

INFANTRY OR CAVALRY  
**CAVALRY**   3  1



 DEAL 2 DAMAGE  DEAL 5 DAMAGE

INFANTRY OR CAVALRY  
**CAVALRY**   3  1



 DEAL 2 DAMAGE  DEAL 5 DAMAGE

INFANTRY OR CAVALRY  
**CAVALRY**   3  1



 DEAL 2 DAMAGE   DEAL 5 DAMAGE

INFANTRY OR CAVALRY  
**CAVALRY**   3  1



 DEAL 2 DAMAGE   DEAL 5 DAMAGE

INFANTRY OR CAVALRY  
**GYM**   4



 PLACE 1 ATK TOKEN ON A ATK CARD BEFORE ROLLING DICE

INFANTRY OR CAVALRY  
**GYM**   4



 PLACE 1 ATK TOKEN ON A ATK CARD BEFORE ROLLING DICE

INFANTRY OR CAVALRY  
**GYM**   4



 PLACE 1 ATK TOKEN ON A ATK CARD BEFORE ROLLING DICE

INFANTRY OR CAVALRY  
**GYM**   4



 PLACE 1 ATK TOKEN ON A ATK CARD BEFORE ROLLING DICE

INFANTRY OR CATAPULT  
**CATAPULT**   3  1



 DEAL 1 DMG, (3 DMG ON DEF CARDS)   DEAL 1 DMG TO ALL CARDS IN FRONT ROW



INFANTRY OR CATAPULT  
**CATAPULT**

DEAL 1 DMG,  
 (3 DMG ON  
 DEF CARDS)

DEAL 1 DMG  
 TO ALL CARDS  
 IN FRONT ROW

INFANTRY OR CATAPULT  
**CATAPULT**

DEAL 1 DMG,  
 (3 DMG ON  
 DEF CARDS)

DEAL 1 DMG  
 TO ALL CARDS  
 IN FRONT ROW

INFANTRY OR CATAPULT  
**CATAPULT**

DEAL 1 DMG,  
 (3 DMG ON  
 DEF CARDS)

DEAL 1 DMG  
 TO ALL CARDS  
 IN FRONT ROW

SCHOOL OR TEMPLE  
**TEMPLE**

GAIN 2  
 CULTURE

GAIN 5  
 CULTURE

SCHOOL OR TEMPLE  
**TEMPLE**

GAIN 2  
 CULTURE

GAIN 5  
 CULTURE

SCHOOL OR TEMPLE  
**TEMPLE**

GAIN 2  
 CULTURE

GAIN 5  
 CULTURE

SCHOOL OR TEMPLE  
**TEMPLE**

GAIN 2  
 CULTURE

GAIN 5  
 CULTURE

SCHOOL OR GARDEN  
**GARDEN**

GAIN 1 CULTURE WHEN A CULTURE  
 CARD ACTIVATES ON YOUR TERRITORY

SCHOOL OR GARDEN  
**GARDEN**

GAIN 1 CULTURE WHEN A CULTURE  
 CARD ACTIVATES ON YOUR TERRITORY





SCHOOL OR GARDEN

GARDEN






 5



P

GAIN 1 CULTURE WHEN A CULTURE CARD ACTIVATES ON YOUR TERRITORY



SCHOOL OR GARDEN

GARDEN






 5



P

GAIN 1 CULTURE WHEN A CULTURE CARD ACTIVATES ON YOUR TERRITORY



SCHOOL OR THEATER

THEATER






 3
  1





GAIN 1 CULTURE FOR EACH CULTURE CARD IN YOUR TERRITORY



SCHOOL OR THEATER

THEATER






 3
  1





GAIN 1 CULTURE FOR EACH CULTURE CARD IN YOUR TERRITORY



SCHOOL OR THEATER

THEATER






 3
  1





GAIN 1 CULTURE FOR EACH CULTURE CARD IN YOUR TERRITORY



SCHOOL OR THEATER

THEATER






 3
  1





GAIN 1 CULTURE FOR EACH CULTURE CARD IN YOUR TERRITORY



WALL








 1



P

MUST BE ATTACKED FIRST



GAIN 2 LIFE TOKENS



WALL








 1



P

MUST BE ATTACKED FIRST



GAIN 2 LIFE TOKENS



WALL








 1



P

MUST BE ATTACKED FIRST



GAIN 2 LIFE TOKENS

# WALL

MUST BE  
ATTACKED FIRST

GAIN 2  
LIFE TOKENS

# FARM OR RANCH RANCH

GAIN 6 GOLD

# FARM OR RANCH RANCH

GAIN 6 GOLD

# FARM OR RANCH RANCH

GAIN 6 GOLD

# FARM OR RANCH RANCH

GAIN 6 GOLD

# BLACKSMITH OR SMELTER SMELTER

GAIN 2  
MINERALS

GAIN 4  
MINERALS

# BLACKSMITH OR SMELTER SMELTER

GAIN 2  
MINERALS

GAIN 4  
MINERALS

# BLACKSMITH OR SMELTER SMELTER

GAIN 2  
MINERALS

GAIN 4  
MINERALS

# BLACKSMITH OR SMELTER SMELTER

GAIN 2  
MINERALS

GAIN 4  
MINERALS





MARKET OR PORT  
**PORT**



3




TRADE WITH TWO TRADING POSTS



MARKET OR PORT  
**PORT**



3




TRADE WITH TWO TRADING POSTS



MARKET OR PORT  
**PORT**



3




TRADE WITH TWO TRADING POSTS



MARKET OR PORT  
**PORT**



3




TRADE WITH TWO TRADING POSTS



**FORTRESS**



4

4




MUST BE  
AT TACKLED FIRST

GAIN 2  
LIFE TOKENS



**WAR  
ELEPHANT**



4

4




DEAL 2  
DAMAGE


DEAL 7  
DAMAGE



**ANCESTRAL  
VALLY**



4

4




GAIN 2  
CULTURE


GAIN 7  
CULTURE



















