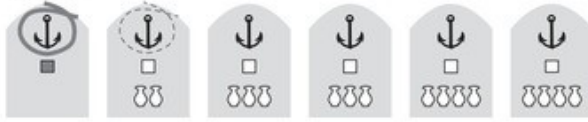


ROLL THROUGH THE AGES

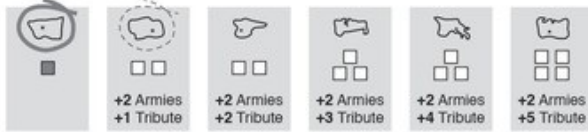
THE IRON AGE



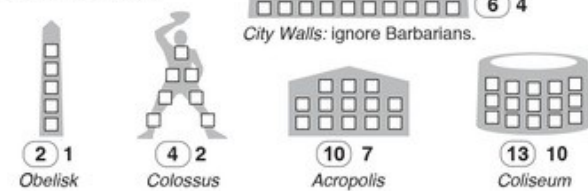
PORTS



PROVINCES



MONUMENTS



DEVELOPMENTS

Cost	Name	VPs	Effect
2	Leadership	1	Reroll 1 die (after last roll)
2	Granaries	1	May convert goods into food at 1:1
3	Dyemaking	2	Collect 1 good (each turn)
3	Formations	2	+2 to battle
4	Medicine	3	Ignore Pestilence effects
4	Shipbuilding	3	May build ships. Bonus: 1/ship
5	Irrigation	4	+1 food/food die
6	Metallurgy	5	Innovations = 5
7	Religion	8	Ignore Unrest
8	Architecture	6	Use 2 to build 3 monument boxes
9	Coinage	7	Store goods as wealth at 3:1
10	Aqueducts	9	+2 food/food die. Bonus: 1/3 food
12	Navy	7	Add ships to battle. Bonus: 1/ship
12	Roads	12	-6 cost for developments
15	Civics	13	Ignore Civil War. Bonus: 3/monument
20	Empire	15	Bonus: 1/province and 1/army
30	Commerce	15	Bonus: 1/port and 1/ship

CONQUEST



After conquest win, fill in box.

TRIBUTE



DISASTERS



YOUR NAME

Start Player

Setup: build a second port or province.

TURN SEQUENCE

1. **Roll** dice and collect goods and food
2. **Feed** provinces and resolve disasters
3. **Resolve** any battle, conquest, or tribute demand
4. **Build** ports, provinces, monuments, armies, 1 = 1 food and 1 population ships 1 = 2 goods, with Shipbuilding
5. **Buy** 1 development
6. **Store** goods as wealth at 4:1

EMPIRE DICE

	3 Population		1 Innovation
	3 Food		1 Good/Port
	2 Food or 2 Population		1 Good, 1 Disaster and 1 Population

FATE DIE

	Abundance +1 food/food die		1 Good, 1 Disaster and 1 Population
	Drought -1 food/food die		May battle for conquest
	Omens: set 1 die (after all rerolls)		Demand tribute from opponents

DISASTER RESULTS

No food	Famine	-1 pt (per province)
	Unrest	-1 pt
	Barbarians	battle vs. 4
	Pestilence	-3 pts (to opponents)
	Civil War	-4 pts
	Invasion	all battle vs. 10

BATTLE

Battle: compare armies vs. opposing strength :
 > win tribute equal to the difference
 < lose disaster points equal to the difference
 Then (win, lose, or tie): -1 army (with Navy, -1 ship)

Tribute Demand: gain tribute equal to the strength difference from each weaker player. Take no losses. A player may give you 1 good instead.

GAME END

Short game: 5 developments or 30 tribute or all but 1 of the monuments are built

Full game: 7 developments or 50 tribute or all monuments are built

SCORE

	Monuments
	+ Developments
	+ Bonuses and 2/wealth
	+ Tribute
	= Subtotal
	- Disaster Points
	= Total