

Card Number	Card Title	Frequency	Reference	Effort	Offense	Defense	Special Abilities
1	Socket Axemen	C	Ezek. 26:9	2	2	2	Socket Axemen gain +1 to their offense when attacking cavalry or chariots.
2	Moses	C	Ex. 3:2	3	2	2	Inspire - Free target follower cards who is enslaved.
3	King Tutankhamen	R		4	2	2	All of your follower cards gain +1 to their offense and +1 to their defense. Inspire - return a city in your discard pile to your hand.
4	King Romulus	R		4	1	2	All Unique people and follower cards you control gain +1 to offense and +1 to defense while King Romulus is in play.
5	Hermon Mountains	R	Judg. 3:3	3	0	0	Your followers cannot be converted while Hermon is in play. Add +1 to your wisdom at the beginning of your turn.
6	Nineveh - Fortress	R	Gen. 10:8-10	6	2	8	All followers you control add 2 points instead of 1 when used to add to your wisdom. Provides food for up to 2 armies or unique people.
7	Arphaxad	U	Gen 10:22	3	1	1	Return to owner's hand if placed in discard pile from play.
8	Angel of Protection	U	2 Chron 13:13	3	0	0	Return any unique person or army card from play to owner's hand.
9	Potiphar	U	Gen 39:1	4	1	2	Inspire- Enslave. Take control of targeted follower card. The controlled follower card cannot be used to add to your wisdom, but can add up to two points of effort to build.
10	King Taharqa	U		3	2	2	Any army or Unique Person defending against King Taharqa gets -1 to offense.
11	Nile River	U		3	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 army or Unique Army cards.
12	Commander Sisera	C	Judg 4:1-22	3	2	2	Any Unique Person Sisera attacks gets -1 to defense.
13	Priestess of Ashtoreth	C		2	1	2	Add +1 to your wisdom at the beginning of your turn.
14	Bees	R		2	1	1	Can feed up to 2 armies or unique people. Inspire - Remove one point of damage from target army or unique person.
15	Traitor	U		3	0	0	There is nobody worse than a traitor. Target building loses one point to its defense.
16	Aqhat	R		2	2	1	Aqhat can attack from behind the walls of a fortress he is defending. If Aqhat is removed from play and placed into your graveyard, then you may cause famine and place target follower card into owner's discard pile.
17	Avim - tribe of Canaanites	U		1	1	2	Inspire - Add +1 effort to build or +2 to your wisdom.
18	Canaan	R	Gen 9:18-27	4	2	3	You gain +1 to wisdom at the beginning of your turn. All followers you control gain +1 to defense.
19	Heth	C	Gen. 10:15	3	1	2	Heth is unaffected by ambush. Heth can also defend if he is not currently in combat, even if he attacked the previous round.
20	King Jobab	U	Josh 11:1	3	1	3	Land and beast cards you control that are used for food can support 1 additional army or unique person
21	King Debir	C		2	1	2	Inspire - Target enslave card is placed into owner's hand.
22	King Keret of Hubur	C		3	1	2	Your buildings require 1 less effort to bring into play.
23	King Og	R	Deut. 1:4	4	1	2	Og is immune to conversion. Your armies gain +1 to offense and +1 to defense.
24	Mattan - Priest of Ba'al	R	2 Kin. 11:18	2	1	2	Inspire - Target army or Unique Person you control gains +2 to their offense until the beginning of your next turn.
25	King Ashurnasirpal	U		3	2	3	Inspire - Take control of target temple. Add +1 to your wisdom at the beginning of your turn.
26	King Sennacherib	R	2 Chron 32:1-23	2	2	3	Inspire - Target item is placed in owner's discard pile.
27	Tiglath-Pileser I	R		5	2	3	Strategy is everything. Inspire - Draw one card and place into your hand.
28	Shalmaneser III	C		4	2	3	Add +1 to your enlightenment. Inspire - remove 1 point of damage to target follower you control.
29	King Esarhaddon	C		3	2	3	Inspire - Target Unique Person is unable to use their special ability until the beginning of your next turn.
30	King Sargon II	U	2 Kin 17:6	4	3	2	Your buildings require 1 less effort to bring into play. King Sargon II is immune to Conversion.
31	The Abshakeh	C	2 Kin. 18:17-27	2	1	2	Your army cards require 1 less effort to bring into play.
32	Commander Tartan	C	2 Kin. 18:17	5	2	2	Army cards you control gain +1 to offense and +1 to defense while Tartan is in play.
33	Followers	C		0	1	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
34	Followers	C		0	1	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
35	Followers	C		0	1	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
36	Followers	C		0	1	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
37	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
38	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
39	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
40	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
41	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
42	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.

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45	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
46	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
47	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
48	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
49	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
50	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
51	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
52	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
53	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
54	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
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56	Followers	C		0	0	2	Inspire - Add +1 effort to build or +1 to your wisdom. Followers cannot attack.
57	Aaron	C	Ex 7:8-20	3	1	2	Inspire - Effect or bonus produced by target enemy priest is cancelled.
58	Esther	R	Esth 2:15	3	1	1	Inspire - Prevent all damage to target follower card or army card until the beginning of your next turn.
59	Joshua	C	Num 13:8	2	2	2	Inspire - Target defending army gets +1 to defense until end of turn.
60	Commander Abner	U	1 Sam. 14:50-51	3	2	2	Your attacking army cards gain +1 to offense while Abner is in play.
61	Abraham	C	Genesis 11:26-25:11	2	2	2	Inspire - target follower or unique person is immune to conversion or bribery until the beginning of your next turn.
62	Barak	C	Judges 4	4	2	3	Prevents any chariot by any player from attacking while card remains in play. Any chariot may still defend if attacked.
63	Caleb	C	Num 13:6	1	1	1	Inspire - Look at top two cards of target player's deck.
64	Jonah	C	2 Kings 14:25	2	1	1	Inspire - discard target conversion card in play
65	Elijah	R	1 Kin 19:8	4	2	2	Inspire - Place target non Israelite priest into owner's discard pile if Defense of target prophet is less than the offensive amount of Elijah.
66	Alexandria - Fortress	C		5	2	8	Defenders can counterattack from behind the walls of Alexandria. Can feed up to 2 armies or unique people. Add +1 to your wisdom at the beginning of your turn.
67	Memphis - Fortress	U	Hos. 9:6	5	2	6	Can feed up to 2 army or Unique People. Any army, follower, or Unique Person defending Memphis gains +1 to their offense.
68	Migdol - fortress	C	Jer. 44:1	4	1	5	Migdol defenders gain +1 to their defense.
69	On - Fortress	R		3	2	4	Your follower cards can produce one extra effort to build or add +1 your wisdom.
70	Pi Beseth - City	C	Ezek 30:17	2	1	3	Add +1 to your wisdom at the beginning of your turn.
71	Pithom	C	Ex 1:11	2	1	3	You are immune to famine. Add +1 to your wisdom at the beginning of your next turn.
72	Thebes - Fortress	R		5	2	7	Your enslave and conversion cards take one less effort to bring into play. Add +1 to your wisdom at the beginning of your next turn. Defenders of Thebes gain +1 to their defense.
