History of the World
The Game of Rising Empires and Falling Powers

Chapter I
Container Assembly and Contents

Initial Set-Up
Carefully punch out all of the cardboard pieces. There are 12 coins/fleets (same piece with a coin on one side and a fleet image on the other), 8 Pre-eminence Markers, 42 Score Charts, and 4 Wall pieces for the box buildup.

Creating the Storage Container
Turn the cardboard container in the game box over so the open side is up. Insert the long cardboard wall into the container slots, as shown, dividing the container in two. Take the three smaller cardboard walls and insert them into the container, creating eight smaller compartments. These compartments can now be used for storing the game pieces.

CONTENTS:
Gameboard
Dice (5)
Capitals/Cities (30)
Forts (32)/Monuments (36)
Epoch I pieces – Egyptians (5 of each color)
Epoch II pieces – Persians (12 of each color)
Epoch III pieces – Roman (20 of each color)
Epoch IV pieces – Byzantine (15 of each color)
Epoch V pieces – Mongols (18 of each pieces)
Epoch VI pieces – Spanish (14 of each pieces)
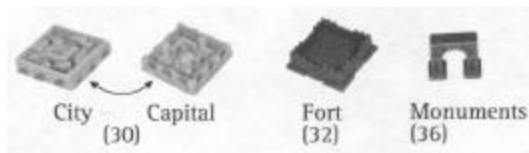Epoch VII pieces – British (16 of each color)
Coins/Fleets (12)
Pre-eminence Markers (8)
Score Charts (42)
Empire Cards (7 each of 7 different Epochs)
Event Cards (22 Greater Events, 49 Lesser Events)

Chapter II
Object and Setup

Object
History of the World is a game played in seven Epochs (or rounds), each detailing a period in world history. In each Epoch, players command one Empire from that time period. These Empires expand across the world, later falling s new ones

take their places. Players score for expanding their Empires as well as for controlling capitals, cities and monuments. At the end of each Epoch, the player in the lead also scores a pre-eminence bonus. In between Epochs, players draw for new Empires. After Epoch VII, the player with the most Victory Points wins.
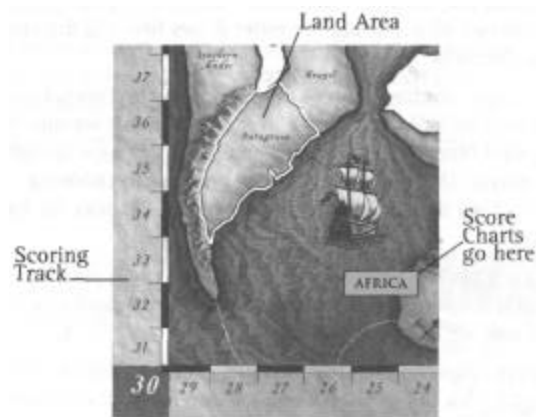
Playing Pieces
Each layer selects a color and takes all plastic playing pieces of that color (players may want to sort their plastic pieces by Epoch).

Note: All players use these pieces whether or not they actually command those Empires during their turns. So all players use Egyptian pieces in Epoch I. These figures represent the most powerful and/or most representative Empire of that Epoch.

The Gameboard
Place the gameboard in the center of the playing area. The gameboard is separated into 102 spaces, called Lands. These Lands are grouped into 13 different colored regions, called Areas. For example, Libya is a Land in the North Africa Area (shaded olive). Eight of the Lands are Barren Lands, marked in beige; these do not belong to any Area.

The Score Charts
Sort the Score Charts by Area, then place in chronological order by Epoch so Epoch I is on top and the later Epochs are underneath. Place these Score Charts on the gameboard in their designated space.

Choose any one of your plastic pieces (from any Epoch) to be your scoring piece. Place it on the "0" space of the Scoring Track.

Event Cards
Separate the Event Cards into two piles—Greater Events and Lesser Events. Deal out three (3) Greater Event cards and seven (7) Lesser Event Cards to each players. Players may look at their cards but must keep them secret until they are played. These are the only Event cards you receive. There is no way to gain new Event cards in the game.

Empire Cards
Separate the Empire Cards into their seven different Epochs and place them to the side.

Pre-eminence Markers
Take the eight Pre-eminence markers and turn them number-side down. Shuffle them, and place them to on side of the board. There are two 3s, three 4s, two 5s, and one 6 Marker.

Chapter III
Empire Cards and the Epoch

Drawing Empire Cards
At this point, players draw their Empire Cards from Epoch I. Each player rolls two dice. The highest roller draws first and drawing proceeds clockwise.

The first player randomly draws one card from the Epoch I card pile and secretly looks at it. The player has to decide whether to keep the card (and play that Empire in Epoch I) or pass the card to another player. There are many factors involved in choosing whether to keep or pass a card (see Chapter VII Strategy for Empire Distribution).

If you pass a card to another player, that player will play that Empire in this Epoch but may not look at the card until after ALL Empire Cards are distributed.

Each player follows the same procedure, drawing from the remaining Epoch I Empire deck and looking at the drawn card.
Remember – you may only have one Empire Card. If you have been given a card before you draw one, you may not keep the card you draw, but must give it to another player.

Note: The last player to draw has no choice because only one player needs a card at that point.

Any unused Empire Cards are returned to the box without looking at them. Even in a six-player game, there will always be at least one Empire that is not played in an Epoch.

A Look at the Empire Card
Every Empire Card has a summary of all the Empires in the Epoch on its back and a detailed look at one Empire on its front.

Empire Strength:
This is the number of armies the Empire receives.

