

7 Ages errata – 25/3/06

Note: Text in green shows changes from the 12/12/04 errata.

Note: Text in blue shows changes from the 24/12/04 errata.

Note: Text in red shows changes from the 21/1/05 errata.

Eriksson is an age 3 Vikings/Danes named leader.

All spearmen have a movement of 2. All bombers have a movement of 7. **The units, leaders and artefacts form a strict counter mix limit. The other markers do not.**

Actions – Each action marker only affects the empire it is placed on. If an additional marker is placed not on any empire, that marker's only effective actions are (1) Start empire, (5) destiny or (6a) Civilise (only for the playing of event and artefact cards). **Once placed, you may always carry out an action even if the empire is discarded by the time its action is to be performed.**

Start Empire - When setting up an empire, there is no limit to the number of your initial units that may set up in each starting area.

Production – Elite markers may be built for a cost of 10 money each. Place all built elite markers on the empire's card.

Trade & Progress - If both players are tied during a trade, the empire that picked the T & P action advances one space only. If both empires picked T & P, the empire lower in progress advances one space only. If they are equal in progress, neither advances.

If you progress beyond the 49th progress level you are still in the 7th age but cannot go backwards in progress any more. If two or more empires end the game beyond the 49th space, they are assumed to be on the same progress space when harvesting glory.

Manoeuvre – **Whenever an area is left vacant of units, remove all artefacts and any fort and disorder marker from that area, and replace any capital with a city of the same value. Whenever a unit occupies a vacant area containing a city, the city is reduced by a level (remove a level 1 city).**

If a Christian civilisation without a capital loses an area, place a disorder marker in any city in that empire. If it has no cities, ignore the penalty.

You only remove 1 elite marker during End of Conflict if the loser lost 2 or more units in this combat.

Civilise – Artefact cards may be played on any empire (not just those within range) by any empire or non-empire (delete the 4th para of Playing artefact cards).

Red artefacts can only be placed if its counter is not already in play.

When playing *Empire Fragments* (card 28) or *Civil War* (card 67), the empire with the capital (or leader if no capital) gains the saved money. If no capital (or not all leaders are on the one side) then the money is split equally.

When playing *Pestilence* (card 18) or *Plague* (card 39), you compare the age to the card value not card no.

The United Nations artefact effects *Rebellion* (card 26) rather than *Revolt* (a somewhat less than existing card).

The Socialism artefact effects *Religious Strife* rather than *Schism*.

Multiple leaders of the same type have a cumulative effect (e.g. an empire with 2 philosophers wins ties against all empires that only have 1 or less **and you only get the benefit in trade if you have more scientists than the empire you are trading with**).

Harvest Glory - To receive glory for a particular category, you must have at least one of that category (e.g. you could only gain glory for most money if you have at least 1 money saved). **Wheat in non-fertile areas only counts for empires in age 5 onwards.**

When counting artefacts, only green artefacts are counted.

The crossed rifles symbol is for most land units NOT infantry.

Optional Rules - All 7 valued cards have an additional benefit in that they may all be played as Bad Augury cards except that they cannot be played to stop the effect of the actual Bad Augury cards (cards 5 & 41).

Terms of play

Barbarian - a barbarian empire isn't allowed to build cities, its units have no maintenance cost and it gets only half the normal income during production.

Invasion – entering a land area directly from an adjacent sea or ocean area (e.g. moving into Germany directly from the North sea is invading, moving via the Low countries is not).

Non-empire action – the additional action marker not placed on any empire, only available when a player has less than their maximum number of empires.

Start area(s) – the area(s) an empire first sets up in.

Frequently Asked Questions

1. Start empires

Some empires set up behind the most advanced empire. If that means my empire would start in an age prior to that allowed on the card, am I still allowed to set it up?

HR> Yes.

Am I right in saying that in other than in a 2 player game, players can't all reach their maximum of empires at the same time?

HR> They can also do it in the 3 player game (5 empires each) and the 5 player game (3 empires each).

Does this mean they have to destroy someone else empire to free a set of colour?

HR> In the 4, 6 & 7 player game, yes.

After all my dedicated empires have started and I am starting a new empire, do I take both the dark and light shades of a particular free colour or just one?

