

AGE OF CIVILIZATION

Rulebook



PROLOGUE

In the Age of Civilization, you will lead your people to their glorious future. Analyse the characteristics of each era you face, make the best choices for your kingdom. Through the rise and fall of several famous civilizations from mankind's fascinating history, have your unique civilization emerge victorious!

COMPONENTS



4 Technology Cards



2 Scoring Track Cards



1 Permanent Action Card



8 Action Cards



48 Civilization Cards



15 Wonder Cards



1 Starter
Token



40 Coin
Tokens



10 Gold Coin
Tokens



20 Technology
Tokens



16 Worker Tokens
(4 per player)



4 Star Tokens
(1 per player)



9 Event
Tokens



9 Special
Technology Cards



ONLY FOR SCENARIO MODE



8 Special
Action Cards



6 Command
Cards



3 Special
Event Tokens



KEY CONCEPTS



The following symbols and game effects are commonly used in the game:


SYMBOLS

 Point	 War
 Coin	 Worker
 Technology	 Action Slot (1 worker)
 Wonder	 Action Slot (2 workers)
 Military Strength	 Action Slot (sacrifice 1 worker)

EFFECTS

+  You score 1 point for each , update your score by moving your token on scoring track. There is no maximum score in a game.

+  You gain 1 coin for each , take the coin(s) from the supply. There is no limit to the amount of coins you can have.

Gain a  Take a wonder card of your choice from the wonder market. If there is no card in wonder market, ignore this effect.

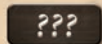
Gain a



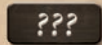
Choose 1 technology on your technology card, and place a technology token from the supply onto the square next to your chosen tech. These unlock the technology's ability for you.



Some techs have requirements. (indicated by the arrows between technologies) You must fulfill at least one of the requirements to gain those technologies.



When you perform the action, you will score extra / gain extra .



When you perform the action, you pay X coin(s) less.

-\$X

Every turn end:

The ability will activate whenever you end YOUR turn, including the turn in the last round.

Game end:

The ability will activate in the "Game end" phase. This kind of ability is always about scoring points.

Sacrifice



You lose a worker. Return a worker token to the supply. If you have no worker on hand, ignore this effect.

SETUP

1. Each player chooses a player color (black/brown/yellow/white).
2. The scoring track is made up of 2 scoring track cards. Each player places the star token on the "0" of the scoring track.
3. Shuffle the wonder card deck and reveal as many of them as "3 + number of players" (for example a total of 5 cards in a 2-player game) to form the wonder market. Put aside the other wonder cards, they will not be used in this game.
4. Shuffle the civilization card deck and reveal 5 cards to form the civilization market. Place the remaining cards near the market. They will be drawn when a civilization is selected from the market.
5. Shuffle the action card deck. (The following 8 cards)



- Use all 8 cards to make a time track in random order, then place the permanent action card at the upper left of the time track.
6. Place all the coin, gold coin, technology and worker tokens in piles to form the supply, within easy reach of all players. (A gold coin token represent 3 coin tokens.) (There is no limit for technology and coin tokens in the game. If you run out, please substitute with other tokens.)
 7. Each player takes 1 technology card and 3 coin tokens from the supply. (During the game, you are not allowed to hide any information, including the number of coins you have, from each other.)
 8. Whoever has the most history books will be the starting player. They take the starter token and will be the first to begin their turn.



* For your first game, we suggest you to use the following order of action cards to form the time track instead of a random order.



Region for a player



PLAYING THE GAME

Age of Civilization is played over 6 rounds. In each round, the starting player takes the first turn, and players continue to take turns in clockwise order until the round ends.

Objective

At the end of round 6, whoever has the most victory points wins!

Your First Turn

During your first turn in the game, you carry out ALL 3 of the following steps:

1. Rise a civilization
2. Take actions **or** Rest
3. Resolve your workers



1. Rise a civilization (in round 1)

Select 1 civilization from the 5 civilization cards in the market. Place it in front of you, near your technology card. Pick a number of worker tokens of your color from the supply, according to the population value indicated on the civilization card. If the newly-selected card contains some bonus coins (will be explained shortly), you take these coins at the same time.

