

Phase I.

1. Collect money from roads (1 per road)
2. Collect resources from nomads
3. Collect resources from resource sites and buildings
4. Grow population OR remove hunger chip(s)

Phase II.

1. Roads do not give free movement in phase II
2. ALL military units may move one hex.
3. Beasted units may move 2 hexes
4. Ships may load, move, and unload on same turn.
5. All battles are declared.
6. Resolve declared battles.

Phase III.

1. Assign one pop unit to food.
2. Move unworked pop unit (cost 1 gold)
3. Build roads (1 work with pop in both hexes)
4. Build buildings (using stone or wood)
5. Assign pop units to a resource site
6. Assign pop units to buildings for money or upgrade
7. Build ships in hex with woodshop
8. Convert unworked pop into military
9. Bribe enemy hexes
10. Build a wonder

Phase IV.

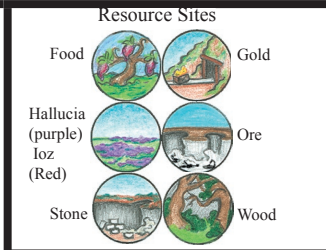
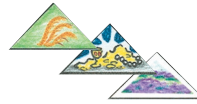
1. Remove unsupported military and beasts (1 barracks/stables per 6)
2. Feed population, starve, or convert extra food to money
3. Buy fame point(s) (costing money equal to the number of population units of the most populated tribe.)
4. If last player in round, then everyone re-rolls for turn order

Tribes of Pangea

Quick Reference Sheet

Nomad Bonuses (unit of your color in hex required for bonus)

- Food.....1
 Gold.....2
 Hallucia...1



Resource Site	Worked with pop unit	Discovery
Food	2	NA
Wood	1	1
Stone	1	1
Gold Mine	3	3
Hallucia	1	2
Ore	1	1
IoZ	1	1

	Unit	Free Attacks	Defense Modifier	Upgrade with a
	Melee	0	-1	Blacksmith, Fortress, Beast, Shield of Faith
	Ranged	1*	0	Woodshop, Refinery, Beast, Fortress
	Wizard	3	0	Magic lab, Granary, Fortress, Beast
	Population	1	0	Fortress (may only be in defending army)
	Ship	0	0	Refinery (may transport 6 military units)

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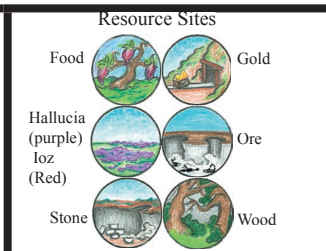
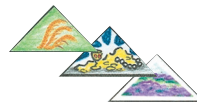
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