



Player Reference Sheet

Pricing					
	Gold	Timber	Wheat	Cattle	Stone
Road	3	2	1	0	0
Village	4	3	3	3	0
Town	6	4	4	4	1
City	9	4	4	5	3
Walls	4	1	0	0	2
Fortress	4	2	0	0	4
Castle	6	2	0	0	4
Army	5	0	3	3	0
Provisions	5	0	0	0	0
Resupply	2	0	0	0	0

Overview of Gameplay	
1	Construction
2	Event Dice
3	Movement
4	Exploration
5	Battle Resolution
6	Supply

Resource Generation			
	Gold	Primary	Secondary
Control	0	1	0
Village	3	2	0
Town	6	3	1
City	9	4	2

Achievement Points	
Village	1
Town	2
City	3
Warlord of Arowyth (7+ Territories)	1
Heavily Fortified (5+ Levels of Fortifications)	2
Empire (Capital City & 3 Levels of Captured Settlements)	2
Master Merchant (24+ Gold Generation)	1

Four units of the same resource may be traded to the market for one unit of any other. One unit of any resource may be purchased from the market for 5 gold.



Player Reference Sheet

Pricing					
	Gold	Timber	Wheat	Cattle	Stone
Road	3	2	1	0	0
Village	4	3	3	3	0
Town	6	4	4	4	1
City	9	4	4	5	3
Walls	4	1	0	0	2
Fortress	4	2	0	0	4
Castle	6	2	0	0	4
Army	5	0	3	3	0
Provisions	5	0	0	0	0
Resupply	2	0	0	0	0

Overview of Gameplay	
1	Construction
2	Event Dice
3	Movement
4	Exploration
5	Battle Resolution
6	Supply

Resource Generation			
	Gold	Primary	Secondary
Control	0	1	0
Village	3	2	0
Town	6	3	1
City	9	4	2

Achievement Points	
Village	1
Town	2
City	3
Warlord of Arowyth (7+ Territories)	1
Heavily Fortified (5+ Levels of Fortifications)	2
Empire (Capital City & 3 Levels of Captured Settlements)	2
Master Merchant (24+ Gold Generation)	1

Four units of the same resource may be traded to the market for one unit of any other. One unit of any resource may be purchased from the market for 5 gold.