After that, place 1 coin from the supply on each civilization card remaining in the market. These coins are called bonus coins and will be taken by the player who picks the card afterwards.

Finally, draw a new civilization card from the deck and place it into the market.

The selected civilization is now your main civilization. Each civilization has at least 2 abilities which will help you in different ways :

1. The upper ability is the main ability. It will be effective **ONLY** when the civilization is your main civilization.
2. The lower ability is the legacy ability. It will be effective for the whole game, even if the civilization is already declined.

♦ For a detailed explanation of the abilities, see page 19.



2A. Take actions

You take actions by assigning your worker tokens to the action slots. (Each action slot can only be used once per turn.)

There are 10 kinds of actions in the game, but only 6 of them are normally available in each round without the special ability.

The 3 actions on the permanent action card, **Wonder**, **Research** and **Exploit**, are available in each round. The action cards underneath the permanent action card are the other 3 actions available in the current round. The rest of the action cards are **NOT** currently available for assigning workers.



*In this example, the 6 available actions in round 1 are:
Wonder, Research, Exploit, Hunt, Fish and Farm.*

For each action, the requirement is indicated in the lower part. It shows how many workers and coins are required to perform the action. To perform the action, place the required worker(s) on the action slot. If the slot has a cost (e. g. with Wonder and Culture), you **MUST** pay that number of coins to the supply. After that, activate the effect, which is indicated in the upper part.





The effect
of the action

The requirement
of the action



In this example, you place 1 worker on the action slot of Culture. As there is a cost \$4 printed in the slot, you pay 4 coins to the supply. After that, you score 2 points immediately.

Some actions may need you to sacrifice your worker after resolved. (see step 3. *Resolve your workers* in page 12)
You do not have to assign all your workers to action slots.

♦ For a detailed explanation of the actions, see page 17.


♦ There are a couple of action modifying abilities from civilizations and technologies. When you perform an action, pay attention if you have corresponding effects which may enhance the value of the action.


2B. Rest

If you choose to Rest, you take NO action this turn. None of your workers is assigned.

You immediately gain **2 coins** and **1 worker token**. The number of your workers may exceed the original population value of your main civilization, but you can only have a maximum of 4 workers at any given time.

3. Resolve your workers

At the end of your turn, each of your workers will be Resolved differently. Workers assigned to WHITE action slots , or workers not assigned at all in this turn, will all return to you, and they can be assigned again next turn.

Workers assigned to RED action slots  are sacrificed: Return them to the supply. You will have less workers at your disposal in the next turn.

Your Turn End:

When you have finished resolving the above steps, activate your “*Every turn end*” abilities in any order of your choice. Then the next player begins their turn.

Round End (in rounds 1 to 6)


When all players have finished their turn, the current round ends. Carry out the following 3 steps in order:




1. The starting player passes the starter token to the next player in counter-clockwise direction. The player receiving the starter token will be the starting player in the next round.


2. Move the permanent action card 1 card slot to the right. As a result, 1 action card of the previous round will become unavailable, and 1 new action card will be available for the next round.




3. Observe the upper left corner of the NEW action card.

If there is a war event symbol , a war occurs:

Compare the military strength  of all players. The player with the least military strength  sacrifice 1 worker. If there is more than one player  with the least military strength, all of these players sacrifice 1 worker.

◆ Your value of military strength is the number of  symbols on your civilizations and technologies.

If there is a sacrifice event symbol , a plague occurs:

Each player sacrifice 1 worker.



As there is a War symbol  on the new action card, the player(s) with the least military strength sacrifice 1 worker.

Then proceed to the next round, with the new starting player's turn.