Capital Symbol:
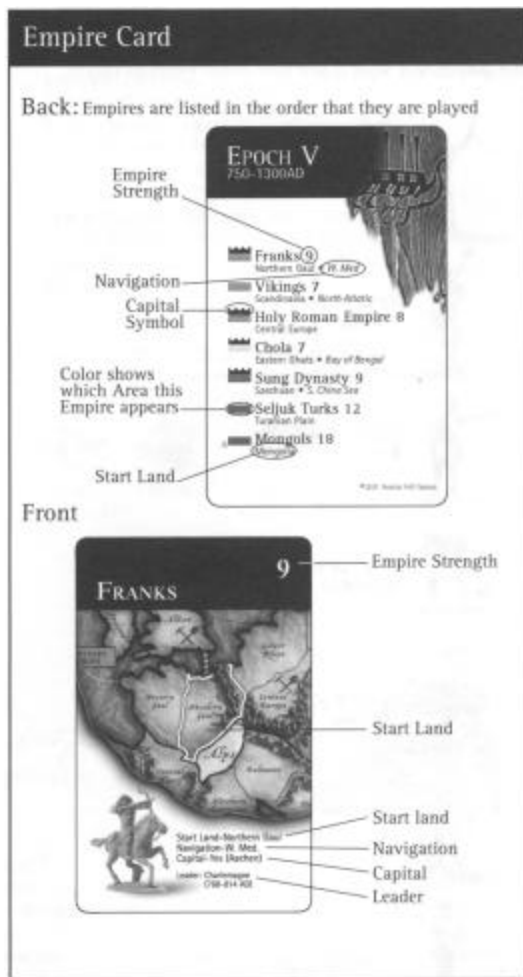If an Empire has this symbol, it starts with a capital.

Navigation:
Any sea listed means the Empire has fleets in that sea.

Going Through the Epoch
Choose one player to read out the first empire listed on the back of the Empire Card (the top one). If you have that Empire, turn your card over

and start your turn. If no one has that empire, the next Empire on the list is read. This continues, with Empires either being played or skipped (if no one has it).   After all seven Empires have been called out (and either played or skipped0, the Epoch is over.

A turn, as a whole, is divided into three parts:
Starting the Turn -- Event Cards/Chapter IV
Playing the Turn -- Expansion, Combat and Building/Chapter V
Ending the Turn -- Scoring/Chapter VI

Chater IV
Event Cards

Playing Event Cards
You may play up to two (2) Event Cards before starting your turn. These may be two of the same type or card (Greater of Lesser) or one of each. The only exception is that two of the exact same card may not be played on the same turn (two Leaders or two Disasters, for example). Once you have placed your first army, you may not play a card for the rest of your turn. Some cards are resolved before your turn begins, while others take effect during your turn.

Some Event Cards can only be played during one Epoch or during a few Epochs. Make sure you look at your cards carefully so you do not miss an opportunity to play one.

Many cards use the term "Active Empire". The Active Empire is the Empire you are about to play, not any Minor Empires or Past Empires.

Greater Events
There are four types of Great Events: Leaders, Weaponry, Reallocation, and Minor Empires.

Leaders and Weaponry cards give your Empire bonuses when combating other Empires. They may be used together for a very strong bonus.

A Reallocation card allows an Empire to divert naval resources to ground troops.

A Minor Empire card allows you to play a small Empire in one turn. To distinguish the Minor Empire from the Active Empire, use the different Epoch Piece shown on the card. Minor Empires are Epoch specific and can only be played during one Epoch. A Minor Empire cannot be affected by the other Event Card played on this turn. (e.g. you cannot have a Minor Empire with a Leader). The Minor Empire is not scored until the Active Empire is finished at the end of your turn.

Lesser Events
There are 22 types of Lesser Events. Many give you coins to use during that turn. Others let you destroy an Empire's armies or monuments. Some wreak devastation across a wide swath. The copy on the cards explains when and how they can be used.

Some Lesser Event cards say to use an army "from a far-away Epoch." This means that you should use a figure that is far away from the current Epoch. So if it is early in the game, use a Spanish or British figured; if it is late in the game, use an Egyptian or Persian figure. This keeps these "Lesser Event" armies separate from those brought in with normal empires.

Coins
Many Lesser Events tell you to take a certain number of coins. These coins can be used at any time during your turn. You may not keep coins from turn to turn.

Coins can be used in the following two ways:

- When an army in your Active Empire is lost in combat, you may spend a coin to return that defeated army to your "army pool" (See Chapter V).
- You may spend a coin to buy a fort for your Active Empire.

Chapter V
Expansion, Combat and Building

1. Take the number of armies equal to the strength of your Active Empire (shown as strength on your Empire Card). Make sure you take the correct pieces for the Epoch being played. Place these armies in front of you. This is your army pool. Remaining armies of that type should be set aside to avoid confusion.

Examples: *A person playing the Carthaginians should take 7 armies (because Carthaginia has a strength of 7) and they should be Prussian figures (since it is Epoch II). The remaining 5 Persian figures should be set aside.*

2. If your Active Empire has a capital, take a capital.

3. Place one fleet marker into every sea listed on the card. Fleet markers are found on the back of the coin markers. If an ocean is listed, that Empire has navigation in that ocean plus all seas that can be reached from that ocean, even indirectly.

Example: *A person playing the Portuguese in Epoch VI would place fleet markers in the Atlantic Ocean and all its reachable seas: North Sea, Western Med., Eastern Med., Black Sea. A marker placed in the Indian Ocean allows markers to be place in its reachable seas: Red Sea and Bay of Bengal.*

4. Put your capital and your first army down in the Start Land for that Empire. If there is already an army in that Land, this army is removed from play. If the Land has a fort, this is removed as well. However, any monuments in the Land remain.

The Empire is now ready to start expanding.

Expansion
You may expand your armies into any Land that is adjacent to your Start Land. Place an army from your army pool in the Land to claim it. You may then expand into Lands adjacent to any Land containing an army from the Active Empire – not just the last army placed.

ADDITIONAL EXPANSION RULES
- A Land may contain only one army.

- Armies may not expand into or pass through Barren Lands.

- If you want to expand into a Land containing an army of your color (either from a past Empire or put on the board through card play), you may do so without combat. Replace the other figure with one from your army pool without a fight. The previous army is removed from the board.

- If you have fleets, you may use them as stepping stones to expand further, faster. An Empire may expand over a sea or ocean into any Land adjacent to that body of water. You may use a chain of fleets to expand far from your Start Land.

