

Initial Deal

Use the *Redemption* optional rule on page 12.

Japan Start Ages

If you are playing a *Total History* campaign, Japan's start ages are 6-7.

Shooting Star Event

Ignore the event text. Instead, you may play *Shooting Star* as *Bad Augury*.

Six or More Players

In a game with 6 or more players, the maximum number of empires/actions each may have is 2.

White Army

The white army is weaker than the average light army. A player may take black and white as his or her initial armies. This allows 8 to play.

First Empire

If you have no empires when you play *Start Empire*, you may start a random empire. Draw and discard cards from the draw pile until you find an empire you can legally start. You *must* start this empire. A *Vizier* may pick up only the final discard.

Generic Artifacts

Card Play: You may play a blue, technology artifact card to adopt *any* technology artifact. Likewise, you may play a government artifact card to adopt *any* government or a religion artifact card to adopt *any* religion.

Prerequisites: Your empire must meet the prerequisites for the artifact it adopts.

Civilise: You can play an artifact generically on only the empire that is conducting the civilise action. If you want to play an artifact on any other empire, you must play the correct card.

Lose Glory: You *lose* a point of glory when you play an artifact card generically.

Conflict

Once you have *more* committed units than uncommitted, you may voluntarily take a disorder marker and change all of your units to uncommitted. You are not required to announce this action. This modifies the *Committed and Uncommitted Units* rule on page 7.

Joiners

If you have no empires in play, you can join a game at the beginning of the next turn. Draw 6 cards and set your initial score to the current *highest* score. Players are no longer assigned a light/dark army pair; you may use any available army when you start a new empire. Adjust the maximum number of empires for the new number of players. Anyone with too many empires must give up the empire(s) of his or her choice. A joiner has the option of adopting abandoned empires.

Leavers

Inactive Empires: Leave empires in play and score them normally – an absent player can still win. However, inactive empires always lose ties during *Harvest Glory*. Adjust the maximum number of empires for the new number of active players.

New Empire: If you start a new empire, and no free color is available, you may discard the lowest value inactive empire and use its color. If 2 or more empires have the same lowest value, you choose which to discard.

Battles: Commit all of an inactive empire's units to the first (and only) combat round. Arrange the units to provide the greatest combat value.

Cards: Unless the leaving player is planning to return to the game within a reasonable amount of time, place his or her cards on the discards.

Technology

Artifact	Ages	Prerequisite	Effect
Computing	6-7	Radio	May trade <i>from</i> the deck.
Industrial Revolution	5	Printing	Double income from cities.
Industrial Revolution	6-7	Renaissance	Double income from cities.
Paved Roads	2-7	none	One MP to enter level 3+ cities.
Printing	4-7	Renaissance	+1 progress if trade won with more advanced empire. N/A if World War in effect.
Radio	6-7	Industrial Revolution	Trace range through other empires. Units adjacent to Tactician's area may use Tactician's abilities.
Railways	5-7	Industrial Revolution	Range +1. 1 MP to move any number of contiguous land areas within your empire.
Renaissance	4-7	none	Trade +1. Purchase glory for 20 money.
Satellites	7	Radio	Infinite range. Before action, look at 1 other player's cards at a cost of 1 money per card.
Universal Suffrage	5-7	Renaissance plus Capitalist, Democratic, or Socialist government	Earn +1 money per area.

Government

Artifact	Ages	Prerequisite	Effect
Capitalism	5-7	Industrial Revolution	+1 glory if any trade won. If empire initiates, may play 2 cards, earn money if trade won.
Democracy	2-7	none	1/2 production cost if empire lost an area last turn. -1 glory per area taken unless in retaliation. Progress even if wild card played.
Feudalism	3-7	Cannot have Renaissance. Remove government when Renaissance attained.	1/2 production earnings but pay no maintenance. Infantry & cavalry cost 1 less. 1 less progress when trade is won.
Socialism	5-7	Industrial Revolution	All cities disordered. All units cost 1 less. Ignore effects of own religion except for glory. Ignore effects of crusades, heresy, jihad, and schism.

Religion

Artifact	Ages	Prerequisite	Effect
Buddhism	2-7	India in range	Disorder 1 area of empire if it takes Buddhist empire's areas. Remove 1 disorder each turn.
Christianity	2-7	Palestine in range	Disorder capital. Free move into or disorder 1 adjacent area. Disorder empire's capital if fertile area is lost.
Confucianism	2-7	Area in China or SE Asia	May be able to ignore disorder (draw cards.) Conquered areas become disordered unless conqueror adopts Confucianism. Trade -1.
Hinduism	Any	Area in India	Ignore adverse affects of all other religions. +1 glory if earning 0-1. -1 if earning 5+.
Islam	3-7	Medina in range	Elite marker. +1 glory for each area taken from non-Islamic empire. -1 glory for each area taken from Islamic empire.