73	Zoan - City	C	Num. 13:22	2	1	3	Add +1 to your wisdom at the beginning of your next turn.
74	Pyramids	R		5	0	8	Followers add one additional point to your wisdom each turn if used in this way.
75	Necropolis	R		5	1	4	Inspire - Target army you own goes into your hand instead of your discard pile.
76	Temple at Karnak	C		3	1	3	Your physicians can use their special abilities one extra time before the beginning of your next turn.
77	Syene - City	C	Ezek 29:10	2	1	3	Add +1 to your wisdom at the beginning of your turn.
78	Tahpanhes - City	C	Jer. 2:16	2	1	3	Can feed up to 1 army or unique person.
79	Herod the Great	C		4	2	2	Herod gains an additional +1 Offense and +1 to Defense when attacking another Unique Person.
80	Lucius Cornelius Sulla	C		3	2	2	Inspire - target attacking army get -1 to their defense.
81	Emperor Augustus	R		5	2	3	Followers produce double their effort when building a city, temple, or fortress
82	Lucretia	R		4	1	2	Your followers gain 1 additional point when used to add to wisdom.
83	General Marcus Antonius	R		5	2	3	A good general knows his army's strengths, but a great general also knows his enemy's weakness. Inspire - Target Unique Person or army card gets -2 to Offense and -2 to defense until the beginning of your next turn. Offense cannot be lower than 0 and defense cannot be lowered below 1 using this ability.
84	General Marius	C		3	2	2	Inspire - target attacking army get -1 to their offense.
85	Octavian	U		3	2	2	Roman spearmen and swordsmen gain +1 to offense when attacking.
86	Publius Clodius	C		3	2	2	Immune to Bribery
87	Tiberius Sempronius	R		5	2	3	Attacking armies you control gains +1 to offense while Tiberius Sempronius is in play. Add +1 to your wisdom at the beginning of your turn.

88	Archer	C		3	2	1	Can attack from behind the walls of a fortress it is defending.
89	Javelin Throwers	C		1	1	1	Can attack from behind the walls of a fortress it is defending.
90	Priestess of Dagon	U		1	1	1	Land used for food can feed 1 additional army or Unique Person.
91	Spearmen	C		2	1	2	Can attack from behind the walls of a fortress it is defending.
92	War Chariot	U		3	3	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
93	Calvary	C		2	2	2	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
94	Assur - Fortress	U	Gen 10:11	4	2	5	Add +1 to your wisdom at the beginning of your turn. Any defending army or unique person inside of Assur who can attack, gains +1 to their offense.
95	Calah - City	C	Gen 10:8-12	2	1	3	Add +1 to your wisdom at the beginning of your turn.
96	Calno - City	C	Is. 10:9	2	1	3	Add one to your wisdom per turn
97	Haran - City	R	2 Kings 19:12	3	1	3	Add +1 to your wisdom at the beginning of your turn. Provides food for up to 2 armies or unique people.
98	Imgur-Enlil - Fortress	U		5	2	7	There can be beauty in strength. Provides food for 1 army or unique person. Composite Bowmen and Spearmen defending Imgur gain +1 to offense.
99	Ivah - City	C	2 Kin 18:34	1	1	2	Target city is immune to Torching.
100	Resen - City	C	Gen. 10:12	2	1	3	Provides food for 1 army or unique person.
101	Sam'al - Fortress	R		5	2	6	Add +1 to your wisdom at the beginning of your turn. All defending armies you control gain +1 to their defense.
102	Sepharvaim - City	C	2 Kin. 17:24	2	1	3	Provides food for 1 army card per turn.
103	Sultantepe - Fortress	R		4	2	4	Steep-sided mound, flat on top.. Basalt Columns at the grand entryway. Temple dedicated to the god Sin - Crescent moon with horns pointing up on a pedestal. You gain 2 points of wisdom at the beginning of your turn.
104	Ambush	C		2	0	0	Allows you to play one army card from your hand paying the normal amount of effort. This army card must be used to defend against an attacking army. The army card remains in play unless otherwise placed in owner's discard pile.
105	Assassinate	U		4	0	0	Place target Unique Person in owner's discard pile.
106	Bribe	U	Ps. 26:10	2	0	0	Prevent one target army from attacking until the beginning of your next turn.
107	Call to arms	C		2	0	0	Follower cards gain +1 to their offense and +1 to their defense until the end of the turn in which Call to arms is played.
108	Fertile Lands	R		1	0	0	You can play one additional follower card from your hand this turn.
109	Regroup	C		2	0	0	Place target army card in your discard pile back into your hand.
110	Salt the earth	U		3	0	0	Destroy target Land card used for food.
111	Slavery	C		3	0	0	Take control of target follower card. The enslaved follower card can add 2 effort to build, but cannot raise your wisdom.
112	Torch the City	C		2	0	0	Target city takes one point of damage this turn
113	Conversion	C		4	0	0	Take control of a target player's follower or unique person card. Converted unique people cannot attack the turn they are converted, but can defend.
114	Famine	C		3	0	0	Destroy target follower card and place in owner's discard pile.
115	Escape Tunnel	C		2	0	0	Allows one follower card to leave a city being attacked
116	Plague	C	Ezek. 39:11-16	3	0	0	Target city is sealed. No follower, army or Unique Person may enter or leave the city until the plague is removed or another card allows them to leave.
117	Gideon	C	Judg. 6:12, 16	4	2	3	Inspire - Target army card gets +2 to its offense when attacking while Gideon is in play.
118	Jephthah	C	Judg 11:1-12:7	3	2	2	Inspire - Target army has -1 to defense until the beginning of your next turn.
119	Daniel	C	Dan. 1:6-12:9	3	1	2	Immune to Conversion. Inspire - Prevent one follower or unique person you control from being converted.
120	King Saul	C	1 Samuel 9:3, 14:51	3	2	2	Your follower cards get +1 to defense while King Saul is in play.
121	King David	R	1 Samuel 19-31	4	2	3	Draw a card when King David comes into play. You gain +1 to your wisdom at the beginning of your turn as long as King David remains in play. Inspire - Prevent target army from attacking until the beginning of your next turn.
122	Jehosheba	C	2 Kin. 11:1-3	3	1	3	Inspire - Target unique person cannot be assassinated
123	Prophet Elisha	R	2 Kin. 4:18-37	3	1	1	Inspire - Return one Unique Person card from your discard pile to your hand.
124	Ruth	U	Ruth 1:16	3	1	1	Add +1 to your wisdom at the beginning of your turn. Inspire - Target follower card or unique person card is immune to conversion until the beginning of your next turn.
125	Samson	C	Judges 13-16	4	2	2	Inspire - Destroy target temple and place Sampson into your discard pile.
126	Sarah	R	Gen 21:1-7	4	1	2	Inspire - You gain +1 to your wisdom for each of your followers who use their effort to add to your wisdom this turn.
127	Hannah	C	1 Sam, 1:1 - 2:21	1	1	1	Adds +1 to your wisdom at the beginning of your turn.
128	King Solomon	C	1 Kin. 11:42	3	2	2	All of your buildings take one less effort to bring into play.
129	Abed-Nego	R	Daniel 3:12-30	3	0	0	Your cities are unaffected by Torching.
130	Archangel Gabriel	U	Genesis 18:9-10	2	0	0	Your attacking armies gain +1 to offense and +1 to defense until the end of in which Gabriel is played.