Example: *During Epoch II, the Greek City States have navigation in the Western Med., Eastern Med., and the Black Sea. From their capital in Morea, the Greeks may expand into Shatts Plateau in one move, using their Eastern Med. fleet and their Western Med. fleet as stepping stones into Shatts Plateau. Similarly, the Greeks may step their way into Caucasus in one move, using their Eastern Med and Black Sea fleets.*

Forts
At any point during your turn, you may exchange one of our unplaced armies (from the army pool) for a fort. This fort can be placed in any Land containing an army of your Active Empire (not by itself in an empty Land). This helps your Empire survive when other Empires expand into it later in the game. Once the fort is placed it may not be picked up and turned back into an army. You may turn as many armies into forts as you like.

A Land may not contain more than one fort. You may build a fort in a Land containing a capital or a city.

Combat
During your turn, you may want to expand into a Land containing another player's army. When this happens, combat takes place.

Place your army in the Land occupied by the other player's army (this is the only time two armies will be in the same Land, albeit briefly). Standard combat is resolved as follows: You (the Attacker) roll two (2) dice and keep the higher number. The defender rolls one (1) die. The higher number wins and the defeated army is removed from the board. In the case of a tie, both armies are removed.

If you loose the attack, you may try to attack that Land again, provided you have armies remaining in your army pool.

Example: *The Romans (Epoch III) are attacking from Southern Apennines into Northern Apennines. The Roman player rolls two dice, rolling a 1 and a*

3. The defender rolls one die, scoring a 4. 4 beats 3, so the attacking Roman army is removed. The Roman player puts another army into the Land and attacks again. This time the Roman player rolls a 5 and a 5. The defender also rolls a 5. This time the result is a tie and both armies are removed. The Roman player can expand into the (now) empty Land without further combat.
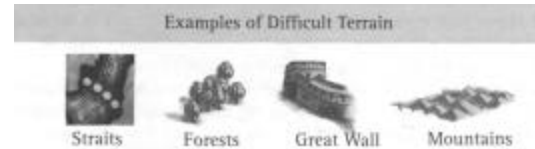
Attacker Bonuses

The attacker occasionally gets bonuses to the die roll and can roll up to three (3) dice if Event Cards were played before the turn.
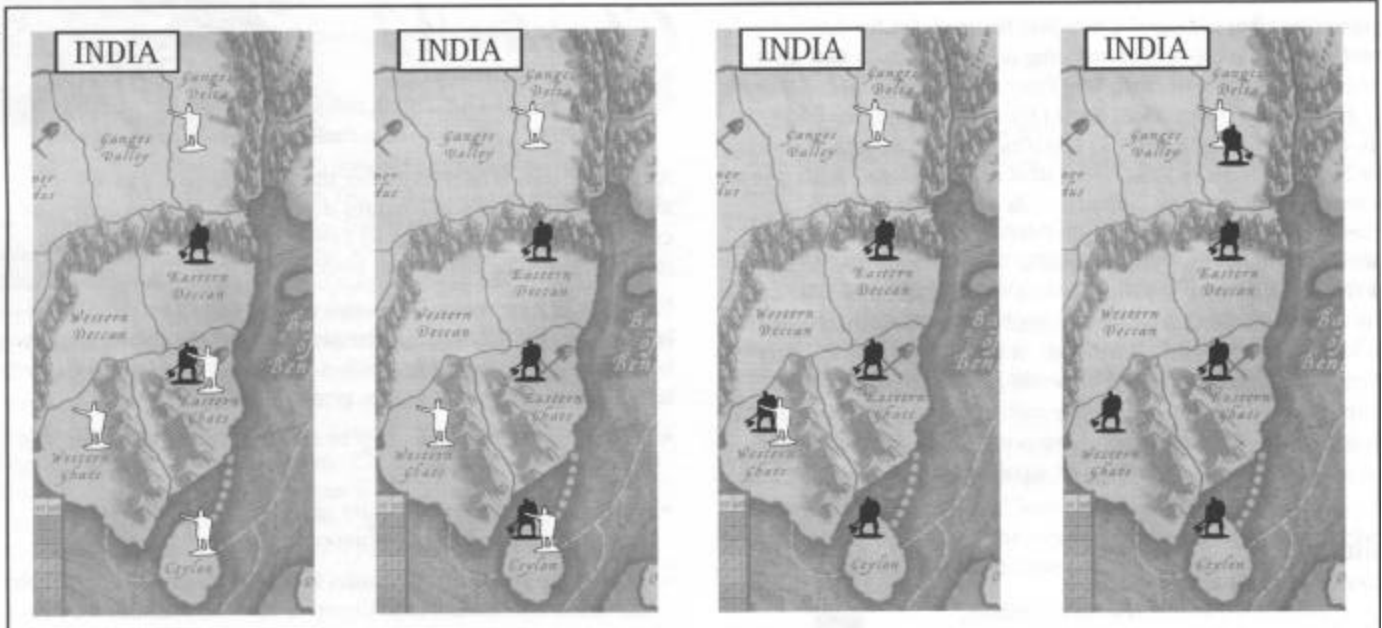
Defender Bonuses

The defender may get to roll more dice or get bonuses to the die roll depending on where the attack comes from or if the defender is in a fort.

<u>Difficult Terrain</u>: When you attack over Difficult Terrain, the defender gets to roll two (2) dice on defense, keeping the higher roll. Difficult Terrain are the following: forests, mountains, straits, and the Great Wall of China. If the Difficult Terrain is in the defender's Land, then the defender gets to roll two dice, keeping the higher. If the Difficult Terrain is on the attacker's Land, then there is no defender bonus. NOTE: Anytime you attack over a strait, the defender gets to roll 2 dice. A strait is not on either side of the land.

Examples of Difficult Terrain

Straits   Forests   Great Wall   Mountains

Guptas Attacker / Romans Defender

Example: In Epoch IV, the Guptas are expanding within India.

1. The Guptas start in Eastern Deccan and expand into Eastern Ghats. The defender there gets only 1 die on defense since there is no Difficult Terrain.

2. After winning the battle, the Guptas expand into Ceylon. Since they are crossing a strait, the defender gets to roll 2 dice.

