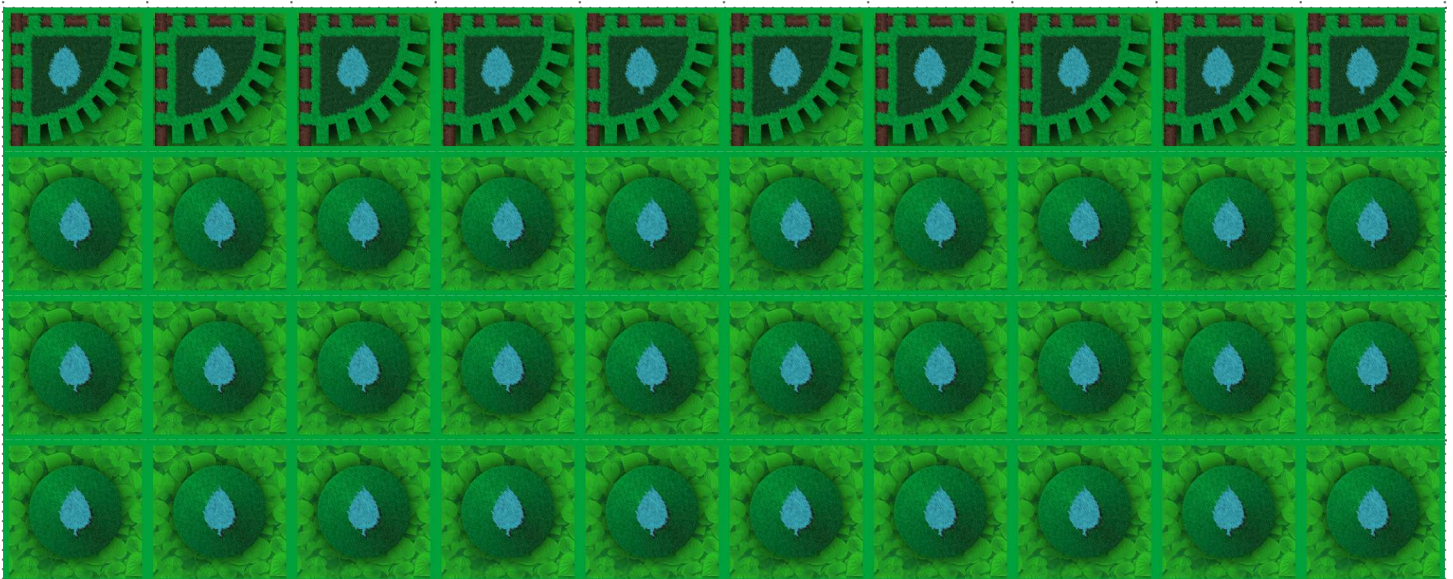


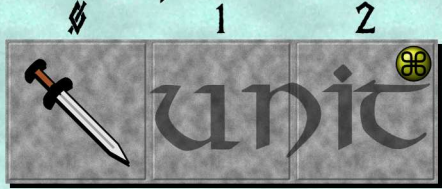
\$	1	2
	know	



kingdom sheet

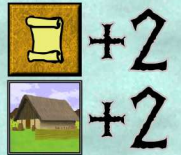
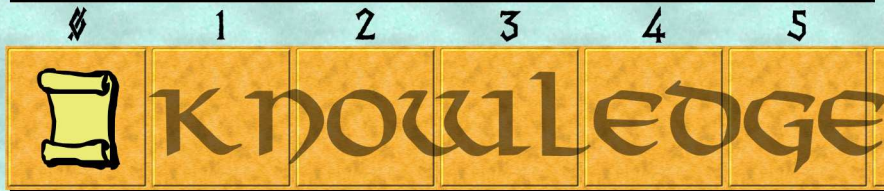
SCORING