131	Archangel Michael	C	Dan 12:1	3	0	0	Destroy target attacking army and place in owner's discard pile.
132	Bribery	C	Ps. 26:10	2	0	0	Prevent one target army from attacking until the beginning of your next turn.
133	Cleansing Fire	C		2	0	0	Target building takes 1 point of damage.

134	Enslavement	C		3	0	0	Take control of target follower card. The enslaved follower can add 2 effort to build, but cannot add your wisdom.
135	Field of Sharp Swords	R	2 Sam. 2:16	4	0	0	Player who plays this card challenges another player to single combat. Each player will immediately match up a Unique Person card or army card. Work out damage as normal even if one of the cards has a wound counter on it. Event Cards and Special abilities can also be used as if this were a normal combat.
136	Escape Tunnel	C		1	0	0	Allows one army or follower you control to leave a city under siege.
137	Famine	C	Gen 12:10	3	0	0	Destroy target follower card and place in owner's discard pile.
138	Jael's Bravery	U	Judg. 4:17-22	4	0	0	Assassinate target unique person and place in owner's discard pile.
139	Melchizedek's Healing Touch	U	Gen 14:18-20	2	0	0	Heal up to 2 points of damage to target army or unique person
140	Plague of Locusts		Ex 10:1-20	3	0	0	Destroy target land card and place into owner's discard pile.
141	Send to the Abyss	U		3	0	0	Place army in owner's discard pile.
142	Noah	R	Gen 5:28	5	0	0	All Army, Follower, beast, and Unique Person cards are removed from play and placed into the owners' discard piles.
143	Rahab	U	Josh. 2:6	3	0	0	Free target enslaved Follower Card
144	Rainbow	C	Gen 9:13-17	1	0	0	Your followers add +2 to your wisdom instead of +1 if used in this way until the end of your turn.
145	The angel of the Lord	C	2 Kin 19:35	3	0	0	Destroy target army card and place in owner's discard pile.
146	Cavalry	C		2	2	2	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
147	Chariot	C		3	2	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
148	Composite Bowmen	U		3	3	1	Can attack from behind the walls of a fortress it is defending.
149	Spearmen	C		2	1	3	Can attack from behind the walls of a fortress it is defending.
150	Priest of Beelzebub	C		1	1	1	Any army defending against Priest of Beelzebub gets -1 to their offense until the beginning of defending player's next turn.
151	Priestess of Succoth Benoth	R	2 Kin 17:30	3	1	1	Inspire - Convert target follower card. Follower card can be used to build or to add to your wisdom until the beginning of your next turn.
152	Physician	C		2	1	1	Removes up to one point of damage on target army or unique person.
153	Priest of Merodach	C	Jer 50:2	2	1	1	Your army cards gain +1 to their offense while attacking.
154	Priest of Nebo	R	Is 46:1	2	1	1	Look at the top three cards of your deck at the beginning of your turn. Keep one card and place the other two back on top of your deck in any order.
155	Priest of Tammuz	C	Ezek 8:14	2	1	2	Inspire - You can play one additional follower card from your hand this turn.
156	Royal Bodyguard	C		4	0	4	You must choose a king you control before bringing Royal Bodyguard into play. Any damage or effect that would target a King effects Royal Bodyguard instead. Royal Bodyguard cannot attack. Once brought into play, Royal Bodyguard cannot be separated from their chosen king.
157	Sickle Swordsmen	C		1	1	1	Sickle Swordsmen gain +1 to their offense when attacking bowmen or slingers.
158	Spy	C		1	1	1	Inspire - Target item not attached to a army, follower, or unique person is unable to be used until the beginning of your next turn.
159	Archer	C	Gen 21:20	2	2	1	Can attack from behind the walls of a fortress it is defending.
160	Physician	U		2	1	1	Inspire - Remove one point of damage from target army, follower or unique person card.
161	Royal Bodyguard	R		4	0	4	You must choose a king you control before bringing Royal Bodyguard into play. Any damage or effect that would target that King effects Royal Bodyguard instead. Royal Bodyguard cannot attack. Once brought into play, Royal Bodyguard cannot be separated from their chosen king.
162	Spearmen		Josh 8: 18,19	3	1	3	Can attack from behind the walls of a fortress it is defending.
163	Chariot	C	Josh 11:4-9	3	2	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
164	Slingmen	C		1	1	1	Can attack from behind the walls of a fortress it is defending.
165	Sickle Swordsmen	C	2 Kin 3:26	2	2	2	
166	Ambassador	R		2	1	1	Not all battles are won with a sword. Inspire - Target one combat. All unique people, armies, or followers are removed from combat and cannot attack beginning of owner's next turn.
167	Archer			3	2	1	Can attack from behind the walls of a fortress it is defending.
168	Axemen		Jer 46:22	2	2	2	Socket Axemen gain +1 to their offense when attacking cavalry or chariots.
169	Priest of Apis		Jer. 46:15	2	1	1	Inspire - Target army or Unique Person gains -1 to offense until the end of the turn.
170	Priestess of Hathor	U		2	1	1	You may put more than one follower card into play from your hand while a Priestess of Hathor is in play. You may only put a maximum of 2 follower cards into play per turn using this ability.
171	Priest of Osiris			2	1	1	Add +1 to your wisdom at the beginning of your next turn.
172	Priest of Ra			3	1	2	Inspire - Target follower you control gains +1 to offense until the end of turn.
173	Priest of Thoth	U		2	1	1	Draw two cards at beginning of turn, then place one card from your hand back onto the top of your deck. Ibis headed man.
174	Sickle Swordsmen			1	1	1	
175	Spy			1	1	1	Inspire - Target item not attached to a army, follower, or unique person is unable to be used until the beginning of your next turn.
176	Royal Bodyguard	U		4	0	4	You must choose a king or pharaoh you control before bringing Royal Bodyguard into play. Any damage or effect that would target that King or pharaoh effects Royal Bodyguard instead. Royal Bodyguard cannot attack. Once brought into play, Royal Bodyguard cannot be separated from their chosen king or pharaoh.

177	Spearmen			2	1	2	Can attack from behind the walls of a fortress it is defending.
178	Priestess of Isis			1	1	1	Inspire - Heal one damage to target unique person or army card
179	War Chariot		Gen 41:43	3	2	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
180	Cavalry			2	2	2	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
181	Physician			3	1	1	Can remove up to two wounds from target army or special person card.
182	Priest of Anubis	U		2	1	1	Inspire - Target army you own goes into your hand instead of your discard pile.
183	Archers			2	2	1	Can attack from behind the walls of a fortress it is defending.
184	Equites	R		3	2	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn. Equites gains +1 to its offense while attacking swordsmen.
185	Pilum	U		2	2	2	Any army or unique person defending against the Pilum gets -1 to its defense (defense cannot go below 1). Can attack from behind the walls of a fortress it is defending.
186	Scorpion - Ballista	U		2	3	1	Can attack from behind the walls of a fortress it is defending.
187	Catapult	U		3	1	1	Does not take damage from defenders while attacking a city or fortress.
188	Physician			2	1	1	Inspire - Remove one point of damage from target army, follower, or unique person card.
189	Priest of Jupiter			2	2	2	Inspire - Target Army or Unique Player gains +1 to offense until beginning of your next turn.
190	Priest of Mercury			2	1	1	Inspire - If target follower card is used to build this turn, then add +1 to their effort.
191	Spy			1	1	1	Inspire - Target item not attached to a army, follower, or unique person is unable to be used until the beginning of your next turn.