3. After winning that battle, the Guptas expand from Eastern Ghats into Western Ghats. Since the defender has mountains in his Land, he gets to roll 2 dice on defense.

4. Finally, after winning that battle, the Guptas move north to the Ganges Delta from Eastern Deccan. Since the woods are in the Attacker's (Gupta's) Land, the defender gets no bonus and only rolls 1 die.

Attacking from the Sea

When you land an army directly from a fleet (as opposed to an adjacent Land), the defender rolls three (3) dice when defending, keeping the highest.

Example: In Epoch VII, the British player is expanding from Albion to Chekiang (in China) in one move (using her vast naval presence). There is already an army in Chekiang so combat takes place. The attacking British army rolls with 2 dice, scoring a 2 and a 4. The defender gets three dice, rolling a 1, 1, and 5. The British army is defeated and removed. A second attempt succeeds, removing the defending army and giving the British a foothold on land. From here the British player expands into the Lands of Si-Kyang, Yangtze Kiang, or the Great Plain of China without penalty since she is expanding from Chekiang not from the sea.

Attacking an Army in a Fort

A defender in a fort gets a defensive bonus in addition to any bonuses received for Difficult Terrain (or sea attacks). A defender in a fort adds +1 to the die roll he or she keeps. Therefore a rolled 5 becomes a 6. Furthermore, if the defender loses (or ties), the first piece removed is the fort, not the army in the fort. If the attacking army is still in the Land, there is another round of combat, as the Land still contains two opposing armies. If the defender is defeated again, the defending army is removed.

Sack and Pillage Capitals

Whenever your army takes over a Land already containing a capital, the capital is turned over and becomes a city.

Whenever your army takes over a Land already containing a city, the city is sacked and removed from play.

If a Land is left vacant (due to a tie in combat die rolls), leave the capitol or city in its current state. Only turn over (or remove) the piece when an invading army successfully enters the Land after a battle.

Any monuments in the Land remain.

Example: The Mongols are on a rampage in Epoch V. The player has played a Leader card, giving him 3 dice on attack. His first expansion is from Mongolia into Wei River, defended behind the Great Wall of China and containing a capital and a fort. The Mongols place an army into Wei River and combat takes place. The Mongols roll three dice (due to the Leader card) and score a 4, 6 and 6. The defender rolls two dice (due to the

attack coming over Difficult Terrain—the Great Wall of China) and adds one to the total for the fort. The defender rolls a 1 and a 6. The 6 becomes a 7, defeating the Mongol army. However a new army takes its place and rolls a 2, 4, and 5. The defender rolls a 3 and a 4. The 4 becomes a 5, resulting in a tie. The Mongols remove their army and the defender removes his fort (forts are the first loss taken when defending a Land). A new Mongol army invades, rolling a 1, 2 and 6. The defender still gets 2 dice but no more +1 bonus because the fort is gone. He rolls a 2 and a 5. The Mongols win and the defending army is removed. The capital is turned over and becomes a city with a Mongol army in it.

Building
Resource Symbols and Monuments

On the gameboard are 18 resource symbols, which represent vital material sites. As you take over Lands with these symbols, you build monuments to your glory (and score points for it).

After all expansion is complete, check Lands containing the Active Empire's armies for resource symbols. For every two (2) Lands with resource symbols you control, build a monument. If your Active Empire controls four resource symbols, you may build two, etc. NOTE: The resource symbols must be controlled by your Active Empire, not by Minor Empires, Kingdoms, or past Empires.

You must place monuments in certain Lands first, see below. At no point can a Land have more than one monument.

- If the Empire has a capital, place a monument there first.

- Otherwise, place it in any city the Active Empire controls.

- Otherwise, place it in a Land containing on of the resource symbols controlled by that empire.

If unable to place the monument using these rules, you may not build a monument. Also, if all monuments are on the gameboard, you may not build a monument.

Clean Up

After building monuments (if any), discard any Event Cards played and remove any fleets from the board. Your turn is over.

Chapter VI
Scoring

After your turn is over (not after the entire Epoch), you score for all your Active and past Empires on the board (all pieces of your color). When scoring, count all Lands controlled by your color, regardless of what Epoch that piece comes from.

First look at how many Lands you control within an Area. Your level of control in an Area determines how many points you score in that Area. All Areas are checked after your turn (although, early in the game, many Areas score zero).

- If you have at least one army in an Area, you have presence in the Area.

- If you have at least two armies in an Area and more than any other player, you have dominance in the Area.

- If you have at least three armies in an Area and no other player has any army in that Area, then you have control in the Area.

Every Area has a base score. This score may change from Epoch to Epoch as the importance of certain Areas wax and wane. See the Victory Point Table on the back page.

The Score Charts on the board (next to the different Areas) summarize the different scores for each Area. The first number is the base score (presence). The next number is doubled (dominance), and the third is tripled (control).

Every time an Area is scored, advance your mover along the scoring track.

After all Areas are scored, you then score for capitals, cities and monuments.
> 2 points for every capital you control.
> 1 point for every city you control.
> 1 point for every monument you control.

Note: You don't score any points for Forts.

If your score goes over 100, place your mover within a fort and continue moving it along the track, starting over at zero. The fort represents 100 points. If a player goes over 200 points, place a capital in the fort and start again.

After all Areas, capitals, cities and monuments have been scored, it's the next player's turn.

