

**GREEK BATTLE CHARTS**

		Vs. → <b>Egyptian</b>	Chariot Archer (C/A)	Spear-man (W)	Elephant (G)	Mummy	Scorpion Man (G)	Sphinx (Gk)	Phoenix (F)	Wadjet (W)	Anubite (C)	Priest (Classic Hero)	Pharaoh (Heroic Hero)	Son of Osiris (Myth. Hero)
↓ GREEK	Cost													
<b>Hoplite (Warrior)</b>	1  1	+7	+4	+4	+3	+3	+3	+3	+3	+3	+6	+3	+3	+3
<b>Hippokon (Cavalry)</b>	1  1	+7	+3	+3	+3	+3	+3	+3	+3	+3	+3	+7	+7	+7
<b>Toxotes (Archer)</b>	1  1	+3	+6	+3	+3	+3	+3	+7	+6	+3	+3	+3	+3	+3
<b>Hydra (Giant)</b> -add additional +1 per opponent killed by Hydra in battle	2  2	+6	+10	+6	+6	+6	+6	+6	+6	+10	+6	+6	+6	+6
<b>Cyclops (Giant)</b> -negates walls & towers, may choose to throw non-giant opponent out instead of battle for +3	3  3	+10 (+9)	+10 (+9)	+10 N/A	+6 (+9)	+6 N/A	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)
<b>Minotaur (Warrior)</b> -destroy 2 buildings if survives combat in attack vs. city	2  2	+9	+5	+5	+5	+5	+5	+5	+5	+5	+9	+5	+5	+5
<b>Manticore (Flyer)</b>	2  2	+5	+5	+5	+5	+5	+9	+5	+5	+5	+5	+5	+5	+5
<b>Centaur (Cavalry/Archer)</b>	1  3	+8	+5	+5	+5	+5	+5	+8	+5	+5	+5	+5	+5	+5
<b>Medusa (Giant Killer)</b> -wins all ties or on doubles	1  3	+5	+5	+11	+5	+11	+5	+5	+5	+5	+5	+5	+5	+5
<b>Classical Hero</b>	3  3	+5	+5	+5	+9	+9	+9	+9	+9	+9	+9	+5	+5	+5
<b>Heroic Hero</b> -if he defeats opponent's hero, that army flees battle	3  4	+6	+6	+6	+10	+10	+10	+10	+10	+10	+10	+6	+6	+6
<b>Mythical Hero</b>	4  4	+8	+8	+8	+10	+10	+10	+11	+10	+10	+10	+9	+11	+13

		Vs. → <b>Norse</b>	Jarl (C)	Throwing Axeman (A)	Huskarl (W)	Nidhogg (F)	Valkyrie (C)	Frost Giant (G)	Troll (W)	Dwarf (Gk)	Classical Norse Hero	Heroic Norse Hero	Mythical Norse Hero
↓ GREEK	Cost												
<b>Hoplite (Warrior)</b>	1  1	+7	+4	+4	+3	+6	+3	+3	+3	+3	+3	+3	+3
<b>Hippokon (Cavalry)</b>	1  1	+3	+7	+3	+3	+3	+3	+3	+3	+3	+7	+7	+7
<b>Toxotes (Archer)</b>	1  1	+3	+3	+6	+7	+3	+3	+6	+3	+3	+3	+3	+3
<b>Hydra (Giant)</b> -add an additional +1 per opponent killed by Hydra in this battle	2  2	+6	+6	+10	+6	+6	+6	+6	+10	+6	+6	+6	+6
<b>Cyclops (Giant)</b> -negates walls and towers, may choose to throw non-giant opponent out of battle instead of combat for +3	3  3	+10 (+9)	+10 (+9)	+10 (+9)	+6 (+9)	+6 (+9)	+6 (+9)	+6 N/A	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)	+6 (+9)
<b>Minotaur (Warrior)</b> -destroys 2 buildings if survives combat in attack against opponent's city	2  2	+9	+5	+5	+5	+9	+5	+5	+5	+5	+5	+5	+5
<b>Manticore (Flyer)</b>	2  2	+5	+5	+5	+5	+5	+5	+5	+5	+9	+5	+5	+5
<b>Centaur (Cavalry/Archer)</b>	1  3	+5	+8	+5	+8	+5	+5	+5	+5	+5	+5	+5	+5
<b>Medusa (Giant Killer)</b> -wins all ties or on doubles	1  3	+5	+5	+5	+5	+5	+11	+5	+5	+5	+5	+5	+5
<b>Classical Hero</b>	3  3	+5	+5	+5	+9	+9	+9	+9	+9	+9	+5	+5	+5
<b>Heroic Hero</b> -if he defeats opponent's hero, that army flees battle	3  4	+6	+6	+6	+10	+10	+10	+10	+10	+10	+6	+6	+6
<b>Mythical Hero</b>	4  4	+8	+8	+8	+12	+10	+12	+11	+9	+9	+10	+11	+13

- Roll 2d6 and add the number shown in the table above to your result. Higher total wins the combat.
- When defending with a wall against a city attack, add +2 to your die roll.
- When defending with a tower against a terrain attack, add +2 to your die roll.

