







ROUND OF PLAY

1. Take Actions
2. Nourish Pawns
3. Roll Progress Die
4. Advance Epoch Marker & Score Epoch (if triggered)
 - Score guilds, landscapes & active regions
 - Subtract vp for disloyalty (epochs II, IV, V only)
 - Replenish landscapes
 - Replenish map (epochs II, III, IV only)
 - Replenish guilds (epoch III only)
5. End Round/Game & Final Scoring


ATTACK & DEFENSE

- **Pawns:** +1 attack, +2 defense (0 on wine)
- **Monsters:** +1 attack, +1 defense
- **Saltpetr:** +1 attack (knight unlimited)
- **Weapons:** +1 or +2 attack
- **Feudum:** +2 defense (feudum attacks)
- **Defending Subject:** +1 defense (feudum attacks)
- **Rebelling Serf:** +1 attack (feudum attacks)

GOODS SUMMARY

-  **Saltpetr:** extra action, +1 attack, *déjà vu*
-  **Sulfur:** sequential action, nourish pawns, *feast*
-  **Iron:** improve to town, *shovels & swords*
-  **Wood:** improve to farm, *tend landscape*
-  **Food:** nourish pawns, *royal immunity*
-  **Region tile:** good of choice




Migrate: Add/remove pawn to/from board.
Distant Kin: Alchemist  in play lets you migrate to starting locations.




Move: Move 1 space times number of your pawns on board. Pilfer once at end of action. **Godspeed:** Monk  in play may travel +1 space at end of action.




Influence: Add 1 influence marker to each location with your pawn. **Money is Influence:** Merchant  in play may pay 1 shilling to unseat a lone ruler.




Improve: If you rule a location, turn in required resource to improve it. **Tend Landscape:** Turn in wood  to place landscape with serf.




Explore: If you rule an outpost, draw 2 Royal Writ cards and keep 1. **Shovels & Swords:** Turn in iron  to draw 2 more cards and keep 1.




Harvest: If you rule a farm, add 5 goods to farm. If favor(s) taken, flip beads to seals. **Inspect the Harvest:** Farmer  in play may view favor options.




Tax: If you rule a town, collect 2 shillings.
Reinforcements: Knight  in play earns you 1 influence marker.




Conquer: If you are next to a pawn or feudum, add up attack and defense per chart to resolve conflict. **Starve the People:** Noble  in play may remove a subject or serf.




Defend: If attacked, you may flip card over out of turn to add +1 to your defense. **Royal Immunity:** Turn in food  to nullify *starve the people* and receive king's seal.

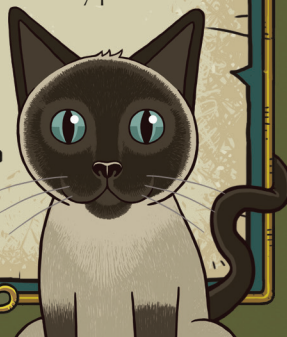


Repeat: Replay any action card marked with "x2." **Déjà Vu:** Turn in a saltpetr  to replay any action card except for conquer and defense.



Guild: Perform trade, pull or push function (See reverse). **Feast:** Turn in barrel sulfur  to perform the push/pull function of any pawn or feudum you are beside.

FEUDUM



SCORE IMMEDIATELY

- Improve: 2/3/4/5/6/7 vp
- Guild Push: 4/5/6 vp
- Guild Pull: 3 vp & Royal Writ
- Conquer: 2/4 vp
- Harvest/Defend: 1 vp
- Feast: +3 vp

SCORE AT DAWN OF EPOCHS

- Guild Status: 1/3/5 vp
- Landscapes (empty/goods): 2/4 vp
- Active Regions: 1/3/5/7/9/11 vp
- Disloyalty: -3/-4/-5 vp cumulative (epochs II, IV, V)

SCORE AT END OF GAME

- Epic Voyage: 3/5/7/9/11/13/17 vp
- Large Empires
 - Outpost, farm, town ruled: 1 vp
 - Feudum ruled: 3 vp
 - 3 identical (feudums wild): 3 vp
- 3 Shillings: 1 vp
- Royal Writ with seal: ? vp

	 TRADE Any Player	 PULL Journeyman	 PUSH Guild Master
 	Receive 1s or 1 food for every 2 goods sent from your farm to farmer guild.	Take high/low beads and draw 1 to place onto chicken. A sum of 5 or more scores.	Push 5 goods to Merchant Guild to fill up 1-3 rows or columns to score. Divide shillings in farmer's purse.
 	Purchase up to 3 goods for stated price.	Pull 3 goods from Farmer Guild to fill up a row or column to score.	Push 4 goods to Alchemist Guild to fill up 1-3 carts and/or piles to score.
 	Purchase 1 vessel for 3s.	Pull 2 goods from Merchant Guild to fill up carts and/or piles to score.	Invent 1-3 vessels and/or krud barrels to score. Fill knight rows as directed.
 	Purchase 1 row of markers for 3s. Turn in 3 influence markers to control 1 monster.	Invent 1 vessel or krud barrel from Alchemist Guild to score.	Push 1-3 different colored markers and replace them with 1-3 king's seals. Complete 1-3 columns or rows to score.
 	Purchase 1 or 2 king's seals for 3s/6s.	Pull 1-2 different colored markers from Knight Guild, replace with king's seals and complete 1 row or column to score.	Push 2 king's seals and flip onto rosary to reach the sum of 5, 11 or 17 to score.
 	Purchase 1 bead for 3s. Take high/low beads and draw one.	Flip and place 1 king's seal onto rosary to reach sum of 11 to score.	Take high/low beads and draw 1 to place onto chicken. Sum of 3, 6 or 9 scores. Divide shillings in church coffer.