

# Blue Player

## Nation Special Rules

### *Achaea*

- Sea movement is 6 areas instead of 3 (5.6.1.1)

### *Arameans*

- No sea movement (5.6.1.3)
- May enter Arabian Desert at a movement cost of 2 (5.7)
- No stacking limit in the Arabian Desert (5.3)
- May replace 1 unit per turn in the Arabian Desert even if Arameans controls no areas (9.2.1)

### *Egypt*

- Major empire with Aman-Ra as its god and Memphis as its capital (16.0)
- Sea movement is 6 areas instead of 3 (5.6.1.1)

## Mighty Warriors Victory Points

***Achaea* (20 points):** In any one turn control FIVE areas including Assuwa

***Arameans* (30 points):** In any one turn control FOUR areas including Babylon

***Egypt* (40 points):** In any one turn control FIVE non-desert areas other than On, Upper Egypt, Lower Egypt, Thebaid, or Naucratis.

***Media* (30 points):** In any one turn control SIX areas including Babylon, Nineveh or Ashur

***Urartu* (30 points):** In any one turn control FOUR non-mountain areas including Nineveh

## Generic Victory Points

0 VPs for desert areas

1 VP for each mountain area controlled

2 VPs for each other controlled area

1 VP for each enemy unit slain attacking or defending

# Red Player

## Nation Special Rules

### *Assyria*

- Major empire with Assur as its god and Assyria as its capital during turns 3-5 and Nineveh during turns 8-10 (16.0)
- Sea movement is 6 areas instead of 3 (5.6.1.1)
- Terror markers move 3 areas (5.2)
- A Terror marker in a Fertile area adds 1D6 when paired with another unit (6.7)

### *Libya*

- No sea movement (5.6.1.3)
- May enter the Libyan Desert at a movement cost of 1 (5.7)
- No stacking limit in the Libyan Desert (5.3)
- May replace 1 unit per turn in the Libyan Desert even if it controls no areas (9.2.1)
- During turns 1-3, when Libyans invade from the Libyan Desert, if opposing units are not eliminated at the end of the first round of battle, the Libyans withdraw into the desert (12.0).

## Mighty Warriors Victory Points

*Assyria (20 points):* In any one turn control TEN areas in one turn

*Assyria (30 points):* In any one turn control Memphis

*Assyria (10 points):* In any one turn control Babylon

*Libya (20 points):* In any one turn control TWO non-desert Areas

*Lydia (20 points):* In any one turn control FOUR Areas including Assuwa

*Mitanni (30 points):* In any one turn control SIX areas including FOUR cities and one coastal area

*Sumer (20 points):* In any one turn control THREE areas including Babylon

## Generic Victory Points

0 VPs for desert areas

1 VP for each mountain area controlled

2 VPs for each other controlled area

1 VP for each enemy unit slain attacking or defending

# White Player

## Nation Special Rules

### *Cimmeria*

- Mountain movement cost is 1 instead of 2 (5.5)
- No sea movement (5.6.1.3)
- Area Control Victory Points: 3 VPs for each Hill area, and 1 VP for each Fertile, Marsh or Mountain area
- May claim victory points for an area only once per game instead of once each turn

### *Hatti*

- Major empire with the Storm God as its god and Hattusas as its capital (16.0)

### *Judah*

- Chosen People movement is 3 areas (5.2)
- Special rules for The Chosen People (14.0)

### *Nubia*

- Nubia is off map South of Thebaid
- No stacking limit in Nubia (5.3)
- Siege marker movement is 3 areas (5.2)
- A Siege marker in a Fertile area adds 1D6 when paired with another unit (6.7)
- May replace 1 unit per turn in Nubia even if Nubians control no areas (9.2.1)
- May establish a new Egyptian dynasty (13.0)

## Mighty Warriors Victory Points

***Cimmeria* (30 points):** In any one turn control FIVE Hill Areas and one of Hattusas and Nineveh.

***Elam* (25 points):** In any one turn control FIVE non-mountain areas one of which must be Babylon.

***Hatti* (20 points):** In any one turn control FIVE areas bordering the Mediterranean and south of Kizzuwatna.

***Hatti* (20 points):** In any one turn control SIX hill areas north of Ugarit.

***Judah* (25 points):** Keep the Chosen People until game end.

***Nubia* (30 points):** Establish the Nubian Dynasty in Egypt (13.0)

## Generic Victory Points

0 VPs for desert areas

1 VP for each mountain area controlled

2 VPs for each other controlled area

1 VP for each enemy unit slain attacking or defending

# Yellow Player

## Nation Special Rules

### *Canaan*

- Stacking limit is 3 instead of 5 unless a leader is in the same stack (5.3)

### *Chaldea*

- Major empire with Marduk as its god and Babylon as its capital during turns 9-10 (16.0)
- No sea movement (5.6.1.3)
- May enter Arabian Desert at a movement cost of 2 (5.7)
- No stacking limit in the Arabian Desert (5.3)
- May replace 1 unit per turn in the Arabian Desert even if it controls no areas (9.2.1)

## Mighty Warriors Victory Points

***Canaan* (25 points):** Control at least one of their starting areas in their turn on Turn Four.

***Chaldea* (30 points):** In any one turn control FIVE areas, one of which must be Nineveh OR Arrapha

***Luvians* (20 points):** In any one turn control FOUR Areas, one of which must be Assuwa or Kizzuwatna.

***Kassites* (25 points):** In any one turn control SIX areas, one of which is Mitanni

***Phrygia* (20 points):** In any one turn control FOUR Areas one of which must be Hatti.

***Sea Peoples* (20 points):** In any one turn control FOUR Areas containing cities.

## Generic Victory Points

0 VPs for desert areas

1 VP for each mountain area controlled

2 VPs for each other controlled area

1 VP for each enemy unit slain attacking or defending