## NORSE BATTLE CHARTS

		Vs. → <b>Egyptian</b>											
↓ <b>NORSE</b>	Cost	Chariot Archer (C/A)	Spearman (W)	Elephant (G)	Mummy	Scorpion Man (G)	Sphinx (GK)	Phoenix (F)	Wadjet (W)	Anubite (C)	Priest (Classical Hero)	Pharaoh (Heroic Hero)	Son of Osiris (Mythical Hero)
<b>Jarl (Cavalry)</b>	1  1	+7	+3	+3	+3	+3	+3	+3	+3	+3	+7	+7	+7
<b>Axeman (Archer)</b>	1  1	+3	+6	+3	+3	+3	+3	+7	+6	+3	+3	+3	+3
<b>Huskarl (Warrior)</b> -add +2 if berserk but loses all ties or if rolling doubles	1  2	+7 (+9)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)	+7 (+9)	+3 (+5)	+3 (+5)	+3 (+5)
<b>Nidhogg (Flyer)</b> -destroy 2 buildings if it survives battle and attacked city	1  4	+7	+7	+7	+7	+7	+11	+7	+7	+7	+7	+7	+7
<b>Valkyrie (Cavalry)</b> -gain 2 favor gained for each unit killed in the battle	3  1	+9	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
<b>Frost Giant (Giant)</b>	2  4	+10	+12	+10	+7	+7	+7	+7	+9	+7	+7	+7	+7
<b>Troll (Warrior)</b>	2  3	+10	+6	+6	+6	+6	+6	+6	+6	+10	+6	+6	+6
<b>Dwarf (Giant Killer)</b> -negates walls/towers, +2 gold in mountains	2  2	+4	+4	+11	+4	+11	+4	+4	+4	+4	+4	+4	+4
<b>Classical Hero</b>	3  3	+5	+5	+5	+9	+9	+9	+9	+9	+9	+5	+5	+5
<b>Heroic Hero</b> -add +2 if berserk but loses all ties or if rolling doubles	3  3	+6 (+8)	+6 (+8)	+6 (+8)	+10 (+12)	+10 (+12)	+10 (+12)	+10 (+12)	+10 (+12)	+10 (+12)	+6 (+8)	+6 (+8)	+6 (+8)
<b>Mythical Hero</b> -for each unit he kills add 1 additional unit to battle	4  4	+8	+8	+8	+12	+12	+12	+12	+12	+12	+8	+8	+8

		Vs. → <b>GREEK</b>											
↓ <b>NORSE</b>	Cost	Hoplite (W)	Hippokon (C)	Toxotes (A)	Hydra (G)	Cyclops (G)	Minotaur (W)	Manticore (F)	Centaur (C/A)	Medusa (GK)	Classical Greek Hero	Heroic Greek Hero	Mythical Greek Hero
<b>Jarl (Cavalry)</b>	1  1	+3	+3	+7	+3	+3	+3	+3	+3	+3	+7	+7	+7
<b>Axeman (Archer)</b>	1  1	+6	+3	+3	+3	+3	+6	+7	+3	+3	+3	+3	+3
<b>Huskarl (Warrior)</b> -add +2 if berserk but loses all ties or if rolling doubles	1  2	+3 (+5)	+7 (+9)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)	+7 (+9)	+3 (+5)	+3 (+5)	+3 (+5)	+3 (+5)
<b>Nidhogg (Flyer)</b> -destroy 2 buildings if it survives the battle and attacked city	1  4	+7	+7	+7	+7	+7	+7	+7	+7	+11	+7	+7	+7
<b>Valkyrie (Cavalry)</b> -gain 2 favor gained for each unit killed in the battle	3  1	+5	+5	+9	+5	+5	+5	+5	+9	+5	+5	+5	+5
<b>Frost Giant (Giant)</b>	2  4	+12	+10	+10	+7	+7	+9	+7	+7	+7	+7	+7	+7
<b>Troll (Warrior)</b>	2  3	+6	+10	+6	+6	+6	+6	+6	+10	+6	+6	+6	+6
<b>Dwarf (Giant Killer)</b> -negates walls/towers, +2 gold in mountains	2  2	+4	+4	+4	+11	+11	+4	+4	+4	+4	+4	+4	+4
<b>Classical Hero</b>	3  3	+5	+5	+5	+9	+9	+9	+9	+9	+9	+5	+5	+5
<b>Heroic Hero</b> -add +2 if berserk but loses all ties or rolling doubles	3  3	+6 (+8)	+6 (+8)	+6 (+8)	+10 (+12)	+10 (+12)	+10 (+12)	+10 (+12)	+10 (+12)	+10 (+12)	+6 (+8)	+6 (+8)	+6 (+8)
<b>Mythical Hero</b> -for each unit he kills add 1 additional unit to battle	4  4	+8	+8	+8	+12	+12	+12	+12	+12	+12	+8	+8	+8

- Roll 2d6 and add the number shown in the table above to your result. Higher total wins the combat.
- When defending with a wall against a city attack, add +2 to your die roll.
- When defending with a tower against a terrain attack, add +2 to your die roll.
- When going berserk, it must be declared before rolling dice. Any unit Berserking loses if rolling doubles regardless of modifiers.

