

Choosing an Era:

Stone:

Focus:		events
Starting Gold:	★★★★★	20+d4
Main Income:	★★	banks, farm
Units:	★	cost effective, grunts
Events:	★★★★★	high damage
Technology:	★	limited
Weapons:	★	limited

Ancient:

Focus:		chips
Starting Gold:	★★★★	17+d12
Main Income:	★★★★	banks, bank chips, farm
Units:	★★★★	infantry focused, expensive but powerful units
Events:	★	limited
Technology:	★★	sub-average
Weapons:	★★	sub-average

Medieval:

Focus:		raw stats
Starting Gold:	★★★★	17+d10
Main Income:	★★	banks, farm
Units:	★★★★★	infantry focused, raw stats, magic users
Events:	★★★	average
Technology:	★★	limited
Weapons:	★★★	average

Modern:

Focus:		unit abilities and types
Starting Gold:	★★★	17+d8
Main Income:	★★★★	banks, unit abilities, farm
Units:	★★★★★	type variety, balanced, more vehicles and aircraft more powerful unit abilities
Events:	★★	sub-average
Technology:	★★★	average
Weapons:	★★★	average

Future:

Focus:		technology, weapons, starships
Starting Gold:	★★	17+d8
Main Income:	★★	banks, farm
Units:	★★★★	vehicle focus, multiple starcraft
Events:	★★	sub-average
Technology:	★★★★★	advanced
Weapons:	★★★★	above average

Alternate:

Focus:		luck, dice rolls
Starting Gold:	Varies	d20
Main Income:	★★★	banks, luck rolls, farm
Units:	★★★★	cheap units, high luck, low stats
Events:	★★★★	average
Technology:	★★★★	average
Weapons:	★★★★	average

Choosing a Faction

Red Clan

Focus:	Offense / attack buffs
Chip Bonuses:	Offense
Income:	average
Units:	strong attack weak defense

Orange Pact

Focus:	defense
Chip Bonuses:	guard
Income:	average
Units:	strong defense weak attack

Yellow Nation

Focus:	financial
Chip Bonuses:	bank
Income:	high
Units:	weak stats, strong income

Green Collective

Focus:	movement
Chip Bonuses:	retreat
Income:	average
Units:	lord can retreat, weak stats

Blue Guild

Focus:	HP
Chip Bonuses:	ward
Income:	average
Units:	ward specialists, average defense, weak attack

Purple Legion

Focus:	bounty, attack
Chip Bonuses:	bounty
Income:	high
Units:	average attack, low defense, average income

Rainbow Commonwealth

Focus:	chips
Chip Bonuses:	all
Income:	above average
Units:	chip gains

Silver Legacy

Focus:	immunity
Chip Bonuses:	none
Income:	low
Units:	invincibility, specific weaknesses

Grey Cult

Focus:	luck, mimic
Chip Bonuses:	none, but has access to cheaper dice upgrades
Income:	varies
Units:	mimic / mirror abilities