HR> Just the one, your choice.

2. Production

3. Trade & Progress

Do I need to win a trade to lift the restriction on cavalry and ships?

HR> No.

Does 'winning a tie' suffice for elephant acquisition?

HR> Yes.

If two capitalist empires both choose Trade and Progress, and they trade with each other, does the one that "initiates" the Trade action get the two card benefit for being Capitalist, but the other does not?

HR> Yes.

4. Manoeuvre

In regards to controlling an area, an air unit by itself can control a land or sea/ocean area. It can only control a sea/ocean area if there is a ship in the same or an adjacent area. On a later turn, the air unit could leave the land or sea/ocean area, thus giving up control of the area.

A ship by itself can control a coastal or sea/ocean area. On a later turn, the ship could leave the sea/ocean area thus giving up control, but the ship can only leave a coastal area if another land or ship is present.

A land unit by itself can control a land area. On a later turn, the land unit can only leave the land area if another land or naval unit occupies the area.

Is this right?

HR> Spot on.

What exactly is the type of area for the white pacific island groups? I would assume desert, but they could also be fertile.

HR> If they are not mountain or jungle, they are desert.

Can ships move directly from one coastal area to another?

HR> Yes.

The manoeuvre rules mention crossing arrows that are in two water areas, but all of the crossing arrows on the map are at least slightly to one side of the border. Are arrows such as Labrador-Newfoundland considered to be in two water areas?

HR> Yes.

When invading you place ships in land areas, do the ship also join the battle? What about if a ship moves into a coastal land area without a land unit? **What about ships at sea?**

HR> Yes, in all cases. All units in an area must resolve conflict against all units of another empire (even one of your own) in the same area.

In a conflict, if neither side has a disorder marker, can one side retreat if the other side agrees?

HR> No.

If both sides commit a Tactician to conflict and they tie, then neither side loses units?

HR> Correct.

The Assyrians (card 6) have a special power that if they defeat an enemy unit, it joins their cause. Do you have to draw these new units from your own (Assyrian) force pool?

HR> Yes.

Now swords are infantry, progress level 12, so if Assyria defeats an enemy spear unit (infantry, progress level 1) while out of spears, do they gain a legion?

HR> No, you can only assimilate the unit if you have it in your force pool. However the Assyrians don't need to be at the progress level of the unit assimilated to get the unit themselves (gotta love those Assyrian tanks).

If I liberate an area that has a disorder marker, can I then remove the marker if I have enough units there remaining?

HR> Yes.

Does conflict disorder remain in an area after conflict resolution there?

HR> No, there are two types of disorder, conflict disorder and area disorder. Neither effects the other. Once you finish resolving conflict, you return all disorder markers you gained during the conflict to the force pool (rather than putting them on the map).

5. Destiny

6. Civilise

Are you limited to one type of civilise action. Can you upgrade your cities, change leaders, play a few artefacts and remove disorder all in one action phase?

HR> You can do everything on the list in a single civilise action, except that you cannot adopt both a government and a religion in the same action.

Can artefacts be destroyed during manoeuvre and built during Civilise in the same turn?

HR> Yes.

In a Civil War (card 67) the two sides share the card, but this implies if one side loses a battle and loses an elite marker then the other side would also lose its elite status?

HR> No, after separation they are treated as two completely separate empires.

I assume the way to play it is to turn the Civil war card over, put all the same markers on it, and consider it to have the same abilities as the original, but treat it as a separate empire thereafter.

HR> Correct except you don't retain the card as it should be available for play again later. Instead, just place your spare capital (along with any religion, government and/or elite markers the original empire has) in the position you would normally place an empire as a reminder that you have an extra empire in play.

If I discard the event, how do I remember which empire I have civil warred or fragmented (card 28)?

HR> Trust me, the original owner will keep you (and everyone else) well informed.

What if an empire **with no capital or leader** suffers civil war while having 7 money saved. Would each empire get 4 money (both sides rounding 3.5 to 4)?

HR> Yes. Assume that the new empire found an extra wedge under the palace carpet that had fallen behind the throne.

What if its split into 3 empires by an empire fragments (card 28)?

HR> Then each empire would get 2 money (see Modifications in the Terms of Play).

