

II Handicap
Poor recruiter, -1 on recruitment
roll.

II Handicap
Poor recruiter, -1 on recruitment
roll.

II Handicap
Sacred cow.
Can not attack the player who
passed you this card.

II Handicap
Sacred cow.
Can not attack the player who
passed you this card.

II Handicap
Inept general, loses ties.
Dies when any 3 dice match.

II Handicap
Inept general, loses ties.
Dies when any 3 dice match.

III Handicap
Poor recruiter, -1 on recruitment
roll.

III Handicap
Poor recruiter, -1 on recruitment
roll.

III Handicap
Inept general, loses ties.
Dies when any 3 dice match.

III Handicap
Inept general, loses ties.
Dies when any 3 dice match.

III Handicap

Sacred cow.

Can not attack the player who passed you this card.

III Handicap

Sacred cow.

Can not attack the player who passed you this card.

III Handicap

Sacred cow.

Can not attack the player who passed you this card.

IV Handicap

Inept general, loses ties.

Dies when any 3 dice match.

IV Handicap

Inept general, loses ties.

Dies when any 3 dice match.

IV Handicap

Inept general, loses ties.

Dies when any 3 dice match.

IV Handicap

Inept general, loses ties.

Dies when any 3 dice match.

IV Handicap

Sacred cow.

Can not attack the player who passed you this card.

IV Handicap

Sacred cow.

Can not attack the player who passed you this card.

IV Handicap

Sacred cow.

Can not attack the player who passed you this card.

IV Handicap
Sacred cow.
Can not attack the player who
passed you this card.

IV Handicap
Sacred cow.
Can not attack the player who
passed you this card.

IV Handicap
Poor recruiter, -1 on recruitment
roll.

IV Handicap
Poor recruiter, -1 on recruitment
roll.

IV Handicap
Poor recruiter, -1 on recruitment
roll.

V Handicap
Sacred cow.
Can not attack the player who
passed you this card.

V Handicap
Sacred cow.
Can not attack the player who
passed you this card.

V Handicap
Sacred cow.
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passed you this card.

V Handicap
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passed you this card.

V Handicap
Sacred cow.
Can not attack the player who
passed you this card.

V Handicap
Inept general, loses ties.
Dies when any 3 dice match.

V Handicap
Inept general, loses ties.
Dies when any 3 dice match.

V Handicap
Inept general, loses ties.
Dies when any 3 dice match.

V Handicap
Poor recruiter, -1 on recruitment
roll.

V Handicap
Poor recruiter, -1 on recruitment
roll.

V Handicap
Poor recruiter, -1 on recruitment
roll.

VI Handicap
Poor recruiter, -1 on recruitment
roll.

VI Handicap
Inept general, loses ties.
Dies when any 3 dice match.

VI Handicap
Sacred cow.
Can not attack the player who
passed you this card.

VI Handicap
Sacred cow.
Can not attack the player who
passed you this card.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Inept political leader.
Can play no political cards.

Any Handicap
Naval inefficiency.
Each boat cost 3 points to build.

Any Handicap
Naval inefficiency.
Each boat cost 3 points to build.

Any Handicap
Naval inefficiency.
Each boat cost 3 points to build.

Any Handicap
Consider empire barbarians and
eliminate capital.

Any Handicap
Consider empire barbarians and
eliminate capital.

Any Handicap
Consider empire barbarians and
eliminate capital.

Any Handicap
No monument building.

Any Handicap
No monument building.

Any Handicap
No monument building.

Any Handicap
No monument building.

Any Handicap
No monument building.

Any Handicap
No monument building.