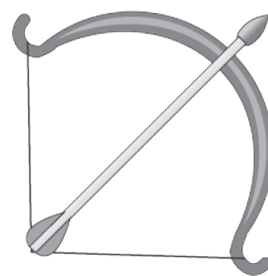
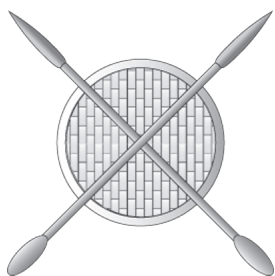


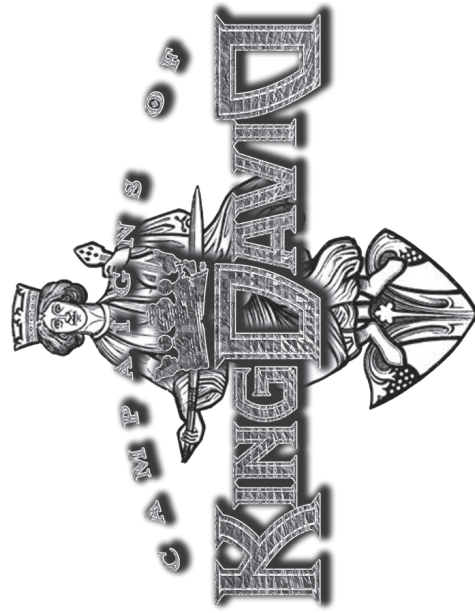
Resource / Food Track

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99



Cost Chart

Type of Unit	To Build		To Maintain	
	Food	Resource	Food	Resource
Chariot	2	4	2	2
Phalanx	1	4	2	1
Infantry	1	3	1	1
Militia	1	2	1	0
Level of Fort	0	10	NA	NA
Combat or Siege	-	1		



Region	Type of Terrain/City	Food	Resource
F	Rabathammon	3	3
O	Hill	1	3
S	Hill	1	2
	Clear	2	0
	Damascus	2	3
	Other Cities	1	2
A	Clear	0	0
E	Clear	3	0
S	Hill	0	1
O	City	2	0
U	Hill	1	1
R	Clear	0	0
C	City	2	1
	Hill	1	2
	Hill	1	2
	Hebron	3	2
	Other Cities	2	1
P	Clear	1	0
R	Hill	1	3
O	Kir-moab	2	2
S	Clear	1	0
U	Clear	1	0
C	Hill	1/2	1
T	Kadesh-Barnea	1	1
	Clear	1	0
	Hill	1/2	1
	Port*	2	0
	Port*	2	3
*2 areas have 2 ports which are counted separately			
	Hill	1	2
	Sidon, Tyre	5	8
	Ahcco	3	3
	Clear	1	0
	Hill	1	1
	Jerusalem	2	3
	Megiddo	2	2
	Other Cities	1	1

Random Events Chart

Number	Title	When Played	Explanation
1	Surprise	Combat/Action Phase	Attacking player rolls first and applies results before defender rolls.
2	Ambush	Combat/Action Phase	Defending player rolls first and applies results before attacker rolls.
3	Vassillating Force	Movement/Action Phase	Units in one area have this chit placed on top. They may not move for the current Action Phase nor may they take part in attacking or siege.
4	Act of God	Siege or Combat/Action Phase	A player must reroll the current round of combat. The new reroll takes effect and is applied. May be played on self or other player.
5	Secret Entrance	Siege/Action Phase	Besieging player automatically wins.
6	Effective Weaponry	Combat/Action Phase	Player adds one to each die roll for the combat.
7	Ineffective Weaponry	Combat/Action Phase	One is subtracted from each die roll of a player for the combat.
8	Egyptian Raid	Movement/Action Phase	A number of Egyptian units equal to a D10 die roll are placed in Egypt and the units conduct an action turn. They are controlled by the player who used the chit.
9	Egyptian Raid	Movement/Action Phase	Same as Random Event 8 except that a D10 and D6 are rolled for units.
10	Egyptian Raid	Movement/Action Phase	Same as Random Event 8 except that 2 D10 are rolled for units.
11	Bedouin Raid	Movement/Action Phase	A number of Bedouin units equal to a D8 die roll are placed in the Bedouin areas and the units conduct an action turn. They are controlled by the player who used the chit.
12	Bedouin Raid	Movement/Action Phase	Same as Random Event 11, except that a D10 is rolled for units.
13	Bedouin Raid	Movement/Action Phase	Same as Random Event 11, except that a D10 and D6 are rolled for units.
14	Increase Harvest	Harvest Phase	Add one to each area's Food rating in one country for the current Harvest.
15	Decrease Harvest	Harvest Phase	Subtract one from each area's Food Rating in one country.
16	Increase Resources	Resource Phase	Add one to each area's Resource Rating in one country for the current Resource Phase.
17	Decrease Resources	Resource Phase	Subtract one from each area's Resource Rating in one country for the current Resource Phase.
18	Alliance	Event Phase	Attempt a minor country alliance.
19	Ark of the Lord	Combat/Action Phase	Judah player only increases the combat die rolls by 2 for one combat.
20	Siege Works	Siege/Action Phase	Decrease the fortification level of a city by one.
21	Defensive Stalwart	Siege/Action Phase	Increase the fortification level of a city by one.
22	Troop Revolt	Combat/Action Phase	Player designates an opposing unit that does not take part in the combat.
23	Bribe!	Combat/Action Phase	Player designates an opposing unit to switch sides at cost of one resource.
24	Recruit Prisoners	Combat/Action Phase	At end of combat, player gains units equal to enemy units lost. Cost 1 R.P.
25	Royal Death	Action Phase	Units of one country cannot move or attack for one Action Phase.
26	God's Intervention	Any Time	Negates an Events Chit just played.
27	Hand of Fate	Any Time	Player may draw two new Phase chits and replace any of the chits in play.