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Orléans

INVASION

Die große Erweiterung ✹ The big Expansion

Get to know Orléans from various new perspectives! Six different scenarios provide new game worlds to explore—solo, together, in a duel, or against each other:

dlp games

Additional Components

You will need the following components aside from the base game components (including the components for the fifth player, if need be):

22 Structure Cards

1 "Prosperity" Scenario Board

the "Stage Coach", "Black Market", "Depot", "Tavern", and "Vineyard" Place Tiles

1 Carpenter Token

1 neutral Marker

Per player:

1 neutral Marker

1 "Carpenter" Extension for the Player Board

1 Cover Tile for the Scriptorium

Setup

Set up the game according to the base game rules with the following changes:

- Remove the "Beneficial Deeds" board from the game and replace it with the "Prosperity" board, featuring 16 Events and 3 Beneficial Deeds. Place a neutral Marker as a Round Counter on Event [1] and move it forward at the end of each round.

- Shuffle the Goods Tiles and place them **face down** on the spaces of the game board (according to the number of players). They remain face down on the game board for the entirety of the game, until you pick them up. Turn the remaining Goods Tiles face up, sort them, and place them on the Supply Spaces of the game board.

- Only use the following Place Tiles, placing them in separate stacks for categories I and II: Black Market, Brewery, Cellar, Cheese Factory, Depot, Gunpowder Tower, Hayrick, Herb Garden, Horse Wagon, Hospital, Laboratory, Library, Office, Pharmacy, Sacristy, School, Shipping Line, Stage Coach, Tailor Shop, Tavern, Vineyard, Windmill, Winery, Wool Manufacturer.

  Put the remaining Place Tiles back into the game box.

- Place a Citizen Tile each on the designated spaces of the "Boatmen" and "Knights" tracks. Place 3 Citizen Tiles on the Beneficial Deeds of the Scenario Board. Place the remaining Citizen Tiles as a supply next to the game board. Do not place any Citizen Tiles on the Development Track or map!

- Shuffle the Structure Cards face down and deal each player two face-down Structure Cards. Each choose one of them to keep. Return the other to the bottom of the Structure Cards pile. Then place the pile as a draw pile next to the game board.

- Place the Carpenter Token in Orléans, where the Merchant Tokens are at.

- Each take a "Carpenter" extension and place it next to your Player Board. Then take a Cover Tile and place it on your Scriptorium such that the old action is covered by the new one. Also take a neutral Marker, under which you will place your completed Structures later.

Remove the Hour Glass Tiles from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the "Prosperity" board indicates which round is being played and which Event is going to happen. The Carpenter introduces a new action.

Carpenter Action

The Carpenter is considered a place on your Player Board.

In the Planning Phase, you can place up to 3 Character Tiles on the Carpenter, either Traders or Boatmen. You cannot place Technology Tiles there.

During the Action Phase, you can use the "Carpenter" action by going through the following steps:

1) First you may move the Carpenter Token 1 space per Character Tile placed on the action. For each Trader, move the Carpenter across a Road, for each Boatman across a Waterway. As with the Town Hall, you can use any or all of the Character Tiles you placed on the Carpenter in the same action or in separate actions. Return the Character Tiles to your bag after you use them to move. You can even omit the movement.

2) If the Carpenter ends up in a town depicted on your Structure Card, you can build the Structure. Place the Structure Card face up in front of you and place a Trading Station on a Goods Tile on a Road or Waterway leading to that town. If there is no such Goods Tile, you cannot build the Structure.

After building the Structure, draw two Structure Cards from the draw pile, keep one, and return the other to the bottom of the draw pile.

You can use the "Carpenter" action any number of times per round as long as you meet the requirements.

Important: *There is a difference between regular Trading Stations and Structures. If a Place Tile or action refers to a Trading Station (like the Office), only your Trading Stations in towns count, your Structures do not.*

Example: *The Carpenter is in Châteauroux. Yellow has a matching Structure Card, so she can play it to build a Vineyard there, placing a Trading Station on a Goods Tile on the Road from Châteauroux to Loches. She could have used any of the Goods Tiles leading to Châteauroux.*

Structures

In order to receive the Victory Points for a Structure at game end, you must "man" the Structure by placing the required Followers next to it (via the Town Hall or Gunpowder Tower).

Some Structures even require Coins and certain Goods. You can place these next to the Structure at any time, even if you have not placed all the required Followers yet. This does not require a separate action.

You can only place Monks next to a Structure if the Structure explicitly requires them. You can never place Technology Tiles there. Once you place Character Tiles, Coins, and Goods next to a Structure, you cannot take them back.

Once you completely manned a Structure—i.e. placed all the required items there (Character Tiles, Coins, and Goods)—you can turn the Structure Card face down and place it under your neutral Marker. Return the Character Tiles to the appropriate piles on the game board—they can be hired again. Remove the used Coins and Goods from the game: do not return them to the general supply.

Scriptorium

Due to the Cover Tile, the Scriptorium now provides two possible actions:

- Gain a Development Point (as before).
- Receive a new Structure Card. Draw two Structure Cards, look at them, and keep one. Return the other as well as the card you had before to the bottom of the draw pile. Effectively, you are exchanging your Structure Card for a new one. No player can ever have more than one Structure Card in hand!

Events

Details on the Events:

 Support: Each draw a Follower from your bag. Advance your Marker on the corresponding track and take the corresponding action. Also, take another Follower of that type and put it into your bag.

 Indulgence: You can each buy a Monk for 4 Coins. Take the Monk from the general supply and put it into your bag.

