage and retreating after the ranged round. Defending Archers do not get to retreat until after the first round of normal combat. All cavalry units, except Cavalry Archers, negate the ranged round. This means that Archers may not hit and run against cavalry units.

Assisted Attacks

If an attacker has two units on adjacent buildings, one unit may assist the other unit with an attack on a building. For example, if the attacker has a militia on a house and a knight on an adjacent barracks, and the militia declares its attack against the house, the knight could assist the militia and declare its attack on the house instead of the barracks. The primary attacking unit (the militia) that is located on the targeted building (the house) will complete its combat first. After this combat is finished, the assisting unit (the knight) will be able to assist with its attack only if the following two conditions are met:

1. The **primary** attacking unit (the militia) is the only unit remaining on the target building (the house) after the attack is resolved.

And

2. The **assisting** unit (the knight) was not the target of a fast response.

If the assisting unit does not meet both of these conditions, they may not assist, and they lose their attack for the turn.

Enlistment Phase

During the Enlistment Phase you may construct new units, villagers, and monks, or replenish units.

Certain buildings, such as Barracks, Stables, Archery Ranges, and Castles, have a **Garrison Value**. The total garrison value of all your buildings in play determines how many unit tokens you may have on the table at any time. If you have one barracks, you may only have 10 unit tokens on the board. If you have multiple building types, such as a Barracks and an Archery Range, you may mix and match the types of unit tokens you are producing. (i.e. your total garrison value with those two buildings is 20, so you may have 18 archer tokens and 2 militia tokens, or 15 militia tokens and 5 archer tokens.)

Military producing buildings may only produce five tokens per turn. For example, if you have one barracks, you may produce five militia tokens per turn. If you have two barracks and two militia cards in play, you may produce 10 militia tokens.

To enlist new units, the appropriate **Site of Production**, which is the building listed on the bottom of the unit card, must be in play. A new unit can only be played on a building that does not contain a friendly unit, although it may contain an enemy unit. A player must buy 1-5 tokens to put on the unit when first enlisted. The resource cost on the left side of the unit card is the price per token. A unit has a 5 token maximum, and a 1 token minimum. If a unit does not have any tokens on it, discard the unit.

Unit cards show the type of unit made, as well as the unit's site of production. Infantry units, for example, are enlisted at the Barracks, and Cavalry units are enlisted at the Stables. Tokens represent how many individual soldiers of a unit type are on the unit card. If a player wants a Militia unit with 4 tokens, they will need the following three things: 1) A Militia card in their hand, 2) A Barracks that does not have another friendly unit on it, 3) One food and gold per token (4 food, 4 gold total). The player will then place the Militia, from their hand, horizontally across the Barracks, deduct 4 food and 4 gold from their supply and put four military tokens on the card.

If you have a military unit that has less than five tokens on it you may **Replenish** tokens on that unit without a new unit card. To replenish tokens to this unit, the unit must not have moved, or have participated in a battle during the turn. Players may only add tokens to units that are in their village, but the unit card does not have to be on the appropriate site of production to receive new tokens. (For example, a Militia unit does not have to be on a Barracks to have more tokens added to it.)

When enlisting new villagers, you must obey the **Villager Population Limit (VPL)** for your village. Each House and Town Center a player has constructed, adds five to the player's VPL. If a player has one Town Center and two Houses in play, their VPL is 15, in other words, they may enlist up to 15 villagers.

To build a new villager, deduct one food from your supply, and put a villager token into the villager pool to be allocated in the Allocation phase. You may

only create five villagers per turn, no matter how many Town Centers you have.

If at any time, a building is destroyed which would reduce a player's VPL or garrison limit below their current population or garrison total, they do not have to remove tokens to match their current limit, but may not enlist any additional tokens of that type.

Discard and Draw Phase

During the Discard and Draw phase, you may discard as many cards as you want into the discard or snuffed pile and draw back up to seven. You may only discard and draw once per turn (No discard, draw, discard, draw, etc). If you run out of cards, shuffle your discard pile, not including the snuffed pile, and make a new play deck. Since your discard pile is face up, if you discard a card, your opponent may look at it or any other cards in the pile. All event cards must be played before this phase.

Allocation Phase

During this phase, take any villagers remaining in your village and add them to the villager pool. Remove one villager from every card you are researching and place it in the villager pool. When the last villager is removed, that card takes effect.

If you have finished researching age advancement, shuffle your new Age Deck into your Play Deck. You also have the option of shuffling in your discard pile at this time.