EGYPTIAN BATTLE CHARTS

Vs. → GREEK		Hoplite (W)	Hippokon (C)	Toxotes (A)	Hydra (G)	Cyclops (G)	Minotaur (W)	Manticore (F)	Centaur (C/A)	Medusa (GK)	Classical Greek Hero	Heroic Greek Hero	Mythical Greek Hero
↓ EGYPTIAN	Cost												
<b>Chariot (Cavalry/Archer)</b>	1 1	+6	+3	+3	+3	+3	+6	+6	+3	+3	+3	+3	+3
<b>Spearman (Warrior)</b>	1 1	+3	+6	+3	+3	+3	+3	+3	+6	+3	+7	+7	+7
<b>Elephant (Giant)</b> -negates all walls/towers	1 2	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3
<b>Mummy</b> -if Mummy defeats an opponent, add 1 Mummy to your board	2 3	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
<b>Scorpion Man (Giant)</b>	4 2	+9	+9	+9	+5	+5	+5	+5	+5	+5	+5	+5	+5
<b>Sphinx (Giant Killer)</b>	2 2	+6	+6	+6	+11	+11	+6	+6	+6	+6	+6	+6	+6
<b>Phoenix (Flyer)</b> -may be resurrected to battle if killed with a Priest in the battle	3 2	+6	+6	+6	+6	+6	+6	+6	+6	+10	+6	+6	+6
<b>Wadjet (Warrior)</b> -may take Pharaoh place if Pharaoh is killed in this battle	2 2	+5	+9	+5	+5	+5	+5	+5	+9	+5	+5	+5	+5
<b>Anubite (Cavalry)</b>	1 3	+5	+5	+9	+5	+5	+5	+5	+9	+5	+5	+5	+5
<b>Priest (Hero)</b> -may resurrect to the battle Phoenix for 2 or Osiris for 4 favor	2 4	+4	+4	+4	+9	+9	+9	+9	+9	+9	+4	+4	+4
<b>Pharaoh (Hero)</b> -if killed in battle, may be replaced by a Wadjet if also present	3 3	+6	+6	+6	+10	+10	+10	+10	+10	+10	+6	+6	+6
<b>Son of Osiris (Hero)</b> -may be resurrected by Priest in battle for 4 favor	4 4	+8	+8	+8	+12	+12	+12	+12	+12	+12	+8	+8	+8

Vs. → Norse		Jarl (C)	Throwing Axeman (A)	Huskarl (W)	Nidhogg (F)	Valkyrie (C)	Frost Giant (G)	Troll (W)	Dwarf (GK)	Classical Norse Hero	Heroic Norse Hero	Mythical Norse Hero
↓ EGYPTIAN	Cost											
<b>Chariot (Cavalry/Archer)</b>	1 1	+3	+3	+6	+6	+3	+3	+6	+3	+3	+3	+3
<b>Spearman (Warrior)</b>	1 1	+6	+3	+3	+3	+6	+3	+3	+3	+7	+7	+7
<b>Elephant (Giant)</b> -negates all walls/towers	1 2	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3
<b>Mummy</b> -if Mummy defeats an opponent, add 1 Mummy to your board	2 3	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
<b>Scorpion Man (Giant)</b>	4 2	+9	+9	+9	+5	+5	+5	+5	+5	+5	+5	+5
<b>Sphinx (Giant Killer)</b>	2 2	+6	+6	+6	+6	+6	+11	+6	+6	+6	+6	+6
<b>Phoenix (Flyer)</b> -resurrected to the battle if killed with a Priest in the battle	3 2	+6	+6	+6	+6	+6	+6	+6	+10	+6	+6	+6
<b>Wadjet (Warrior)</b> -may take Pharaoh's place if Pharaoh is killed in this battle	2 2	+9	+5	+5	+5	+9	+5	+5	+5	+5	+5	+5
<b>Anubite (Cavalry)</b>	1 3	+5	+9	+5	+5	+5	+5	+5	+5	+5	+5	+5
<b>Priest (Hero)</b> -may resurrect to the battle, Phoenix for 2 favor or Osiris for 4 favor	2 4	+4	+4	+4	+9	+9	+9	+9	+9	+4	+4	+4
<b>Pharaoh (Hero)</b> -if killed in battle, may be replaced by a Wadjet if also present	3 3	+6	+6	+6	+10	+10	+10	+10	+10	+6	+6	+6
<b>Son of Osiris (Hero)</b> -may be resurrected by Priest in battle for 4 favor	4 4	+8	+8	+8	+12	+12	+12	+12	+12	+8	+8	+8

- Roll 2d6 and add the number shown in the table above to your result. Higher total wins the combat.
- Add +2 to your rolls when defending with a tower against a terrain attack or with a wall against a city attack.