192	Chariot			3	2	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
193	Royal Bodyguard	U		4	0	4	You must choose a king or caesar you control before bringing Royal Bodyguard into play. Any damage or effect that would target a king or caesar effects Royal Bodyguard instead. Royal Bodyguard cannot attack. Once brought into play, Royal Bodyguard cannot be separated from their chosen king or caesar.
194	Priestess of Bacchus			2	1	2	Inspire - Remove effects of conversion on one of your follower cards.
195	Spearmen			2	1	2	Can attack from behind the walls of a fortress it is defending.
196	Priestess of Diana	R		3	2	2	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn. Can attack from behind the walls of a fortress she is defending.
197	Hastati - Swordsmen			2	2	1	
198	King So		2 Kin. 17:4	3	2	2	King So is immune to Conversion.
199	Pharaoh Necho		2 Chr. 36:3, 5	3	1	2	Inspire - Target follower card unable to build or add faith until beginning of card owner's next turn
200	Queen Cleopatra			3	1	2	Your attacking armies are unaffected by other players' river cards. Add +1 to your wisdom at the beginning of your turn.
201	Queen Hathshepsut			3	1	2	Inspire - Look at the top card of your deck. You may choose to place that card on the bottom of your deck.
202	Queen Nefertiti	R		2	1	2	No unique person you own may be converted while Nefertiti is in play.
203	Queen Tahpenes		1 Kin. 11:19-20	1	1	1	Add +1 to your wisdom at the beginning of your turn.
204	Pharaoh Merneptah	U		2	1	2	Add +1 to your wisdom at the beginning of your turn. Inspire - Return a follower you control from play to your hand.
205	Pharaoh Amenhotep II			2	2	2	Inspire - Add +1 effort to build.
206	Cavalry	C		3	3	2	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
207	War Chariots	C		3	2	3	Can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
208	Priest of Asshur	C		2	1	1	Inspire - Target army card gains +1 to offense and +1 to defense until the beginning of your next turn.
209	Priest of Nisroch	R	Is 37:38	2	1	2	Inspire - Target army card gains +1 to defense until the beginning of your next turn.
210	Priest of Rimmon	R	2 Kin 5:18	2	1	1	Feel the fury his wrath. Inspire - Target attacking army gains +2 to Offense until end of turn.
211	Priestess of Ishtar	U		3	1	2	Land used to support armies can support one additional army or unique person while Priestess of Ishtar is in play.
212	Swordsmen	C		3	2	2	Gain +1 to offense if attacking with one or more other Assyrian Swordsmen
213	Bowmen	C		3	3	2	Can attack from behind the walls of a fortress it is defending.
214	Physician	C		2	1	1	Inspire - Remove one point of damage on target army or unique person card. Cannot be used to heal this physician card.
215	Royal Bodyguard	C		4	0	4	You must choose a king you control before bringing Royal Bodyguard into play. Any damage or effect that would target a King effects Royal Bodyguard instead. Royal Bodyguard cannot attack. Once brought into play, Royal Bodyguard cannot be separated from their chosen king.
216	Sappers	R		2	1	2	Sappers do +2 damage to a fortress they are attacking.
217	Spearmen	C		1	1	1	Can attack from behind the walls of a fortress it is defending.
218	Spy	C		1	1	1	Inspire - Target item not attached to a army, follower, or unique person is unable to be used until the beginning of your next turn.
219	Pestilence priest of Resheph	U		2	1	2	Your Plague cards take 1 less effort to bring into play. Destroy Pestilence Priest of Resheph and place one target follower into the owner's discard pile.

220	Priest of Asherah	C	1 Kin 18:19	2	1	2	All rivers have a secret. Inspire - Target army you control is unaffected by a defending player's rivers.
221	Priest of Mot	U		3	2	1	Any army or Unique Person blocking a Priest of Mot gains -1 to its defense.
222	Priestess of Anat	R		3	2	2	Your army cards gain +1 to offense when attacking.
223	Physician	C		2	1	1	Inspire - Remove up to one point of damage from target army or Unique Person.
224	Rephaim	R		4	3	4	Can be assigned to block 1 additional attacking army or Unique Person.
225	Royal Bodyguard	C		4	0	4	You must choose a king you control before bringing Royal Bodyguard into play. Any damage or effect that would target that King effects Royal Bodyguard instead. Royal Bodyguard cannot attack. Once brought into play, Royal Bodyguard cannot be separated from their chosen king.
226	Spy	C		1	1	1	Inspire - Target item not attached to a army, follower, or unique person is unable to be used until the beginning of your next turn.
227	Swordsmen	C		2	2	2	
228	Ambush	R		2	0	0	Allows you to play one army card from your hand without using any effort from your followers. This army card must be used to defend against an attacking army. The army card remains in play.
229	Assassinate	U		4	0	0	Place target Unique Person in owner's discard pile.
230	Bribe	C	Ps. 26:10	2	0	0	Prevent one target army from attacking until the beginning of your next turn.
231	Call to arms	C		2	0	0	Follower cards gain +1 to their offense and +1 to their defense until the end of the turn in which Call to arms is played.
232	poison water supply	C		3	0	0	Destroys target follower card
233	Salt the Earth	C		3	0	0	Destroy target land card used for food.
234	Slavery	C		3	0	0	Take control of target follower card. The enslaved follower card can add 2 effort to build, but cannot raise your wisdom.
235	Torch the City	C		2	0	0	Target building takes one point of damage this turn
236	Conversion	C		4	0	0	Take control of a target player's follower or unique person card. Converted unique people cannot attack the turn they are converted, but can defend.
237	Famine	C	1 Kin 18:2	3	0	0	Destroy target follower card and place in owner's discard pile.
238	Plague	C	Ezek. 39:11-16	3	0	0	Target city is sealed. No follower, army or Unique Person may enter or leave the city until the plague is removed or another card allows them to leave.
239	Escape Tunnel	C		1	0	0	Allows one follower card to leave a city being attacked
240	Regroup	U		2	0	0	Place one army card in your discard pile into your hand
241	Ambush	C		2	0	0	Allows you to play one army card from your hand and pay normal amount of effort. This army card must be used to defend against an attacking army. The army card remains in play.
242	Assassination	U		4	0	0	Place target Unique Person in owner's discard pile.
243	Conversion	C		4	0	0	Take control of a target player's follower or unique person card. Converted unique people cannot attack the turn they are converted, but can defend.
244	Famine	C		3	0	0	Destroy target follower card and place in owner's discard pile.
245	Plague	C	Ezek. 39:11-16	3	0	0	Target city or fortress is sealed. No follower, army or Unique Person may enter or leave the city until the plague is removed or another card allows them to leave.
246	Burning Fields	C		3	0	0	Destroys target land card used for food.
247	Bribe	C	Ps. 26:10	2	0	0	prevent one target army or Unique Person from attacking until the beginning of your next turn.
248	Poison the wells	C		3	0	0	Destroys target follower card
249	Reserve Forces	U		3	0	0	Sometimes even the Sheppard has to fight. All follower cards you control gain +1 to offense and +1 to defense until the end of the turn.
250	Slavery	C		4	0	0	Take control of target follower card. The enslaved follower card can add 2 effort to build, but cannot raise your wisdom.