Decide which resources you would like to produce next turn by taking tokens from the villager pool and allocating them to the appropriate buildings. Each lumber camp, farm, or mine may only take up to 5 villagers on it. If you have a lot of villagers, some may

be idle. (You may add additional villagers to a production facility, but only 5 units may collect resources.) If you wish to allocate villagers to build buildings, play events, or research cards, place them on your town center for use during your next turn. Remember to place your villagers in safe locations, because they can be major targets for your opponent. The turn is now over.

Note: Players' alternate turns until one of the winning conditions is met.

Winning Conditions

As mentioned earlier, there are three ways to win the game:

1. Destroy all enemy town centers or villagers. When you destroy your opponent's final town center, you immediately win the game. Also, if after destroying all of an opponent's villagers, that player cannot create additional villagers by the end of their next turn, that player loses.
2. Advance to the Imperial Age and create a Wonder of the World. A Wonder takes four turns to construct. When constructing a Wonder, you will pay the all costs on the first turn of construction. The wonder enters play with 110 health points. On subsequent turns, the wonder continues gaining health points with each turn as described on the card. At the beginning of the fourth turn, the Wonder construction is complete and your opponents have six turns to destroy your Wonder, or you win.
3. Gather five different Relics and enshrine them in your monastery for six of your opponent's turns. Relics are unique, therefore only one copy may be in play at a time.

Siege Units

Siege Units are the products of the Siege Workshop. These units may only have one token per card in play at any given time. Some siege weapons have a special attack type called bombardment.

Bombardment allows the unit to attack buildings, villagers or units from a distance. The bombardment value tells you how many spaces away you may attack. All attacks must be in a straight line and may not be made diagonally. (Table 7) Siege units in NML may attack buildings on the opponent's fringe but are open to attack even without Cartography or an Outpost. Bombardment damage is dealt at the same time as the first round of combat, whether it is

Siege Bombardment Examples



Table 7: This is a legal bombardment:2 target

Table 8: This is not a legal bombardment:2 target

X= Location of Bombardment:2 Trebuchet

ranged or normal. Each unit only gets one bombardment attack per turn, but remains in combat for two rounds as normal. Bombardment units may retreat after the bombardment round.

Minimum Distance is another factor in determining siege unit attacks. Minimum distance tells how far a siege unit must be from its target to bombard. If the minimum distance is one, the unit must be at least one building away from its target.

Scorpions and Heavy Scorpions have a special term called **Area Effect**, which modifies their damage. To calculate area effect damage, take the attack points of the siege unit and multiply them by the number of tokens on the target unit card.

Note: Siege units cannot be targeted by a conversion attempt.

Monks, Conversion, and Healing

Upon the creation of a **Monastery** in the Castle Age, your civilization may create monk units. **Monks** are used to convert enemy units or heal friendly units. When you bring a monk into play, place a monk token on one of your military units. This token represents the presence of a monk that travels with this unit. You may have up to five monks attached to a particular unit. This does not count toward the military token limit for that unit. You may build up to five monks per turn regardless of the number of monasteries in play. Monks may not be attached to any card that says "One token per card". Monks count as a military unit for garrison value, and you must have the garrison value to support them. Monasteries have a garrison value of ten.

When a unit with one or more monks enters battle, a **Conversion Attempt** is made before the first round

of combat (including the range or bombardment round). Choose one military token or villager token as the target for the conversion attempt. You may not target enemy monks for conversion unless a card effect states otherwise. Depending on the total number of monks on your unit, your chances of conversion may vary. If there are five monks on the unit card, your **Conversion Rate** will be a five. Rolling a six-sided die, you will convert the target on a roll of five or less. If you had one monk you would have to roll a one to convert. The maximum conversion rate is a five, and any roll of six is an automatic failure. Certain effects will cause a **Conversion Bonus**. This bonus can be positive or negative and directly raises or lowers the conversion rate respectively. Upon a successful conversion attempt, the token is destroyed and removed from play. If the conversion attempt failed, there is no effect. If, after a conversion attempt, there are tokens left on the enemy unit, combat begins.

***Important Fact:** Monks cost three food to create and have 3 health points and 0 attack points.*

Monks may heal units instead of converting them. If you choose not to utilize the conversion attempt, you may make a **Healing Attempt** when one of your monks or units has been killed in a round of combat. You may make only one healing attempt per attack. A **Healing Rate** is calculated the same way as a conversion rate. If the roll is successful, then you lose one less unit or monk than you normally would. A unit with monks attached may only attempt to convert or heal, not both in the same turn.

