

RUS - SAMPLE POLITICS CARDS

Politics Card

VIKING INVASION 

Scandinavia invades with 10 Cavalry @ +1 CBT

ENTER THROUGH:
LATVIA, ESTONIA OR KOLA

SCORE

1 VP If Novgorod is captured
1 VP If a Viking army enters Byzantium

Politics Card

7:
MUSCOVY 

Place beside the board until activated

STARTING TERRITORY:
MOSCOW,
SMOLENSK, BELARUS
& CHERNIGOV

GAIN ADDITIONAL VPS BY:

1VP Having a border with Europe
1VP Having a border with Scandinavia
2VP Having a border with China

Politics Card

THE BLACK DEATH 

At the END of the turn this card is activated, all powers lose 1 Army &/or step of settlement to the plague for every face-up Politics Card in the game


1 step loss will reduce Cities & Fortresses to Towns

The player of the Politics Action is immune

THEN THE GAME ENDS






RUS - SAMPLE STARTING POWER CARDS

Starting Power 1

BULGARS 


STARTING TERRITORY:
BULGAR,
VOLGA, UFA, VLADIMIR
& VYATKA

START WITH:

1 Town & 0 VPs     

GAIN ADDITIONAL VPS BY:





2VP Having a border with Europe
1VP Having a border with the Ottoman Empire
1VP For surviving until the Black Death (Short and Learning Games only)

Starting Power 4 

RUS

STARTING TERRITORY:
KIEV,
UKRAINE, CRIMEA & PECHENEG


START WITH:

1 Town & 2 VPs    

GAIN ADDITIONAL VPS BY:




1VP Having a border with Scandinavia
2VPs Having a border with China

Starting Power 5

SLAVS 

STARTING TERRITORY:
NOVGOROD,
ESTONIA, KOLA
& VLADIMIR-SUZDAL

START WITH:

1 City & 3 VPs    (Novgorod)

GAIN ADDITIONAL VPS BY:

1VP Having a border with the Byzantine Empire
2VP Having a border with China

RUS - SAMPLE ACTION CARDS

1
POLITICS 

Card Player Bonus
Activate all Politics Cards currently on this Card

All Players
May change Kingdom if a free Kingdom is available

Cost to activate a new Kingdom = 1VP

4
HARVEST 

Card Player Bonus
Draw 1 extra Produce Resource of ANY type

All Players
Draw 1 Produce Resource of each TYPE you generate

Certain C&T Abilities can increase the amount and type of Resources that Harvest can generate

7
CULTURE & TECHNOLOGY 

Card Player Bonus
Spend 1 less Resource on purchasing a single C&T Ability

All Players
May purchase any number of C&T Abilities (but only ONE of these can gain VPs)

The Power must have all the NEEDS listed for the C&T Ability to be bought

Religion Cards and their Buildings DO count as C&T Abilities