Following Turns (in rounds 2 to 6)

In the following turns, you carry out these 3 steps:

1. Rise a new civilization **or** Annex a civilization **or** Skip
2. Take actions **or** Rest (same as round 1, see page 9-11)
3. Resolve your workers (same as round 1, see page 12)

1A. Rise a new civilization (in rounds 2 to 6)

Like in round 1, select any civilization from the 5 civilization cards in the market. Place it on top of your main civilization, but keep all the legacy abilities of your civilization cards visible.



Example of a player ruling Egypt, and rising Arabia.



Your previous civilization is considered to be declined. Its main ability will no longer be effective in the game. Instead, you receive a new main ability from the new civilization, and also ALL the legacy abilities of your civilization cards.

Discard all your worker tokens to the supply, and again pick a number of worker tokens according to the population value indicated on the new civilization card. If the newly-selected card contains some bonus coins, you take these coins at the same time. After that, place 1 coin from the supply on each civilization card remaining in the market, as a bonus coin. Finally, draw a new civilization card from the deck and place it into the market.

1B. Annex a civilization (in rounds 2 to 6)

Select a civilization from the 5 civilization cards in the market. Place it underneath your main civilization, but keep all the legacy effects of your civilization cards visible.



Example of a player ruling Egypt, and annexing Arabia.

In this case, your main civilization (and main ability) does not change. You receive the legacy ability of the Annexed civilization.

You will NOT renew your population by annexing a civilization, but you gain 1 worker token from the supply if you have less than 4. The number of your workers may exceed the original population value of your main civilization after the annexation.

If the newly-selected card contains bonus coins, you take these coins at the same time you Annex the civilization.

After that, place 1 coin from the supply on each civilization card remaining in the market, as a bonus coin. Finally, draw a new civilization card from the deck and place it into the market.

♦ In every game, each player can have 3 civilization cards AT MOST. If you already have 3 civilization cards (stacked in a row), you cannot Rise or Annex another civilization, and you have to skip the first step in your turn.

1C. Skip (in rounds 2 to 6)

Do nothing to the civilization market. You skip the Rise/Annex Civilization step and proceed to step 2 “Take actions” or “Rest”.

Game End



When round 6 ends (the permanent action card should be at the right end of the time track), each player activates their “Game end” abilities.

After that, the player with the highest points wins.

- In case of a tie, the tied player with the most workers wins.
- If there is still a tie, the tied player with the most coins wins.
- If there is still a tie, the tied players share victory!



DETAILS



This section clarifies details of cards.

Actions

Requirement:

Effect:

Wonder

1 worker (**will be sacrificed**) and 7 coins.

Score 3 points and gain 1 wonder.

Research

1 worker and 4 coins.
(Players may perform this action twice in a turn, using 2 workers and 8 coins.)

Score 1 point and gain 1 technology.

Exploit

1 worker. (**will be sacrificed**)

Gain 2 coins.

Culture

1 worker and 4 coins.

Score 2 points.




Build

2 workers and 2 coins.

Score 2 points.

Conquest

1 worker. (**will be sacrificed**)

If you have the most 
(AND have at least 1 ), you score 2 points. If there are more than 1 player with the most , all of these players are considered as having the most.

Hunt

1 worker.
(Players may perform this action twice in a turn, using 2 workers and 8 coins.)

Gain 1 coin. And if you have no technology, also score 1 point.

Fish

1 worker.

Gain 1 coin.

Trade

1 worker.

Gain 2 coins and all other players gain 1 coin.

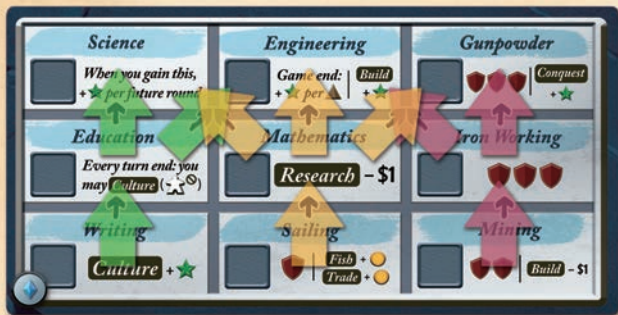
Farm

2 workers.