When combat damage is being assigned, the attacker may choose to kill off the defender's monks

instead of military units. If a military unit loses its last token but still has monks attached, these monks keep the unit alive and in play. The unit may be retreated to your village and reinforced.

Relics

Relics are a special type of card that represent some of the greatest cultural, religious, or scientific items ever created. There are nine different relics in the game. If a player obtains five different relics and enshrines them in one or more monasteries for six turns, that player wins the game.

To bring a relic into play, you must play the card from your hand into No-Man's-Land (NML) during the construction phase. Since each relic is unique, there can only be one copy of a particular relic in play at any time. Retrieving a relic normally takes two turns. On the first turn the relic is placed into NML, and a unit with monks attached is dispatched to retrieve it. Upon reaching NML, the unit may pick up the relic but may not use any remaining movement. The following turn the unit with the relic may move back to the village. Once the unit has reached the monastery or an adjacent building, the relic is enshrined in the monastery. When a relic is enshrined it is placed under the monastery. Each unit may only carry one relic at a time. Each unit may only pick up one relic per turn.

While retrieving a relic in NML, your unit may be attacked. To attack a unit carrying a relic, you do not have to have Cartography or an Outpost. If attacked and forced to retreat or killed entirely, the unit drops the relic. If the unit that killed the retrieving unit has monks, they may pick up the relic and prepare to bring it back to their village.

Once a relic is **Enshrined** in your monastery, you gain three gold for each relic, during your collection phase. If your opponent has relics in their monastery, you must destroy the monastery in order to get to them. If the monastery is destroyed, any unit with monks attached may move to that location and pick up one relic. If a unit drops a relic, it remains on its current location. Once the fifth relic is enshrined, the six turn victory countdown begins.

Nautical Rules

The major new feature in **Nautical** is the inclusion of water to further flesh out the Age of Empires playing environment. The concept is simple; build a **Dock**, get some **Water**. If no player builds a Dock, there is no water. If all Docks are destroyed, the water will remain even though the Docks did not. The first player to build a Dock determines which fringe side water will be on for all players, which is called the **Beach Fringe**. A building that has any side exposed to water is called a **Beach Fringe Building**. An additional dock on an opposite fringe only adds water to the dock owner's village. (i.e. If Johnny puts the first Dock of the game in play on his left fringe, then all players now have water on their left fringe. If Johnny then builds a second dock on his right fringe, the right fringe of only Johnny's village has water. A second dock only affects the player that builds it.)

The placement of a dock is important in respect to both fringe side and rank. After a dock has been built in a rank, no further buildings may be constructed beyond the dock in that rank. If a dock is built in the third rank on the right fringe, (See Table 9) no buildings may be built to the right of the dock, in the third rank. The second and first ranks are still

available for expansion of the right fringe. Each building that has a side exposed to the water is open to ship attack.

Card orientation is important when using ships. The orientation of a Ship card in your village will determine the function of the ship. If the card is turned **Horizontal**, it is in the **Defense stance** and may defend your village. If the card is turned **Vertical**, it is in the **Attack stance** and is able to move to another player's village. Ships in a defense stance may not move outside of their village. Likewise, ships in a movement stance may not defend a village. Ships come into play in attack stance. Stance changes may be made during the Allocation phase.

Note: Fishing ships must be in the *defense* stance to fish.

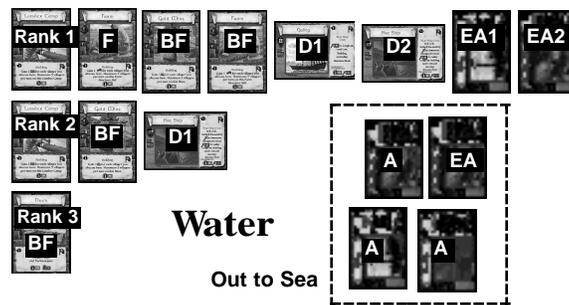


Table 9: Nautical Diagram- F= Fringe; BF= Beach Fringe; D1, D2= First & Second Defending Ship; EA1, EA2= First & Second Enemy Attack Ship; A= Attack Ship (friendly).