 Pilgrimage: See the base game rules.

 Taxes: Each pay 3 Coins. If you cannot, you must undergo torture, according to the base game rules.

 Riots: Each return a Knight (from your Market or bag), or pay 5 Coins. If you cannot, you must undergo torture, according to the base game rules.

Bribe: You can each buy a Citizen Tile for 4 Coins.

Plague: See the base game rules.

Firestorm: All players must turn over all of their Place Tiles, losing their abilities for now. Return any Technology Tiles on those Place Tiles to the general supply. Places built after this Event are not affected.

Mass: At the end of the round, you each receive 3 Coins for each Monk in your Market.

Peregrination: In turn order, you can each pay 2 Coins to move your Merchant (not the Carpenter) to an adjacent town, collecting a Goods Tile, if possible.

Restoration: Turn all the Places affected by Firestorm face up.

Harvest: See the base game rules.

Pilgrim's Day: You can each exchange a Monk and another Follower (except your own) from your Market for a Citizen Tile.

Plague: See the base game rules.

Market Day: You can each buy up to 2 Goods from the general supply for the depicted prices. If the general supply is out of a certain Good, you cannot buy that type. You cannot sell Goods with this!

Development Tax: You must each pay a number of Coins equal to your current Development Status. If you cannot, you must undergo torture, according to the base game rules.

Beneficial Deeds

There are 3 Beneficial Deeds on the "Prosperity" board. As usual, you can use the Town Hall to send Character Tiles there:

- **Founding the Carpenter's Guild:** 1 Coin or Development Point for each placed Character Tile. 1 Citizen Tile on completion.
- **Right of Assembly:** 2 Coins for each placed Character Tile. 1 Citizen Tile on completion.
- **Building the Orphanage:** 1 Coin for each placed Character Tile. 1 Citizen Tile on completion.

Game End and Scoring

The game ends after 16 rounds.

On top of the regular Victory Points (Coins, Goods, Development), you also receive Victory Points for your completely manned Structures by adding up the Victory Point values of all the Structure Cards placed under your neutral Marker.

IMPORTANT:

- *Only the actual Trading Stations count towards your Development Score (Citizen Tiles plus Trading Stations times Development Status). Your Structures (Trading Stations on Goods Tiles) do not count!*
- *Only your completed Structure Cards count, i.e. those you turned face-down and placed under your neutral Marker, after placing all the required components. Your face-up Structure Card, if any, does not count. Coins and Goods placed next to an incomplete Structure do count for scoring.*

Game Objective

Dark rumors about an impending invasion are spreading around the country! Orléans must be fortified as soon as possible, which is why zealous craftsmen are building fortified towers around the country's borders and knights are moving into the city to protect the city walls. There is a lot of hustle and bustle in the otherwise peaceful idyll. Everywhere you can hear the clacking of wagons and horse hoofs. Carts filled with goods are coming through the city gates to fill the warehouse. Tax collectors from all around the country are streaming into the city with chests full of treasure—enough money to pay the blacksmiths so they can start producing swords right away. Citizens of noble origin seek shelter behind the city walls. Is there enough time to complete the catapult? Will the clothing store have enough clothes for the upcoming winter? Let's go and join forces to save Orléans!

Additional Components

You will need the following components aside from the base game components (including the components for the fifth player, if need be):

31 "Cooperative Events" Hour Glass Tiles
(16x A, 14x B, and 1x C)

the "Fountain", "Market Stand", "Stage Coach", "Black Market", "Tavern" and "Vineyard" Place Tiles

1 "Assembly Hall" board

Per player:

1 two-part "City Defense" Scenario Board, featuring 5 Accomplishments and 5 Common Objectives

9 Character Cards with Personal Objectives

13 "Special Building" tiles

1 "Support" Action Board

Setup

Set up the game according to the base game rules with the following changes:

■ Place the two-part "City Defense" board (simply called "City" hereafter) next to the game board.

■ Only use the following Place Tiles, placing them in separate stacks for categories I and II:

Black Market, Cellar, Cheese Factory, Gunpowder Tower, Hayrick, Herb Garden, Horse Wagon, Laboratory, Library, Market Stand, Pharmacy, School, Shipping Line, Stage Coach, Tailor Shop, Tavern, Vineyard, Well, Windmill, Winery, Wool Manufacturer.

Put the remaining Place Tiles back into the game box.

■ Separate the new Hour Glass Tiles into stacks A and B and shuffle them separately. Then draw the following numbers of tiles from each stack, without looking at them:

■ 2- and 3-player game: 9x A, and 8x B

■ 4- and 5-player game: 8x A, and 7x B

Place the drawn "B" tiles on top of the "C" tile, and the "A" tiles on top of "B".

> **Note:**
>
> *Event Tiles with a ⚡ symbol are extra mean. If you do not like that, sort those out before preparing the Event Stack. If you want a greater challenge, leave all ⚡ Events in the game and instead sort out "Support" and "Training".*

- Place a Citizen Tile on each designated space on the game board, except for the space for most Trading Stations. Place a Citizen Tile on each Accomplishment on the "City" board. Also place a Citizen Tile each next to the Supply Spaces for Grain, Cheese, and Wine on the main game board. Place another above the last space of the Farmers Track, and a last one on "Le Blanc" on the map.

- Place a "Special Building" tile on each outer town of the map. These are the towns from which transparent paths are leading outwards.

  In a 3-player game, place a Trading Station in the unused color as a Fortified Tower in the following towns (with a "Special Building" tile): La Chatre, Briaire, Tours.