Gain 3 coins.


Technologies

Writing, *Sailing* and *Mining* are the only three available technologies in the beginning, as they have no requirements. Below are the three ways of unlocking a path to the other technologies:



It is not necessary to gain all the technologies on the same path. For example, if you gain a new technology while you have *Writing* and *Education*, you may choose from *Science*, *Engineering*, *Sailing* and *Mining*.

The following section clarifies some special effects of the technologies:

 **Education:** Every turn end: You may perform Culture (cost 4)

Whenever YOUR turn ends, you may perform the Culture action ONCE. This action does not require any worker assignment, but it is necessary to pay the cost (\$4 coins). All your abilities which can modify Culture actions are effective, just like when you perform the action normally. It is not necessary to have the Culture action card available in the current turn.

Science: When you gain this, +★ per future round

When you gain this technology, you immediately score a number of points according to the number of upcoming action cards (including Plague) on the time track. For example, if you gain *Science* in round 4, you score 2 points as there are 2 upcoming action cards on the time track.

Sailing, Mining, Engineering and Gunpowder:

These technologies have more than one ability. All of their abilities are effective.

Civilizations

This section provides examples that clarify some effects of the civilizations:



Some civilizations have action slot as ability. For example, India has an action slot of Culture, and Francia has an action slot of Conquest.

Those action slots can only be used by you. They are exactly the same as the corresponding action on the time track, and all your action-modifying abilities are effective as normally. It is not necessary to have that action card available in the current turn.

When ??? rises...

This kind of ability activate once you rise the civilization as your new one. Annexation will not activate them.

Other players -

Other players lose 1 coin. Return the coin(s) to the supply. If a player has no coin on hand, ignore this effect.



Aksum's main ability:

1. When you perform the Build action, you score 1 extra point.
2. When you perform the Build action, you may perform the Culture action once. This Culture action does not require any worker assignment, but it is necessary to pay the cost (\$4 coins). All your abilities which can modify Culture actions are effective, just like when you perform the action normally. It is not necessary to have the Culture action card available in the current turn.



Arabia's main ability:

Whenever YOUR turn ends, you gain 1 coin for every 2 technologies you have. (Round down)



Aztecs's main ability:

When you perform the Wonder action, you pay 6 less coins, but you MUST place 1 more worker on the action slot, which will also be sacrificed when workers are resolved.



Babylon's main ability:

Whenever YOUR turn ends, you gain a technology (still restricted by requirements). Be aware that you will not score the 1 point from Research action as you are not performing it.



Britain's main ability:

Whenever YOUR turn ends, you score 1 point for every 7 points you have scored. (Round down)



Byzantium's main ability:

If you have the most military strength (or one of the most), you pay 1 coin less when performing the Culture action.



Carthage's main ability:

When you rise Carthage as your new civilization, the bonus coins on the card of Carthage are tripled just before you take them.



China's main ability:

When you perform the Farm action, you gain 1 worker token from the supply, if you have less than 4. This worker may immediately be assigned. Be aware that workers assigned to a red action slot will be sacrificed (returned to the supply) when workers are resolved, so it is not possible to gain the assigned worker back by China's ability in the same turn.



Harappa's main ability:

When you perform Research action and select *Writing*, *Sailing*, or *Mining* as the technology you want, you pay 1 coin less.

Harappa's legacy ability:

When you perform Culture (not by the ability from *Education*), you pay 1 coin less.



Hittites's main ability:

1. When you perform the Research action and you are going to gain *Iron Working*, the action cost is reduced to \$0 coins. You still need to assign a worker to the Research action slot.
2. One military strength.



