

# GLORY


of


# Civilizations


## RULEBOOK

v1.0-beta26

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 160-280 min

 1-4 players

 14+

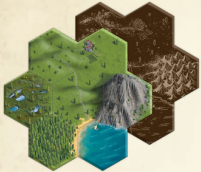
Game Design: Oleksandr Albul, Ivan Khokhlov  
Illustration: Liubov Kotiuk

# GAME COMPONENTS

## PROVINCE TILES — 26



Standard Provinces 22



Starting Provinces 4

**Province** — 7-hex cluster. Each hex has exactly one terrain type.

## UNIT TOKENS — 288



Peasant 48 (12×4)



Spearman 32 (8×4)



Swordsman 32 (8×4)



Cavalryman 32 (8×4)



Archer 32 (8×4)



Galley 32 (8×4)



Catapult 24 (6×4)



Trebuchet 24 (6×4)



Elite Unit 32 (8×4)

**Peasants** — gather and construct.

**Military units** — explore, fight and carry relics.

**Army** — group with ≥1 military unit. Max 4 units per hex.

## RELIGION TOKENS — 40



Christianity 10



Islam 10

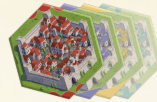


Pantheonic Faith 10



Buddhism 10

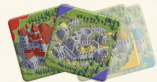
## STRUCTURE TOKENS — 172



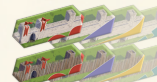
City 16 (4×4)



Castle 12 (3×4)



Wonder 4 (1×4)



Wall / Palisade 48 (12×4)



Building 96 (24×4)

**City & Castle** — provide action cubes and province control.

**Building** — economy (produce, trade) or military (recruit).

**Wall** — defends hex.

## COINS — 75 (TOTAL VALUE: 480)



1-value 30



5-value 20



10-value 15



20-value 10

## OTHER COMPONENTS



Relics 5



First Player 1



Bag (cloth) 1



Rulebook (A4, 32p) 1



Quick Reference (A5) 4

## CARDS — 439 TOTAL



Technology • 70×70mm 120



Achievement • 70×70mm 48



Government • 110×70mm 12



Religion • 110×70mm 16



Event • 110×70mm 42



Nation • 120×80mm 165



Wonder • 110×70mm 12



Automa • 110×70mm 24

**Nation** — asymmetric faction; evolves via successors each Age.  
**Technology** — improvements researched from a grid layout.  
**Achievement** — key milestones to pursue for victory.  
**Event** — global effects resolved each round via player voting.  
**Government** — primary source of Glory and experience cubes.  
**Religion** — faith you spread to form religious communities.  
**Automa** — card deck that enables solo play.

## WOODEN CUBES — 450 TOTAL

### White Cubes — 230

**Resource/Product** — in warehouses, track quantities.  
**Exhaustion** — on hexes, mark groups that maneuvered.  
**Defense** — in bag, cause no damage when drawn.  
**Activation** — on cards, mark used recurrent abilities.  
**Faith** — on religion card, reduce spread cost.  
 Limit: you may only store up to 4 cubes.  
**Large (10mm)** — substitute for 5 small cubes.

### Black Cubes — 60

**Adversity** — on components; disables them until overcome.  
**Failure** — in bag; pay when drawn or fail.

### Player Cubes — 160 (40×4)

**Action** — in player zone, spend to perform actions.  
**Attack** — in bag; drawn cubes deal damage to opposing side.  
**Affiliation** — on cards, mark ownership.  
**Voting** — on event cards, cast votes.  
**Experience** — on government card; improve bag draws, cast votes, or save until game end for Glory.

## PLAYER MAT — 4 PCS



**Player mat** — stores goods and structure tokens ready to build.  
 Contains areas for performing corresponding main actions.

## TRACK BOARD — 1 PC



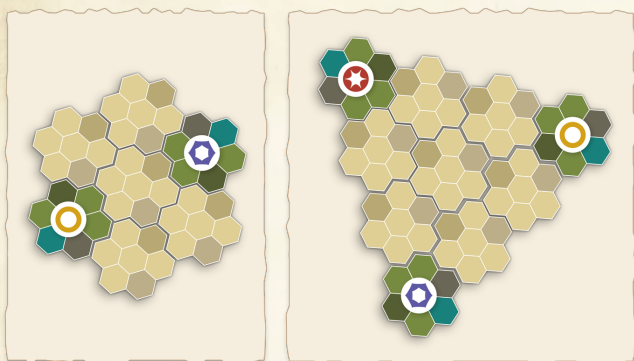
**Glory track (1–50)** — measures civilization prestige.  
**Round track (1–6)** — marks current round and Age.  
**Price scales** — show dynamic market prices for all goods.

# SETUP

## 1. Map.

Arrange the map in the middle of the table according to the player count. See diagrams below for layouts.

- Place starting provinces (darker backs) face up at the edges of the map, in front of each player.
- Divide the remaining tiles into 2 piles: 4 mono tiles (all hexes of the same terrain) and the rest.
- Shuffle each pile and keep all tiles face down.
- Fill the spaces between starting provinces with tiles from the larger pile.
- Place 1 random mono tile in the center of the map.



## 2. Track Board.

Place the track board next to the map. Use white cubes to mark round 1 and the starting prices (middle slot for each good).

## 3. Public Achievements.

Shuffle all 4 achievement decks. Reveal 1 card from each.

## 4. Events.

Shuffle the event deck and place it beside the map.

## 5. Technologies.

Shuffle the technology cards of Age I and arrange them face-up in a grid: 3×4 for 2 players, 4×4 for 3-4 players.

## 6. Cubes.

Place the cube supply within reach: white, black, and one color per player.

## 7. Coins.

Place the coins supply nearby.

## 8. Relics.

Place the relic tokens next to the map.

## 9. Religion Tokens.

Place the religion tokens on the table.

## 10. Bag.

Place the bag within easy reach.



Each player chooses a color and prepares their player zone:

**11. Player Mat.**

Place 4 Cities, 3 Castles, 12 Walls, and 24 Buildings on the corresponding areas.

**12. Action Cubes.**

Place 8 Action Cubes next to your player mat.

**13. Starting Resources.**

Gain 4 + 4 + 4 and 25 .

**14. Units.**

Take all unit tokens of your color and place them nearby.

**15. Starting City.**

Place 1 City from your player mat on the central hex of your starting province.

**16. Peasants.**

Place 5 Peasants adjacent to your City (max 4 per hex).

**17. Glory Track.**

Place a cube of your color at the start of the Glory track.

**18. Nation.**

Draw a random nation card, or draft for experienced play.

**19. Government & Religion.**

Take 3 government cards and 3 religion cards.

Place them face down in your player zone.

**20. Secret Achievement.**

Take 2 achievement cards from any decks.

Keep 1, discard the other.

**21. First Player.**

Draw a random cube from the bag.

That player takes the First Player token.



# GAMEPLAY

*Glory of Civilizations* is a strategy game spanning three medieval epochs: from Rome's fall to the Renaissance. You begin with a single settlement and a handful of people and forge a nation through expansion, conflict, trade, and diplomacy. Your civilization transforms over time: nomads settle, settled peoples migrate, and through ethnogenesis, the traits of one era fade as the next takes hold.

Victory can be seized through bold action or earned through steady growth. Rush toward instant victory by claiming high-star achievements before rivals can stop you, a perilous path and one hard to walk unchallenged. Or build lasting strength: expand your borders, spread your faith, overcome adversities, and accumulate glory through mastery of war, religion, economy, or knowledge.

## VICTORY CONDITIONS

The game ends in 1 of 2 ways:

- **Instant Victory:** A player acquires instant achievements with a total of 4 or more stars and wins immediately.
- **Final Scoring:** After the 6th round, the player with the most Glory wins.

## GAME STRUCTURE

Each round consists of 3 consecutive phases:

1. Development phase
2. Achievement phase
3. Cleanup phase

After rounds 3 and 5, civilizations advance to a new age, unlocking new technologies and elite units.

## DEVELOPMENT PHASE

Starting with the first player and proceeding clockwise, each player takes turns performing actions until all pass.

### Turn Structure

On your turn, choose a single option:

- **Take a main action** of your choice, spending the required action cubes. You may perform the same main action multiple times in succession, as long as you have available action cubes.
- **Pass** if you cannot or choose not to take a main action.

At any time during your turn, before, between, or after your main actions, you may perform any number of **free actions**. You do not spend action cubes for free actions.

You may negotiate or form alliances at any moment, even outside your turn.

Once you pass, you cannot perform any further main actions or free actions this round. You simply wait until all other players have also passed. The development phase ends when all players have passed.

## Main Actions

1. **GATHER** — Collect resources from your lands.
2. **CONSTRUCT** — Erect Cities, Castles, and Buildings.
3. **PRODUCE** — Transform resources into products.
4. **TRADE** — Buy or sell goods at Market.
5. **RECRUIT** — Raise armies to defend or conquer.
6. **RESEARCH** — Discover new technologies.
7. **ADOPT** — Obtain technologies researched by others.
8. **REFORM** — Choose government and religion.
9. **SPREAD** — Extend your faith to new provinces.

## Free Actions

1. **ACTIVATE** — Use abilities from your cards.
2. **MANEUVER** — Move armies across the map.
3. **OVERCOME** — Discard adversities from components.









## ACHIEVEMENT PHASE

Each step is resolved simultaneously by all players. When timing matters, proceed clockwise from the first player.














### Activate Your Cards

Trigger abilities marked "During the achievement phase" on your religion, technology, and nation cards.

### Gain the Glory

- +1  for each of your provinces  without foreign religious communities  or relics 
- +1  for each of your 
- +1  for each of your active 

### Collect Taxes and Tithes

- +1  for each of your Buildings constructed
- +8  for each of your  without foreign  / 
- +6  for each of your  with foreign  / 
- +2  for each of your 
- +2  for each of your active 

## Vote for the Event

1. First player receives 2 voting cubes, others receive 1.
2. Place all your cubes on a single event card.
3. May add unused action and experience cubes to influence outcome.

## Resolve the Event

Resolve the event with the most votes. Each player applies its effects based on their current state:

1. **Adversities Emergence** — Inflict black cubes.
2. **Blessings** — Gain rewards.

## Acquire the Achievements

Acquire recurrent achievements you qualify for, placing 1 cube of your color from the supply on each.