Example: *The purple player has just finished his Epoch II turn. He was the Egyptians in the first Epoch and the Vedic City States in Epoch II. The remnants of the Egyptian Empire has armies in the Nile Delta, Libya, and Palestine. The Vedic City States has armies in Upper Indus, Western Deccan, Eastern Ghats, Hindu Kush, and Persian Plateau. Because the Vedic States controls two lands with resource symbols, the purple player places a monument in the Upper Indus (where the Vedic City States capital is located). In North Africa, purple has at least 2 armies and more than anyone else, so Egypt has dominance. The base score for North Africa in Epoch I is 2. This is doubled due to dominance and becomes 4. Purple also has 2 armies in the Middle East (1 Egyptian in Palestine and 1 Vedic City States army in the Persian Plateau). However, another player has 3 armies in the Middle East. Although purple has 2 armies, he does not have dominance and only scores the base score of 3 for the Middle East. In India, purple has 4 armies and no one else has any. This results in control of India so the base score of 2 is tripled to 6. Finally, there is the Egyptian capital and the Vedic City States capital, each scoring 2 points (4 for the two). The monument in Upper Indus is worth a final point. Adding up all the points, the purple player scores 18 points (4 + 3 + 6 + 2 + 2 + 1).*

Chapter VII
Between Epochs & Winning the Game

After all Empires in an Epoch have either been played or skipped (in the case that the Empire was not drawn), the Epoch is over. At this point, players do three things: check for Pre-eminence (who's winning), adjust the Score Charts and draw for new Empires.

Pre-eminence Markers
At the end of an Epoch, after all players have played and scored, check to see which player has the most Victory Points. This player is pre-eminent and takes 1 Pre-eminence Marker from the pile. This player may not look at the Marker until the end of the game. If there are two people tied with the most Victory Points, neither is pre-eminent and no Pre-eminence Marker is drawn for that Epoch.

Drawing for New Empires
Drawing for Empires is similar to the start of the game, where players draw an Empire Card and decide whether to keep it or pass it to another player. However, players draw new Empire Cards in the following order:

- The player with the lowest number of Victory Points draws first, then the person in second-to-last place, etc. The leader draws last.

- When players have the same number of Victory Points, the player whose Empire in the previous Epoch had a lower Empire Strength number draws first. For example, if two players have 8 Victory Points, but one player played the Egyptians in Epoch I (strength of 5) and the other played the Minoans (strength of 3), then the Minoan player draws first.

- If two or more players are tied with Victory Points *and* the Empire strength of the previous turn, then the player who went earlier in the past Epoch draws first. For example, if two layers have 8 Victory Points and both played Empires with a strength of 5 (the Egyptians and the Aryans) in the previous Epoch, then the Egyptian player draws first as Egypt occurred earlier in the Epoch.

While you are drawing and distributing cards, the leader should check the Score Charts. Remove expired Score Charts and make sure the upcoming Epoch Score Chart is on top of the pile.

Strategy for Empire Distribution

When drawing Empire Cards for an Epoch, be careful to whom you pass an Empire. Here are a few strategy hints:

- Notice how strong an Empire is. Stronger Empires are usually more powerful and should be kept by losing players or given to losing players.

- Notice when an Empire appears. An Empire that happens earlier (especially the first one) allows a person to score more for past Empires as those Empires haven't been overrun yet.

- Notice where an Empire appears. Giving a player an Empire where he or she already has armies could be good (if they deplete their army pool by replacing old Empires) or it could be bad (if they gain dominance in an Area). On the other hand, giving them an Empire far from their strength enables them to gain more presence in more Areas.

- Notice the details of an Empire. Not having a capital (especially early on) prevents a person from scoring two points every turn that capital is in existence. Also, an Empire with navigation (especially towards the end of the game) can quickly expand to unoccupied Lands, gaining control or dominance without a fight.

Winning the Game

After the last player ha scored for Epoch VII, make sure the Pre-eminence Marker is drawn (if need be).

Starting with the player in last place, each player turns over any Pre-eminence Markers they have and adds the value of the Markers to their score, adjusting their mover along the scoring track. After all players have added their Pre-eminence Markers to their scores, the player with the most Victory Points wins the game.

Ties

If two players are tied for Victory Points, add up the combined army strengths of all seven of their played Empires. The player whose combined army strength is lower is the winner.

If there is still a tied, then the player with more Pre-eminence Marker points is the winner.

If there is still a tie, then the player with the lower army strength in Epoch VII is the winner.

A Look at the Empires

Many players find it helpful to know when Empires, Kingdoms, and Minor Empires are going to appear in the game. These seven maps show where the Empires in each Epoch will appear (in numerical order), plus where that Epoch's Minor Empires (m) and Kingdoms (k) will appear.

Epoch II

Epoch III

Epoch IV

Epoch V

Epoch VI

Epoch VII

Optional Rules for Advanced Players

People who have played the earlier Avalon Hill release of this game will note that many rules have been streamlined and/or eliminated in this version. For those who want to play a more advanced version of the game, add these optional rules. Note that these rules will probably lengthen gameplay a bit.

- Pre-eminence Markers

Eliminate Pre-eminence Markers. These are not rewarded to the leader at the end of an Epoch.

- Minor Empires

When distributing Event Cards at the start of the game, separate the Minor Empire cards from the rest of the Greater Events. Distribute one Minor Empire card to each player and two other Greater Event cards.

- Multiple Armies

Players may have up to 3 figures in a Land. These may be 3 armies or 2 armies and a fort. You may not have more than one fort in a land. When defending in this land you still defend with normal dice. The extra figures just allow extra casualties.
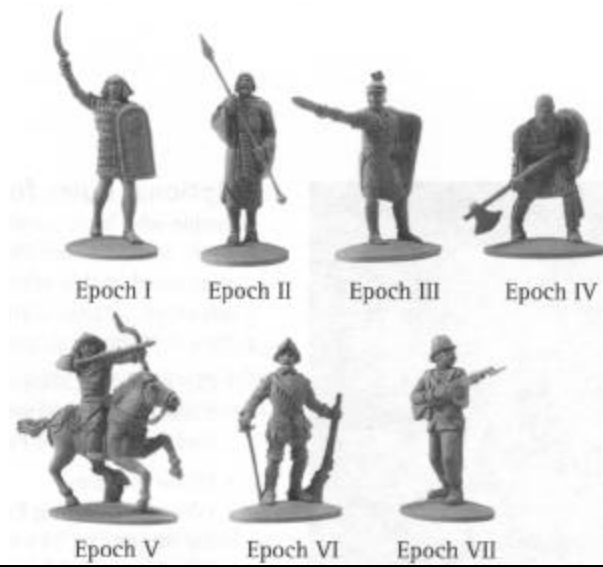
- Naval Control

Active Empires (not Minor Empire) with navigation may place armies from their army pool onto their fleet markers in a sea (not an ocean). At the end of the turn, any fleets with armies on them remain o the board. You score one Victory Point for each sea controlled this way. Any Active Empires who want to put a fleet into a sea controlled by a past Empire must fight the existing fleet. Combat is handled normally with the attacker rolling two dice and the defending fleet rolling one. All fleet combat is resolved, in any order, before any army expansion starts. If there are not enough fleet markers available to an Active Empire at the start of its turn, fleets with armies are removed from the board starting with the oldest Epoch first. The Active Empire (who needs the fleet markers) decides which fleets to take within this Epoch and in what order.