251	Torch the City	C		2	0	0	Target city takes one point of damage this turn
252	Escape Tunnel	C		2	0	0	Allows one follower card to leave a city being attacked
253	Ambush	R		2	0	0	Allows you to play one army card from your hand. This army card must be used to defend against an attacking army. Your army card remains in play if not otherwise destroyed in combat.
254	Bribery	C	Ps. 26:10	2	0	0	Prevent one target army from attacking until the beginning of your next turn.
255	Torch the City	C		2	0	0	Target building takes 1 point of damage.
256	Assassinate	C		4	0	0	Place target Unique Person in owner's discard pile.
257	Call to Arms	U		2	0	0	Follower cards gain +1 to their offense and +1 to their defense until the end of the turn in which Call to arms is played.
258	Conscription	C		3	0	0	Target Follower you control becomes an army card gains +1 to offense and is able to attack until the beginning of your next turn.
259	Escape Tunnel	C		1	0	0	Allows one follower card to leave a city being attacked
260	Fill the Ranks	U		2	0	0	Place target army card into your hand
261	Salt the Earth	U		3	0	0	Destroy target land card used for food
262	Enslavement	U		3	0	0	Take control of target follower card. The enslaved follower card can add 2 effort to build, but cannot raise your wisdom.
263	Conversion	C		3	0	0	Take control of a target player's follower or unique person card. Converted unique people cannot attack the turn they are converted, but can defend.
264	Famine	C		3	0	0	Destroy target follower card and place in owner's discard pile.

265	Plague	C	Ezek. 39:11-16	3	0	0	Target city is sealed. No follower, army or Unique Person may enter or leave the city until the plague is removed or another card allows them to leave.
266	Poison the well	C		3	0	0	Destroy target follower card
267	Ambush	C		2	0	0	Allows you to play one army card from your hand. This army card must be used to defend against an attacking army. The army card remains in play.
268	Bribery	C	Ps. 26:10	2	0	0	prevent one target army from attacking until the beginning of your next turn.
269	Escape Tunnel	C		2	0	0	Allows one follower card to leave a city currently being attacked.
270	Winds of Change	U		4	0	0	Take control of target army card. Controlled army card is immediately removed from combat, but still retains any damage until the beginning of your next turn. Target army stays under your control until Winds of Change or the army card is removed from play.
271	Assassinate	U		4	0	0	Destroy target unique person card and place in owner's graveyard.
272	Conversion	C		3	0	0	Take control of a target player's follower or unique person card. Converted unique people cannot attack the turn they are converted, but can defend.
273	Famine	C		3	0	0	Destroy target follower card and place in owner's discard pile.
274	Plague	C	Ezek. 39:11-16	3	0	0	Target city is sealed. No follower, army or Unique Person may enter or leave the city until the plague is removed or another card allows them to leave.
275	Demon Pazuza	R		2	0	0	One of your priests sees a demon in his sleep. Target army or unique person cannot attack this turn.
276	Poison the Well	C		3	0	0	Destroy target follower card and place in owner's discard pile
277	Omen of Invulnerability	U		3	0	0	A priest reveals your gods have spoken to him assuring protection. Target defending follower, army or unique person gains +2 to defense until end of turn.
278	Omen of Strength	U		2	0	0	One of your priests sees an omen. Target attacking army you control gets +2 to Offense until end of turn.
279	Omen of Victory	U		2	0	0	One of your priests sees an omen. Target attacking army you control gets +1 to Offense and +1 to Defense until end of turn.
280	Slavery	C		3	0	0	Take control of target follower card. The enslaved follower card can add 2 effort to build, but cannot raise your wisdom.
281	Torch the City	C		2	0	0	Target building takes one point of damage this turn
282	Traitor	U		2	0	0	City defenses are weakened. Target city or fortress loses one point to its defense.
283	Regroup	C		2	0	0	Return target army card from your discard pile to your hand.
284	Baalath - City	C	Josh 19:44	2	1	3	Owner of Baalath is not susceptible to famine.
285	Shiloh - City	C	Judg. 21:19	2	1	3	Add +1 to your wisdom at the beginning of your turn.
286	King Solomon's Temple	R	1 Kings 6-7	5	1	3	Add +1 to your wisdom at the beginning of your turn. Inspire - Enslave target follower card. Follower card remains enslaved as long as King Solomon's Temple is turned and can be used to build but not to add to your wisdom.
287	Bahurim - City	U	2 Sam. 17:18-21	2	1	3	Inspire - Prevent all damage dealt to one target unique person until the beginning of target player's next turn.
288	Ebenezer - City	C	1 Sam. 7:12	1	1	3	Add +1 to your wisdom at the beginning of your turn.
289	Ezion Geber - City	C	1 Kin 9:26	3	1	3	All army cards you control gain +1 to defense.
290	Jazer - Fortress	C	Josh 13:25	3	2	4	Can feed up to 2 armies or unique people.
291	Jerusalem - Fortress	R	1 Chr. 11:4-9	5	2	6	Add +2 to your wisdom at the beginning of your turn. Jerusalem is immune to Torching. Defending armies and Unique People gain +1 to their offense against an army or unique person attacking Jerusalem.
292	Lachish - Fortress	C	Josh 10:1-4	4	2	5	Add +1 to your wisdom at the beginning of your turn
293	Masada - Fortress	R	Sam 22:4-5	6	2	10	Add +1 to your wisdom at the beginning of your turn. Provides food for up to 2 armies or Unique People.
294	Megiddo - Fortress	C	Josh. 12:21	3	2	4	Add +1 to your wisdom at the beginning of your turn - Can feed 1 army card.
295	Temple with Musicians	C	1 Chr. 25:4	3	1	3	Add +1 to your wisdom at the beginning of your turn. Inspire - Target attacking army or unique person gets -1 to its offense until the beginning of your next turn.
296	Damascus - City	C	1 Chron 18:5	2	1	3	Add +1 to your wisdom at the beginning of your turn.
297	Neapolis - Fortress	C		3	2	4	Provides food for 1 army or unique person.
298	Pompeii - City	C		2	1	3	Your bribery and conversion cards take one less effort to bring into play while Pompeii is in play.
299	Ravenna - City	C		2	1	3	Ravenna cannot be attacked by Battering Rams or Siege Towers.
300	Temple of Venus	R		3	0	3	You can play one extra follower card at the beginning of your turn up to a maximum of 2 follower cards played in any one turn.
301	Tarsus - Fortress	C		3	2	4	Your slavery cards cost one less effort to play.
302	Temple of Diana	U		3	0	3	Beast cards used for food can support one extra army or unique person up to a maximum of 4 armies or unique people.
303	Temple of Jupiter	U		4	0	3	All Roman army cards gain +1 to their Offense.
304	Veii - Fortress	C		3	1	4	Add +1 to your wisdom at the beginning of your turn.
305	Smyrna - City	C		1	1	3	Add +1 to your wisdom at the beginning of your turn.
306	Rome - Walled Fortress	R		6	2	9	Add +2 to your wisdom at the beginning of your turn.
307	Ephesus - City	C		2	1	3	Add +1 to your wisdom at the beginning of your turn.
308	Arvad - City	C	Ezek 27:8, 11	2	1	3	Add +1 to your wisdom at the beginning of your turn.
309	Hormah - City	C	Judg. 1:17	2	1	3	Add +1 to your wisdom at the beginning of your turn.
310	Kedesh - City	C	Chr. 6:72	2	1	3	Add +1 to your wisdom at the beginning of your turn.
311	Taanach - Fortress	U	Josh. 12:21	5	2	7	Can feed up to 2 armies or unique people. Any army attacking Taanach gets -1 to its offense.