## CLEANUP PHASE

Each step is resolved simultaneously by all players. When timing matters, proceed clockwise from the first player. If this is the final round, skip directly to final scoring.

## Replenish the Cubes



- Retrieve all your action cubes used during the round, except for 1 cube from the technology grid.
- Adjust to have: 7 starting cubes + 1 for each of your Cities and Castles on the map.
- Discard the activation cubes from recurrent technologies.
- Discard all exhaustion cubes from the map.

## Replenish the Events

1. If the event was resolved, discard the voting and shift any remaining cards up.
2. Refill the first row to 3 cards.











## Advance to the New Age

After rounds 3 and 5:













1. Pay 2  per your City and Castle. Inflict 1 rebel on yourself for each  you cannot pay.
2. Discard the grid and set up technology cards for the upcoming age.
3. Choose a new nation matching your current nation's ethnogenesis numbers. Cover expired abilities on your previous nation card.

## SYMBOLS

### Assets

-  any resource
-  food
-  wood
-  stone
-  any product
-  mead
-  cloth
-  weapon
-  coins
-  Glory

### Units

-  any unit
-  military unit
-  army
-  peasant unit
-  melee attack
-  ranged attack
-  projectile attack
-  infantry unit
-  cavalry unit
-  siege engine unit
-  vessel unit
-  hit points

### Cards

-  technology
-  achievement
-  government
-  event
-  nation
-  instant
-  permanent
-  recurrent
-  economy
-  military
-  culture
-  knowledge
-  autocracy
-  democracy
-  theocracy
-  ally / alliance

### Other

-  province
-  religious community
-  structure
-  relic
-  adversity




# MAIN ACTIONS

## GATHER

*An empire starved of resources is an empire doomed — the wise ruler fills granaries and stockpiles long before dreaming of conquest.*

Put **1 action cube**\* on a **warehouse** you want to replenish. For each hex with your unexhausted Peasants that can gather this resource, collect **1 resource more** than the number of Peasants there.

**Gathering resources on different terrains:**


-  **Meadow and Sea**
-  **Forest**
-  **Mountains**



**Hex Yield:** Each hex with your unexhausted Peasants yields 1 more resource than the number of Peasants there. For example, 2 Peasants on one hex collect 3 resources, but 2 Peasants on different hexes collect 4 resources in total.

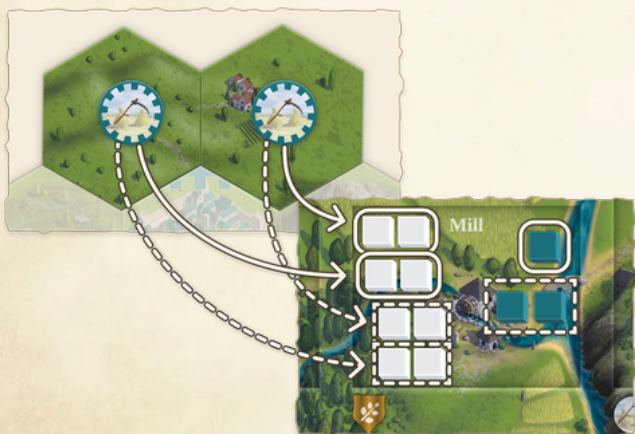
**Repeat:** On your turn, you can gather different or the same resource several times, spending action cubes each time.



\* **Additional Action Cube:** If a warehouse already has action cubes on it, spend 2 action cubes to gather this resource again.

### Example

 **Otto** has 3 Peasants on a mountain hex, 2 Peasants in a forest, and 2 Peasants on separate meadow hexes.

He puts 1 action cube on the Mill and gathers 4 , then puts 2 more action cubes on the Mill and gathers another 4 .



After that, he puts 1 action cube on the Sawmill and gathers 3 . Then he puts 1 action cube on the quarry and gathers 4 .



## CONSTRUCT

*Stone outlasts the ruler who placed it — build structures that will serve your heirs as faithfully as they serve you.*


Place **1 action cube** on a hex with your peasant, pay the cost, and place the structure token on that hex.

You can construct:

**Buildings** — up to 4 Building tokens on a single hex.

**City or Castle** — 1 per hex.

**Walls/Palisades** — up to 6 sections along hex sides.

**Construction Cost** : For each structure, the cost is shown above the corresponding area on your player mat.

**Construction Limits:** Each hex can have either a City, a Castle, or up to 4 Buildings; these cannot be combined. Only 1 Wall or Palisade section can be built between 2 adjacent hexes.

**City Placement:** Cities must be at least 1 hex away from each other. No two Cities can be adjacent.

**Terrain Override:** A City token covers the hex completely: the hex is now treated as City terrain.

**Extra Action Cube:** When you build a City or Castle, take 1 action cube from the supply. It is immediately available and remains yours for all following rounds.

**Castle Benefits:** Castles increase the strength bonus for their garrison, raise your group size limit, allow elite unit recruitment, and grant an extra action cube like cities.

**Combined Construction:** You can build Walls and/or Palisades together with other structures with a single action. For example, place 1 action cube on a hex to construct a Castle and a few Walls around it, paying for each structure separately.

**Terrain Restrictions:** Construction is not allowed on swamp or sea hexes. Walls and Palisades cannot connect 2 sea hexes.

**Free Maneuver:** Remember that maneuver is a free action: you can move your Peasants to the target hex before construction.

**Repeat:** On your turn, you can construct multiple times, placing 1 action cube on a different hex each time.

### Example

★ **Albert** performs a free maneuver, moving his peasant to the selected hex and placing 1 exhaustion cube there.

He then puts 1 action cube on that hex and pays 4 ⚙️ + 4 ⚒️ + 10 🪙 to build a City. He takes 1 action cube from the supply and places it in his player zone.



Next, he puts 1 action cube on an adjacent hex and pays 3 ⚙️ + 3 ⚒️ + 15 🪙 for 2 Forges and 1 Artisan Workshop. He also pays 2 ⚙️ + 2 🪙 to build 2 Palisade sections protecting his Buildings.



## PRODUCE

★ *Raw materials sleeping in warehouses serve no one — only when shaped by skilled hands do they become the sinews of power.*

Put **1 action cube\*** on a **warehouse** on your player mat. Produce up to 1 product per corresponding Building you have constructed. Pay the cost for each product, then place product cubes in that warehouse.

**Transfer to Warehouse:** When producing, you do not need to discard resource cubes to the supply. Instead, you can transfer them directly to the product warehouse.

**Repeat:** On your turn, you can produce several times, the same or different products, spending action cubes each time.

\* **Additional Action Cube:** If a warehouse already has action cubes on it, spend 2 action cubes to produce there again.

### Example

⚙️ **Hilde** has 1 Artisan Workshop, and 3 Forges constructed. She decides to produce weapons and cloth.

She activates her Forges twice: puts 3 action cubes on the Forge area, pays 5 ⚒️ + 5 🪙 total, and produces 5 ⚔️.

Then she activates the Artisan Workshop area: puts 1 action cube there, pays 1 ⚙️ + 1 🪙, and produces 1 🧵.



## TRADE

★ *Markets rise and fall like tides, and the ruler who reads them well turns scarcity into fortune and surplus influence.*

Put **1 action cube\*** on the **market area** on your player mat. For each market you have constructed, perform **1 trading transaction:** buy or sell up to 6 items of a resource or up to 3 items of a product.

Pay coins when buying and receive coins when selling, according to the current price shown on the price scale of the track board.

After each transaction, move the price marker on the scale: one division to the right if you bought (price goes up), or to the left if you sold (price goes down).

**Different Goods:** If you have multiple markets, each transaction within a single action must involve a different type of goods. You cannot buy or sell the same goods more than once during a single action.





**Repeat:** On your turn, you can trade several times, the same or different goods, spending action cubes each time.





\* **Additional Action Cube:** If the market area already has action cubes on it, spend 2 action cubes to trade again.




**Speculation Strategy:** The Different Goods rule only applies within a single action. By using repeated actions, you can exploit your own price changes: sell a good to lower its price, then buy it back cheaper in your next action, before opponents can react.

### Example

Emma has 2 Markets constructed. She decides to sell weapons and buy food. She puts 1 action cube on the Market area and performs 2 transactions.


First, she sells 3  at the current price of 12  each, gaining 36 . The weapon price marker moves left to 10 .

Then, she buys 6  at the current price of 4  each, paying 24 . The food price marker would move right, but it is already at the rightmost position and stays at 4 .

Emma converted 3  into 6  and gained 12  profit.



## RECRUIT

 A prosperous realm without defenders is merely a prize waiting to be claimed by those who did not neglect their armies in peacetime.

Put 1 action cube\* on a recruitment area on your player mat. Recruit units of one type, up to the number of corresponding structures you have constructed. Pay the cost for each unit, then place them in your City, your Castle, or on a hex adjacent to your City or Castle.

**Recruitment Capacity:** The number of units you can recruit with a single action equals the number of structures you have constructed of that type. For example, 3 constructed barracks allow you to recruit up to 3 units in one action. Each area on your player mat shows which unit types can be recruited there.

**Placement Restrictions:** Land units can only be placed on land hexes; vessels can only be placed on water hexes. This overrides normal placement options: vessels cannot be placed in a City, because Cities are on land.

**Unit Availability:** You can only recruit units available in your supply. Catapults and Elite Units become available in Age II; Trebuchets become available in Age III.




**Elite Units:** Starting from Age II, each nation can recruit its unique Elite Units. You must have at least 1 Castle built to unlock Elite recruitment. Elite Units can always be recruited at Castles; your nation card may specify additional recruitment areas.




**Repeat:** On your turn, you can recruit several times, the same or different units, spending action cubes each time. By reusing the same area, you can recruit a different type of unit there.

\* **Additional Action Cube:** If an area already has action cubes on it, spend 2 action cubes to recruit there again.

### Example

Hilde is planning to attack Albert's City, so she chooses recruitment as her main action.

She puts 1 action cube on her Barracks area, pays 2  + 2  + 4 , and recruits 2 Swordsmen.


Then she puts 1 action cube on her Siege Workshop area, pays 1  + 1  + 5 , and recruits 1 Catapult.

She places all 3 units on a hex adjacent to her City. Now Hilde performs a free maneuver with her army and attacks Albert's City.