  In a 2-player game, do the same as in a 3-player game, also placing a Fortified Tower in: Etampes, Montagis, S.-Amond-Montrand, Chinon.

- Shuffle the Character Cards and each draw one of them, placing it face up in front of you. If a player got the "Councilman", they must take the "Assembly Hall" board and place it next to their Player Board.

Put the remaining Character Cards back into the game box—you will not need them.

> **Note:**
>
> Some Characters are more difficult to play than others. If you would rather have more control on which one you get, simply choose one instead of drawing one at random.
>
> For an easier game use: Councilman, Fisherman, General, Innkeeper , and Librarian. For a more difficult game use: Estate Manager, Mayor, Merchant, and Scholar.

- Each take a "Support" Action Board and place it next to your Player Board.

Remove the base game Hour Glass Tiles and Beneficial Deeds from the game—you will not need them.

Course of Play

The players team up to complete only one goal—to save the city. To do so, you must complete all Common and Personal Objectives. You can play the Planning Phase together and discuss your choices.

The game is played over 16 or 18 rounds—depending on the number of players—with the new Hour Glass Tiles. If all Objectives are complete before the end of the last round, you win as a team.

The game is played like the base game, except there is no Census (phase 2).

Additional Actions

- **Vehicle:** You can send up to 3 Goods to the City or another player. You must send the Goods to a single destination though—you cannot split.
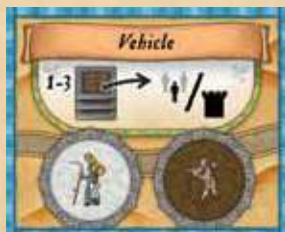
- **Guild House:** You can send up to 4 Coins to the City or another player. You must send the Coins to a single destination though—you cannot split.

■ **Hostel:** You can send a Follower in your Market to another player who can immediately place that Follower on one of their boards. For more efficiency, discuss this move during the Planning Phase already. After the Action Phase, the Follower remains with the player it was sent to.

Example: Alice has almost activated her Guildhall with all the required Followers—she is just missing the Farmer. It is Bob's turn who placed a Monk on his Hostel. He uses the "Hostel" action to send a Farmer from his Market to Alice so she can place it on her Guildhall. Now it is Alice's turn and she can use her Guildhall immediately.

Important: *If you receive a Follower from another player via the Hostel, you can place it in your Town Hall, even if you use the Town Hall yourself already. Keep in mind, you can use it multiple times per round.*

■ **Palatinate:** You can use an action that another player has activated. That other player must return the Followers used for activation to their bag as if they used the action (which they do not).

As usual: You can use Technology Tiles to replace a Character Tile on any of the additional actions as long as you follow the normal placement rules. Monks can replace any Character Tile.

Achievements

Like the Beneficial Deeds, the 5 Achievements can be completed over several turns. As usual, use the Town Hall (or Gunpowder Tower) to send Character Tiles to the City. For Goods, use the Vehicle; for Coins, use the Guild House.

To complete the Catapult, you must send Technology Tiles to it. When taking the "Craftsman" action, you must decide whether you place the Technology Tile on an Action Space or the Catapult. The rule about the first Technology Tile still applies: it must be used to replace a Farmer and cannot be sent to the Catapult. This restriction does not apply to Technology Tiles you get from the Laboratory.

As soon as an Achievement is complete, you—as a team—receive the Citizen Tile.

Common Objectives

In any order and as a team, you must complete the following 5 Common Objectives before the end of the game:

City Walls: You must place a certain number of Knights on the City Walls.

2 players: 5 Knights | 3 players: 8 Knights
4 players: 10 Knights | 5 players: 13 Knights

Use the Town Hall (or Gunpowder Tower) to send the Knights to the City Walls.

Citizen Tiles: You must collect a certain number of Citizen Tiles.

2 players: 7 Citizens | 3 players: 8 Citizens
4 players: 9 Citizens | 5 players: 10 Citizens

You receive the Citizen Tile in "Le Blanc" as soon as any player builds a Trading Station there.

You receive the Citizen Tile next to the Grain, Cheese, and Wine Supply Space once you manage to empty the respective pile at any point in the game. A pile does not need to remain empty forever—you can keep the Citizen Tile once you earn it.

You receive the Citizen Tile above the Farmers Track as soon as there is at least one Marker on the last space of each of the 6 Followers Tracks, regardless of whose Marker that is.
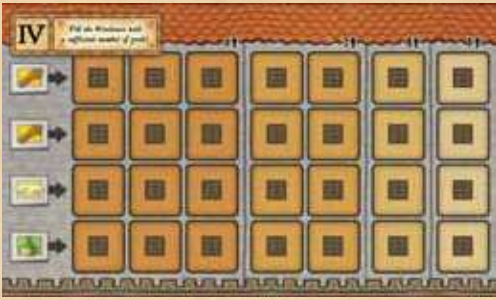
City Treasury: You must fill the City Treasury with a certain amount of money.

2 players: 30 Coins | 3 players: 40 Coins | 4 and 5 players: 50 Coins

Use the Guild House to send Coins to the City Treasury.

Warehouse: You must fill the Warehouse with certain Goods:

2 players: 6 Grain, 3 Cheese, and 3 Wine

3 players: 10 Grain, 5 Cheese, and 5 Wine

4 players: 12 Grain, 6 Cheese, and 6 Wine

5 players: 14 Grain, 7 Cheese, and 7 Wine

Use the Vehicle to send Goods to the Warehouse.

