

# ROLL THROUGH the AGES

THE LATE BRONZE AGE

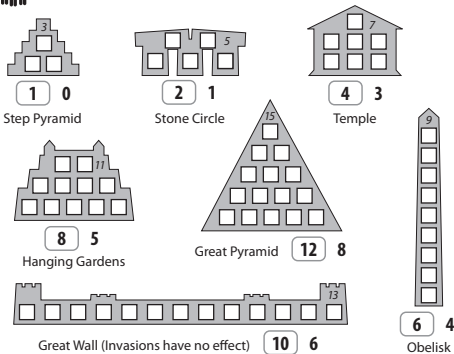
## CITIES



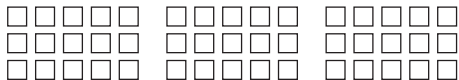
## DEVELOPMENTS

Cost	Name	Pts	Effect
10	<input type="checkbox"/> Leadership	2	Reroll 1 die (after last roll)
10	<input type="checkbox"/> Irrigation	2	Drought has no effect
15	<input type="checkbox"/> Agriculture	3	+1 food / food die
15	<input type="checkbox"/> Quarrying	3	+1 stone if collecting stone
20	<input type="checkbox"/> Medicine	4	Pestilence has no effect
20	<input type="checkbox"/> Preservation	4	Food x2 before roll for 1 pottery
20	<input type="checkbox"/> Coinage	4	Coin die results are worth 12
20	<input type="checkbox"/> Caravans	4	No need to discard goods
25	<input type="checkbox"/> Shipping	5	Swap 1 good / ship
25	<input type="checkbox"/> Smithing	5	Invasion affects opponents
25	<input type="checkbox"/> Religion	7	Revolt affects opponents
30	<input type="checkbox"/> Granaries	6	Turn in food for 6 coins apiece
30	<input type="checkbox"/> Masonry	6	+1 worker / worker die
40	<input type="checkbox"/> Engineering	6	Turn in stone for 3 workers apiece
40	<input type="checkbox"/> Commerce	8	Bonus pts: 1 / good
60	<input type="checkbox"/> Architecture	8	Bonus pts: 2 / monument
70	<input type="checkbox"/> Empire	10	Bonus pts: 1 / city

## MONUMENTS



## DISASTERS



**SHIPS**

Requires Shipping. Cost: 1 Wood & 1 Cloth apiece.

PLAYER'S NAME

## ORDER OF PLAY

1. **Roll** dice and collect goods and food
2. **Feed** cities and resolve disasters
3. **Build** cities, monuments, and/or ships
4. **Trade** goods and/or swap 1 good/ship
5. **Buy** up to 1 development
6. **Discard** goods in excess of 6

## DICE



## GOODS



## DISASTERS

Cause	Result	Effect
No food	Famine	-1 pt (per city)
☠	None	No Effect
☠☠	Drought	-2 pts
☠☠☠	Pestilence	-3 pts (opponents)
☠☠☠☠	Invasion	-4 pts*
☠☠☠☠☠+	Revolt	Lose all goods

\*With Smithing, turn in Spearheads for -2 pts apiece.

## GAME END

- Game ends at the end of the round when:
- All monuments are collectively built or
  - One player has 7 developments

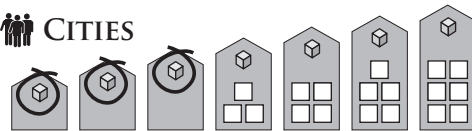
## SCORE

<input type="text"/>	Developments
<input type="text"/>	+ Monuments
<input type="text"/>	+ Bonuses
<input type="text"/>	= Subtotal
<input type="text"/>	- Disasters
<input type="text"/>	= Total

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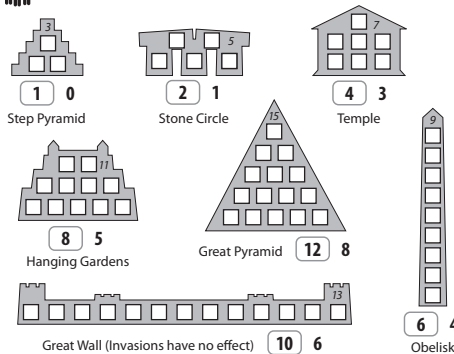
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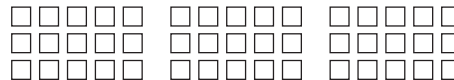
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