## RESEARCH

*Those who cling to familiar ways while the world changes around them rarely live to regret their stubbornness — their successors do.*





**Technologies**  — cards that grant abilities and advance your civilization.

### Technology Card




Each technology card shows a class icon in the top left corner, a type icon in the left margin, and a research cost at the bottom. Some cards also display a government discount icon.




**Class:** Thematic category of the technology.

-  **Economy** — trade, production, and resources
-  **Military** — army, strength, attack and defense
-  **Culture** — religion, relics, and conversion
-  **Knowledge** — technologies, turns, and recovery

**Type:** Determines when the technology can be used.

-  **Instant** — activates once immediately after research.
-  **Permanent** — always active when conditions are met.
-  **Recurrent** — can be activated once per round.

**Government Discount:** Shown as . If you have the matching government, reduce the cost by 1 product/resource of your choice.

### Technology Grid

The **technology grid** is a rectangular layout of face-up technology cards available for research. The grid is 3×4 for 2 players or 4×4 for 3–4 players.

Your position on the grid is marked by your action cubes. When you research a technology, you spend action cubes equal to the distance — all your cubes then move together to the new cell.

### Research from Technology Grid

To research a technology, choose a card from the grid and count the distance from your current position to it. Distance is the minimum number of steps through adjacent cells. By default, only orthogonal cells (horizontal/vertical) are considered adjacent.

Take the chosen card and place it in your player zone. Place action cubes equal to the distance on the vacated cell, then move all your cubes from the previous cell to the new one. Pay the cost shown on the card — the technology is now researched and its effects apply.

**First Research:** If you have no cubes on the grid yet, count movement from any edge. Technologies on the edge cost 1 action cube; technologies in the center cost 2 action cubes.

**Single Position:** You can only occupy one cell on the grid at a time. When you research, all your cubes move together to the new position.

**Research from Hand:** If you have technology cards in your hand, you may research them as a free action by paying their cost. This does not require action cubes or movement on the grid.





**Repeat:** On your turn, you can research several times, spending the required action cubes each time.

### Example

 **Albert** wants to research **Framed Saw**. His cube is currently 2 cells away from that card.

He takes the **Framed Saw** card and places 2 action cubes on the empty spot. Then he moves his existing cube from the previous position to join them.




He pays 2  + 1  + 1  and places the card in his player zone.  **Albert** can use it immediately — for example, to gather more wood on his next turn.

## ADOPT

*No secret stays guarded forever — what your neighbors protect behind palace walls today, patience and well-placed coin will deliver to your hands tomorrow.*

If another player has researched a technology you need, you can **adopt** it, gaining its effects without taking the card.

Pay the normal cost plus 2  as an adoption fee to the supply. Place your action cube on that technology card — it becomes an **affiliation cube**. The technology now belongs to you as well.

**No Permission:** You do not need the other player's consent to adopt their technology.








**No Government Discount:** When adopting a technology, government discounts do not apply — pay the full cost.


**Activation:** If the adopted technology is recurrent, place your activation cube next to your affiliation cube when you use it. This shows which players have activated it.

**Adopted vs Researched:** Both count as "your technologies". However, some effects may specifically refer to one or the other.

**Repeat:** On your turn, you may adopt multiple technologies, spending the required action cube each time.

### Example

 **Hilde** wants to adopt  **Emma's Product Barter** technology. She pays 1  + 2  + 2  (normal cost) plus 2  (fee) to the supply. Then she places her purple action cube on  **Emma's** card as an affiliation cube.

 **Hilde** activates it immediately — she places an activation cube next to her affiliation cube and resolves the effect.



## REFORM




*What once united your people may now divide them — the wisest rulers know when to preserve tradition and when to tear it down and build anew.*

Put **all of your action cubes** (at least 1) on the City area of your player mat — this is your last turn this round. Then perform one of the following actions:


### Choose Government and Religion

Choose a government: Autocracy, Democracy, or Theocracy. Place the government card face up in your player zone.

Choose a religion: Christianity, Islam, or Pantheonic Faith. Place the religion card face up in your player zone. Then place the first token of your chosen religion in your starting province to establish your first religious community.

**Religious Community** : Your faith's spiritual presence in a province — a layer of influence separate from territorial control. During the achievement phase, each of your religious communities provides +1  +2  to you — and subtracts the same from any opponent controlling that province.

### Change Government

Discard all experience cubes from your current government card and gain 1  per cube discarded. Return this card to your hand. Then place a different government card from your hand into your player zone.

### Change Religion

Discard all faith cubes from your current religion card and return it to your hand. Discard all religion tokens from your starting province. Then place a different religion card from your hand into your player zone and place its token in your starting province.

**Existing Communities:** Your old religious communities remain on the map but you no longer control them. Spread your new religion to replace them.

**Shared Religions:** Multiple players may follow the same religion. When this happens, control of each religious community is determined by priority:

1. **Recent Spread:** Player with their action cube on the religion token (spread this round)
2. **Province Control:** Player who controls the province
3. **Spiritual Leader:** Player with the most Glory among those sharing this religion (ties keep previous control)

**Becoming Spiritual Leader:** If you choose a religion already followed by another player and you have more Glory, you immediately become the new Spiritual Leader. You gain control of all religious communities not covered by rules 1 or 2.

### Example

★ **Albert** wants to change government to Democracy. He places all remaining action cubes on the City area.

He discards 3 experience cubes from his Autocracy card and gains 3 🗡️. He returns the Autocracy card to his hand and places his Democracy card in the player zone.



## SPREAD

🌿 *The truest conquest is not when foreign armies kneel before your banners, but when foreign peoples pray to your gods of their own accord.*

Spread religion to establish your religious community in a new province by following these steps:

### 1. Province Selection

Announce to all players the target province where you wish to spread your religion. It must be adjacent to a province that already contains your religious community under your control.

**Starting Province:** You may always target your own starting province, ignoring the adjacency requirement — even if you currently have no religious community on the map.

### 2. Bag Preparation

Add cubes to the bag in the order listed:

- +1 black cube (always)
- +1 foreign cube if another player controls the province
- +2 foreign cubes if there is a foreign religious community
- +1 foreign cube for each foreign relic in the province
- +N foreign action, experience, and/or voting cubes from player(s) controlling the province and/or religious community (voluntarily)
- +1 your cube if you control the province
- +1 your cube for each of your relics in the province
- +N your action, experience, voting, and/or faith cubes (voluntarily)

### 3. Draw from the Bag

Randomly draw 3 cubes from the bag.

### 4. Resolution

For each foreign or black cube drawn, pay 1 🗡️ or 15 🕊️.

**Success:** If you drew no foreign or black cubes, or if you paid for all of them, place your religion token in the province with your action cube on top of it. Discard any foreign religion token there.

**Failure:** If you cannot or choose not to pay for at least 1 foreign or black cube, place 1 of your action cubes in the City area on your player mat.

**After Failure:** If your attempt failed, you may end your turn or try to spread your religion again to a different province.

**Repeat:** On your turn, you may spread religion to any number of provinces, following this procedure each time.

**Quick Spread:** If you are spreading to a province with no foreign control, foreign religion, and foreign relics, you may skip the bag entirely — just pay 1 🗡️ / 15 🕊️ and establish the religious community.

### Example

🕊️ **Emma** is spreading Christianity into ★ **Albert**'s province.

★ **Albert** controls this province and has a relic there.

The bag receives 6 cubes:

- +1 black cube (always)
- +1 red cube (Albert controls the province)
- +1 red cube (Albert's relic)
- +3 faith cubes (Emma adds from her religion card)

🕊️ **Emma** draws 3 cubes: 1 red cube and 2 faith cubes.

She pays 1 🗡️ for the red cube drawn.



The spread is successful: 🕊️ **Emma** places her Christianity token in ★ **Albert**'s province with her action cube on top.




# FREE ACTIONS

## ACTIVATE

*Scrolls gather dust in the hands of fools. What separates a dreamer from a ruler is the moment they choose to act.*











Activation is a free action — use any number of abilities from your technology, government, religion, or nation cards during your turn.

When you activate a recurrent ability, place an **activation cube** on it to show it has been used this round.

**Mandatory vs Optional:** Permanent  and Instant  abilities are mandatory — they take effect whenever their conditions are met. Recurrent abilities  are optional — you may choose whether to activate them.

**Other Phases:** Certain cards can be activated during the achievement phase or cleanup phase — refer to the card description for details. Some cards can even be activated during other players' turns if the specified conditions are met.

### Example

 **Hilde** has the **Tanning**   and **Product Barter**  . She performs the produce action to manufacture 3 . Tanning reduces the cost by 1, so she transfers only 2  from her Mill to her Artisan Workshop area. The third  cube comes from the supply. No activation cube is needed — permanent technologies work automatically. Then she activates Product Barter to transfer 1  to her Meadery area and 1  to her Forge area. She places an activation cube on the card. This technology cannot be activated again until the next round.



## MANEUVER

*Wars are decided by those who arrive first, for a perfectly planned assault means nothing if your forces reach the field after the battle is already lost.*

Choose one of your unexhausted groups and move it up to its movement points across the map. You cannot move through or end movement on hexes with enemy objects.

Once your group reaches the destination hex, place 1 **exhaustion cube** on it. This group becomes exhausted, and all its units become exhausted units.

**Movement Costs:** Most hexes cost 1 movement point to enter. However, mountains, swamps, and hexes of unexplored provinces cost 2 movement points. Entering your own City or Castle costs 0 movement points (once per maneuver).

**Mixed Forces:** When a group contains units with different movement speeds, it moves according to its slowest unit. Consider splitting your group to leave slower units behind and allow faster units to advance at full speed.

**Hold Position:** A group may remain in place (move 0 hexes) and still perform a maneuver, becoming exhausted without changing its current location.

**March:** The army may march for +1 movement point, but receives 1 extra exhaustion cube, giving this army -1 strength bonus.

**Initiating Battle:** After completing movement on a hex without an exhaustion cube, if an enemy object is within attack range of at least one of your moved military units, you may initiate a battle. If you land on a hex that already has an exhaustion cube, you cannot attack.

**Overcoming Adversities:** If your group completes its maneuver in your City or Castle without an exhaustion cube already present, you may begin overcoming adversities.

### Split the Group

You can split your group — take some units from your group on one hex and move them to another, forming a new group. Units remaining in the original group are not exhausted and can still move this round. Alternatively, you can drop units on hexes along the way while moving.