Fortified Towers: You must build a Fortified Tower in each town at the edge of the map. To build a Fortified Tower in a town, use the "Guildhall" action on your Player Board and place a Trading Station on the "Special Building" tile in that town. You can still build regular Trading Stations, but only in towns without a "Special Building" tile.

Personal Objectives

To win the game, all players must complete their Personal Objectives as specified by the Character Cards.

Librarian: As the Librarian, you must advance your Marker on the Development Track to the space with the 5 in a star or further. Additionally, you must build a Trading Station in Loches and have at least 4 Place Tiles in front of you by the end of the game. Whether these Places are from stack I or II does not matter.

Scholar: As the Scholar, you must advance your Marker to the last space of the Development Track, i.e. the space with the 6 in a star. Additionally, you must have 4 Trading Stations (not Fortified Towers) on the map.
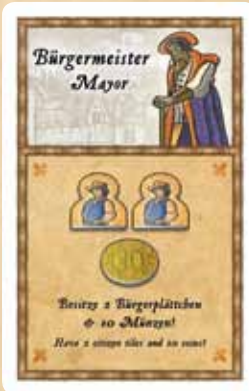
Mayor: As the Mayor, you must have at least 10 Coins and 2 Citizen Tiles in your supply at the end of the game. When another player receives a Citizen Tile, they cannot simply give it to you. You must collect 2 Citizen Tiles on your own, which do not count towards the team effort.

General: As the General, you must advance your Marker to the last space of the Knights Track. Additionally, you must have at least 4 Technology Tiles total on your boards and Place Tiles.

Fisherman: As the Fisherman (or -woman), you must advance your Marker to the last space of the Boatmen Track. Additionally, you must have at least 4 Monks and 2 Wool in your supply by the end of the game. It does not matter whether the Monks are in your bag or on your boards.
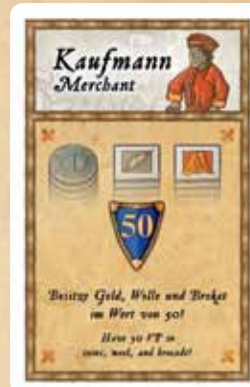
Merchant: As the Merchant, you must collect at least 50 Victory Points from Brocade, Wool, and/or Coins only (see the table on the game board) and have them in your supply at the end of the game.

Councilman: As the Councilman, you must fill the Assembly Hall with Followers. Only you can send Followers there via the "Town Hall" action. The other players cannot send any Followers to the Assembly Hall. Your Personal Objective is complete as soon as all spaces in the Assembly Hall are occupied.

Innkeeper: As the Innkeeper, you must have at least 16 Victory Points from Grain, Cheese, and/or Wine only (see the table on the game board) and have them in your supply at the end of the game. Additionally, you must build a Trading Station ("Tavern") each in Châteaudun and Châteauroux.

Estate Manager: As the Estate Manager, you must pay something to the general supply at the end of each round. For instance, at the end of the first round, you must pay 2 Coins. If you cannot pay your dues, the entire team loses immediately.

In rounds 5 and 18, you must move a number of spaces back on the Development Track equal to the number of depicted books.

In rounds 8 and 14, you must return a Farmer and Boatman, respectively. To do so, the respective Follower must be in your Market (not your bag!).

In round 10, you must return a Technology Tile from one of your boards.

Note: If you return your only Technology Tile and receive another one later, you do not need to place it on a Farmer Space again. You do not move back on the Craftsmen Track.

In round 13, you must remove a Trading Station you built earlier from the map. If you remove the Trading Station from "Le Blanc", you can keep the Citizen Tile.

In round 16, you must return a Place Tile to the general supply. Whether this Place is from stack I or II does not matter.

In a 4- or 5-player game, you do not have to pay the dues for rounds 17 and 18 (since the game ends after 16 rounds). In a 2- or 3-player game, however, you do.

Events

Some Hour Glass Tiles have a ⏳ at the top, meaning these Events take place at a certain point in time or for a certain period of time, as described on the tiles. Events without the ⏳ take place in Phase 6 (Events), as usual.

If an Event requires you do something "as a team", you must decide together how much each individual player shall contribute to the task. It is not required that every player contribute, as long as the demands are met by the others.

Stack A in alphabetic order:

1) **Assembly:** No player can use the "Town Hall" this round.

2) **Demolition:** As a team, you must return a total of 2 (in a 2- and 3-player game) or 3 (in a 4- and 5-player game) Technology Tiles to the general supply. For each Technology Tile you cannot or do not want to return, you must pay Coins. If you do not have enough Technology Tiles and Coins, you lose the game immediately.

3) **Donation:** As a team, you receive 3 Development Points, 1 Wine, and 3 Coins. Decide together how to distribute these among the players. For instance, 3 players could receive 1 Development Point and/or Coin each.

4) **Drought:** You must remove 4 Grain Tiles from the map and return them to the supply. Decide together which tiles to remove.

5) **Earthquake:** Turn over 5 Place Tiles in the supply, which cannot be built for the rest of the game. Decide together which tiles to turn.

6) **Escape:** Remove the Citizen Tile from "Le Blanc", unless a player has already taken it after building a Trading Station there. In that case, nothing happens.

7) **Good Trade:** As a team, you can pay 8 Coins total. It does not matter how much each individual player contributes. Then place 3 Grain from the general supply in the Warehouse. If there is not enough Grain in the general supply, you pay and gain nothing. This action is optional—you are not required to take it.

8) **Good Winds:** At the end of the round, one player can use a Waterway at no cost, collecting a Goods Tile, if possible. Decide together who may move their Merchant to an adjacent town via a Waterway. If nobody is adjacent to a Waterway, nothing happens.

