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Through the ages war rules

A player's hand during the game.

In full play, Age III is a full age like Ages I and II. After resolving the end of age II, mix the third-age civilian and military decks and place them on the current age board like the new current decks of the era. The game continues for a different age. The fourth age is the end-of-game age. This works as the end-of-game age in the first game: When the civil age III package ends, age II cards are thrown into the hand, age II leaders, unfinished wonders and pacts are removed from the game. Each player loses 2 yellow chips. It's the fourth age. It has no current age decks. If the fourth age starts during the first player's turn, this is the last round. Otherwise, the next round is the last round. Age III Wonders Age III Wonders have a one-time effect that is resolved as soon as they are completed. You score a certain number of culture points based on other cards and workers in the game. Air Force Units Air Forces is a new type of military unit that only appears at age III. An air force unit contributes its power to the assessment of your power, like any other military unit. No tactics require air forces, but an air unit can join any army to double its tactical power. Each unit of the air force may be assigned to no more than one army. All these units help assess your power. In addition, your tactic allows you to form three armies. Normally, the tactical power of an army is +2, but two of them also receive air force units, which doubles their power to +4. All together, the armies contribute a tactical power of +10. The tactics of conquistadors are even better. Form two armies. One of these has a warrior unit, so it's outdated. Each army receives an air force, which doubles its tactical force. The antiquated one gives you +6. The other one gives you +10. Together, they contribute to +16 to the assessment of power, in addition to the total power of individual units. If you move on to the Shock Troops, it wouldn't be better than the conquistadors. Now you have one army. It has an age I unit, so it's outdated. Even with an air force unit to double its power, it has the tactical power of only +12. The other unit of the air force will not be in any army (but still contribute 5 to your power rating, just like that of an army). On the other hand, if you upgraded one of those knights, the army would not be obsolete. You get +22 from an army! Politics Phase Play the game complete with all military cards. Bridges now include aggression, wars and pacts. They give you new options in the political phase. You also have the option to resign if you are losing badly. The complete rules for playing these cards can be found on page 4 of the Code of Laws. Wars are resolved one round after played, after explained on page 3 of the Code of Laws. Now that you understand the rest of the game, you shouldn't have trouble with the rules. Here, we'll just give you a brief overview. The military part of the military game is an important part of the game. Its Itis to win the game purely by military force, but it is very possible to lose the game if you ignore it. Events Even if players are not very aggressive, the strongest civilizations will benefit, and the weakest will suffer from force-related events. To go forward, it is enough to make your civilization slightly stronger than the others each turn. Aggressions If another player becomes significantly stronger than you, he or she may play an aggression against you. Aggressions are played as political actions. The attacker must also spend some military action. To defend, you must match or exceed the power of the game attacker temporary bonuses in your hand. A military bonus card will add its defense value (represented in the upper half of the card) to your strength. You can also opt out of any face-down military card for an additional bonus of +1. The number of cards played or removed in this way cannot exceed the total number of red chips you have. If you can't match or exceed the power of the attacker (if you decide not to), then aggression is successful. Usually, the attacker steals or destroys something that belongs to your civilization. Try not to fall too far behind in strength, especially if you don't have bonus cards to defend against aggression. And vice versa, if you get well ahead of an opponent, it would be a good idea to attack. Tip: Civilizations are particularly vulnerable after colonizing a territory, because they have just sacrificed military units and eventually spent bonus cards. Wars Maybe you're tired of continuing the arms race. You fall so far behind that even bonus cards can't save you, and you decide that being vulnerable to aggression is the price you have to pay for focusing on more civilized concerns. Maybe this is a good strategy, or maybe just invite a declaration of war. A player declares war during his political phase, but is not immediately resolved. Both players have a single turn to increase their power, although the player who declared war has already spent military action on the declaration and may not have many. The war will be resolved at the beginning of the attacker's next shift. Unlike bullying: None of the players receive a force bonus from playing bonus cards or giving up military cards. Only the cards that are already on the table matter. In a war, each side can be the victor and impose sanctions on defeated civilization. (In an assault, if the attacker does not win, the card has no effect). The severity of the sanctions depends on the difference between the strengths of the two parties. (It doesn't matter if you lose an assault of 5 or 20. In a war, it really matters). Thus, complete