Epoch I Epoch II Epoch III Epoch IV

Epoch V Epoch VI Epoch VII

Scoring For Land Areas	
Presence	At least one army in an Area.
Dominance	At least two armies in an Area, and more than any other player.
Control	At least three armies in an Area with no other player's army in the Area.

Victory Points Table

Epoch	I	II	III	IV	V	VI	VII
Middle East	2	3	3	3	3	2	1
North Africa	1	2	2	2	2	2	1
China	1	2	3	3	3	3	3
India	1	2	3	3	3	3	3
Southern Europe	1	2	3	3	3	3	2
Northern Europe			1	2	2	3	4
Southeast Asia			1	2	2	2	2
Eurasia					1	1	2
North America					1	1	3
South America					1	2	2
Nippon					1	1	2
Africa						1	2
Australia							2

Empire / Epoch Cards

14 MACEDONIA
Start Land-Pindus
Navigation-Red Sea, E. Med. & Black Sea
Capital-Yes (Pella)
Leader: Alexander the Great (336-323 BC)

14 HUNS
Start Land-Western Steppe
Navigation-None
Capital-No
Leader: Attila (445-453 AD)

20 ROMANS
Start Land-South Appenines
Navigation-E. Med. & W. Med.
Capital-Yes (Rome)
Leader: Julius Caeser (59-44 BC)

16 BRITAIN
Start Land-Albion
Navigation-N. Atlantic, Atlantic, Indian & W. Pacific Oceans
Capital-Yes (London)
Leader: Victoria (1837-1901 AD)

18 MONGOLS
Start Land-Mongolia
Navigation-None
Capital-No
Leader: Genghis Khan (1196-1227 AD)

EPOCH IV
300-750AD

Guptas 8 — Eastern Deccan • Bay of Bengal
Goths 10 — Danubia • W. Med.
Huns 14 — Western Steppe
Byzantines 11 — Balkans • Black Sea, E. Med, W. Med.
T'ang Dynasty 10 — Yangtze Kiang • S. China Sea
Arabs 15 — Arabian Peninsula • Red Sea
Khmers 5 — Mekong • S. China Sea

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Greater Event Cards

ALL

Weaponry

The Active Empire adds +1 to each of its die rolls this turn.

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ALL

Leader

The Active Empire rolls three dice when attacking until it rolls triples. Any triples roll kills the Leader and returns the Empire to attacking with two dice.

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ALL

Reallocation

Resolve this card before placing your first army.

After placing all fleets but before expanding, the Active Empire may remove as many fleets as desired and replace them with coins. Once expansion begins, no more reallocating may take place.

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EPOCH VII

Minor Empire: Japan

Resolve this card before placing your first army.

Strength: 5, Start Land: Honshu, Navigation: Sea of Japan, Capital: Yes

Greater Event

EPOCH III

Minor Empire: Mayans

Resolve this card before placing your first army.

Strength: 2, Start Land: Central America, Navigation: None, Capital: Yes

Lesser Event Cards

ALL

Treachery

When playing this card, name a Land controlled by an enemy. During this turn, if you attack that Land, you automatically win the attack. If the Land is not attacked this turn, then the card is wasted.

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ALL

Population Explosion

Resolve this card before placing your first army.

The Active Empire receives two coins at the start of its turn.

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EPOCH III–VII

Siegecraft

The Active Empire's armies gain a +1 bonus to die rolls when attacking a Land that contains a fort, capital or city. Furthermore, when the attacking army is victorious against a Land with a fort, the defender loses both the fort and defending army at the same time. A Land with both a fort and a city (or capital) only gains a +1 bonus.

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ALL

Elite Troops

The Active Empire's armies win all ties until it loses an army in combat.

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Engineering

Resolve this card before placing your first army.

If the Active Empire has a capital, add two forts to its army pool.

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EPOCH V–VI

Crusade

Resolve this card before placing your first army.

Place three armies from Epoch I in the Eastern Mediterranean Sea space. These armies may expand from the sea using normal expansion rules. They attack with +1 to their die roll. If Palestine is captured by the crusaders, place a fort and a city in the Land.

