

## Canoes (2)

Pieces may traverse **more than one lake** hex in a turn.



I

## Plows (3)

During the Research and Technology phase may **convert a plains or forest** tile containing one of your Farmers into fields. Return the Farmer to the supply and replace the tile with an unused fields tile.



I

## Shoes (4)

Now **Hunters may move two tiles** per turn. However, they still must end movement upon revealing a lake and must still stop moving upon encountering opponent pieces. Crossing a lake uses up the piece's entire movement.



I

## Herbal Lore I (4)

Healers may now **heal 2 pieces** per turn.



II

## Chariots (5)

All pieces may now **move 2 tiles** per turn. However, they still must end movement upon revealing a lake or upon meeting opposing pieces. Crossing a lake uses up a piece's entire movement allowance.



II

## Improved Grains (6)

The player automatically **doubles the contribution of Farmers** to his food supply each turn.



II

## Smelting (7)

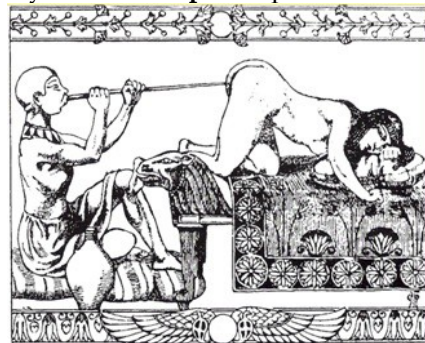
Each additional **mountain tile** occupied by your Artificer(s) **increases the player's research points** for the turn.



II

## Herbal Lore II (7)

Healers may now **heal 3 pieces** per turn.



III

## Crop Rotation (7)

III

The player automatically **triples the contribution of Farmers** to his food supply each turn.



## Improved Chariots (8)

III

Now **Hunters may move 3 tiles per turn**. However, they still must end movement upon revealing a lake or upon meeting opposing pieces. Crossing a lake uses up a piece's entire movement allowance.



## Bronze Weaponry (9)

III

Healers and Artificers now have a Defense Strength of 1.



## Horse Riding (9)

III

All pieces may now **move 3 tiles per turn**. However, they still must end movement upon revealing a lake or upon meeting opposing pieces. Crossing a lake uses up a piece's entire movement allowance.



## Archery (10)

IV

It is now permitted to **attack by crossing a lake**.



## Magic (10)

IV

Instead of rolling the die, the player **chooses the type of population produced**, matching any one of the pieces on the tile.



## Fertility (10)

IV

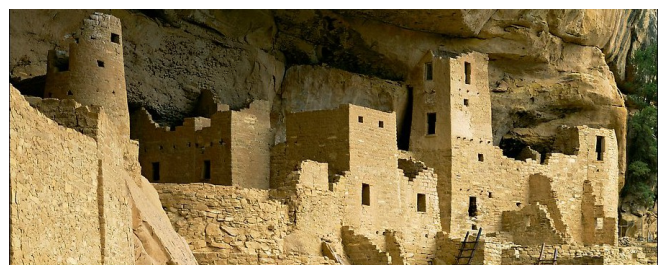
In tiles containing two pieces, **two offspring are produced**. Each is rolled for randomly unless the player has Choose Offspring, in which case the player chooses both.



## Fortifications (10)

IV

Farmers now have **defense strength of 3**.



## Throwing Spears (11)

Hunters now have attack strength of 3.



IV

Iron

IV

## Weaponry (11)

Now all pieces have a Defense Strength of 2. Healers and Artificers have an Attack strength of 1.