**Exhaustion of Split Forces:** Units that split off during a maneuver are immediately exhausted as a new group.

### Example

★ **Albert** splits 2 Cavalrymen from his army and moves them to the adjacent hex. He places an exhaustion cube on this new army. The original army with 1 Cavalryman and 1 Archer does not receive an exhaustion cube and can still move this round.



### Combine Groups

You can combine your groups — move your group to a hex with another of your groups and merge the units. You can also pick up your unexhausted units along the way and combine them at the destination hex.

Combined group moves until any unit spends all movement points. At that point, either stop the entire group or split off that unit and continue with the rest.

**Temporary Overcrowding:** Your group can pass through hexes with 4 units, temporarily exceeding the group size limit.

**Joining Exhausted Forces:** When landing on a hex with an exhaustion cube, add 1 more (or 2 if marched). Combined forces cannot initiate battle or overcome adversities this round.

### Example

○ **Emma** starts the movement with her army of 2 Cavalrymen. She moves through hexes with her other units, picking up 1 Cavalryman from each hex along the way.

Her new army of 4 Cavalrymen lands on the destination hex, receives an exhaustion cube, and is ready to attack.



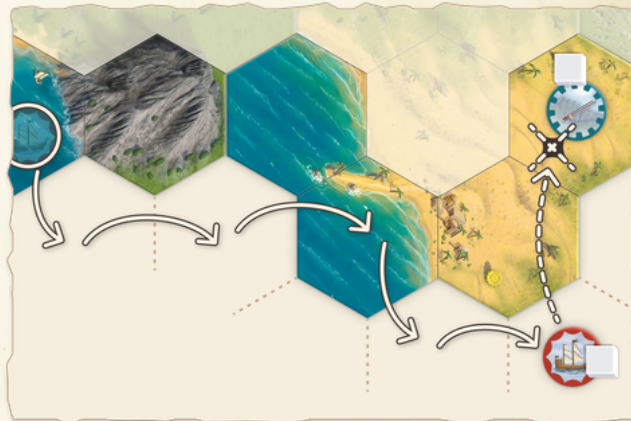
### Vessel Movement

Vessels can only be deployed on sea or ocean hexes and move exclusively through them.

**Crossing Water:** Peasants may enter a sea hex for 2 movement points. All other land units require ferrying to cross water.

### Example

★ **Albert** maneuvers his Galley, moving it 5 hexes. The first 2 hexes are through the ocean, followed by movement through the sea on an explored province, and finishing in the ocean. From that spot, he attacks a Swordsman within attack range.



### Ferry

Land units can use your vessels to cross sea and ocean hexes. Even exhausted vessels grant this benefit.

During a maneuver, your land units may move to a hex with your vessel or to any hex adjacent to the vessel for 0 movement points, regardless of terrain type.

**Ferry Capacity:** Each vessel grants free passage to 1 land unit per maneuver. Additional units must use separate maneuvers or spend movement points normally.

**Landing Requirement:** Land military units cannot remain on a water hex — they must end their maneuver on land.

### Exploration

To explore a face-down province, maneuver your army onto it. Declare a position on the tile, then flip and rotate it freely. Your army moves to whichever hex occupies that position.

If there are sea hexes on the tile, orient it so that:

1. At least one sea hex connects to a sea hex in an adjacent already explored province.
2. At least one sea hex connects to the ocean.

If both conditions cannot be met, prioritize the first.

**Failed Landing:** If your army cannot move onto the declared spot (e.g., it becomes a sea hex), the army stays in its current position and receives an exhaustion cube.

Once you explore a province, place the relic token there and reveal a new event card:

### Place the Relic

Each province tile shows a relic symbol, either solid or outlined. This symbol determines whether you place a relic on the newly explored province.



**Solid symbol** — place a relic if there are still relics to be placed in this game.



**Outlined symbol** — place a relic only when the number of relics left to place exceeds the number of unexplored provinces remaining.

**Relic Supply:** The game uses  $[\text{number of players}] + 1$  relics total. Draw each relic randomly from the bag when placing.

**Excess Solid Symbols:** If the number of provinces with solid symbols exceeds the total relics for this game, the last explored provinces with solid symbols will not receive relics. For example, in a 2-player game with 3 relics, if 4 provinces have solid symbols, the last one explored receives nothing.

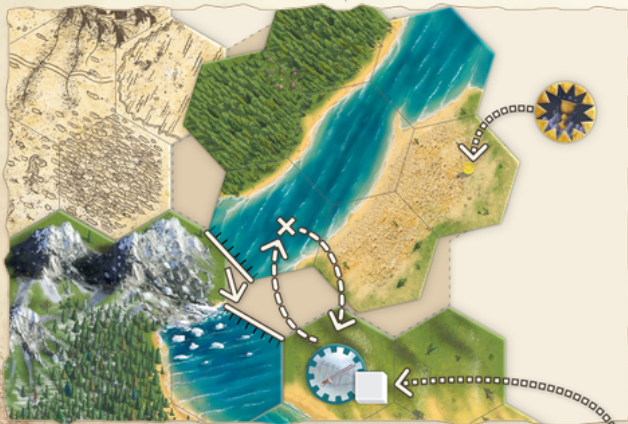
**Outlined Symbol Logic:** This ensures all relics get placed before you run out of provinces. For example, if 3 relics remain but only 2 unexplored provinces are left, you must place a relic on an outlined symbol now.

### Reveal New Event

Flip the top card from the event deck and place it in a row of up to 3 cards. If the row of 3 cards is completed, begin another row. Take a cube of your color from the supply and place it on the new event card as a voting cube.

### Example

**Otto** maneuvers his Swordsman onto an unexplored province, declares a position, and flips the tile. He considers different placement options and decides he needs the relic more than access to the forest. He rotates the tile to make the relic symbol accessible, but the chosen position is now a sea hex.



His Swordsman cannot land on sea, so it stays in its current position and receives an exhaustion cube. **Otto** places the relic, draws the top event card, and places his voting cube on it.



## BATTLE

*When diplomacy fails and all arguments are exhausted, the final arbiter of force and coercion takes the stage.*

After completing a maneuver, the active player may attack another player's objects. The active player is the **attacker**; the attacked player is the **defender**.

The attacker strikes the defender's objects. If the defender has engaged military units with the attacker in range, they counterattack simultaneously.

Both players calculate army strength and prepare attack and defense cubes following the steps below. All cubes go into the bag — the attacker mixes and draws randomly. Each player deals damage equal to their cubes drawn.

### 1. Bag Preparation

Each player prepares cubes equal to their engaged army's strength: **attack cubes** (your color) for active units in range, **defense cubes** (white) for inactive units:

- +1 or +2 for each engaged unit, according to its strength value
- +N strength bonus of one unit against one enemy object
- +1 for every relic in the army
- +1 if the defending army is in mountains
- +1 if the defending army is in a City
- +1 if the defending army is behind an allied Wall or Palisade
- +2 if the army is in a Castle
- 1 for each exhaustion cube on the army, except the first
- ±N all other applicable strength bonuses from abilities
- +N action, experience, and/or voting cubes added voluntarily

Once both players have prepared their cubes, the attacker puts all cubes into the bag.

**Peasant Defense:** A group of only Peasants adds 1 defense cube per Peasant, without army bonuses.

**Optional Defense:** Players may choose not to add their defense cubes to the bag.

**Cube Commitment Order:** The defender commits all voluntary cubes first. Then the attacker commits theirs, having seen the defender's commitment.

## 1a. Conversion



Conversion lets 1 enemy unit switch to your side. This stage occurs only if either player has conversion action available. If both do, the defender performs it first.

- Randomly **draw 2 cubes** from the bag.  
Draw 1 more if the enemy army is in their religious community. Draw 1 fewer if they are in yours.
- If you draw no enemy cubes, this is a **success**. Discard any white cubes drawn, then transfer your cubes to your government card as experience cubes. Convert 1 enemy:
  - ♦ Discard 1 enemy unit of your choice from the engaged army (except an Elite Unit).
  - ♦ Place 1 of your units of the same type on an adjacent hex with 1 exhaustion cube.
  - ♦ The converted unit does not take part in this battle.
- If you draw any enemy cubes, this is a **failure**. Return all drawn cubes to the bag. You do not convert a unit.
- Repeat as many times as the conversion action appears on your cards.

**Same Type Required:** You can only convert an enemy unit if you have a unit of the same type in your supply. If you do not, choose a different enemy unit or skip conversion.

## 2. Draw from the Bag

The attacker mixes the bag and draws from 1 up to their army's **courage** value. Army courage for each player equals:


- +1 per active engaged unit
- +1 if the army contains a projectile attack  unit against a target with a structure
- +1 if the army contains a vessel  against an adjacent target
- ±N all applicable courage bonuses from abilities

If the attacker draws fewer cubes than the defender's courage, the defender may draw the remaining difference.

**Draw All at Once:** Each player reaches into the bag without looking and draws all their cubes at once. Once cubes leave the bag, that is your final result, even if your courage allows more. To avoid disputes, announce how many cubes you intend to draw before reaching into the bag.

## 3. Losses

The cubes drawn from the bag symbolize each side's success and determine military losses.

You deal 1 damage to the enemy target for each of your attack cubes drawn. To destroy an enemy object, deal damage equal to its hit points . For example, destroying 1 unit requires 1 damage, a City 3, and a Castle 4.

The enemy deals damage to your army as well. Lost units and structures are removed from the map simultaneously.

**Destruction Priority:** When attacking a hex with structures, destroy in order:

1. Wall or Palisade (if on the attack line)
2. Units
3. Structures

**Choosing Casualties:** The opposing player always chooses which enemy objects to damage, following destruction priority.

**Partial Damage:** If damage dealt is not enough to destroy a structure, place the corresponding number of black cubes on it. Units (e.g., Galleys) with more than 1 hit point ignore non-lethal damage — no black cubes are placed.

**Destroying Damaged Structures:** Deal damage equal to remaining hit points. Structures at maximum damage (black cubes equal to hit points) are destroyed instantly without additional damage needed.

## 3a. Recovery

Recovery lets you return 1 of your units destroyed in this battle to the map. This stage occurs only if either player has recovery available. If both do, the defender goes first.