military ignorance cannot fruit, because other players can declare wars against you. Instead, if you see other players falling far behind in power, you might consider declaring war. But be careful. A civilization with a strong economy may be able to significantly its rating power in one turn. You don't want to lose the war you declared. Pact pacts are only used in a 3 or 4 player game. In a 2-player game, remove them from the military decks before the game begins. The pacts add a little diplomacy and cooperation to the game. As a political action, you can offer a pact to another player. That player may accept or refuse to do so. If the player accepts, the pact takes effect and remains in play. If the player refuses, the pact is returned to your hand. This ends the political phase, but you can try again later. Note: You should not circumvent this rule by discussing the pact before offering it. You can be a party to more than one pact, but you can only have one pact in your area of play. If you offer a new pact and the player accepts, any pact in the game area is automatically cancelled. You can also use your political action to cancel any pact you're a party with. Pacts also let play automatically if they become obsolete at the end of an era (just like leaders and unfinished wonders do). Some pacts are symmetrical, and both players benefit. But this benefit can be double-edged. It's nice to have an open border with another civilization until they decide to attack you. It's nice to cooperate in scientific research until the other civilization spends all your scientific points. Some pacts can be slightly asymmetrical, but complementary. You just need to find a partner who lacks what you have to offer. Other pacts are strongly asymmetrical, where one player offers something to another in exchange for peace or protection. If you are weak, you can offer such a pact to encourage a stronger civilization to leave you alone. On the other hand, if you're strong, you could use such a pact to extortion a benefit from a weaker civilization. When you offer an asymmetrical pact, you say who's going to be on whose side. The other player can accept the offer or leave it. Note: Unless a pact specifically says so, it does not prevent the parties from attacking each other. And unless it says otherwise, the pact remains in place after the attack. Remembering extra production You can mark the additional production from certain pacts by placing a red symbol from the box on an age A farm or mine. You can use this trick to mark the additional production from other cards, also would be the Transcontinental Railroad. We hope that this will not happen to you, but sometimes everything goes wrong. If everyone is stronger and your economy is not good enough to catch up, you might find yourself falling further behind each turn, an easy target for every aggression, war, and negative event by the end of the game. Of course, the game can still be fun, even when you are You won't be forced to give up. But it is possible to resign honorably. You admit that you've lost the game and let others compare their strength against each other, instead of competing to see who can harvest more of your weakness. You resign as a political action. Policy. The declared wars against you are nullified (but they bring some culture points to the players who have declared them, as history will remember who made you resign). Your civilization and all its cards are removed from the game. If there are two or three players left, the game continues as a two- or three-player game. If only one player remains, that player has won. But most of the time, the game should end with everyone still in it, ready for the final score. End of the full game As with your first game, the full game ends when the player to the right of the starting player finishes his last turn. The final score list in the first game does not apply here. Instead, only some aspects of your civilization will be marked. Players decide the final score during the game by preparing age III events. Scoring the final At the end of the game, take all remaining age III events in current and future events decks and evaluate them one by one. Order is not important. Note: Events from older ages have no effect on final score. Age III Events Each Age III event describes a way for civilizations to gain cultural points. Age III events can be revealed and resolved during the game. Any other events remaining in the decks of current or future events are evaluated at the end of the game. When preparing an age III event, you are guaranteed that it will be evaluated. Most age III events award each civilization a certain number of culture points based on cards and the workers it has in play. Some age III events give players points based on their relative order in a given statistic. On The Impact of Science, for example, notation 14/7/0 means that the player with the highest scientific rating scores 14 and the player with the second highest score 7 . The third player doesn't score anything. Usually apply tie-breaker: The player whose turn is, or the player closer to that player in order of play, wins the tie. During the final score, break these ties as it would be the starting player's turn. This is an advantage, but a player who plays later has the advantage of knowing the final statistics of who finished the game earlier. Winner After evaluating all age III events that have been prepared, the scores are final. Whoever has the most culture points wins the game. In the event of a tie, the players in a tie share the victory. But the most important thing is that each player had the chance to tell the unique story of his civilization. Continue reading

A player's hand during the game.

