

GREEK BATTLE CHARTS

| | | Vs. → Egyptian | | 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 | | | | | | | | | | | | | | |
| Hoplite (Warrior) | 1 1 | +7 | +4 | +4 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +6 | +3 | +3 | +3 |
| Hippokon (Cavalry) | 1 1 | +7 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +7 | +7 | +7 |
| Toxotes (Archer) | 1 1 | +3 | +6 | +3 | +3 | +3 | +3 | +3 | +3 | +7 | +6 | +3 | +3 | +3 | +3 |
| Hydra (Giant) -add additional +1 per opponent killed by Hydra in battle | 2 2 | +6 | +10 | +6 | +6 | +6 | +6 | +6 | +6 | +6 | +10 | +6 | +6 | +6 | +6 |
| Cyclops (Giant) -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) | +6 (+9) |
| Minotaur (Warrior) -destroy 2 buildings if survives combat in attack vs. city | 2 2 | +9 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +9 | +5 | +5 | +5 |
| Manticore (Flyer) | 2 2 | +5 | +5 | +5 | +5 | +5 | +5 | +9 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Centaur (Cavalry/Archer) | 1 3 | +8 | +5 | +5 | +5 | +5 | +5 | +5 | +8 | +5 | +5 | +5 | +5 | +5 | +5 |
| Medusa (Giant Killer) -wins all ties or on doubles | 1 3 | +5 | +5 | +11 | +5 | +11 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Classical Hero | 3 3 | +5 | +5 | +5 | +9 | +9 | +9 | +9 | +9 | +9 | +9 | +9 | +5 | +5 | +5 |
| Heroic Hero -if he defeats opponent's hero, that army flees battle | 3 4 | +6 | +6 | +6 | +10 | +10 | +10 | +10 | +10 | +10 | +10 | +10 | +6 | +6 | +6 |
| Mythical Hero | 4 4 | +8 | +8 | +8 | +10 | +10 | +10 | +10 | +11 | +10 | +10 | +10 | +9 | +11 | +13 |

