

YUCATAN

PLAYER AID

CITY LEADER SPECIAL ABILITIES



Reinforce all your Troops.



Pay 3 Corns to draw 3 battle cards.
Keep 1 and discard the others 2.



Gain 1 Jade or 2 Corns.

COUNSELORS



Gain 2 extra
Corn when this
troop activates a
Central City for
Corn.



The total cost to
move this troop
is reduced by 1
Corn.



Pay 1 Jade and 1
Corn to make a
Prisoner at the
end of the battle.



Gain 1 extra Jade
when this troop
activates a Central
City for Jade.

TROOP ABILITIES

Level 1 Abilities:



Reinforce the Troop.



Push the enemy into the jungle after an attack.



Add +1 Strength to the Troop.

Level 2 Abilities:



**Add +1 Strength to the Troop.
If you win the battle make 1 Prisoner**



If this troop takes at least 2 prisoners during a battle, gain 1 VP.

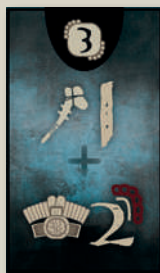


**When you attack:
your opponent cannot use the power of his Summoning.**

Level 3 Abilities:



**Add +1 Strength to the Troop.
At the end of the battle draw a Battle card.**



**Add +1 Strength to the Troop.
If you win the battle gain 2 VP.**



Make a Prisoner at the beginning of the battle.

BUILDING ABILITIES

Level 1 Buildings:



Pay 1 Jade and 1 Corn per Level of the Building you want to build.

Level 2 Buildings:



Pay 1 Jade per Level of the Building you want to build.

Level 3 Buildings:



Pay 1 Jade per Level of the Building you want to build. You can also pay 2 Corns to draw a Battle card.



Pay 3 Corns per Level of the Ability you want to acquire.



Pay 2 Corns per Level of the Ability you want to acquire.



Pay 1 Corn per Level of the Ability you want to acquire.



Reinforce your Troop up to 4 Units (not including the Leader).



Reinforce your Troop up to 4 Units (not including the Leader). You can also pay 3 Corns to draw a Battle card.



Reinforce your Troop up to 5 Units (not including the Leader). You can also pay 2 Corns to draw a Battle card.



Pay 1 Jade and 1 Corn per Level of the Summoning you want to add to your Troop.



Pay 1 Jade per Level of the Summoning you want to add to your Troop.



Pay 1 Jade per Level of the Summoning you want to add to your Troop. You can also pay 2 Corn to draw a Battle card.

THE SUMMONINGS

Level 1 Summonings:



The Black Widow:

Add +1 Strength to the linked Troop.
If you win the battle gain 1 Jade or 2 Corn.



The Vulture:

The total movement cost of the linked troop is reduced by 2 Corn.
Reinforce the linked troop at the end of a Battle.



The Crocodile:

Pay 2 Corn to make a Prisoner at the beginning of the battle.



The Anteater:

When you activate a Central City with the linked Troop, choose two different City Bonuses.

Level 2 Summonings:



Cabrkan:

Add +2 Strength to the linked Troop.
Pay 2 Corn to make a Prisoner at the end of the battle.



Balam (Ix Chel):

If you are the Attacker: the linked troop pushes the enemy into the jungle and takes a Prisoner at the end of the battle.
Reinforce the linked troop at the end of a fight.



Priest of Vucub Caquix:

At the end of the battle either make 2 Prisoners or make only 1 Prisoner but gain 5 Corns.

Level 3 Summonings:



Camazotz incarnation:

Add +2 Strength to the linked Troop.
If the linked troop wins a battle, gain 1 VP.
The total movement cost of the linked troop is reduced by 2 Corn.



Kukulcan incarnation:

Add +2 Strength to the linked Troop.
At the end of the battle draw a card or take the card played during this battle by your opponent.