- Randomly **draw 2 cubes** from the bag.
- If you draw no enemy cubes, this is a **success**. Discard any white cubes drawn, then transfer your cubes to your government card as experience cubes. Recover 1 lost unit:
  - ♦ Place it on a hex adjacent to your engaged group's hex with 1 exhaustion cube.
  - ♦ The recovered unit does not affect the determination of the battle winner.
- If you draw any enemy cubes, this is a **failure**. Return all drawn cubes to the bag. You do not recover a unit.
- Repeat as many times as the recovery action appears on your cards.

## 4. Resolution

The battle concludes at this stage, triggering relevant abilities from government, nation, and technology cards. One side wins by destroying all engaged enemy objects; otherwise, the battle ends in a stalemate.

**Exhaustion Removal:** If all units on a hex are destroyed, discard the exhaustion cube(s) from that hex — no group remains to track.

### Example of battle with counter units

The army of **Hilde** (3 Spearmen) attacks the army of **Otto** (2 Cavalrymen). **Otto's** army is located on a hex with a Building that has 1 black cube (1 damage).

**Hilde** is the attacker. She prepares her cubes:

+3 for the strength of her units

+2 for the strength bonus of Spearmen against cavalry

**Total: 5 attack cubes**

**Otto** is the defender. He prepares his cubes:

+2 for the strength of his units

+1 for the strength bonus of Cavalrymen against infantry

**Total: 3 attack cubes**

**Hilde** puts all 8 cubes into the bag and mixes them thoroughly. Her army has a courage value of 3, allowing her to draw 1–3 cubes.

She draws 3 cubes: 2 purple and 1 green. **Hilde** deals 2 damage and **Otto** deals 1 damage. Following the destruction priority,

**Hilde** destroys the 2 Cavalrymen. The Building already has 1 damage from a previous adversity (0 hit points remaining), so it is destroyed immediately without spending additional damage.

**Otto** destroys 1 Spearman.



**Hilde** wins this battle, as she destroyed all of **Otto's** objects. This battle favored her — Spearmen are cheaper and weaker than Cavalrymen, but they counter cavalry effectively.

### Example of battle without counterattack

**Otto's** army attacks **Albert's** army. **Albert** has only melee units, so the enemy is out of range — no counterattack.

**Otto** is the attacker. He prepares his cubes:

+3 for 3 active Archers

+0 for 1 inactive Swordsman (chooses not to add)

**Total: 3 attack cubes**

**Albert** is the defender. He prepares his cubes:

+3 for 3 inactive Swordsmen (cannot reach the enemy)

+1 strength bonus of Swordsmen vs infantry

-1 for exhaustion (2 cubes)

+2 experience cubes from Democracy card

**Total: 2 attack cubes + 3 defense cubes**



**Otto** puts all 8 cubes into the bag and draws 3: 2 green and 1 white. **Otto** deals 2 damage to **Albert**, destroying 2 Swordsmen.

Since **Albert** has a Democracy government, he attempts to recover his losses. He draws 2 cubes from the bag: 1 red and 1 white. No enemy cubes — recovery succeeds.

**Albert** transfers the red cube to his government card as an experience cube, discards the white cube, and places the recovered Swordsman on an adjacent hex with 1 exhaustion cube.



The battle ends in a stalemate — neither side lost all units.

### Siege

When structures are involved in battle on either side, the destruction priority from the Losses step applies. Armies garrisoned in a fortification — a City, Castle, or behind a Wall/Palisade — gain strength bonuses during bag preparation. Walls and Palisades provide protection only when positioned on the attack line between forces.

**Fortification Protection:** Strength bonuses against unit types (such as +1 vs **♣** or +1 vs **♠**) do not apply to units garrisoned in a fortification. Bonuses against structures (such as +2 vs **♣**) always apply to fortifications, whether garrisoned or not.

**Quick Battle:** When attacking structures with no defending units, you may skip bag preparation. If the defender adds no cubes to the bag, deal damage to target structures equal to your army's total courage. Fortifications provide bonuses only to garrisoned armies, not by themselves.

**Lost Buildings:** Buildings on the map are an abstraction and are not distinguished by type. The types you own are determined by unoccupied slots on your player mat. When a Building is destroyed, return its token to your mat and place it in the area of your choice. You may reconstruct lost Buildings during the current round.

### Example

⚙️ **Hilde** moves her army, combining it with another army on a hex adjacent to ⚙️ **Otto's** City. She can have 5 units in a single army because her Castle increases the group size limit. She then declares an attack on the City.

As the attacker, ⚙️ **Hilde** prepares her cubes:

- +5 for 5 units
- +2 Catapult bonus vs structures
- +1 for relic in army
- +2 experience cubes from government card
- +1 cube from supply (Autocracy ability)

**Total: 11 attack cubes**

As the defender, ⚙️ **Otto** prepares his cubes:

- +1 for Peasant
- +1 for Swordsman
- +1 Swordsman bonus vs infantry
- +1 for defending in City
- +1 for defending behind Wall
- +2 action cubes from player zone

**Total: 6 attack cubes + 1 defense cube**

⚙️ **Hilde** uses **Fabian Tactics** technology to discard 4 purple and 4 green cubes before adding the rest to the bag.



Before drawing, ⚙️ **Otto** performs the **conversion** action due to his Theocracy. Since ⚙️ **Hilde's** army is in a province with ⚙️ **Otto's** religious community, he draws 1 cube instead of 2. He draws a defense cube — no enemy cube, so conversion succeeds and the cube is discarded.

⚙️ **Otto** converts one of ⚙️ **Hilde's** units: he discards her Catapult, places his own Catapult on an adjacent hex with 1 exhaustion cube. The converted unit does not participate in this battle.



Despite losing the Catapult, ⚙️ **Hilde** still has 4 active units. Her **Siege Tower** technology grants +1 courage. She draws 5 cubes: 4 purple and 1 green, dealing 4 damage.



⚙️ **Hilde** allocates her 4 damage: 1 to the Swordsman, 1 to the Peasant, and 2 to the City. Her **Siege Tower** lets her ignore destruction priority and bypass the Wall. The City already has 1 damage, so 2 more destroys it. ⚙️ **Otto** returns 1 action cube to the supply. ⚙️ **Otto** deals 1 damage in response, destroying 1 Spearman — and he still has the converted Catapult.

## OVERCOME

*The struggle against adversity is Sisyphean: overcome one trial and two more emerge. Yet history remembers those who never ceased to fight.*

Overcome adversities to discard all black cubes of a chosen type from your components by following these steps:

### 1. Maneuver

Perform a maneuver with your group into your City or Castle that has no exhaustion cube.

### 2. Bag Preparation



Choose one type of adversity you wish to overcome. Prepare the bag as follows:


- +1 black cube for each adversity of the chosen type
- +1 white cube for each engaged Peasant
- +1 your cube for each engaged military unit
- +1 your cube for each relic in the engaged army
- +N your action, experience, and/or voting cubes (voluntarily)

### 3. Draw from the Bag



Randomly draw 3 cubes from the bag.

### 4. Resolution

For each black cube drawn, pay 1  or 15 .

**Success:** If you drew no black cubes, or if you paid for each black cube drawn, discard all adversities of that type from all your components and gain 1  for each black cube discarded.

**Failure:** If you cannot or choose not to pay for at least 1 black cube, you pay nothing, overcome no adversities, and all engaged units remain exhausted.

**Quick Overcoming:** If you have 1–2 adversities of a single type and engage only 1 unit, you may simply pay 1  / 15  for each adversity to discard them without using the bag.


**Technology Malfunctions:** When overcoming malfunctions, you simultaneously attempt to overcome them on both your researched and adopted technologies. If successful, black cubes are also discarded from your adopted technologies, making them available for the other player as well.


**Heresy:** When overcoming heresy, you discard black cubes from all religious communities of your religion across all provinces, including those you do not control. This may restore control of religious communities to other players sharing your religion.

**Rebels:** As an alternative to overcoming, you may attack any rebel, including your own. Black cubes act as rebel attack cubes and deal damage to your units. Destroying rebels through battle grants no Glory.



**Exhaustion Limitation:** You cannot overcome adversities by maneuvering into a City or Castle that already has an exhausted group.

### Example



 **Hilde** received 4 calamities on the forest hexes of her provinces as a result of the last event. This blocks her ability to gather wood. To overcome these adversities,

 **Hilde** engages her Swordsman and Peasant units. During the maneuver, she combines these units and moves them into her City, then prepares the bag:

- +4 black cubes for the calamities in her provinces
- +1 white cube for the Peasant
- +1 purple cube for the Swordsman
- +1 experience cube from her government card


The bag contains 7 cubes total.  **Hilde** randomly draws 3 cubes: 2 black and 1 white. She pays 2  as a cost for the black cubes.




All 4 calamities are overcome —  **Hilde** discards the black cubes from her forest hexes and gains 4 . She can now gather wood from these hexes again. However, her Peasant remains exhausted and cannot gather resources this round.


# CONCEPTS


## UNITS


**Military units**  — may explore provinces and carry relics. They initiate battles, deal damage, and may overcome adversities; all units except Peasants are military.


**Peasants**  — gather resources and construct structures. They are non-military units and cannot initiate battles, but may overcome adversities.

### Unit Classes


**Infantry**  — foot soldiers with low speed and cost. Basic: Spearmen, Swordsmen, Archers. Peasants are non-military.


**Cavalry**  — mounted warriors, faster and stronger than infantry. Basic unit: Cavalrymen.


**Vessels**  — ships on water hexes that transport land units and attack land/water targets. Grant the army +1 courage vs adjacent targets. Basic unit: Galley.

**Siege engines**  — slow but powerful machines. Basic units: Catapult and Trebuchet.


### Unit Attack Classes


**Melee**  — attacks targets on adjacent land hexes.


**Ranged**  — attacks within range.


**Projectile**  — attacks within range. Grants the army +1 courage vs targets with structures.

### Unit Properties

**Movement points** — hexes the unit can move. Shown next to class icon, e.g.,  2.

**Strength** — cubes the unit adds to the bag in battle. Shown next to attack class icon, e.g.,  1.

**Strength bonus** — extra cubes against a specific enemy unit or structure type, e.g., +2 . Only a single unit's bonus applies per battle.