312	Baal Gad - City	C	Josh 11:17	2	1	3	Can support up to 1 army or unique person.






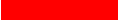
313	Beth Anath - Fortress	C	Josh. 19:38	4	2	5	Beth Anath is unaffected by torching.
314	Beth Horon - Fortress	R	Josh 16:3, 5	6	2	8	Add +1 to your wisdom at the beginning of your turn. Can feed up to 2 armies or unique people. Any army or unique person you control who is defending Beth Horon gains +1 to offense.
315	Hazor - Fortress	U	Josh. 11:10	3	2	4	Follower cards you control are immune to famine. Can feed up to 1 army or unique person.
316	Kitron - City	C	Judg. 1:30	2	1	3	Can feed up to 2 armies or unique people.
317	Ophel - Fortress	C	2 Sam. 5:6-9	4	2	6	Ophel is unaffected by plague. Armies attacking Ophel get -1 to defense (cannot go below 1)
318	Temple at Beth Shan	R		3	0	3	Add +1 to your wisdom at the beginning of your turn. Inspire - Target Conversion card is placed in owner's discard pile.
319	Temple to Berith in Shechem	R	Judg 9:46	3	0	3	Draw 2 cards at the beginning of your turn, then place one of those cards back on top of your deck. Add +1 to your wisdom at the beginning of your turn.
320	Accad - Fortress	C	Gen 10:10	4	1	5	Enemy chariots and armies with siege towers take one additional turn to reach Accad before reaching the city. This effect does not stack with River or Stream Land cards.
321	Ahava - City	C	Ezra 8:15	2	1	3	Add +1 to your wisdom at the beginning of your turn.
322	Calneh - City	C		2	1	3	Can feed up to 2 armies or unique people.
323	Casiphia - City	C	Ezra 8:17	2	1	3	Casiphia is immune to Torching.
324	Jericho - Fortress	C	Deut 34:1, 3	4	1	6	City of Palms: Your follower cards are immune to famine while Jericho is in play. Add one point to your wisdom at the beginning of your turn.
325	Temple of Marduk	U		2	0	2	Your attacking armies get +1 to offense.
326	Temple of Nebo	C		3	0	2	Add one point to your wisdom at the beginning of your turn. Turn - Randomly look at 2 cards in target player's hand.
327	Tower of Babel - Temple	R	Gen 11:1-9	4	0	5	Your buildings require half the amount of effort (rounded up) to bring into play.
328	Babel - City	U		3	1	3	Your opponent's conversion and bribery cards take 1 more effort to bring into play. Add one point to your wisdom at the beginning of your turn.
329	Babylon - Fortress	R	Jer. 51:44	6	2	9	Gain +2 points to your wisdom at the beginning of your turn. Any defending army card or unique person can attack an invading army from the walls of Babylon.
330	The Hanging Gardens	R		5	0	3	Raises wisdom by 3 points when brought into play and adds one point to your wisdom at the beginning of your turn.
331	Tel Harsha - City	C	Ezra 2:59	2	1	3	Add 1 point to your wisdom at the beginning of your turn.
332	Diyala' River	C		2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for 1 army or Unique Army cards.
333	Plains of Dura	U	Dan 3:1	3	0	2	Add one point to your wisdom at the beginning of your turn. Can feed up to 2 armies or unique people.
334	Field of Grain	C		1	0	1	Can feed up to 2 armies or unique people.
335	Oasis	C		1	0	1	Can feed up to 2 armies or unique people.
336	Euphrates River	C		2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 army or Unique Army cards.
337	Tigris River	U		2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 army or Unique Army cards.
338	Chebar River	C	Ezek. 3:15	2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 army or Unique Army cards.
339	Fig Trees	C		1	0	1	Can feed up to 2 armies or unique people.
340	Arm the People	U		3	0	0	Target follower gains +1 to offense and +1 to defense
341	Dulcimer	C	Dan 3:5	2	0	0	Target follower card produces +1 effort to build.
342	Barracks	C		2	0	0	Adds 1 to defense of target city or fortress
343	Cistern	C		1	0	0	Target city is immune to torching.
344	Scaling Ladders	C		1	0	0	An army equipped with scaling ladders can, if you choose, engage a defending army who attacks from the walls of a fortress you currently have under siege.
345	Battering Ram	C		2	0	0	Target army card does +1 damage to a fortress it is attacking.
346	Scale Mail	U	Jeremiah 51:3	2	0	0	Target army or unique person gains +2 to defense
347	Rampart	C	2 Sam. 20:15	2	0	0	Target city gains +1 to its defense. This effect can stack with other item cards.
348	Weapon Upgrade	R		2	0	0	Target army card gains +2 to its offense
349	Camels	C		1	0	1	Inspire - Target army you control can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
350	Fatling	U	1 Sam. 15:9	2	0	1	Can feed up to 3 armies or unique people.
351	Cattle	C		2	1	2	Can feed up to 2 armies or unique people.
352	Deer	C		2	1	1	Can feed up to 2 armies or unique people.
353	Goats	C		1	0	1	Can feed up to 2 armies or unique people.
354	Sheep	C		1	0	1	Can feed up to 2 armies or unique people.
355	Elah - Valley	R	1 Sam. 17:2, 21:9	3	0	0	Inspire - Target attacking army's offensive and defensive amounts are switched with a defending army or unique person's offensive and defensive amount.

356	En Gedi - Oasis	R	1 Sam 23:29-24:1	3	0	3	Inspire - Prevent target unique person from being assassinated or follower card from being enslaved. Provides food for up to 2 army or Unique Person cards.
357	Jordan River	R	2 Kin. 6:1-7	3	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 army or Unique Army cards.
358	Machpelah	C	Gen. 18: 1-5	1	0	0	Inspire - Look at the top two cards of target player's deck. Return the cards in any order you choose.
359	Mt. Sinai	R	Ex. 19:1 - 40:38	3	0	0	Followers can add to wisdom and be used for building in the same turn. Add one point to your wisdom at the beginning of your turn.
360	Region of Samaria	C	Hos. 7:1	2	0	2	Can feed up to 3 armies or unique people.
361	Palm tree of Deborah	U	Judg. 4:5	2	0	1	Inspire - Remove effects of conversion on one target follower card you own.
362	Grain	C		1	0	1	Can feed up to 2 armies or unique people.
363	Elim - Oasis	U	Ex. 15-27	3	0	2	Oasis were much sought after as an attacking army did not have to bring as many supplies with them on campaign. Provides food for up to 3 army or Unique Person cards.
364	Grapes	C		1	0	1	Can feed up to 2 armies or unique people.
365	Ark of the Covenant	R	Josh. 3:6-4:18	3	0	0	Armies and Unique people you control are unaffected by rivers and streams when you attack.
366	Scaled Armor	C	Ex 28:32	2	0	0	Target unique player or army cards gains +2 to defense
367	Balm of Gilead	U	Gen. 37:25	1	0	0	Inspire - Prevent one damage to target blocking army, blocking follower, or blocking unique person card.