The Assassins (card 109) get a free assassination attempt during their Civilise action. What is the value of this action? Meaning: How many cards am I allowed to draw at max?

HR> 3, the Assassins leader value.

In the rules it says: "If the empire has a named leader for this age, you can promote that leader". Is "this age" the current age of the game or the age the empire is in?

HR> References to age are always the age of the empire (except for the age you can start an empire).

The leader promotion step and some events (e.g. *Uprising*) state that the target empire may draw cards up to its leader value. What the heck is the leader value (is this the amount of leaders an empire may have)?

HR> Yes. It's the number of leaders stated on your empire's card. Please note that this is the first number after the word "Leaders". All numbers after any named leader is the empire's age that the leader is available (the same number that is on the back of the leader's counter).

If my empire can promote a named leader that is currently being used as a marker, can I get the leader, replacing the marker with another of the same type?

HR> Yes.

Can I adopt a religion (or government) if the only marker I can use is on the back of another religion (or government) in play?

HR> Yes, but only if you can replace that empire's religious/government marker with another of the same religion/government from those artefacts not yet in play.

Can I adopt a religion or government even if I don't satisfy the prerequisites for starting the religion or government (e.g. can I adopt Christianity by being within range of a Christian empire even if my empire is not within range of Palestine)?

HR> Yes.

Can I modernise a unit when I reach the progress level for the next unit of that type. For example can I modernise my spears into swords when my empire reaches or exceeds progress level 12?

HR> No, you can only modernise a unit if you have reached the progress level of the unit on the back of the unit you wish to modernise. So in your example, your spears can only be modernised into rifles and only when your empire reaches or exceeds progress level 28.

What is the cost of modernising my units?

HR> Nothing (except for the opportunity cost of playing a civilise action of course).

What happens to a city or capital if all the units in the space are destroyed by an event, such as Rebellion?

HR> A capital converts to a city of the same value. All other cities remain unchanged.

What is the cost of building or improving a city?

HR> Nothing (except for the opportunity cost of playing a civilise action of course).

7. Discard Empire

What happens to the 'progress' counter when you discard the empire, is it to be removed?

HR> Yes.

Does the term "markers from the map" stands for progress & money marker?

HR> Yes

If an empire is discarded due to lack of units what happens to the action on it? Example: the first player starts a new empire, and in the process eliminates one of your empires - if you had an empty slot with the action start empire, and a wildcard on the now eliminated empire, can you now start two new empires?

HR> Yes. You always get to carry out the action on an empire, even if it ceases to exist when it is time to perform that action.

Do I still have to play discard empire on an empire that is discarded due to lack of units?

HR> No, your adversary has just done you a huge favour and this gift should only be provided if the recipient accompanies all pleas for such a felicitous outcome with a shrill cry of "Kill me now master".

8. Harvest Glory

If you play 2 harvest glory cards on an empire [that doubles its harvest] does it get four times the value or only two?

HR> 4 times.

9. Eligible Action

Assuming I don't have my maximum empires in play, can I use my extra action to allow one of my empires to do that action?

HR> No. The only effective action for the extra action is among start empire (action 1 on the menu of actions), destiny (5) and the play cards part of a civilise action (6a).

In the same way, the only effective empire action is among production (2), trade & progress (3), manoeuvre (4) & civilise (6)?

HR> and destiny (5) and discard empire (7)

Are the various sub-actions of each action required to be played in order, or can they be played in any order? For example, during civilise, if an empire had a builder leader, could it urbanise (taking advantage of its builder), then demote the builder leader?

HR> No, all sub-actions must be played in order.

Suppose someone *Time wrinkles* (card 70) their Production, in a turn when I have not used my Production marker, but one of my empires has a Wild Card. If I use my Wild Card to do Production, do I get an extra Production for *the Time wrinkle*? A literal reading of the card would say no: I have chosen a different marker.

HR> Correct.

And if this literal interpretation is correct, what happens if someone *Time wrinkles* a Wild Card? Must the extra action be the same as the one chosen for the Wild Card by each player who gains the benefit, or must it be the same as the one chosen for the Wild Card by the player who played the event, or is it wide open?

HR> Wide open and you could do a completely different action if you want. You would still be subject to the - 1 glory tho if it is the same action as you have already done.