**Hit points**  — damage needed to destroy the unit.

**Range** — attack radius for Ranged/Projectile units, e.g., (1-2) means adjacent hex and 1 hex beyond.


Type	Class & Movement	Attack & Strength	Strength Bonus	Range		Recruit
 Peasant	 2	—	—	—	1	City
 Spearman	 2	 1	+2 vs 	—	1	Barracks
 Swordsman	 2	 1	+1 vs 	—	1	Barracks
 Cavalryman	 3	 1	+1 vs  or +2 vs 	—	1	Barracks
 Archer	 2	 1	+1 vs 	1-2	1	Siege Workshop
 Catapult	 1	 1	+2 vs  or +2 vs 	1-2	1	Siege Workshop
 Trebuchet	 0	 1	+4 vs 	2-3	1	Siege Workshop
 Galley	 5	 1	+1 vs  or +1 vs 	1-2	2	Dockyard
 Elite unit	<i>Varies by nation — see nation card for details</i>					

## GROUPS

**Group** — all units on 1 hex.

**Group size** — the number of units in the group.

**Group size limit** — maximum units per hex (default: 4, +1 for each of your Castles on the map).

**Army**  — a group with at least 1 military unit.

### Group Properties

**Group movement points** — equal to the slowest unit's movement points in the army.

**Army strength** — total cubes an engaged army adds to the bag during battle: base strength of its engaged units, strength bonus of one unit against the target, relic and positional bonuses, abilities, and voluntary cubes.


**Army courage** — number of cubes an engaged army can draw from the bag during battle: one per active engaged unit, plus courage bonuses from abilities and unit types.


## PROVINCE CONTROL


To control a province, you must have a City or Castle in it and more influence than anyone else.

**Influence:** Total hit points of your fortifications and military units present in a province.



4  — Castle




3  — City

2  — Wall, Galley, some Elite Units

1  — Palisade, basic military units


### Example

 **Emma** controls the left province: she has a City and 7 influence (3 for City + 2 for Swordsmen + 2 for Galley), which exceeds  **Otto's** 2 influence (Archer + Swordsman).

 **Emma** does not control the right province — her 5 influence (Castle + Archer) is less than  **Otto's** 6 (4 land military units + 2 for Galley).  **Otto** also does not control it: despite having more influence, he lacks a City or Castle there.





## RELICS

**Relics**  — tokens placed on marked hexes during exploration. The game uses [player count + 1] relics (e.g., 3 in a 2-player game).

Military units pick up relics by entering their hex and may drop them on any hex during maneuver. 1 relic per unit maximum. A relic is **yours** if carried by your unit; **foreign** if by another player's.

**Permanent Benefits:** Your relic grants +1 strength bonus to its army and influences religious spread in the province — helping yours and hindering foreign.

**Active Relic:** Your relic becomes **active** in a province under enemy control. Active relics provide  and  during the achievement phase and unlock their unique power.

### Powers of Active Relics






**Foliant** — when researching or adopting each technology, pay 1 fewer product or resource.






**Goblet** — while spreading religion, ignore 1 cube drawn from the bag.



**Pectoral** — during the achievement phase, gain double  from all  and  you control.




**Hoard** — during the achievement phase, gain double  from all  and  you control.



**Scepter** — during the achievement phase, gain 3 additional voting cubes.

## NATIONS

**Nations**  — asymmetric factions represented by cards that define your civilization's unique abilities.




### Nation Card


Each nation card shows a name with a unique number, ethnogenesis line listing successor nations, and 4 abilities. Each ability has a type icon, and some also display an expiration marker.



**Ethnogenesis Line:** Shows which nations this one can evolve into in future ages. For example, "II: 05, 07, 08, 12" means this nation can become nation #5, #7, #8, or #12 in Age II.

**Ability Types:** Determines when and how the ability activates.

-  **Instant** — triggers immediately after choosing the nation.
-  **Permanent** — always active when conditions are met.
-  **Recurrent** — can be activated once per round.

**Expiration** : Indicates the Age when an ability is lost. Without this marker, an ability remains available all game.

## Choosing a Nation

At the beginning of the game, choose a nation of Age I in one of the following ways:

### Random

- Deal 3 cards to each player.
- Each player chooses 1 nation, places the card in their player zone, and returns the rest to the deck.

### Draft

Recommended for experienced players.


Starting with the first player, proceed clockwise:

- Reveal 1 more card than the number of players.
- Remaining players each discard 1 card in turn.
- Choosing player selects 1 of 2 remaining cards and discards the other.

## Ethnogenesis

Before each new Age begins, choose a successor nation. Proceeding clockwise from the first player, find cards matching your ethnogenesis numbers, choose one, and overlay your previous card, covering only expired abilities.

## EVENTS

**Events**  — effects described on cards, chosen by voting, that apply to all players each round.

### Event Card

Each event card shows a title at the top, an Adversities Emergence section with 2 effects, and a Blessings section with 2 effects.

**Adversities Emergence:** Negative effects that harm players meeting certain conditions. Players check if the conditions apply to them and inflict the indicated adversities.

**Blessings:** Positive effects that reward players based on their current state. All players meeting the conditions gain the listed benefits.



## Event Grid

The **event grid** holds face-up event cards arranged in rows of up to 3 cards. Only the top row is available for voting; lower rows hold upcoming events for future rounds.

Whenever a player explores a new province, they reveal an event card, place it in the lowest incomplete row, and put one of their voting cubes on that card.

Voting occurs during the achievement phase when the top row contains 3 cards. Since the event grid is replenished to 3 cards during each cleanup phase, voting happens every round starting from the second. In the first round, voting only occurs if players reveal 3 cards through province exploration.

## Voting

Voting determines which event is resolved. You may discuss your choices openly and use any methods of diplomacy to influence other players.

### 1. Place Voting Cubes

The first player receives 2 voting cubes from the supply; all other players receive 1. Starting with the first player and proceeding clockwise, each player places all their voting cubes on a single event card. If you have any voting cubes already on event cards from province exploration, leave them on the card you are voting for and return any others to the supply.


### 2. Add Additional Cubes

After all voting cubes are placed, players may add their unused action cubes and experience cubes to influence the outcome. Players add cubes freely in any order until all players pass consecutively.

### 3. Resolve

The event with the most cubes is resolved. In case of a tie, take one cube from each tied card, place them in a bag, and draw one randomly. Return the drawn cube to its card. That event is now resolved.

## ADVERSITIES

**Adversities**  — problems represented by black cubes placed on game components.

### Adversity Types

When a black cube is placed on:

- Unit** → **Rebels.**  
You cannot use this unit. It becomes enemy to all players.
- Structure** → **Damage.**  
The structure loses 1 hit point for each black cube on it. Damaged structures are easier to destroy in battle but continue to function normally.
- Religion token** → **Heresy.**  
You lose control of that religious community and receive no bonuses from it.
- Map hex** → **Calamity.**  
You cannot gather resources or construct on this hex. Existing structures there continue to function.
- Player mat area** → **Corruption.**  
You must spend 2 action cubes even for the first activation of this area.
- Technology card** → **Malfunction.**  
You cannot use this technology.



**Emergence:** During the achievement phase, after voting on the event, each player inflicts adversities on themselves based on the upper block of the chosen event card.


**Inflict:** To inflict an adversity means to place a black cube on the corresponding game component.

**Single Adversity Rule:** Each component can have at most 1 black cube. If a component already has one, ignore additional adversities targeting it. **Structures are an exception:** they can hold multiple black cubes, up to their hit points.


**Rebels Need Empty Hex:** When a unit becomes a rebel on a hex with other objects, move it to an empty hex within its maneuver range. If none exists, ignore the adversity.

**Damage at Zero HP:** If damage targets a structure already at 0 hit points, destroy it immediately and return its token to your player mat. This resolves the adversity without placing a black cube.

**Influence Loss:** Cities and Castles with damage have fewer hit points, which reduces your influence in the province and may cost you control.

**Overcoming Adversities:** As a free action, you may attempt to remove all adversities of one type. Success depends on a bag draw and paying the required cost. If successful, remove all adversities of that type and gain 1  per cube discarded.

## ACHIEVEMENTS


**Achievements**  — the primary goals of the game, paired on cards.

### Achievement Card

Each achievement card shows a class icon and contains 2 achievements, each with a type icon and description. Instant achievements also display difficulty stars.





**Type:** Determines when the achievement can be acquired.


**Instant** — acquire during your turn in the development phase and place a cube of your color from the supply. If the  symbol is shown, you can acquire this achievement twice.


**Recurrent** — checked at the end of each achievement phase. Once acquired, remains yours even if you no longer meet the requirements.



**Class:** Thematic category of the achievement.

 **Economy** — trade, production, construction

 **Military** — battles, province control, destruction

 **Culture** — religious communities, relics

 **Knowledge** — technologies

**Difficulty:** Instant achievements display  or .

When a player acquires achievements totaling 4 or more stars, the game ends immediately with that player's victory.

## Public and Secret Achievements

At the start of the game, 4 achievement cards are revealed as **public**, available to all players. Each player also holds 1 secret card with **secret** achievements.

**Revealing Secrets:** When you meet the conditions for a secret achievement, you may reveal the card and place your cube on it. Both achievements on that card then become public.

**Class Restriction:** You cannot acquire achievements from more than one card of the same class. Once you place a cube on a card, all other cards of that class are closed to you.

**Optional:** You are never obligated to acquire an achievement, even if you meet the requirements. Secret achievements serve as alternatives to public ones of the same class.


## DIPLOMACY

Diplomacy allows players to negotiate freely. Players may make any agreements: promising to vote, move armies, coordinate attacks, lend coins, and more.


**Exchanging:** Coins can be freely given or exchanged between players at any time. All other game components — resources, products, units, and cards — are non-transferable and must remain with their current owner.

**Non-binding Promises:** Promises between non-allied players are non-binding. Breaking them has no penalties.

## Alliance

In a 4-player game, two players can form an **alliance** at any time, even outside their turn. To do so, both players place their affiliation cubes on their ally's nation card, on the ability marked with  icon.

An alliance lasts until the end of the current Age and cannot be broken during it. When the Age ends, affiliation cubes are removed from nation cards. Former allies may form a new alliance in the next age.



**Shared Abilities:** Allies can use their ally's nation ability marked with  icon. Such abilities are considered adopted.

**Movement:** Allies can move units through hexes containing allied objects, but cannot end movement there.

## Allied Victory





Allies can only achieve victory together: neither ally can win individually while the alliance is in effect.

**Instant Victory:** Allies need instant achievements with a combined difficulty of at least 7 stars. Any distribution counts (e.g., 4 + 3, or 6 + 1).