368	Barracks	C		1	0	0	Adds 1 to offense of target city or fortress
369	Cistern	C	Jeremiah 2:13	2	0	0	Target city is immune to torching.
370	Pot of Manna	U	Ex. 16:15	2	0	0	Inspire - Heal 1 point of damage to target unique person, army or follower card.
371	Rampart	C	2 Sam. 20:15	1	0	0	Target city gains +1 to its defense. This effect can stack with other item cards.
372	Scaling Ladders	C		1	0	0	An army equipped with scaling ladders can, if you choose, engage a defending army who attacks from the walls of a fortress you currently have under siege.
373	Weapon Upgrade	C		1	0	0	Increase target army or unique person's offense by +1
374	Battering Ram	C	Ezek 4:2	2	0	0	Target army card does +1 damage per turn to walled city or fortress it is attacking.
375	Bronze Sea	R	2 Kin. 25:13	4	0	0	Inspire - Unique Person can use its special ability one additional time before the beginning of your next turn.
376	Bronze Serpent Staff	R	Num 21:6	3	0	0	Inspire - Prevent all damage to a target unique person, follower, or army card until end of turn
377	Antelope	U		2	1	2	Can feed up to 2 armies or unique people.
378	Camels	C		2	1	2	Inspire - Target army you control can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
379	Cattle	C		2	1	2	Can feed up to 2 armies or unique people.
380	Fatling	U	1 Sam. 15:9	2	0	1	Can feed up to 3 armies or unique people.
381	Goats	C		1	0	1	Can feed up to 2 armies or unique people.
382	Sheep	C		1	0	1	Can feed up to 2 armies or unique people.
383	Allia River	C		2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 army or Unique Army cards.
384	Olive Trees	C		1	0	1	Provides food for up to 2 armies or unique people.
385	Tiber River	C		3	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for up to 2 armies or Unique Army cards.
386	Quarry	U	1 Kin. 6:7	2	0	1	Buildings take 1 less effort to bring into play
387	Grain Harvest	C		1	0	1	Provides food for up to 2 armies or unique people.
388	Grapes	C		1	0	1	Provides food for up to 2 armies or unique people.
389	Pomegranate Orchard	C		1	0	1	Provides food for up to 2 armies or unique people.
390	Amphitheatre	C		3	0	0	Add one point to your wisdom per turn.
391	Barracks	C		1	0	0	Adds 1 to defense of target city or fortress
392	Rampart	C	2 Sam. 20:15	2	0	0	Target city gains +1 to its defense. This effect can stack with other item cards.
393	Scaling Ladders	C		1	0	0	Target army you control. An army equipped with scaling ladders can, if you choose, engage a defending army who attacks from the walls of a fortress you currently have under siege.
394	Servian Wall	R		4	0	0	Target city adds +2 to Defense.
395	Gymnasium	U		3	0	0	Inspire - Remove one point of damage from target army or unique person.
396	Battering Ram	C		2	0	0	Target army card does +1 damage per turn to fortress it is attacking.
397	Breast Plate	C		2	0	0	Target army or unique person adds +2 to defense.
398	Iron weapons	C		2	0	0	Target army or unique person card gets +2 to offense.
399	Sacred Fire of Vesta	R		3	0	0	Add +1 to your wisdom at the beginning of your turn. Your followers gain +1 to defense while defending.
400	Scutum	U		3	0	0	Target army or unique person adds +2 to defense.
401	Siege Tower	C		2	0	0	An army equipped with this item can attack a fortress as if it has no walls.
402	Ocrea	C		1	0	0	Target army or unique person adds +1 to defense.

403	Roads	C		3	0	0	Your attacking armies can be used to defend as long as they are currently not engaged in combat, even if they were used to attack your previous turn.
404	Aqueduct	C	2 Kings 20:20	2	0	0	Inspire - Target city protected from Torching
405	Armor Upgrade	C		2	0	0	Adds +1 to target Army or Unique Person's Defense
406	Quarry	U	1 Kin. 6:7	1	0	0	Buildings take 1 less follower to bring into play
407	Cistern	C		1	0	1	Above ground water supply - Prevent target city from being torched
408	Obelisk	U	Jer. 43:13	1	0	2	Add one point towards your wisdom per turn.
409	Scarabs	U		1	0	0	Target unique person adds +1 to your wisdom at the beginning of your turn.
410	Battering Ram	C		1	0	0	Target army card does +1 damage to a fortress it is attacking.
411	Barracks	C		2	0	0	Adds 1 to defense of target city or fortress
412	Scaling Ladders	C		1	0	0	An army equipped with scaling ladders can, if you choose, engage a defending army who attacks from the walls of a fortress you currently have under siege.
413	Rampart	C	2 Sam. 20:15	1	0	0	Target city gains +1 to its defense. This effect can stack with other item cards.
414	Superior Weapons	C		2	0	0	Increase target army or unique person's offense by +1
415	Camel Train	C		1	0	1	Inspire - Target army you control can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
416	Cattle	C		2	1	1	Provides food for up to 2 armies or Unique People.
417	Goats	C		1	0	1	Provides food for up to 2 armies.
418	Cobra	U		2	1	1	Inspire - Target army or Unique Person you control gains +1 to offense until the beginning of your next turn. Cannot attack.
419	Fatlings	U	1 Sam. 15:9	2	0	1	Provides food for up to 3 armies.
420	Scorpion	R		1	1	1	Inspire - Target player's army card cannot attack until the beginning of his next turn. Cannot attack.
421	Dogs	C		1	1	1	Inspire - Prevent target army from being ambushed
422	Hawk of Horus	C	Prov 1:17	1	0	1	Inspire - Look at top card of target player's deck. Cannot attack.
423	Meadow	C	Gen 41:2	2	0	0	Animal cards used for food can support 1 extra army or Unique Person.
424	Field of Grain	C		1	0	1	Provides food for up to 2 armies.
425	Oasis	C		2	0	2	Provides food for up to 2 armies.
426	Valley of the kings	R		2	0	0	Add +1 to your wisdom at the beginning of your turn. Your followers are immune to conversion while this card is in play.
427	Cattle	C		2	1	2	Provides food for up to 3 armies or unique people.
428	Fatling	U	1 Sam. 15:9	2	0	1	Provides food for up to 3 armies or unique people.
429	Sheep	C		1	0	1	Provides food for up to 2 armies or unique people.
430	Deer	C	Gen 25:28	2	1	1	Provides food for up to 2 armies or unique people.
431	Goats	C		1	0	1	Provides food for up to 2 armies or unique people.
432	Lions	U		3	2	2	Some people have pet canaries, some don't. Inspire - Target army or Unique Person gets +1 to offense until the end of the turn. Lions cannot attack.
433	Julius Caesar	C		4	2	3	Any army attacking a city or fortress Julius Caesar is defending has -1 to their offense.
434	King Arioch	U	Gen 14:1-9	3	1	3	Strategy is the key - Inspire - Target city or fortress you are attacking gets -1 to defense, not to go below 1, until the beginning of your next turn.
435	King Hammurabi	C		4	2	3	All follower cards you control gain +1 to their defense as long as King Hammurabi is in play.
436	King Nabopolassar	C	2 Kin. 25:1-7	4	2	2	Your followers gain +1 to defense while Nabopolassar is in play.
437	King Pul	C	1 Chr. 5:26	3	2	2	Buildings require 1 less effort to bring into play.
438	King Nebuchadnezzar	R		5	2	3	Inspire - Take control of target follower card. This follower card can be used to add effort to build, but not to your wisdom. Add one point to your wisdom at the beginning of your turn as long as Nebuchadnezzar remains in play.