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Statistics

	Empire Name	Leader	Units	Starting Location	Capital	Fleets
Epoch I (3000 BC)	Sumeria	En Men Barge Si	4	Lower Tigris	Yes	
	Egypt	Zoser	**5**	Nile Delta	Yes	Red Sea, E. Med.
	Minoans	Minos	3	Crete	Yes	E. Med.
	Indus Valley	-Unknown-	4	Lower Indus	Yes	
	Babylonia	Hammurabi	4	Middle Tigris	Yes	
	Shang Dynasty	Ch'eng T'ang	3	Yellow River	Yes	
	Aryans	Sudas	**5**	Turanian Plain		
Epoch II (1400 BC)	Assyria	Shalamaneser I	8	Upper Tigris	Yes	
	Chou Dynasty	King Wen	6	Wei River	Yes	
	Vedic City States	Janaka	6	Upper Indus	Yes	
	Greek City States	Pheidos of Argos	7	Morea	Yes	Black Sea, E. Med., W. Med.
	Scytians	Kashtariti	7	Caucasus		
	Carthaginia	Hasdrubal	7	Shatts Plateau	Yes	E. Med., W. Med.
	Persia	Darius the Great	**12**	Persian Plateau	Yes	Red Sea, Black Sea, E. Med.
Epoch III (450 BC)	Celts	Ambigatus	8	Central Europe		
	Macedonia	Alexander the Great	14	Pindus	Yes	Red Sea, Black Sea, E. Med.
	Maurya	Asoka	9	Ganges Delta	Yes	
	Han Dynasty	Wu-Ti	11	Great Plain of China	Yes	S. China Sea
	Hsiung-Nu	Lao Shangi	5	Mongolia		
	Romans	Julius Caesar	**20**	S. Appenines	Yes	E. Med., W. Med.
	Sassanids	Ardashir I	9	Zagros	Yes	
Epoch IV (300 AD)	Guptas	Chandragupta	8	Eastern Deccan	Yes	Bay of Bengal
	Goths	Alaric	10	Danubia		W. Med.
	Huns	Attila	14	Western Steppe		
	Byzantines	Justinian I	11	Balkans	Yes	Black Sea, E. Med., W. Med.
	T'ang Dynasty	T'ai-Tsung	10	Yangtze Kiang	Yes	S. China Sea
	Arabs	Omar	**15**	Arabian Peninsula	Yes	Red Sea
	Khmers	Jayavarman I	5	Mekong	Yes	S. China Sea
Epoch V (750 AD)	Franks	Charlemagne	9	Northern Gaul	Yes	W. Med.
	Vikings	Ragnar Lodbruk	7	Scandinavia		North Atlantic Ocean
	Holy Roman Empire	Otto the Great	8	Central Europe	Yes	
	Chola	Rajaraja	7	Eastern Ghats	Yes	Bay of Bengal
	Sung Dynasty	Shen-Tsung	9	Szechuan	Yes	S. China Sea
	Seljuk Turks	Zengi	12	Turanian Plain		
	Mongols	Genghis Khan	**18**	Mongolia		

	Empire Name	Leader	Units	Starting Location	Capital	Fleets
Epoch VI (1300 AD)	Ming Dynasty	Hung-Wu	9	Chekiang	Yes	S. China Sea
	Timuride Emirates	Tamerlane	8	Turanian Plain	Yes	
	Incas	P. Yupanqui	2	Northern Andes	Yes	
	Aztecs	Moctezume	2	Mexican Valley		
	Ottoman Turks	Mehmed II	**14**	Western Anatolia	Yes	Red Sea, Black Sea, E. Med.
	Portugal	Manuel I	8	Western Iberia	Yes	Atlantic, Indian, W. Pacific Oceans
	Spain	Charles V	12	Pyrenees	Yes	Atlantic, Indian, W. Pacific Oceans
	Mughals	Akbar	10	Ganges Valley	Yes	Bay of Bengal

	Empire Name	Leader	Units	Starting Location	Capital	Fleets
Epoch VII (1550 AD)	Russia	Ivan the Terrible	10	N. European Plain	Yes	Black Sea, Sea of Japan
	Manchu Dynasty	K'ang His	11	Manchurian Plain	Yes	Sea of Japan, S. China Sea
	Netherlands	William III	6	Lower Rhine	Yes	Atlantic, Indian Oceans
	France	Napoleon	11	Western Gaul	Yes	N. Atlantic, Atlantic, Indian, W. Pacific Oceans
	Britain	Victoria	**16**	Albion	Yes	N. Atlantic, Atlantic, Indian, W. Pacific Oceans
	United States	Grant	9	Appalachia	Yes	Caribbean Sea, E. Pacific, W. Pacific Oceans
	Germany	Wilhelm II	10	Baltic Seaboard	Yes	Atlantic, Indian Oceans

Greater Event Cards

Epoch	Name	Count	Description
All	Reallocation	4	Resolve this card before placing your first army. After placing all fleets but before expanding, the Active Empire may remove as many fleets as desired and replace them with coins. Once expansion begins, no more reallocating may take place
All	Leader	7	The Active Empire rolls **three** dice when attacking until it rolls triples. Any triples roll kills the leader and returns the Empire to attacking with two dice.
All	Weaponry	4	The Active Empire adds +1 to each of its die rolls this turn.
I	Hittites	1	Resolve this card before placing your first army. **Strength**: **3**, **Start Land**: Eastern Anatolia, **Navigation**: None, **Capital**: Yes
II	Phonecia	1	Resolve this card before placing your first army. **Strength**: **3**, **Start Land**: Levant, **Navigation**: W. Med., E. Med., **Capital**: Yes
III	Mayans	1	Resolve this card before placing your first army. **Strength**: **2**, **Start Land**: Central America, **Navigation**: None, **Capital**: Yes
IV	Anglo-Saxons	1	Resolve this card before placing your first army. **Strength**: **3**, **Start Land**: Levant, **Navigation**: W. Med., E. Med., **Capital**: No
V	Fujiwara	1	Resolve this card before placing your first army. **Strength**: **3**, **Start Land**: Hokaido, **Navigation**: Sea of Japan, **Capital**: Yes
VI	Safavids	1	Resolve this card before placing your first army. **Strength**: **3**, **Start Land**: Persian Salt Desert, **Navigation**: None, **Capital**: Yes
VII	Japan	1	Resolve this card before placing your first army. **Strength**: **5**, **Start Land**: Honshu, **Navigation**: Sea of Japan, **Capital**: Yes

