

RUS

PLAYER MAT

BUDDHISM

NEEDS:
Settlement
+ Envoy in China

-1 CBT when attacking other Powers.

COST:    






Once per turn, can opt to use the Card Player Bonus of any ONE Action played by another Power this turn.



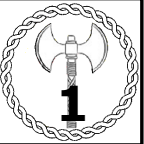
ISLAM

NEEDS:
Settlement
+ Envoy with the Ottomans

+1 CBT when attacking Powers with other Religion Cards (inc. Neutrals).

COST:     



Can use the C&T Card Player Bonus whenever anyone plays the C&T Action Card.



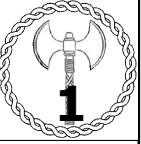
CATHOLICISM

NEEDS:
Settlement

+1 CBT when attacking Orthodox Powers (inc. Neutrals).

COST:  



Missionaries can use the Diplomacy Card Player Bonus to convert the Armies of any non-Catholic Power, in any one area that does not contain a Settlement, into their own colour.



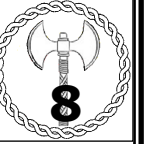
ORTHODOXY

NEEDS:
Settlement

+1 CBT when attacking Catholic Powers (inc. Neutrals).




COST:  


Missionaries can use the Diplomacy Card Player Bonus to convert the Armies of any non-Orthodox Power, in any one area that does not contain a Settlement, into their own colour.



TEMPLE 2VPS

NEEDS :City + Buddhism + Architecture

COST:   



MOSQUE 2VPS

NEEDS :City + Islam + Architecture

COST:   



CATHEDRAL 2VPS

NEEDS: City + Catholicism + Architecture

COST:   




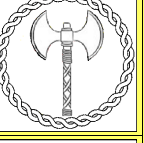







BASILIKON 2VPS

NEEDS: City + Orthodoxy + Architecture **or** Carpentry

COST:   



+ IVP			
RULER		EUROPE	
ALLIES		CHINA	
VASSALS		OTTOMANS	
BYZANTIUM		SCANDINAVIA	

Place Power Card Here

ARCHITECTURE 8



COST:  

During Harvest you can convert 1 Ore per turn into Building Stone.