| | | 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 |
|---------------------------------------------------------------------------------------------------------------------------------|------|-----------------------|-------------|-------------|------------------------|----------------|-------------|-----------------|--------------------|------------|------------|-------------------------|----------------------|------------------------|
| ↓ GREEK | Cost | | | | | | | | | | | | | |
| Hoplite (Warrior) | 1 1 | +7 | +4 | +4 | +3 | +6 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 |
| Hippokon (Cavalry) | 1 1 | +3 | +7 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +7 | +7 | +7 |
| Toxotes (Archer) | 1 1 | +3 | +3 | +6 | +7 | +3 | +3 | +3 | +3 | +6 | +3 | +3 | +3 | +3 |
| Hydra (Giant) -add an additional +1 per opponent killed by Hydra in this battle | 2 2 | +6 | +6 | +10 | +6 | +6 | +6 | +6 | +6 | +10 | +6 | +6 | +6 | +6 |
| Cyclops (Giant) -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 (+9) | +6 N/A | +6 (+9) | +6 (+9) | +6 (+9) | +6 (+9) | +6 (+9) |
| Minotaur (Warrior) -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 | +5 |
| Manticore (Flyer) | 2 2 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +9 | +5 | +5 | +5 |
| Centaur (Cavalry/Archer) | 1 3 | +5 | +8 | +5 | +8 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Medusa (Giant Killer) -wins all ties or on doubles | 1 3 | +5 | +5 | +5 | +5 | +5 | +5 | +11 | +5 | +5 | +5 | +5 | +5 | +5 |
| Classical Hero | 3 3 | +5 | +5 | +5 | +9 | +9 | +9 | +9 | +9 | +9 | +9 | +5 | +5 | +5 |
| Heroic Hero -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 |
| Mythical Hero | 4 4 | +8 | +8 | +8 | +12 | +10 | +12 | +11 | +9 | +10 | +10 | +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. → Egyptian | | | | | | | | | | | |
|--------------------------------------------------------------------------------------|------|--------------------------|--------------|--------------|--------------|---------------------|--------------|--------------|--------------|--------------|-------------------------|-----------------------|----------------------------------|
| ↓ NORSE | 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) |
| Jarl (Cavalry) | 1 1 | +7 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +7 | +7 | +7 |
| Axeman (Archer) | 1 1 | +3 | +6 | +3 | +3 | +3 | +3 | +7 | +6 | +3 | +3 | +3 | +3 |
| Huskarl (Warrior) -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) |
| Nidhogg (Flyer) -destroy 2 buildings if it survives battle and attacked city | 1 4 | +7 | +7 | +7 | +7 | +7 | +11 | +7 | +7 | +7 | +7 | +7 | +7 |
| Valkyrie (Cavalry) -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 |
| Frost Giant (Giant) | 2 4 | +10 | +12 | +10 | +7 | +7 | +7 | +7 | +9 | +7 | +7 | +7 | +7 |
| Troll (Warrior) | 2 3 | +10 | +6 | +6 | +6 | +6 | +6 | +6 | +6 | +10 | +6 | +6 | +6 |
| Dwarf (Giant Killer) -negates walls/towers, +2 gold in mountains | 2 2 | +4 | +4 | +11 | +4 | +11 | +4 | +4 | +4 | +4 | +4 | +4 | +4 |
| Classical Hero | 3 3 | +5 | +5 | +5 | +9 | +9 | +9 | +9 | +9 | +9 | +5 | +5 | +5 |
| Heroic Hero -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) |
| Mythical Hero -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. → GREEK | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------|------|-----------------------|--------------|-------------|--------------|--------------|--------------|---------------|---------------|--------------|----------------------|-------------------|---------------------|
| ↓ NORSE | 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 |
| Jarl (Cavalry) | 1 1 | +3 | +3 | +7 | +3 | +3 | +3 | +3 | +3 | +3 | +7 | +7 | +7 |
| Axeman (Archer) | 1 1 | +6 | +3 | +3 | +3 | +3 | +6 | +7 | +3 | +3 | +3 | +3 | +3 |
| Huskarl (Warrior) -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) |
| Nidhogg (Flyer) -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 |
| Valkyrie (Cavalry) -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 |
| Frost Giant (Giant) | 2 4 | +12 | +10 | +10 | +7 | +7 | +9 | +7 | +7 | +7 | +7 | +7 | +7 |
| Troll (Warrior) | 2 3 | +6 | +10 | +6 | +6 | +6 | +6 | +6 | +10 | +6 | +6 | +6 | +6 |
| Dwarf (Giant Killer) -negates walls/towers, +2 gold in mountains | 2 2 | +4 | +4 | +4 | +11 | +11 | +4 | +4 | +4 | +4 | +4 | +4 | +4 |
| Classical Hero | 3 3 | +5 | +5 | +5 | +9 | +9 | +9 | +9 | +9 | +9 | +5 | +5 | +5 |
| Heroic Hero -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) |
| Mythical Hero -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 | | | | | | | | | | | | |
| Chariot (Cavalry/Archer) | 1 1 | +6 | +3 | +3 | +3 | +3 | +6 | +6 | +3 | +3 | +3 | +3 | +3 |
| Spearman (Warrior) | 1 1 | +3 | +6 | +3 | +3 | +3 | +3 | +3 | +6 | +3 | +7 | +7 | +7 |
| Elephant (Giant) -negates all walls/towers | 1 2 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 |
| Mummy -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 |
| Scorpion Man (Giant) | 4 2 | +9 | +9 | +9 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Sphinx (Giant Killer) | 2 2 | +6 | +6 | +6 | +11 | +11 | +6 | +6 | +6 | +6 | +6 | +6 | +6 |
| Phoenix (Flyer) -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 |
| Wadjet (Warrior) -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 |
| Anubite (Cavalry) | 1 3 | +5 | +5 | +9 | +5 | +5 | +5 | +5 | +9 | +5 | +5 | +5 | +5 |
| Priest (Hero) -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 |
| Pharaoh (Hero) -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 |
| Son of Osiris (Hero) -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 | | | | | | | | | | | |
| Chariot (Cavalry/Archer) | 1 1 | +3 | +3 | +6 | +6 | +3 | +3 | +6 | +3 | +3 | +3 | +3 |
| Spearman (Warrior) | 1 1 | +6 | +3 | +3 | +3 | +6 | +3 | +3 | +3 | +7 | +7 | +7 |
| Elephant (Giant) -negates all walls/towers | 1 2 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 | +3 |
| Mummy -if Mummy defeats an opponent, add 1 Mummy to your board | 2 3 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Scorpion Man (Giant) | 4 2 | +9 | +9 | +9 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Sphinx (Giant Killer) | 2 2 | +6 | +6 | +6 | +6 | +6 | +11 | +6 | +6 | +6 | +6 | +6 |
| Phoenix (Flyer) -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 |
| Wadjet (Warrior) -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 |
| Anubite (Cavalry) | 1 3 | +5 | +9 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 |
| Priest (Hero) -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 |
| Pharaoh (Hero) -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 |
| Son of Osiris (Hero) -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.