Iberia's main ability:

When you rise Iberia as your new civilization, you gain a technology (still restricted by requirements) for every 2 bonus coins on the card. (Round down) For example, if there are 5 coins on the card, you gain two technologies. If you gain more than one technology, gain them one after one.



Inca's main ability:

When you rise Inca as your new civilization, you gain a wonder card of your choice from the wonder market. Be aware that you will not score the 3 points from Wonder action as you are not performing it.



Kongo's main ability:

When you rest, instead of taking actions in a turn, you gain 1 extra coin and score 2 points.



Korea's main ability:

When you perform Research action and you are going to gain *Writing*, *Education*, or *Sailing*, you score 2 extra points.



Maya's main ability:

1. You may perform actions on the upcoming action cards (actions that are normally not yet available). Simply assign your workers to the action slots on the upcoming action cards to perform your desired actions.
2. When you perform the Farm action, you gain 1 extra coin.



Ottoman's main ability:

When you perform the Research action and you are going to gain *Science* or *Gunpowder*, you pay 3 coins less.



Persia's main ability:

When a war occurs, you gain 1 coin for every 2 military strength you have. (Round down) For example, if your value of military strength is 7, you gain 3 coins. This ability is not related to the military strength comparison between players, it will always activate in a war.



Phoenicia's main ability:

Whenever YOUR turn ends, you may pay exactly 2 coins on a card in the civilization market as bonus coins. If you want to do so, place 2 coins from your hand on the desired civilization cards. After that, you score 2 points. The bonus coins generate by this ability are the same as normal bonus coins.



Polynesia's main ability:

1. When you are the player with the least military strength in a war, you don't have to sacrifice worker.
2. When you perform the Fish action, you gain 1 extra coin.



Rome's main ability:

One military strength for every 2 technologies you have. (Round down)



Scythia's main ability:

1. Your workers assigned to a Conquest action slot will not be sacrificed when they resolve. They return to you as they are assigned to a white action slot.
2. When you perform the Conquest action, all other players lose 2 coins. If a player has no coin, ignore the effect.



Slavs' main ability:

Whenever YOUR turn ends, if you have the most military strength (or one of the most), you gain 1 coin.



Sumer's main ability:

When you perform the Research action and you are going to gain *Writing* or *Sailing*, the action cost is reduced to \$0 coins. You still need to assign a worker to the Research action slot.



Tiwanaku's main ability:

When you rise Tiwanaku as your new civilization, you score a number of points according to the number of upcoming action cards (including Plague) on the time track. For example, if you rise Tiwanaku in round 1, you score 5 points as there are 5 upcoming action cards on the time track.



Vikings' main ability:

1. All other players cannot perform the Trade action. They are not allowed to assign their workers to the Trade action slots, including the Trade action slots on time track and on their civilization cards. You are not affected by this effect.
2. One military strength.



VARIANTS (FOR 2-4 PLAYERS) —

You will need to know the basic rules before playing the following variants. The variants provide more changes to the game which are recommended to advanced players. And You could play with any combination of these variants based on your preference.

- Innovation

Introducing the usage of special technology cards that could bring new paths to your victory. (See page 25)

- Changing World

Introducing the usage of event tokens that could add changes to the time track. (See page 26)

- Drafting

By drafting civilization cards to lower randomness. Players could benefits even more by forward thinking in this variant. (See page 28)

SOLO GAME MODES (FOR 1 PLAYER) —

- Skirmish

Similar to a game for 2-4 players. (See page 30)

- Path to Glory

Featuring five scenarios with greatly different experiences and challenges. (See the Scenario Guide in another booklet)

Variant: Innovation

During setup, shuffle all special technology cards and reveal as many of them as “1 + number of players” to form the technology market. (The technology market will never be refilled.)



*Example of
the technology market
in a 3-player game*

In each player's turn, the player could buy one special technology card with 1 coin, and place them on their basic technology card, covering the specific column. It is either the left, middle or right column, according to the top technology.