9) **Highwayman:** You cannot use Roads this round, but you can use Waterways.

10) **Pilgrimage:** See the base game rules.

11) **Progress:** Each pay 4 Coins to build a Fortified Tower or Trading Station at your Merchant's current location. You must pay on your own—the other players cannot pay for you. This action is optional—you are not required to take it.

12) **Reinforcement:** Place this tile on the "City" board next to the City Walls. To save the city, you must place an additional Knight on the City Walls this game. If there is no Knight on this tile by the end of the game, the entire team loses the game.

13) **Support:** Each draw a Follower from your bag. Advance your Marker on the corresponding track and take the corresponding action. Also, take another Follower of that type and put it into your bag.

14) **Training:** Each advance your Marker on a track of your choice (except the Development Track) and carry out the corresponding action, if any. You do not receive a new Follower from this!

Example: Alice advances her Marker on the Craftsman Track. She can immediately take a Place Tile, but she does not receive a new Craftsman into her bag.

15) **Trip:** Each of you whose Merchant is in Orléans by the end of the round must pay 4 Coins. You must pay on your own—the other players cannot pay for you. If a player cannot pay, the entire team loses immediately.

16) **Wool Market:** As a team, you can buy or sell Wool for 2 Coins and Brocade for 3 Coins. You can make at most 3 transactions. Pay and decide together who receives what.

Stack B in alphabetic order:

1) **Arson:** As a team, you must remove a total of 2 (in a 2- and 3-player game) or 3 (in a 4- and 5-player game) already built Place Tiles from the game, which you cannot build again later. For each Place Tile you cannot or do not want to remove, you must pay 6 Coins. If you do not have enough Place Tiles and Coins, you lose the game immediately.

2) **Bon Voyage:** Each pay 2 Coins and move your Merchant to an adjacent town, collecting a Good on the way, if possible. You must pay on your own—the other players cannot pay for you. This action is optional—you are not required to take it.

3) **Famine:** Each return 3 Followers of your choice to the general supply, taking them from your boards and/ or bag. Do not move your Markers on the corresponding tracks back. You cannot choose your own Followers. If you do not have enough Followers to return, return as many as you can.

4) **Fishing Grounds:** Each player receives Coins according to their position on the Boatmen Track. If your Marker is on the last space of the track, you do not receive any Coins.

5) **Harvest:** See the base game rules.

6) **Income:** See the base game rules.

7) **Pirates:** Remove all Brocade and Wool Tiles from all Waterways on the map and return them to the general supply.

8) **Plague:** See the base game rules.

9) **Raging Plague:** Like Plague, except each player must draw 2 Character Tiles from the bag.

10) **Rats:** Remove 2 Cheese Tiles and 1 Grain Tile from the Warehouse and return them to the general supply. If there are not enough of those tiles in the Warehouse, remove as many as you can.

11) **Robbery:** Each pay Goods worth 5 Victory Points total or destroy a Fortified Tower you built. You must pay on your own—the other players cannot pay for you. If any player does not have enough Goods and Fortified Towers, the entire team loses immediately.

12) **Rome Calling:** Each return a Monk to the general supply. If any player cannot do so or you—as a team— decide not to do so altogether, you must remove a Citizen Tile that has not been collected yet from the game. Decide together which Citizen Tile to remove.

13) **Summoning:** Return all Merchant Tokens to Orléans. If you would rather your Merchant stay at its current location, you can pay 5 Coins instead. You must pay on your own though— the other players cannot pay for you.

14) **Witch Hunt:** As a team, you lose a total of 6 Development Points. Decide together how much each individual player should contribute by moving their Marker back on the Development Track. For each Development Point you cannot or do not want to move back, you must return a Monk to the general supply instead. If you do not have enough Development Points and Monks, you lose the game immediately.

Stack C:

1) **Invasion:** This is the moment of truth! At the end of the round, all Common and Personal Objectives must be complete. Which one will it be: defeat or victory?

Game End

The game ends at the end of the round in which you turn the "Invasion" Hour Glass Tile face up.
If at this point all Common and Personal Objectives are complete, you successfully fend off the invasion and win the game! However, if even one Objective is not complete by the end of the last round, the invasion takes place and you all lose. Don't worry: next time you'll manage!

Game Objective

Are you ready for a competition? A duel between two great merchants without mercy? You are each trying to complete four objectives before the other does. How you do it is up to you—be quick though, your opponent is on your tail! The first to complete all four objectives wins. In case you both complete them on the same round, your leftover supplies—which are hopefully plentiful—will decide!

Additional Components

You will need the following components aside from the base game components:

1 "The Duel"
Scenario Board

1 "Bourgeois House"
Action Board

9 neutral Markers

Setup

- Lay out the large game board (map and towns).

- Each take: 1 bag, 1 Player Board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Keep your Trading Stations in front of you.

  (We recommend you use yellow and green for colors, because the Action and Scenario Board have spaces in those colors assigned to each player.)

- Set up the Goods Tiles for a 2-player game, according to the base game rules (shuffle them face down, place one on each map space except "3" and "4" spaces, turn them face up, place the rest in the Goods Market).

- Beginning with the Start Player, each place your Merchant in a town of your choice (you do not have to start in Orléans).

- Place the required number of Character Tiles (for a 2-player game) next to each track on the game board, as well as 8 Technology Tiles.

- Place the Scenario Board next to the game board. It features 16 Events, 4 Objectives, and 4 Beneficial Deeds. Place a neutral Marker as a Round Counter on Event [1]. Each take 4 neutral Markers, which you will use to mark completed Objectives. Place a Citizen Tile on each Beneficial Deed.