Lesser Event Cards

Epoch	Name	Count	Description
I	Kingdom: *Cannanites*	1	Resolve this card before placing your first army. Place **one** army (from Epoch VII) and a city in the **Palestine**. Any army (and fort) already there is destroyed.
II	Kingdom: *Etruscans*	1	Resolve this card before placing your first army. Place **one** army (from Epoch VII) and a city in the **Northern Appenines**. Any army (and fort) already there is destroyed.
III	Kingdom: *Kush*	1	Resolve this card before placing your first army. Place **one** army (from Epoch VII) and a city in the **Upper Nile**. Any army (and fort) already there is destroyed.
IV	Kingdom: *Tiahuanaco*	1	Resolve this card before placing your first army. Place **one** army (from Epoch I) and a city in the **Southern Andes**. Any army (and fort) already there is destroyed.
V	Kingdom: *Mali*	1	Resolve this card before placing your first army. Place **one** army (from Epoch I) and a city in the **Gold Coast**. Any army (and fort) already there is destroyed.
VI	Kingdom: *Thai*	1	Resolve this card before placing your first army. Place **one** army (from Epoch I) and a city in the **Malayan Peninsula**. Any army (and fort) already there is destroyed.
VII	Kingdom: *Zimbabwe*	1	Resolve this card before placing your first army. Place **one** army (from Epoch I) and a city in **East Africa**. Any army (and fort) already there is destroyed.
II – V	Migrants: *Australia*	1	Resolve this card before placing your first army. Place **two** armies from any Epoch (except VII) in any two Lands in **Australia**. These armies must occupy vacant Lands. They may not build monuments or attack.
II - VII	Civil War	3	Resolve this card before placing your first army. Place **three** armies from a far-off Epoch in three different Lands of any one enemy Empire. These armies attack the existing army in that Land without any Difficult Terrain penalties (fort bonuses still apply for the defender). If victorious, these Lands fall under your control.
II – VII	Barbarians	2	Resolve this card before placing your first army. Place an army from a far-off Epoch in a Barren Land and attack out of this barren Land into an occupied enemy Land. If successful, leave the Barbarian army in the conquered Land, place another army in the Barren Land and attack another occupied Land. Continue this process until a Barbarian army is defeated or until all adjacent enemy-occupied Lands have been conquered.
II – VII	Jewish Revolt	1	Resolve this card before placing your first army. One army from a far-off Epoch appears in Palestine and attacks any army there, using three dice. This army attacks without any Difficult Terrain penalties (fort bonuses still apply for the defender). If victorious, Palestine falls under your control.

Epoch	Name	Count	Description
III – V	Migrants: *North America*	1	Resolve this card before placing your first army. Place **two** armies from Epoch I in any two Lands in **North America**. These armies must occupy vacant Lands. They may not build monuments or attack.
III – V	Migrants: *Africa*	1	Resolve this card before placing your first army. Place **two** armies from Epoch I in any two Lands in **Africa**. These armies must occupy vacant Lands. They may not build monuments or attack.
III – VII	Siegecraft	2	The Active Empire's armies gain a +1 bonus to die rolls when attacking a Land that contains a fort, capital or city. Furthermore, when the attacking army is victorious against a Land with a fort, the defender loses both the fort and defending army at the same time. A Land with both a fort and a city (or capital) only gains a +1 bonus.
V – VI	Crusade	1	Resolve this card before placing your first army. Place three armies from Epoch I in the Eastern Mediterranean Sea space. These armies may expand from the sea using normal expansion rules. They attack with +1 to their die roll. If Palestine is captured by the crusaders, place a fort and a city in the Land.
VI	Black Death	1	Resolve this card before placing your first army. Choose two adjacent Areas. Every army in a Land in those Areas must roll one die. If the army rolls a 1, it is eliminated (along with any fort).
All	Treachery	2	When playing this card, name a Land controlled by an enemy. During this turn, if you attack that Land, you automatically win the attack. If the Land is not attacked this turn, then the card is wasted.
All	Elite Troops	2	The Active Empire's armies win all ties until it looses an army in combat.
All	Naval Power	2	The Active Empire's armies suffer a lower penalty when attacking a Land from a fleet. Defenders only roll 2 dice defending against these naval attackers.
All	Engineering	2	Resolve this card before placing your first army. If the Active Empire has a capital, add two forts to its army pool.
All	Expert Troops: Straits	1	The Active Empire's armies suffer no Difficult Terrain penalties when attacking across **straits**. Defenders only roll 1 die when defending against these attackers.
All	Expert Troops: Mountains	1	The Active Empire's armies suffer no Difficult Terrain penalties when attacking over **mountains**. Defenders only roll 1 die when defending against these attackers.
All	Expert Troops: Forests	1	The Active Empire's armies suffer no Difficult Terrain penalties when attacking through **forests**. Defenders only roll 1 die when defending against these attackers.
All	Population Explosion	3	Resolve this card before placing your first army. The Active Empire receives two coins at the start of its turn.

Epoch	Name	Count	Description
All	Famine	1	Resolve this card before placing your first army. Choose an Area. All armies in Lands in that Area must roll a die. A roll of 1 means that army (and any fort) is destroyed.
All	Plague	1	Resolve this card before placing your first army. Choose an occupied Land. The army in that Land must roll 4 dice. If a 1 is rolled on any die, the army (and any fort) in that Land is destroyed. If the army dies, the Plague spreads to an adjacent Land of your choice, where the army therein must roll 3 dice. Again, a 1 eliminates the army and any fort. The Plague continues to travel using 3 dice until an army survives it or until it can spread no further due to vacant Lands or seas.
All	Pestilence	1	Resolve this card before placing your first army. Choose a Land. Any army in that Land must roll three dice. If a 1 is rolled on any die, the army (and any fort) in that Land is destroyed. All adjacent Lands to the first must roll two dice. Again, any roll of 1 destroys the army (and any fort) in that Land.
All	Jihad	1	The Active Empire uses three dice to attack and wins all ties until it loses its first army, at which point it attacked using two dice, but still wins ties. After losing its second army, the Empire does not win ties, and attacks normally for the remainder of the turn.
All	Disaster	4	Resolve this card before placing your first army. Choose up to two Lands that contain monuments. Destroy the monuments in those Lands. Any city or fort in those Lands is also destroyed. Any capital in those Lands is reduced to a city.
All	Civil Service	3	Resolve this card before placing your first army. The Active Empire receives one coin at the start of its turn. If the Empire has a capital, it receives a bonus coin. If the Empire has navigation, it receives a bonus coin. The two bonuses may both be gained, if applicable.
All	Astronomy	2	Resolve this card before placing your first army. The Active Empire may place a fleet in any sea (not ocean) at the start of a turn. This is in addition to any fleets it normally receives (if any).
All	Allies	2	The Active Empire receives two coins at the start of its turn. These coins may be used normally except that any armies bought with the coins may only be used to expand into unoccupied Lands. These armies may not be used to attack.