439	Captain Nebuzaradan	C	2 Kin. 25:1-8	3	2	3	Inspire - Reduce target Unique Person's offense by -1, not to go lower than 0
440	Prince Sarsechim	U	Jer. 39:3	4	2	2	Your followers add +2 to your wisdom if used in this way per turn.
441	King Nimrod	C	Gen 10:8-12	4	2	3	Your army cards are immune to bribery while Nimrod is in play.
442	Nergal-Sharezer	C	Jer. 39:3	3	2	3	Can attack and defend.
443	The Rabsaris	C	Jer. 39:3, 13	2	1	2	Inspire - Add one point of effort to build this turn.
444	Officer Nebushasban	C	Jer. 39:13	2	2	2	Attacking armies you control gain +1 to offense.
445	Camels	C		1	0	1	Inspire - Target army you control can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
446	Cattle	C		2	1	2	Can feed up to 2 armies or unique people.
447	Fatling	U	1 Sam. 15:9	2	0	1	Can feed up to 3 armies or unique people.
448	Goats	C		1	0	1	Can feed up to 2 armies or unique people.
449	Sheep	C		1	0	1	Can feed up to 2 armies or unique people.
450	Carmel - Mountain Range	R		4	0	0	Follower cards add an additional point when used to raise your wisdom.
451	Grain Field	C		1	0	1	Can feed up to 2 armies or unique people.
452	Figs	C	Num. 13:23	1	0	1	Can feed up to 2 armies or unique people.
453	Pomegranates	C	Num 13:17	1	0	1	Can feed up to 2 armies or unique people.
454	Grapes	U	Num.13:2	2	0	1	Can feed up to 3 armies or unique people.
455	Oasis	U		3	0	2	Oasis were much sought after as an attacking army did not have to bring as many supplies with them on campaign. Provides food for up to 3 army or Unique Person cards.
456	Eclipse	R		1	0	0	Priests predict an eclipse. Follower cards produce +1 point when used to add to your wisdom.

457	Euphrates River	C		2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for 1 army or unique army cards.
458	Wadi el Arish	C		2	0	0	Once this card is in play, you can build up to 1 building behind it. Enemy Chariot armies and armies equipped with siege towers take one additional turn to reach your defending building. Can provide food for 1 army or unique army cards.
459	Scale Mail Armor	U		2	0	0	Add +2 to target army's defense
460	Barracks	C		2	0	0	Adds 1 to defense of target city or fortress
461	Cistern	C		2	0	0	Target city is immune to torching.
462	Rampart	C	2 Sam. 20:15	1	0	0	Target city gains +1 to its defense. This effect can stack with other item cards.
463	Zither	R		2	0	0	Adds one point towards your wisdom at the beginning of your turn. Inspire - Remove 1 point of damage to target army, unique person or follower you control.
464	Arm the People	C		1	0	0	Target follower card gains +1 offense.
465	Battering Ram	C		2	0	0	Target army card does +1 damage per turn to walled city or fortress it is attacking.
466	Armor upgrade	R		2	0	0	Add +2 to target unique person's defense
467	Scaling Ladders	C		1	0	0	An army equipped with scaling ladders can, if you choose, engage a defending army who attacks from the walls of a fortress you currently have under siege.
468	Lions	U		2	2	2	Add +1 to your wisdom at the beginning of your turn. Lions cannot attack.
469	Fatling	U	1 Sam. 15:9	2	0	1	Can feed up to 3 armies or unique people.
470	Camels	C		2	1	1	Inspire - Target army you control can be used to defend as long as it is currently not engaged in combat, even if it was used to attack your previous turn.
471	Cattle	C		2	1	1	Can feed up to 2 armies or unique people.
472	Sheep	C		1	0	1	Can feed up to 2 armies or unique people.
473	Goats	C		1	0	1	Can feed up to 2 armies or unique people.
474	Deer	C		2	1	1	Can feed up to 2 armies or unique people.
475	Grapes	C		1	0	0	Can feed up to 2 armies or unique people.
476	Fields of grain	C		1	0	1	Can feed up to 2 armies or unique people.
477	Figs	C		1	0	1	Can feed up to 2 armies or unique people.
478	Halah	R	2 Kin. 17:6	3	0	0	Can feed up to 2 armies or unique people. Cannot be attacked.
479	Oasis	C		2	0	1	Oasis were much sought after as an attacking army did not have to bring as many supplies with them on campaign. Can feed up to 2 armies or unique people.
480	Dates	C		1	0	1	Can feed up to 2 armies or unique people.
481	Tigris River	C		2	0	0	Select target city. Place this card in front of target city. Any army attacking this city takes one additional turn to attack. Chariots and Siege towers cannot attack the city unless another card allows them to do so.
482	Zab River	C		2	0	0	Select target city. Place this card in front of target city. Any army attacking this city takes one additional turn to attack. Chariots and Siege towers cannot attack the city unless another card allows them to do so.
483	Arm the people	C		2	0	0	Target follower card gets +1 to offense. This effect does not stack with other Arm the people cards.
484	Armor	U		2	0	0	Target army or Unique Person gets +2 to defense. This effect does not stack with other armor cards.
485	Barracks	C		2	0	0	Adds +1 to defense of target city or fortress
486	Boat Bridge	U		3	0	0	Allows your attacking armies and unique people to cross over any body of water without movement penalty
487	Cistern	C		1	0	0	Target city immune to Torching
488	Winged Bull Idol	R		3	0	0	Your followers add +2 to your wisdom instead of +1 when used in this way.
489	Siege Tower	U		3	0	0	An army equipped with this item can attack a fortress as if it has no walls.
490	Rampart	C	2 Sam. 20:15	1	0	0	Target city gains +1 to its defense. This effect can stack with other item cards.
491	Scaling Ladders	C		1	0	0	An army equipped with scaling ladders can, if you choose, engage a defending army who attacks from the walls of a fortress you currently have under siege.
492	Story of Gilgamesh	R		3	0	0	This story, stored on 12 clay tablets of King Ashurbanipal, inspires all who read it. All buildings require 1 less effort to bring into play. Add +1 to your wisdom at the beginning of your turn.
493	Battering Ram	C		2	0	0	Target army card does +1 damage to a fortress it is attacking.
494	Weapon Upgrade	C		1	0	0	Target army or Unique Person gets +1 to offense. This effect does not stack with other weapon cards.
495	Ambush	C		2	0	0	Allows you to play one army card from your hand. This army card must be used to defend against an attacking army. The army card remains in play unless otherwise destroyed.
496	Armor upgrade	C		1	0	0	Target army card gains +1 to its defense
497	Poison water supply	C		3	0	0	Place target follower card into owner's discard pile.
498	Ambassador	R		2	1	1	Inspire - Target 1 combat. All Unique People, Armies and Followers are removed from combat and cannot attack until the beginning of owner's next turn.

499	Angel of Nourishment	C	Gen. 21:17-19	1	0	0	Your Followers are immune to famine until the beginning of your next turn.
500	Armageddon	R		5	0	0	Destroy target player's attacking armies and place in owner's discard pile.

	Israelite
	Babylonian
	Assyrian
	Canaanite
	Egyptian
	Roman

- C Common Card
- U Uncommon Card
- R Rare Card