- Lay out the "Bourgeois House" Action Board, which can be used by either of you.

- Choose 20 Place Tiles to use in the game: first, the Start Player chooses 5 Place Tiles of type I, then the other player chooses 5 each of type I and II, and finally the Start Player chooses 5 of type II. Return the Place Tiles you did not choose to the game box.

- Each take 5 Coins. Place the remaining Coins ready at hand.

Remove the base game Hour Glass Tiles and Beneficial Deeds from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

The base game rules about torture do not apply. Instead, if you cannot pay what an Event demands (e.g. because you are short on money), you lose immediately.

Events

Details on the Events:

Town Meeting: You can each buy a Citizen Tile for 3 Coins. This action is optional.

Harvest: See the base game rules.

Trading Day: You each receive 3 Coins for each Trading Station you built.

Trade: You can each exchange a Good in your supply for a Good from the general supply. This action is optional.

Cheese Day: Each pay 1 Cheese and return it to the general supply.

Technology Tax: Each pay 1 Coin for each Technology Tile you placed.

Trading Day: You each receive 2 Coins for each Trading Station you built.

Quick Travel: You can each move your Merchant by 1 or 2 towns (using Roads and/or Waterways), without collecting Goods on the way. Pay 1 Coin per move. This action is optional.

Goods Tax: Each pay 1 Coin for each Good in your supply.

Dues: Each pay Goods and/or Coins worth at least 7 Victory Points total (e.g. 1 Brocade and 2 Coins).

Harvest: Each pay 2 food items.

Trading Day: You each receive 1 Coin for each Trading Station you built.

Goods Tax: Each pay 1 Coin for each Good in your supply.

Dues: Each pay Goods and/or Coins worth at least 7 Victory Points total.

Dues: Each pay Goods and/or Coins worth at least 4 Victory Points total.

Journey Home: Return your Merchants to Orléans, without collecting Goods on the way.

Bourgeois House

You can each activate the Bourgeois House independently from one another with any Character Tile (except for one in your color).

PLEASE NOTE: After you use the Bourgeois House, the Character Tile you placed returns to the general supply and not to your bag!

To use the Bourgeois House, you must also pay 1 Citizen Tile. If you do, you can choose one of the following bonuses:

- Take 1 Good of your choice.
- Move your Merchant to an adjacent town via a Road or Waterway (and collect a Good on the way, if possible).
- Take 5 Coins.
- Advance 3 spaces on the Development Track.

Beneficial Deeds

There are 4 Beneficial Deeds on the Scenario Board. As usual, you can use the Town Hall to send Character Tiles there:

Astronomy: 1 Coin for each placed Character Tile. 1 Citizen Tile on completion.

Wine Press House: 1 Coin for each placed Character Tile. 1 Citizen Tile on completion.

Three-Field Rotation: 1 Coin for each placed Character Tile. 1 Citizen Tile on completion.

Angelology: 1 Coin for each placed Character Tile. 1 Citizen Tile on completion

Objectives

As soon as you meet the requirements of an Objective, you can immediately mark it complete by placing a neutral Marker on the space reserved for you (in your color, unless you did not choose green or yellow). You can complete them in any order.

Details on the Objectives:

Learn Bookkeeping: Achieve a Development Status of at least 3.

Establish Three New Branches: Build at least 3 Trading Stations, including in a town without waterways.

Deliver Wine to the Castle of Châtellerault: Move your Merchant to Châtelleraut. Once you are there, pay 3 Wine and return them to the general supply.

Clothe Your Lady: Move your Merchant to Orléans. Once you are there, pay 3 fabrics (including at least 1 Brocade) and return them to the general supply.

Game End

The first player to complete all 4 Objectives wins. If you both do on the same round, check who has more Victory Points in Goods only—this player wins. In case of a tie, the player with more Coins wins. If there is still a tie, you both win.

(Levels of difficulty: I = easy, for beginners; II = medium, for experienced players; III = hard, for diehard players)

Game Objective

Your goal is to gain as much dignity as possible in form of Citizen Tiles. Over the course of 16 rounds, you must collect at least 8 of those (or 7 in the easier version). Each round, you must cope with an Event.

Additional Components

You will need the following components aside from the base game components:

the "Stage Coach" Place Tile

1 neutral Marker

1 "Dignitary" Scenario Board

Setup

- Lay out the large game board (map and towns) and the "Beneficial Deeds" board.

- Take a bag, a Player Board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Place your Merchant in Orléans and keep your Trading Stations in front of you. Also take the "Stage Coach", which you can use from the start. You start with no Coins.

- Place the Scenario Board next to the game board. It features 16 Events for the 16 rounds you are about to play, as well as 8 spaces for the Citizen Tiles you have to collect. Place a neutral Marker as a Round Counter on Event [1].

- Place a Citizen Tile in each of the towns of Vendôme, Tours, Vierzon, Sancerre, Argentor-sur-Creuse, and S.-Amand-Montrand. You receive each of these tiles as soon as you move your Merchant into the respective town. Place the remaining 7 Citizen Tiles on any designated spaces for them (Development Track, Beneficial Deeds, etc.) There are not enough Citizen Tiles left to cover all such spaces—you decide which shall remain empty and which shall receive a Citizen Tile.

- Remove all Place Tiles that produce Goods or require them from the game. Also remove the Depot, Horse Wagon, Sacristy, Vineyard, and Tavern. Shuffle the remaining Place Tiles face down, separately for types I and II. Draw 5 of each type and place them face up on the table. Remove the rest from the game.