**Final Scoring:** The alliance with the most combined  wins. When competing against non-allied players, the alliance wins if their average  exceeds each opponent's individual total.

## FINAL SCORING

At the end of the game, determine your final score by adding the following to the Glory you earned during play.

- +10  for each achievement earned, regardless of its type or difficulty
- +5  for every 50  you have
- +2  for each remaining experience cube on your government card

**Glory Track:** When you exceed 50 Glory, leave your cube on the 50 space of the Track Board. Take a new cube from the supply and continue from the 1 space.

## OTHER TERMS

### Players & Ownership

**Ally** — a player with whom you have formed an alliance.

**Opponent / Adversary** — any player who is not your ally.

**Infidel** — a player whose religion differs from yours, even if they are your ally. If you follow a religion and another player does not, they are considered an infidel, but not vice versa.

**Your** — a component you control or own (e.g., a province, religious community, or non-rebel unit).

**Foreign** — a component controlled by another player, including your ally.

**Enemy** — a component controlled by your opponent (not an ally). Exception: a rebel of your color belongs to no player but is enemy to everyone.

## Components & Concepts

**Component** — any physical item on the game table: cards, tokens, tiles, cubes, coins, player mat, etc.

**Object** — a structure or unit on the game map.

**Enemy Target** — during a battle, all enemy objects on the hex being attacked by your army.

**Attack line** — the direct path between opposing forces in a battle.

**Available unit** — a unit in your supply that your nation allows, your built structures support, and the current Age permits.

**Land unit** — any unit that is not a vessel. A land army contains no vessels.

**Terrain type** — the landscape of a hex: Meadow, Forest, Mountains, Sea, Swamp, or City (replaces original terrain). Each hex has exactly a single terrain type, determined by its largest illustration.

**Cell** — a single space on the technology grid that can hold one technology card and action cubes.

**Empty cell** — a cell on the technology grid containing no technology card and no action cubes.

## Effects & Actions

**Effect** — a condition described in the rules or on a card that forces players to act or refrain from acting, thereby changing the game state.

**Activate** — place an action or activation cube on a component and perform its associated action. You can activate player mat areas, card abilities.

**As a main action** — spend an action cube to execute an effect. After completing a main action, you may pass your turn. Some nation abilities allow using experience cubes as action cubes.

**As a free action** — perform an action without spending an action cube. You cannot pass your turn after only performing free actions; you must complete a main action first. If adopting a technology as a free action, take an affiliation cube from supply.

**Gain** — receive a specified reward. Gained units are placed in your City / Castle or adjacent hex (as when recruiting). Gained technologies are placed in your player zone and count as researched. Gained resources from hexes follow terrain rules and ignore calamities.

**Acquire** — place your affiliation cube on an achievement card when you meet its conditions. Instant achievements are acquired during your turn; recurrent achievements during the achievement phase.

**Transfer** — move cubes of a specified type between locations, converting resources, products, or states.

**Discard** — return a component to the supply, player mat, or discard pile (e.g., Building tokens return to your mat; religion tokens to supply; technology cards to the discard pile). Discarding does not trigger loss effects.

**Replace** — exchange one component for another, discarding the replaced one. This is not considered loss or destruction. Any exhaustion or adversity cubes on the original remain on the replacement.

**Destroy** — remove another player's object from the map. The player returns it to their supply or player mat and is considered to have lost it. In some cases (if specified), you may destroy your own or allied objects.

**Loss** — you lose an object only when it is destroyed. Discarding or replacing does not count as loss.

**Deal** — cause damage to enemy objects during a battle. To destroy an object, deal damage equal to its current hit points (e.g., 3 for an undamaged City). Structures receive black cubes for partial damage. Units ignore non-lethal damage.

**Inflict** — place a black cube on a game component, marking it as an adversity. Structures can hold black cubes up to their hit points; inflicting beyond this limit destroys the structure immediately.

**Engaged** — a unit or army currently or previously involved in a battle or overcoming adversities.

**Draw** — randomly take cubes from the bag. You cannot peek or influence the result.

**Redraw with returning** — after drawing, return some cubes to the bag and draw the same number again.

**Redraw without returning** — after drawing, set aside some cubes and draw new ones. Choose which set to keep; return the other to the bag.

**Ignore** — treat the specified effect as if it does not exist.

**Cancel** — all players ignore an effect that was about to occur or has already occurred.

**Cannot** — the highest-priority restriction. If you cannot do something, no effect allows you to circumvent it. However, "cannot recruit" does not prevent "gaining" the same unit through other effects.

**Double** — take additional components from the supply to make your total twice the original amount.

**Predict** — before a draw, declare the exact number of cubes of each color that will be drawn. Colors not mentioned count as zero. The prediction is correct only if every color matches exactly.

# MODULES





## GAME MODES

*History unfolds in many ways — some ages bleed with relentless warfare, others breathe with migration and discovery. Choose how your story begins.*

### Deathmatch

A brutal clash where peace is simply impossible. All public achievements are military, but prolonged conflict can be draining. Do not neglect your economy.

#### Setup changes:

1. Choose nations through draft, as some have significant advantages in this mode.
2. Do not take a secret achievement.
3. Instead of random public achievements, reveal 4 random achievements from the military deck.
4. Gain starting resources: 10  + 10  + 10 .
5. Gain 50 .
6. Start the game from Round 2 by placing the round marker on the second round space.

In this mode, each player may acquire all public military achievements independently.


### King of the Hill




A struggle for the heart of the world. Glory awaits those who hold the center, but every rival has the same ambition.

#### Setup changes:

1. Place the mountains mono province face-up in the center of the map instead of a random mono tile.
2. Choose nations through draft.
3. Do not take a secret achievement.
4. Do not reveal public achievements.

#### Scoring:

During the achievement phase, score bonus  based on your presence in the central province:

- +10  for controlling the central province.
- +5  for controlling the religious community there.
- +5  for each relic you control there.

These bonuses are in addition to the standard glory scored from these sources.

### Inner Sea

Mare Nostrum connects all shores. Merchants and admirals alike know the truth: whoever commands these waters commands the wealth of nations.

#### Setup changes:

1. Place the sea mono province face-up in the center of the map instead of a random mono tile.
2. From the remaining provinces, select only those with at least 2 sea hexes, shuffle them, and fill the map.
3. Choose nations through draft.
4. Do not take a secret achievement.
5. Instead of random public achievements, reveal 4 random achievements from the economy deck.
6. Each player places 1 Galley in their starting province.

#### Naval Supremacy:

The player with the most Galleys in the central province may ignore the class restriction: they may acquire instant and recurrent achievements from multiple cards of the same class. In case of a tie, no one has naval supremacy.

### Nomads

Players collectively build the map before settling. Place 2 central provinces instead of 1, and use random tiles as starting provinces instead of the standard ones.

#### Setup:

1. Determine the first player.
2. Place 2 random central provinces at the table center.
3. Starting with the first player, each player draws a province, places it face-down ensuring it touches at least 2 other tiles. Repeat until each player has placed 3 tiles.
4. Draft nations.
5. Starting with the first player, place your starting City on the back side of any province. You cannot place it on a central hex or in a province with another City.
6. Starting with the first player, flip your starting City's tile to reveal it and place Peasants around the City.
7. Draw 2 secret achievements from any deck.


### Common Foe

When two kingdoms face an enemy that knows no mercy and never tires, old rivalries become luxuries. Stand together — or fall alone.

#### Setup:

1. 2 players form a permanent alliance for the entire game.
2. Set up 2 permanently allied Automa opponents.

#### Victory:

Use allied victory rules. The alliance that achieves instant victory or has the highest combined  wins the game.

## WONDERS

*Long after your dynasty falls and your name is forgotten, the monuments you raised will still stand — build something worthy of outliving you.*

**Wonders** are monumental structures built in stages that grant unique abilities and ongoing Glory.

### Setup

Each player places their Wonder token on the matching illustration on their player mat. Shuffle the Wonder deck and reveal 3 cards to form the **Wonder row**.

### Wonder Card

Each wonder card shows 3 construction stages. Each stage displays a resource cost and an ability that becomes available upon completion.



### Construction

A Wonder is built in 3 stages. To construct a stage, you must place action cubes and pay the resource cost.

#### To begin construction:


1. Choose a card from the Wonder row and place it in your player zone.
2. Place your Wonder token with the under construction side up on a hex with your Peasant that is available for construction and has no structures.
3. Place 1 action cube on the Wonder token and 1 action cube on the first stage of the Wonder card.
4. Pay the first stage cost. The first stage ability becomes available immediately.

#### To construct the next stage:

1. Ensure a Peasant is present on the Wonder hex. If there is no action cube on the Wonder token, place 1 action cube on it. Otherwise, skip this step.
2. Place 1 action cube on the next stage of the Wonder card.
3. Pay the stage cost. The new ability becomes available immediately.


**Wonder Row:** Whenever a Wonder card is taken from the Wonder row, reveal a new card from the deck to refill it.

**Completion:** After completing the final stage, flip the Wonder token to its completed side. You may **transfer** your action cubes to the Wonder card at any time.


**Glory:** All action cubes placed during construction or transferred to the Wonder card remain there until the end of the game. At the end of the game, gain 5  for each cube of your color on your completed Wonder card.



**Destruction:** A Wonder has hit points equal to the number of completed stages (1–3). If destroyed, return the Wonder token to your player mat and discard the Wonder card along with all your action cubes on it. That Wonder card is removed from the game, but you may build a new Wonder later.

### Example

 **Albert** decides to build the **Tower of London**.

He takes the corresponding card from the Wonder row and places it in his player zone. He places his Wonder token with the under construction side up on a meadow hex where he has a Peasant and no other structures.

He places 1 action cube on the Wonder token and 1 action cube on the first stage of the card, then pays 10 . The first stage ability triggers immediately. Albert gains 2 Swordsmen from his supply.

Once he can pay the cost, Albert may continue construction: the second stage requires 6  (recruit any units), and the third stage requires 50  (discard all exhaustion cubes).




# AUTOMA

*When no rivals gather at your table, a shadow empire rises to test your worth — it knows neither mercy nor hesitation, only the cold pursuit of victory.*

**Automa** — a virtual player that simulates opponent behavior. You can add 1 or 2 automas to any game, even with multiple human players.