*While placing a special technology card,
the top technology should be the same as the basic one*

After covering that column, 2 new technologies on the card could be researched normally by that player, and the covered basic technologies will be no longer accessible to him or her.

- * There is a limit to one special technology card for each player.
- * Players could only place special technology card onto an empty column. If there is a technology token on a column already, the special technology card related to that column cannot be bought by that player.

Variant: Changing World

During setup, shuffle all 9 event tokens and draw 3 tokens. Place them face up in the timeline, above the last 3 action cards.



shuffle and draw 3 tokens. Place them above the last 3 action cards



According to the tokens revealed, extra events will occur at the end of the 3rd, 4th and 5th round. For example, at the end of the 3rd round, the extra event above the 6th action card will occur.

These events do not affect the "war" and "plague" events from the base game. If they occur in the same round, the event on a token always occur firstly.

Name:

Effects:



Birth Boom

Each player gains 1 extra worker.
(Note that a player can only have a maximum of 4 workers at any given time.)



Great Harvest

Each player gains 1 coin for every worker he/she has.



Celebration

Compare the number of wonders of all players. The player(s) with the most wonders scores 2 points.



Great Debate

Compare the number of technologies of all players. The player(s) with the most technologies scores 2 points.



Earthquake

Each player sacrifices 1 worker.



Rat

Each player loses 3 coins.



Corruption

Compare the number of coins of all players. The player(s) with the most coins loses 3 coins.



Barbarian

Compare the military strength of all players. The player(s) with the least military strength loses 3 coins.



Nothing

Nothing happens.

Variant: Drafting

Key Concepts

In the beginning, each player gets a hand of civilization cards by “Card Drafting”. Players can Rise or Annex civilization cards from their hand or from the market.

Changes in Setup

1. Set up the game according to the basic rules but do not make the civilization market. The civilization market will be made afterwards.

2. Each player receives a hand of 7 civilization cards, dealt randomly. Each player looks at their hand without showing it to the others and selects a card before placing it face-down before them. Players place the remaining cards between themselves and their left-hand neighbor. Once every player has selected their card, each player then takes the hand of cards handed from their neighbor. Then the process is repeated.

After selecting card 5, each player discards the remaining 2 cards in their hand, and all of these discarded cards will become the civilization market. The 5 selected cards will be the civilization hand of the player throughout the game.

Changes in Gameplay

1. When you Rise or Annex a civilization, you may choose a card from your hand or the civilization market. No matter the origin of the card, do not place bonus coins on the civilization card in the market and do not draw a new civilization card from the deck and place it into the market.

2. When you Rise your civilization in round 1, no matter the origin of the card, you take no bonus coin. After that, when you Rise or Annex a civilization, no matter the origin of the card, you take 2 bonus coins.

3. You will never draw new cards to your hand.

4. If all the cards in the civilization market are taken, players can only choose civilizations from their own hand to Rise or Annex.

5. During the game, players should not show their card hand to others.



*** Number of cards in the civilization market :**

The number of cards in the civilization market in setup depends on the number of players. For example, for a 3-player game, there will be 6 cards at the beginning.

*** Carthage's main ability in a drafting game :**

When you Rise Carthage, if it is your first civilization, you take no bonus coin. If it is your second or third civilization, you take 6 bonus coins.

*** Iberia's main ability in a drafting game :**

When you Rise Iberia, if it is your first civilization, you gain no technology. If it is your second or third civilization, you gain 1 technology.

*** Phoenicia's main ability in drafting game :**

You may put bonus coins on cards in the market by Phoenicia's main ability. When a player takes the card with extra bonus coins on it, they take 2 bonus coins (if this is not the first civilization card) and all the extra bonus coins on it. Extra bonus coins on cards can also be multiplied by Carthage's main ability and affect Iberia's main ability as normal.

Solo: Skirmish

Goal of the solo game

Try to get a high score to unlock achievements (see page 32).