- Place 4 neutral Character Tiles of each type on the corresponding spaces of the game board. Also place 6 Technology Tiles next to the Craftsman Track.

- Keep the Coins ready at hand.

Remove the Goods and Hour Glass Tiles from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.
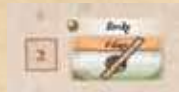
There is no Census (phase 2).

Events

Details on the Events:

Conference: This round you cannot gain Scholars.

Strike: This round you cannot gain Craftsmen.

Crusade: This round you cannot gain Knights.

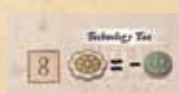**Pilgrimage:** See the base game rules.

Income: You receive a number of Coins equal to twice your Development Status.

Trading Day: You receive 3 Coins for each Trading Station you built.

Dues: Pay 5 Coins. If you cannot, you must undergo torture, according to the base game rules.

Technology Tax: Pay 2 Coins for each Technology Tile you placed. If you cannot, you must remove the Technology Tile. You decide which to remove.
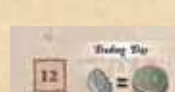
Trading Day: You receive 2 Coins for each Trading Station you built.

Income: You receive a number of Coins equal to your Development Status.

Dues: Pay 10 Coins. If you cannot, you must undergo torture, according to the base game rules.
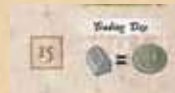
Trading Day: You receive 2 Coins for each Trading Station you built.

Sabotage: Technology fails. This round you cannot use actions that have a Technology Tile.

Axle Fracture: This round you cannot use the Stage Coach.

Trading Day: You receive 1 Coin for each Trading Station you built.

Dues: Pay 15 Coins. If you cannot, you must undergo torture, according to the base game rules.

Game End

As soon as you collect your 8th Citizen Tile, you win! If you fail to do so until the end of round 16, you lose and have to try again.

As a beginner, you can set the goal to 7 Citizen Tiles.

(Levels of difficulty: I = easy, for beginners; II = medium, for experienced players; III = hard, for diehard players)

Game Objective

Your goal is to make Vierzon the fortified capital of the region. Over the course of 14 rounds, you must complete 5 Objectives. Each round, you must cope with an Event.

Additional Components

You will need the following components aside from the base game components:

the "Market Stand" Place Tile

6 neutral Markers

1 "Capital Vierzon" Scenario Board

Setup

- Lay out the large game board (map and towns).

- Take a bag, a Player Board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Place your Merchant in Orléans and keep your Trading Stations in front of you. Also take the "Market Stand", which you can use from the start. You start with no Coins.

- You will only need 40 Goods Tiles. Shuffle all Goods Tiles face down, draw 40 at random, and remove the rest from the game. Then place a Goods Tiles on each Road and Waterway leading to Orléans, Blois, Tours, Loches, Montrichard, Vierzon, Bourges, and Sancerre (do not place any on "3" and "4" spaces). Turn all Goods Tiles face up and place the remaining tiles in the Goods Market.

- Place the Scenario Board next to the game board. It features 14 Events for the 14 rounds you are about to play, as well as 5 Objectives and 2 Beneficial Deeds. Place a neutral Marker as a Round Counter on Event [1]. Keep the remaining neutral Markers ready at hand to mark completed Objectives.

- Place 7 Citizen Tiles on their designated spaces: 5 on the game board, and 2 on the Beneficial Deeds on the Scenario Board.

- Shuffle the Place Tiles face down, separately for types I and II. Draw 5 of each type and place them face up on the table. Remove the rest from the game.

- Place 4 neutral Character Tiles of each type on the corresponding spaces of the game board. Also place 4 Technology Tiles next to the Craftsman Track.

- Keep the Coins ready at hand.

Remove the base game Beneficial Deeds and Hour Glass Tiles from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

Events

Strike: This round you cannot gain Craftsmen.

Pilgrimage: See the base game rules.

Harvest: See the base game rules.

Crusade: This round you cannot gain Knights.

Income: You receive a number of Coins equal to triple your Development Status.

Amnesty: Whenever you receive a new Follower this round, you can place it on an Action Space right away. If you activate an action this way, you can use it.

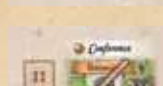**Plague:** See the base game rules.

Sabotage: Technology fails. This round you cannot use actions that have a Technology Tile.

Goods Tax: Pay 1 Coin for every 2 Goods in your supply. If you cannot, you must undergo torture, according to the base game rules.

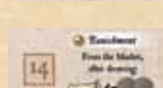**Trading Day:** You receive 2 Coins for each Trading Station you built.

Conference: This round you cannot gain Scholars.

Harvest: See the base game rules.

Storm: This round you cannot move your Merchant.

Banishment: Immediately after you finish drawing Followers from your bag for this round, you must return 2 of them to your bag.

Objectives

As soon as you meet the requirements of an Objective, you can immediately mark it complete by placing a neutral Marker on it. You can complete them in any order.

Hire a Builder in Time: Pay 10 Coins before the start of round 9. You must pay all at once.

Establish a Building Company: Build a Trading Station in Loches.

Deliver Building Materials to Vierzon: Move your Merchant to Vierzon. Once you are there, pay Goods worth 12 Victory Points total to the general supply. You must pay all at once.

Make Vierzon a Fortress: Pay 25 Coins. You must pay all at once.

Make Vierzon the Capital: Have at least 28 Victory Points from Development. As usual, multiply the total of Trading Stations you built plus Citizen Tiles you have with your current Development Status to determine your score from Development.