PLAYER TURN ORDER

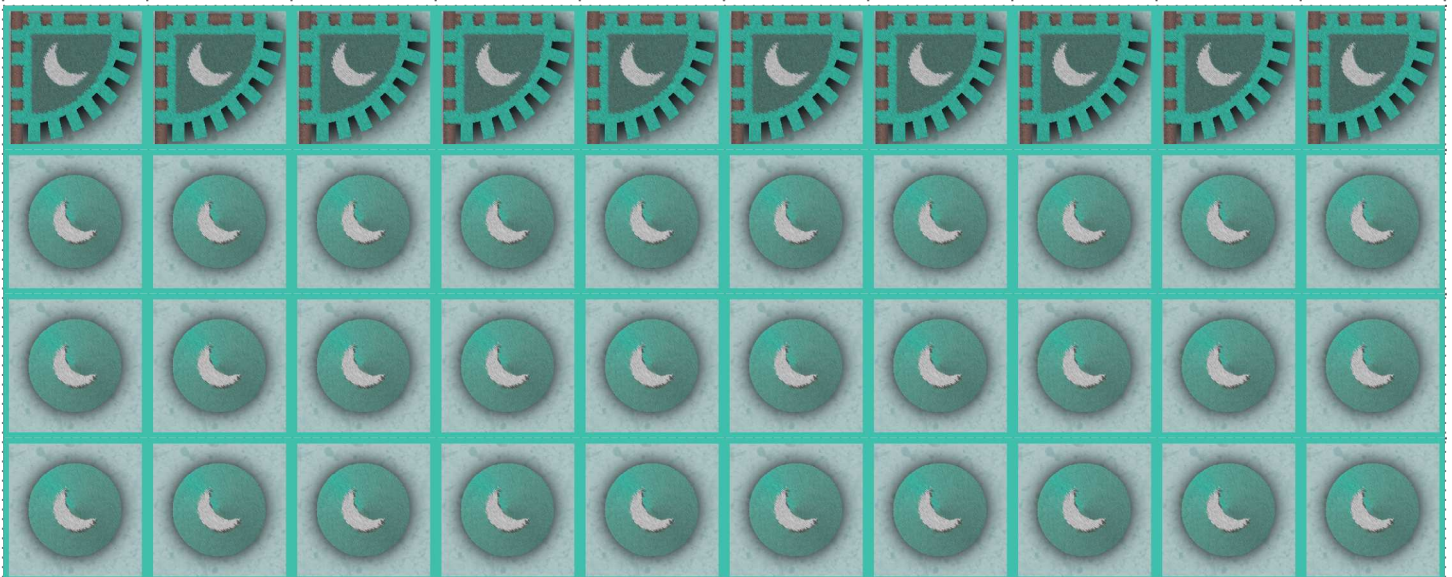


- Gain a **Knowledge** / Rumor
- For each **building** each turn
- For each **city** each turn
- per city if **palace** is in play

- 1- God's Power
- 2- Production
 - A-Resources
 - B-Buildings
 - C-Cities and Ports
- 3- Movement
- 4- Combat
- 5- Scoring



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Kingdom sheet

unit

0 1 2 3 4 5

Building

0 1 2 3 4 5 6 7 8

Knowledge

0 1 2 3 4 5 6 7 8

SCORING

- Gain a **Knowledge** / Rumor
- For each **building** each turn
- For each **city** each turn
- per city if **palace** is in play

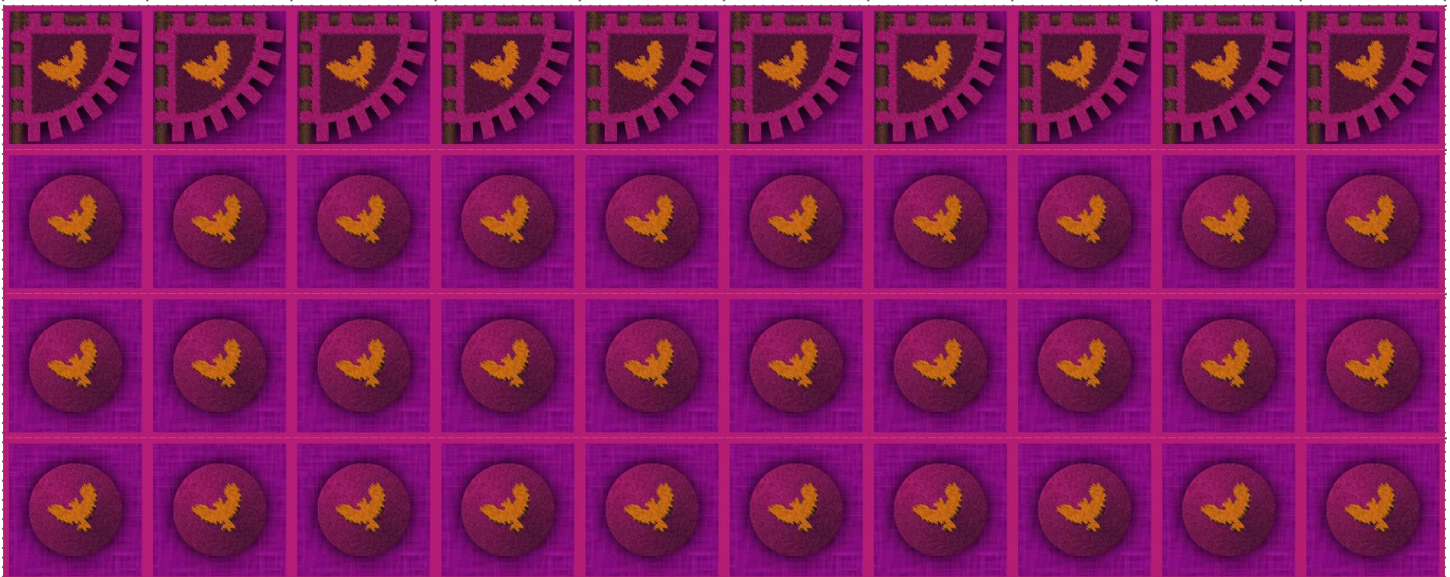
PLAYER TURN ORDER

- God's Power
- Production
 - A-Resources
 - B-Buildings
 - C-Cities and Ports
- Movement
- Combat
- Scoring

These pages are designed for black and white printing on colored cardboard.
In that case, printing with less ink should give better results.



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The image displays a 4x10 grid of 40 red tokens, each featuring a yellow lion rampant. The tokens are arranged in four rows. The top row contains 10 tokens with a gear-like border. The second, third, and fourth rows each contain 10 tokens with a smooth circular border. The tokens are set against a dark red background with a wood grain texture.

kingdom sheet



 +2
 +2

SCORING

-  Gain a **Knowledge** / **Rumor**
-  For each **building** each turn
-  For each **city** each turn
-  per city if **palace** is in play

PLAYER TURN ORDER

- 1- God's Power
- 2- Production
 - A-Resources
 - B-Buildings
 - C-Cities and Ports
- 3- Movement
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- 5- Scoring



 +2
 +2



 +2
 +2



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