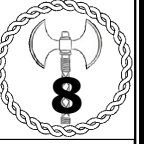


WAREHOUSES 8

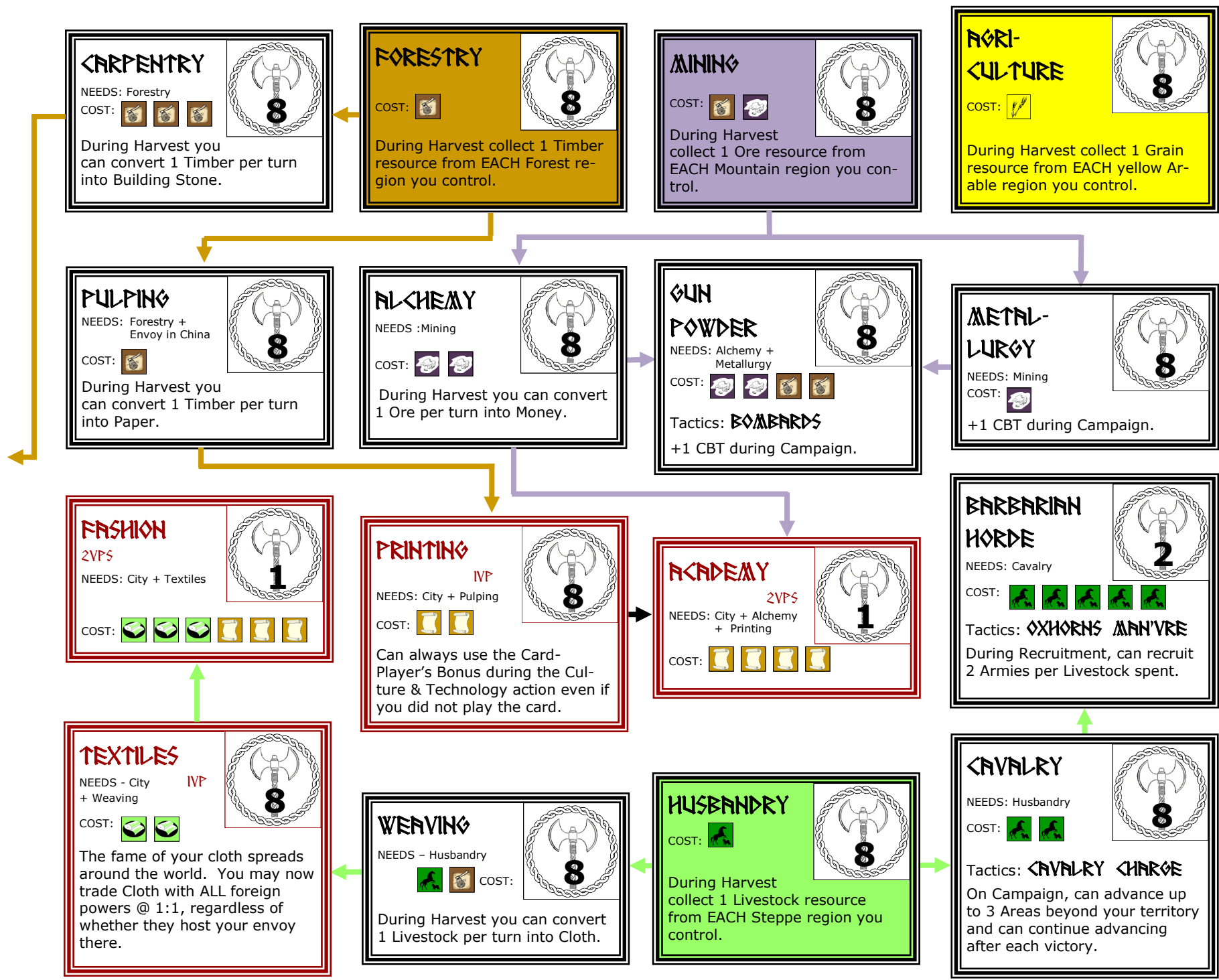
NEEDS: City

COST:  

You can now store up to 20 Resources in your stock each turn. It now costs only 1 Grain to maintain ALL your Cities & Fortresses during Construction.






REMEMBER!
You can only store up to 10 Resources in your stock each at the end of Harvest, until you construct Warehouses.



CARPENTRY

NEEDS: Forestry

COST:   

During Harvest you can convert 1 Timber per turn into Building Stone.

FORESTRY

COST: 


During Harvest collect 1 Timber resource from EACH Forest region you control.

MINING

COST:  

During Harvest collect 1 Ore resource from EACH Mountain region you control.

AGRI-CULTURE

COST: 

During Harvest collect 1 Grain resource from EACH yellow Arable region you control.

PULPING

NEEDS: Forestry + Envoy in China

COST: 

During Harvest you can convert 1 Timber per turn into Paper.

ALCHEMY

NEEDS :Mining

COST:  

During Harvest you can convert 1 Ore per turn into Money.

GUN POWDER

NEEDS: Alchemy + Metallurgy

COST:    

Tactics: **BOMBARDS**

+1 CBT during Campaign.

METAL-LURGY

NEEDS: Mining

COST: 

+1 CBT during Campaign.

FASHION

2VPS

NEEDS: City + Textiles

COST:      

PRINTING

IVP

NEEDS: City + Pulping





COST:  

Can always use the Card-Player's Bonus during the Culture & Technology action even if you did not play the card.

ACADEMY






2VPS

NEEDS: City + Alchemy + Printing

COST:    

BARBARIAN HORDE

NEEDS: Cavalry



COST:     

Tactics: **OXHORNS MAN'VRE**

During Recruitment, can recruit 2 Armies per Livestock spent.

TEXTILES

NEEDS - City + Weaving IVP

COST:  

The fame of your cloth spreads around the world. You may now trade Cloth with ALL foreign powers @ 1:1, regardless of whether they host your envoy there.


WEAVING

NEEDS - Husbandry

COST:  

During Harvest you can convert 1 Livestock per turn into Cloth.



HUSBANDRY

COST: 

During Harvest collect 1 Livestock resource from EACH Steppe region you control.

CAVALRY

NEEDS: Husbandry

COST:  

Tactics: **CAVALRY CHARGE**

On Campaign, can advance up to 3 Areas beyond your territory and can continue advancing after each victory.