





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|--|---|--|---|
| Warrior | Production Building Cap: 7 | Engineer | Production Building Cap: 8 |
| Start: 1 Villages 1 Barracks | Effect: Once per turn: 1  → 2  | Start: 2 Villages 1 Lab 1 Grass 1 Workshop | Effect: Upgrade a Village or Lab for 2  |
| <i>"Warrior soldiers are actually highly educated: in the art of mercilessly destroying other societies. They should have conquered everyone else years ago, but an ineffectual leadership keeps them from true glory. Lacking infrastructure, the Warriors are now realizing that their soldiers are also adept at building."</i> | | <i>"The Engineers are constantly worried about efficiency. While everyone else was busy building robots, the Engineers were busy building robots that could build more robots. Now on the path to glory, they must make sure that the other great powers don't take notice and steal their prized technology."</i> | |
| Emperor | Production Building Cap: 8 | Dot Com | Production Building Cap: 10 |
| Start: 1 Villages 1 Wall 2 Gardens | Effect: Give an opponent a garden you own to take a Special card for free. | Start: 5 Labs Upgrades I Upgrades II | Effect: Return a Lab to the pile for 2 workers. |
| <i>"The Emperor had it all: wealth, power, and fame. But he squandered it all on gardens and a palace! Little did he know that it would make him very unpopular among his subjects. With the new, stronger powers now threatening his reign, the Emperor will have to bribe his way to the top- to glory!"</i> | | <i>"They invested everything they could into technology..."</i> | |
| Defender | Production Building Cap: 10 | | |
| Start: 2 Villages 1 Grass 1 Lab | Effect: 1 VP per Wall Fences cost 1 worker instead of 2. | | |
| <i>"A paranoid bunch, the defenders have seen great empires rise and fall from poorly maintained defenses. Now they are on a race to build an impenetrable fortress- one that only a foolish attacker would attempt to invade. Doing so will grant them glory: but perhaps their focus on defense will stunt their development."</i> | | | |

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| Vanilla | Production Building Cap: 10 | Vanilla | Production Building Cap: 10 |
| Start: 3 Villages 1 Grass | Effect: Once per turn: 4  → 1  | Start: 3 Villages 1 Grass | Effect: Once per turn: 4  → 1  |
| <p><i>"The Vanillas will tell you that they are the greatest beings of them all. The truth is, they are just average. However, do not let their average-ness fool you: as a versatile species, they are able to easily specialize in both warfare and technology. Suprisingly, they enjoy cholcolate."</i></p> | | <p><i>"The Vanillas will tell you that they are the greatest beings of them all. The truth is, they are just average. However, do not let their average-ness fool you: as a versatile species, they are able to easily specialize in both warfare and technology. Suprisingly, they enjoy cholcolate."</i></p> | |
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