The defense stance works by rank location. Ships are placed in the ranks that they are to defend. For example, if Dave wants to defend a house that is on the beach fringe in the second rank, he will put his horizontal ship in the second rank water. If Dave wants to be able to defend three beach fringe buildings in his second rank he will have to put three defending ships in his second rank water. If a defensive ship gets attacked, it can defend itself. Defensive ships cannot leave their village's water unless they first change to a movement stance during the Allocation phase.

Movement for ships is much like movement for units. All attack ships are considered to be **Out to Sea**, or in position to move to any beach fringe, if they are in friendly water. Attack ships in friendly water are not in any rank. Attack ships must pick a rank when attacking enemy buildings or defense ships. Attack ships can be attacked by enemy movement ships while out to sea.

There can be only one defense or attack ship in a rank per beach fringe building in the rank. If there are two beach fringe buildings in the first rank, there can be up to two defense and two enemy movement ships in the first rank. (See Table 9)

The **Shore Order** is the order in which the defense and attack ships are lined up in regard to proximity to the beach fringe. The defense ship closest to the beach fringe is First Defending Ship (D1), while the closest attack ship is First Attacking Ship (A1), and so on. When ships are out to sea, they may be targeted for an attack once per turn. An attack stance ship may target any enemy attack stance ship by moving into the same water and declaring target.

When ships target defended buildings, the following will happen. (See Table 9) A1 will declare attack first, while D1 will declare if fast responding. Next, A2 will declare its attack, while D2 declares its action. If D1 does not fight or fast respond, D1 will declare an action to the attack from A2 before D2 has a chance.

Ships may only attack from the beach fringe. A ship with bombardment: 0 can only attack beach fringe buildings. The higher the bombardment, the more buildings a ship can attack. The same bombardment rules that apply to siege apply to ships. The only two exceptions are that defense ships can fast respond or counterattack with their bombardment, and ships can attack any beach fringe building in their current rank, regardless of distance. When attacking a non-beach fringe building with a ship, the standard method for determining available bombardment targets is used. (See page 31)

When a defending player has both a land unit and a ship defending a building, the land unit will defend against a land unit attack, and the ship will defend against a ship attack.

Each stance has advantages. Defense ships can defend both attacks on itself and on buildings in its rank, but cannot move to another village. Attack ships can move to another village to attack either enemy ships, units or buildings, but can only defend an attack against itself. The choice of stance is vital to success.

Land units may still attack any fringe building whether it is beach fringe or not. Land units may also attack any enemy ships that are on the beach fringe.

Multiplayer and Scenarios

Multiplayer games are a great way to play Age of Empires. You can play with as many players as you like, although if there are more than six, it becomes time and space consuming. In this section we will explain the scenario point system that is built into the cards, as well as a few basic scenarios. This scenario point system will allow you to create your own custom games, and if you wish, to play shorter games. You can also use this system to play games that start in later ages. The scenario point system can be used in mulitplayer as well as two player games.

Basic Point System

All cards that have a scenario point valeu will have the points listed. Scenario points are listed in the small red flag icon on unit, technology, building, and upgrade cards. There are no scenario points on event cards, as they cannot be purchased in a point-based game. When you play a point-based game, each player or team will start out with a specific number of points worth of cards in play.

There are two different types of games that may be played using the point system, **General** and **Defined**.

If you are playing a **General Game**, you will be assigned a certain number of points. You will be able to spend these points in any way you see fit. You may spend them on buildings, units, technologies, resources, and age advancements.

If you are playing a **Defined Game**, you will receive points to be spent in the different categories of cards. You get points to put into buildings, technolo-

gies, units, resources, and ages/villagers/monks. You may not use points from one category to buy things from another.

Once you have chosen the cards you will purchase, put them into play as if they had been brought into play in the course of a normal game. If you are playing a defined point game, any unused points from a category will be used to buy additional resources. Units must start in your village. If you are starting in a later age, remove all the decks from previous ages and start with the current age deck as your draw deck. Players must adhere to deck minimums. If you are starting in the third age, you must still have two decks; a third age deck with at least 20 cards in it, and a fourth age deck with at least 10 cards.

Here are a few basic rules about point games. If you purchase a unit card, you get the maximum amount of tokens for that card. For example, if you purchase a Militia unit, pay 10 scenario points and receive 5 tokens on the Militia. Technologies may be purchased if you purchase the building and prerequisite technologies needed to create it. Decide the starting Age in one of two ways, either players must purchase Age advancements, or set a starting Age and each player must start in that Age. (See Table 10 for the cost of non-card items that points can purchase)

Any cards purchased count towards the total number of that card allowed in your deck. If you buy eight militia cards, you may only have two of them in your deck. Walls are the exception. Since you may have an unlimited number of walls in your deck, you may only purchase 10 walls of any one type in any point game unless the scenario states otherwise.