**Proxy player** — a human player who controls the automa, performing actions on its behalf. In solo play, you are the proxy player. With multiple players, proxy control rotates each turn to prevent any player from consistently leveraging the automa's actions.

The automa follows simplified rules and differs from a regular player in these ways:

- **Automa cards.** The automa performs turns using its own deck of cards.
- **No player mat.** The automa ignores corruption and does not track resources or products.
- **Unlimited action cubes.** For construct, spread religion, or research actions, the automa uses as many action cubes from the supply as needed.
- **No coins.** The automa does not collect taxes and ignores effects related to coins.
- **No nation.** The automa does not choose a nation card.
- **Fixed government and religion.** Randomly determined at game start and kept for the entire game.
- **Double Glory.** Each time the automa gains , it receives twice as much.
- **No achievements.** The automa ignores them entirely.
- **Comparisons.** When an achievement compares products, having at least 1 of each required type beats the automa.

## AUTOMA CARDS

Each automa card has a free action on top, 4 main actions on parchment scrolls, and a priority scale at the bottom.



**Header:** The free action to perform this turn (e.g., "Overcome Calamities", "Conduct 1 Battle").

**Scrolls:** 4 main actions. One scroll extends to the right edge of the card; it determines the main action on the next card.

**Scroll Connection:** When cards are placed in a row, the extending scroll from the left card meets the left edge of the right card, visually connecting to one of its scrolls. This connected scroll is the main action to perform.

**Priority Scale:** Terrain types and numbers in order of priority (leftmost = highest). Used as tiebreakers when multiple hexes qualify for an action.

**Automa Decisions:** If the automa can resolve an effect in multiple ways, the proxy player decides. It is not necessary to choose the optimal option, but the spirit and rules of the game must be followed.

## GAME SETUP

Perform the standard setup for your chosen mode. For each automa, additionally:

1. Choose a color and prepare all its units and structures.
2. Place its City and 5 Peasants in its starting province.
3. Shuffle the government deck, draw 1 card, and place it in the automa's player zone. This is its government for the entire game.
4. Shuffle the religion deck, draw 1 card, and place it beside the government. Place 1 token of that religion in its starting province.
5. Shuffle the automa deck. Each automa uses 12 cards: the first takes the top 12; the second (if present) takes the next 12. Return unused cards to the box.
6. **Multiple players:** Randomly assign 1 proxy cube per automa to different players to indicate current control.

## ROUND SETUP

At the beginning of each round, shuffle the automa deck and lay out 4 + [current age] cards in a row: Age I = 5 cards, Age II = 6 cards, Age III = 7 cards. Place the first 3 cards face up, the rest face down.

**Empty Deck:** If no cards remain, reshuffle the discard pile.

**Planning Horizon:** With human opponents, you plan based on their visible resources and cubes. With the automa, the next 3 cards are always visible, allowing you to plan up to 3 turns ahead.

## DEVELOPMENT PHASE

The automa activates the first unactivated card in the row by placing an activation cube on it. Resolve effects in order:

1. **Free action** — the one shown in the card's header.
2. **Main action** — the one whose scroll connects to the previous card's extending scroll.

After activation, reveal the next face-down card, keeping 3 unactivated cards visible. When all cards are activated, the automa passes.

**First Card:** With no previous card, perform the main action on the widest scroll that touches both edges of the card.

**Explore First:** If the automa cannot perform an action at full volume due to unexplored provinces, it first explores up to the required number of provinces. Flip each province tile from left to right, rotating clockwise to satisfy water connection rules.

**Partial Action:** If the automa can perform an action but not at full volume, it performs as much as possible.



**Alternative Action:** If the automa cannot perform the indicated action (e.g., tokens exhausted), move down to the next scroll, wrapping from bottom to top. If no scroll action is possible after checking all, the automa passes.

**Proxy Rotation:** With multiple human players, proxy control rotates each turn. After completing an automa's turn, pass its proxy cube clockwise. This prevents any player from consistently leveraging the automa's actions.

## MAIN ACTIONS

### Trade

Adjust market prices without trading goods.

⇒  ⇐  · Increase food price by 1 division, decrease weapon price by 1 division.

### Construct

Find the priority hex for construction: a hex matching the priority terrain where a peasant is present or can move. Move a peasant there if needed. Place the structure and 1 action cube on the hex.

+1 **City** · Construct 1 City.

+1 **Castle / 1 City** · Construct 1 Castle (or 1 City in Age I).

+4 **Buildings** · Construct that many Buildings on the highest-priority hex with at most 4 after construction.

**City Placement:** The automa constructs cities only in uncontrolled provinces.

**Construction Failed:** If required structures run out or no valid hex is found, perform the alternative action.

### Recruit

Find the priority hex for deployment: in or adjacent to the automa's City or Castle, without an exhaustion cube, and closest to enemy objects. Use priority terrain as tiebreaker.

+A **Swordsmen** · Deploy Swordsmen equal to the current age.


+1 **Catapult / 1 Archer** · Deploy 1 Catapult (or 1 Archer in Age I).

**Deployment Groups:** Split recruited units into groups of size equal to the first priority number. Deploy each group on a separate priority hex (e.g., recruiting 3 Swordsmen with priority number 2 gives groups of 2 and 1).

**After Deployment:** Conduct 1 Battle with one of the deployed armies (see Free Actions).

**Recruitment Failed:** If required units run out or no valid hex is found, perform the alternative action.

### Research


+A  · Research technologies equal to the current age. Take each technology from the grid, place action cubes equal to movement distance on the vacated cell, then move all automa cubes to this new position.

**First Technology:** If the automa has no cube on the grid, use priority number pairs (row, column) to locate the first technology. Try up to 3 consecutive pairs until a technology is found. (e.g., priority [3, 1, 2, 4] gives pairs [3,1], [1,2], [2,4]). Place the automa's cube on this cell.

**Subsequent Technologies:** Take any technology adjacent to the automa's current position on the grid. The proxy player is not restricted in direction. Choose any available adjacent cell.

**No Adjacent Technology:** Perform the alternative action.

### Spread

+A  · Spread religion to provinces equal to the current age. In each targeted province, place 1 automa religion token with 1 action cube, then discard any foreign religion token from that province. After resolving all spreads, discard all faith cubes from the automa's religion card.

**Adjacency:** The automa spreads religion from any of its religious communities to any adjacent province. The proxy player is not restricted in the direction chosen.


**No Community:** If the automa has no religious communities, its first spread targets its starting province (ignoring adjacency) and counts toward the total.

**Spread Failed:** If the automa controls no religious communities due to heresy, perform the alternative action.

## FREE ACTIONS

### Conduct 1 Battle

Conduct the specified number of battles:

1. **Find the automa's army:** Select the largest unexhausted army on priority terrain. If tied, select the one farthest from the starting province.
2. **Find a target:** Select a hex of priority terrain with enemy objects, within attack range or 1 maneuver away. If tied, select where the army has the highest courage value.
3. **Move** the army to an attack position, avoiding counterattack if possible.
4. **Conduct battle** with all applicable bonuses.
5. **Draw** maximum possible cubes.
6. **Gain** experience and  from its abilities.

**Army Merging:** Along the movement path, merge military units to make the army size equal to the priority number if possible. Split the army if it exceeds the priority number.


**No Valid Target:** If no attack is possible, move the army toward the enemy's starting province. Explore provinces or collect relics if possible.

**March:** The automa can march only when no target or destination is reachable otherwise.

**Experience Cubes:** The automa never adds them to the bag.

### Overcome Adversities



Overcome the specified adversity type:

1. Select an unexhausted group on priority terrain.
2. Maneuver to the nearest automa City or Castle without an exhaustion cube.
3. Overcome all adversities of this type. Gain 2  per black cube discarded (double the normal amount).

**Group Merging:** Along the movement path, merge units to make the group size equal to the priority number if possible. Split if exceeding the priority number.

## ACHIEVEMENT PHASE

During the achievement phase, the automa:

1. Activates technology effects that increase .
2. Gains double  for controlling provinces, religious communities and active relics.
3. Ignores collecting taxes and tithes.
4. Votes on events using a priority number from the last activated card (1 = leftmost, 2 = middle, 3 = right; skip 4 and use the next). Votes with 2 cubes if first player, otherwise 1. Discards all automa cubes from other event cards.

5. Resolves event adversities emergence, ignoring corruption.
6. Ignores event blessings related to coins, resources, products, or the player mat.
7. Ignores achievements.

## CLEANUP PHASE


1. Discard the automa's used action cubes, except the 1 cube on the technology grid.
2. Discard all exhaustion cubes from the map, including those on the automa's units.
3. Discard activation cubes from automa cards and place the cards into the discard pile.
4. Ignore all costs when advancing to a new Age.


## GAME END

A human player wins instantly by acquiring achievements totaling 4 or more stars.


Otherwise, perform final scoring after the 6th round.

The automa gains 4  per experience cube.

The player with the most  wins.

**Challenge Mode:** For experts: the automa wins instantly upon reaching 100  during the development phase.


### Example: Two Automa Turns

**Turn 1:** The  automa activates the first card.

With no previous card, the main action is on the widest scroll: **+A Swordsmen**. The header shows Overcome Calamities, but the automa has none, so skip.

It recruits 2 Swordsmen (Age II) and places them on a Mountain hex (highest priority). With no enemy forces within range, the Maneuver is not performed.











**Turn 2:** The header shows Conduct 1 Battle. The automa selects its largest army: 2 Archers on Meadows (highest-priority terrain with units). It targets the Galley on Sea, as Sea has higher priority than other available targets, and attacks.

Then the main action: the extending scroll from the previous card connects to: **+1 **. The automa spreads religion to an adjacent province. It places its religion token there.















# SYMBOLS

















## Assets

-  any resource
-  food
-  wood
-  stone
-  any product
-  mead
-  cloth
-  weapon
-  coins
-  Glory

## Units

-  any unit
-  military unit
-  army
-  peasant unit
-  melee attack
-  ranged attack
-  projectile attack
-  infantry unit
-  cavalry unit
-  siege engine unit
-  vessel unit
-  hit points

## Cards

-  technology
-  achievement
-  government
-  event
-  nation
-  instant
-  permanent
-  recurrent
-  economy
-  military
-  culture
-  knowledge
-  autocracy
-  democracy
-  theocracy
-  ally / alliance

## Other

-  province
-  religious community
-  structure
-  relic
-  adversity

## Glory of Civilizations

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