Changes in Setup

1. Take out the civilization cards Mongolia, Vikings, Germania, Carthage, Phoenicia, Scythia and Iberia before shuffling the civilization card deck. They are not used in the solo game.



2. The number of cards in the wonder market should be 4.

3. While preparing the time track, take the Plague out before you shuffle the action cards. Starting from the left, the Plague should be placed at the 5th position. Fill up the other positions from the shuffled action cards randomly. That means, the Plague will always come in round 3.



The Plague card must be placed at the 5th position.

4. Just like in the game for 2-4 players, you take 3 coins from the supply, but you need not take the starter token.

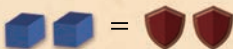
Changes in Gameplay

1. When you rise or annex a civilization, do not place bonus coins on the other civilization cards and do not draw new cards for the market.
2. When a round ends (right after your turn ends in this game mode), place 1 bonus coin on each civilization card in the market. After that, draw and place 1 new civilization card into the market. Unlike in the multi-player game, the number of civilization cards in the market may vary from round to round.



When a round end, place bonus coins and add 1 civilization card

3. When a comparison of Military Strength is required (e. g. for War, Conquest), you are competing with a single, virtual opponent. When a round ends, before moving the permanent action card and any War/Sacrifice, take 1 technology token from the supply and place it near the time track. The number of tokens is the current Military Strength of your virtual opponent.



For example, if there is a War at the end of round 2, there should be 2 technology tokens near the time track, hence the Military Strength of the opponent is 2.

Achievements

When the game ends (and after the game end abilities have been activated), see if you can achieve the following challenging achievements. Try different strategies to build great and unique civilizations to win all the achievements!

<i>Achievements</i>	<i>Requirements</i>	<i>Achieved</i>
Remarkable Clan	Score 20 or more points	
Great Kingdom	Score 25 or more points	
Mighty Empire	Score 30 or more points	
Eternal Civilization	Score 35 or more points	
Realm of Technology	Score 25 or more points with 9 technologies	
Realm of Primitive	Score 25 or more points with no technology	
World of Wonders	Score 25 or more points with 4 wonders	
Super Power	Score 25 or more points with 3 or less technologies and 9 or more military strength	

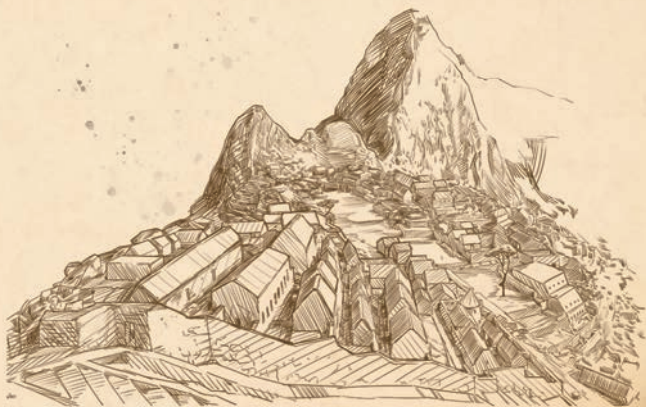
*** Trade action in the solo game:**

You gain 2 coins by trade (if you do not have any modifying ability). Ignore the effect about giving coins to other players.

*** Lydia's main ability in solo game:**

You gain 4 coins when you Rise Lydia. Ignore the effect about giving coins to other players.

* Solo mode could be play with Innovation variant (the special technology cards)but not with Changing World variant (the event tokens) nor Drafting variant.



Solo: Path to Glory

This is a special game mode specialized for solo game, featuring five scenarios. They are:



Age of Wonders
(~4500 B.C. - 200 B.C.)



The Silk Road
(~500 B.C. - 1400 A.D.)



The Lost Civilization
(~250 A.D. - 900 A.D.)



Mongol Devastation
(~1230 A.D. - 1300 A.D.)



Death & Rebirth
(~1300 A.D. - 1500 A.D.)

For detail rules for them, please refer to the "Scenario Guide" in another booklet.

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