Another major addition in multiplayer games and scenarios is the ability to **Gift** resources to another player. In order to gift another player resources, both of you must have a market in play. To gift another player a resource, subtract five of a resource from your pool, the target player then gains three of that resource. If the receiving player has the **Guilds** technology in play, they receive four of the resource.

Additional Prices

While most cards have their Scenario point costs printed on the card, resources, additional age advancement, villagers, and monks need to be purchased and have no card to represent them. Refer to Table 9 for the cost for those items.

Advanced Age Scenarios

Tables 10, 11, 12 and 13 list the scenario points used in general or defined games for each of the ages. General games only list a total point value while the defined game list gives you points to be spent in each category.

Item Being Purchased	Scenario Point Cost	Item Being Purchased	Scenario Point Cost
Advance to Age II	15 SP	1 Wood	1 SP
Advance to Age III	25 SP	1 Food	1 SP
Advance to Age IV	30 SP	1 Stone	1 SP
		1 Gold	1 SP
		1 Monk	3 SP
		1 Villager	1 SP

Table 10

Age II	General	Defined
<i>Totals</i>	160	160
Units		20
Unit Upgrades		0
Buildings		80
Technologies		5
Resources		25
Villagers/Monks		30

Table 11

Age III	General	Defined
<i>Totals</i>	300	300
Units		50
Unit Upgrades		10
Buildings		135
Technologies		30
Resources		45
Villagers/Monks		30

Table 12

A special note about Age IV games: We suggest that you play without a wonder victory, otherwise you will find the winner to be the first person to draw a Wonder of the World. (Relic and Conquer victories are acceptable for Age IV games.) See Table 12

Age IV	General	Defined
<i>Totals</i>	425	425
Units		60
Unit Upgrades		35
Buildings		180
Technologies		60
Resources		60
Villagers/Monks		30

Table 13

This is a list of additional options that may be used for Point-Based games.

No Relic Victory- You may not win by collecting the five Relics. Although, collecting the relics still gives you the gold for collecting them.

No Wonder Victory- Same as above, but you cannot win by building a Wonder.

No Gifting- Gifting resources between players is not allowed.

Allies- This is a team game, with equal teams. They may be from the same or different civilizations. Attacking your allies or gifting resources to your enemies is not allowed.

Race Games - First player to finish researching the pre-chosen age wins the game.

No Advance Age (Set Age)- No player may pay resources to advance beyond the starting age of this scenario or point based game.

Team Games- Players work together as a team and win/lose as a team.

Other conditions may be created but, these will be the major options used in published scenarios.

Scenarios

On pages 44 and 45 there are two examples of scenario games. We hope you enjoy them. You may go to our website (www.journeymanpress.com) for additional free scenarios.

Reclaim your Relics - (3+ player)

This is a Capture the Flag derivative, only the object is to capture Relics. Start in the Castle Age with a Monastery, a Town Center and 225 general scenario points. Each player is assigned a specific Relic. Players must have one copy of their Relic for each opponent, so if there are four players, each player should have three copies of their Relic. The first player to enshrine one of each of the opponent's Relics wins. To enshrine a Relic, send a unit to an enemy Monastery to pick up the Relic. Next move the unit back to your Monastery, where the Relic will be enshrined. Players may steal enshrined Relics and have multiple copies of an enemy Relic.

All units come into play with one monk attached, which cannot be a target for attack. The unit is destroyed if the monk is the only token remaining on the card. If a unit is destroyed while carrying a Relic, the Relic is dropped. If the owner of the dropped Relic picks it up, it is automatically sent back to the original Monastery. If any other unit picks up the dropped Relic, the unit may treat the Relic as newly acquired and attempt to enshrine the Relic from there.

Tag Team- (4, 6 or 8 players)

For this scenario, there are even teams. (2 teams of 2, 3 teams of 2, 2 teams of 3, etc.) Each player has and controls their own village, but they are working toward a team goal. There is a common resource supply for each team, therefore if a team member collects 10 wood, the wood goes into the team resource supply. All deck minimums are halved for this scenario. If a team loses a team member, that team is removed from the game. The last full team in the game wins.

