

CHIEFTAIN

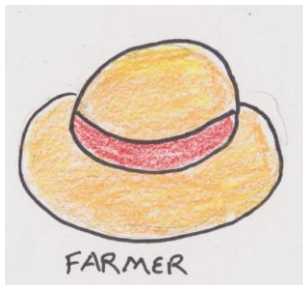


	Food	Wood	Stone	Magic
Normal Production	4	4	4	6
Town Hall Production	2	2	2	3

Special

While in the Town Hall, the Chieftain may use his action to move anyone player into any one building on the map, including the Town Hall.

FARMER



	Food	Wood	Stone	Magic
Normal Production	10	4	3	2
Town Hall Production	2	2	2	3

Special

If a Judgement card is drawn that reduces food while the Farmer is on a Farm Card then the loss of food is reduce by 5 (to a minimum of 0)

MINER



	Food	Wood	Stone	Magic
Normal Production	4	3	10	2
Town Hall Production	2	1	5	1

Special

If a Judgement card is drawn that reduces Stone while the Miner is on a Mine Card then the loss of food is reduce by 5 (to a minimum of 0)

WOODSMAN



	Food	Wood	Stone	Magic
Normal Production	3	10	4	2
Town Hall Production	1	5	2	1

Special

If a Judgement card is drawn that reduces wood while the Woodsman is on a Lumber Mill Card then the loss of wood is reduce by 5 (to a minimum of 0)

GATHERER



	Food	Wood	Stone	Magic
Normal Production	8	5	5	2
Town Hall Production	4	2	2	1

Special

When using the Explore action, the Gatherer may draw the top two Terrain Tiles and choose which one is placed down. The other tile is then place upon the bottom of the Terrain Tile Deck.

SHAMAN



	Food	Wood	Stone	Magic
Normal Production	4	3	3	10
Town Hall Production	2	1	1	5

Special

If a Judgement card is drawn that reduces Magic while the Shaman is on a Temple Card then the loss of Magic is reduce by 5 (to a minimum of 0)

Cheat Sheet

Building Costs

	Food	Wood	Stone	Magic	Gold
Lumber Mill	25	20	15	-	-
Farm	20	20	20	-	-
Mine	30	20	10	-	-
Temple	40	30	40	20	-
Statue piece	15	10	15	40(20)	2(1)
Exploration cost	10	5	5	-	-

Terrain Production Modifiers

Inappropriate Terrain	1.0 x Indicated Stat
Appropriate Terrain	1.5 x Indicated Stat*
Magical Terrain	1.5 x Indicated Stat *
Appropriate Magical Terrain	2.0x Indicated Stat
Town Hall	0.5 x Food/Wood/Stone/Magic (every resource at half stat value, as is shown on character stat card)*

* Always round down to the closest real number

Building	Resource Produced	Appropriate Terrain
Farm	Food	Plains
Lumber Mill	Wood	Forest
Mine	Stone	Mountains
Temple	Magic	Hills

* Note that nothing can be built on a marsh tile