There are three ways to play:

- 1) All members of a team take their turns at the same time, so a three person team would have all three people take their turns when it was the team's turn. This allows for greater specialization with collecting resources and other commodities.
- 2) One person takes the team turn. The player is decided by the team members for each turn, so one player could take three turns in a row, or zero for the whole game.
- 3) The first six phases may be taken by different team members for the team turn. A three player team may assign one person to do collection and enlistment, while someone else does movement, attach declaration and attack resolution, and another player does construction. The assigned phases may change from turn to turn. All players will take their discard and draw and allocation phases at the same time.

Alternate rule: Technologies may be assigned to any team member.

On pages 46-49 you will find the lists of the cards that are included in each civilization's starter decks in order by age.

Frank Starter Deck

Age I (30)	Age II (30)	Age III (22)
2- Barracks (Euro)	2- Archery Range (Euro)	2- Castle (Frank)
3- Palisade Wall	3- Stone Wall	1- Husbandry
2- House (Euro)	2- Stable (Euro)	1- Iron Casting
1- Stone Mine	1- Market (Euro)	1- The Hammer's Cavalry
2- Gold Mine	2- Blacksmith (Euro)	1- War Galley
1- Lumber Camp	1- Trade Cart	1- Demolition Ship
2- Farm	1- Heavy Tree Cover	1- Surprise Skirmish
1- Berries	1- Wheelbarrow	2- Town Patrol
2- Boar	1- Stone Mining	1- Muddy Battlefield
1- Sheep	1- Forging	1- Pikeman
2- Exposed Gold Deposit	1- Horse Collar	1- Fire Ship
1- Quarry	1- Scale Barding Amour	1- They Came out of Nowhere
1- Stand of Trees	1- Speaman	1- Relentless Attack
1- Dock (Euro)	3- Archer	1- Knight (Frank)
1- Fishing Ship	1- Skirmisher	1- Long Swordsman
1- Exploring the Wilderness	3- Scout Cavalry	1- Light Cavalry
1- Loom	1- Man-at-Arms	1- Heavy Plow
3- Militia	2- Galley	2- Salvage The Ashes
1- Two Few Hands	1- A Just Cause	1- Soak The Timbers
1- Gold Nugget	1- The Wind Hears My Call	

Age IV (10)	Starting Cards (4)
1- Spies	1- Town Center (Euro)
1- Opportunity Knocks	1- House (Euro)
1- Holy War	1- Lumber Camp
1- Tsunami	1- Mill (Euro)
1- Conscription	
1- While They're Sleeping	
1- I Can't Tell Where It's Coming From	
2- Earthquake	
1- Two-Hand Swordsman	

Viking Starter Deck

Age I (30)	Age II (31)	Age III (21)
2- Barracks (Raider)	2- Archery Range (Raider)	2- Castle (Raider)
3- Palisade Wall	3- Stone Wall	2- Squires
2- House (Raider)	2- Stable (Raider)	1- Cleansing Ritual
1- Stone Mine	1- Market (Raider)	1- Hidden Strength
2- Gold Mine	2- Blacksmith (Raider)	1- War Galley
1- Lumber Camp	1- Trade Cart	2- Demolition Ship
2- Farm	1- Fletching	1- Surprise Skirmish
1- Berries	1- Rough Waters	2- Town Patrol
2- Boar	1- Cartography	1- Muddy Battlefield
1- Sheep	1- Forging	1- They Came out of Nowhere
2- Exposed Gold Deposit	1- Horse Collar	1- Relentless Attack
1- Quarry	2- Spearman	1- Threw a Shoe
1- Stand of Trees	3- Archer	1- Long Swordsman
1- Dock (Viking)	1- Skirmisher	1- Hand Cart
1- Fishing Ship	2- Scout Cavalry	2- Salvage The Ashes
1- Starting From Scratch	1- Man-at-Arms (Viking)	1- Soak The Timbers
1- Loom	2- Galley (Viking)	
3- Militia	1- A Just Cause	
1- Two Few Hands	1- Wheelbarrow	
1- Fallen Tree	1- Scale Mail Armor	
	1- Gold Mining	

Age IV (10)

- 1- Spies
- 1- Opportunity Knocks
- 1- Holy War
- 1- Tsunami
- 1- Inventive Mind
- 1- While They're Sleeping
- 1- I Can't Tell Where It's Coming From
- 2- Earthquake
- 1- Two-Hand Swordsman

Starting Cards (4)

- 1- Town Center (Raider)
- 1- House (Raider)
- 1- Lumber Camp
- 1- Mill (Raider)

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