Beneficial Deeds

There are 2 Beneficial Deeds on the Scenario Board. As usual, you can use the Town Hall to send Character Tiles there:

■ **Expanding the University:** 1 Coin or Development Point for each placed Character Tile. 1 Citizen Tile on completion.

■ **Founding the City Council:** 1 Coin for each placed Character Tile. 1 Citizen Tile on completion.

Game End

You win the game as soon as you complete all 5 Objectives! If you fail to do so until the end of round 14, you lose and have to try again.

If you keep winning this scenario on a regular basis, you can increase its difficulty in two steps:

   A) You can still complete an Objective at any time, but only one per round.

   B) Additionally, you must complete the Objectives in order.

(Levels of difficulty: I = easy, for beginners; II = medium, for experienced players; III = hard, for diehard players)

Game Objective

Your goal as a travelling salesman is to deliver goods to certain towns around Orléans. Over the course of 15 rounds, you must complete 5 Objectives in form of a goods delivery. Each round, you must cope with an Event.

Additional Components

You will need the following components aside from the base game components:

the "Market Stand" Place Tile

6 neutral Markers

1 "Travelling Salesman" Scenario Board

Setup

- ■ Lay out the large game board (map and towns) and the "Beneficial Deeds" board.

- ■ Take a bag, a Player Board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Place your Merchant in Orléans. Also take the "Market Stand", which you can use from the start.

- ■ Take a Knight and a Scholar and place them on your Market, as well as 10 Coins.

- ■ Set up the Goods Tiles for a 4-player game, according to the base game rules (shuffle them face down, place one on each map space, turn them face up, place the rest in the Goods Market).

- ■ Place the Scenario Board next to the game board. It features 15 Events for the 15 rounds you are about to play, as well as 5 Objectives. Place a neutral Marker as a Round Counter on Event [1].

  Keep the remaining neutral Markers ready at hand to mark completed Objectives. (Alternatively, place one each in Chartres, Vendôme, Tours, Bourges, and Argenton-sur-Creuse on the map. Once you delivered the goods, move the Marker to the Objective to mark it complete.)

- ■ Place the following neutral Character Tiles on the corresponding spaces of the game board: 3 each of Craftsmen, Traders, Boatmen, Knights, and Scholars, as well as 4 Monks and 5 Farmers. Also place 8 Technology Tiles next to the Craftsmen Track.

- ■ Lay out the following 10 Place Tiles: Bathhouse, Cellar, Cheese Factory, Hayrick, Herb Garden, Horse Wagon, Laboratory, Tailor Shop, Winery, and Wool Manufacturer. Return the remaining Place Tiles to the game box.

- ■ Keep the Coins ready at hand.

Remove the Citizen and Hour Glass Tiles, as well as the Trading Stations—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

Events

1-10	**Feeding:** Pay 1 food item or 2 Coins. If you cannot pay, you starve to death and lose immediately!
11-15	**Great Feast:** Pay 2 food items or 4 coins. If you cannot pay, you starve to death and lose immediately!

As soon as you meet the requirements of an Objective, you can immediately mark it complete by placing a neutral Marker on it. You can complete them in any order.

Details on the Objectives:

Deliver 3 Wool to Bourges: Move your Merchant to Bourges. Once you are there, pay 3 Wool and return them to the general supply. You must pay all at once.

Deliver a Complete Set of Goods to Chartres: Move your Merchant to Chartres. Once you are there, pay 1 of each Good and return them to the general supply. You must pay all at once.

Deliver 2 Cheese and 2 Wine to Vendôme: Move your Merchant to Vendôme. Once you are there, pay 2 Cheese and 2 Wine and return them to the general supply. You must pay all at once.

Deliver 3 Grain to Tours: Move your Merchant to Tours. Once you are there, pay 3 Grain and return them to the general supply. You must pay all at once.

Deliver 1 Brocade to Argenton-sur-Creuse: Move your Merchant to Argenton-sur-Creuse. Once you are there, pay 1 Brocade and return it to the general supply.

Game End

You win the game as soon as you complete all 5 Objectives! If you fail to do so until the end of round 15, you lose and have to try again.

If you keep winning this scenario on a regular basis, you can increase its difficulty in two steps:

A) You can still complete an Objective at any time, but only one per round.

B) Additionally, you must complete the Objectives in order.

Appendix

Components

- 1 two-part "City Defense" board
- 5 Scenario Boards
- 1 "Assembly Hall" board
- 5 "Support" Action Boards
- 5 "Carpenter" Action Boards
- 1 "Bourgeois House" Action Board
- 5 Cover Tiles for the Scriptorium
- 31 "Cooperative Events" Hour Glass Tiles
- 22 Special Building Tiles

- 2 additional Citizen Tiles
- 22 Structure Cards
- 1 Overviewcard for Game Setup
- 9 Character Cards
- 1 Carpenter Token
- 7 Place Tiles
- 10 Markers
- additional coins
- 2 rule books (German, English)

New Place Tiles

Market Stand: You can buy and/or sell up to 2 Goods of the same or different type. The price of each Good is equal to its value (see the game board). Return Goods you sell to the general supply. If the general supply is out of a certain Good, you cannot buy it.

Tavern: You can build a Trading Station in a town, even if another player has already built one there (at most once per town). Carry out the Tavern action when you use the Guildhall action to place the Trading Station (they are considered a single action).

Well: Carry out any action on your Player Board or any of your Place Tiles, regardless of whether or not that action is activated. After taking the action, only return the Followers from the Well to your bag. This way you can use an action more than once per round.
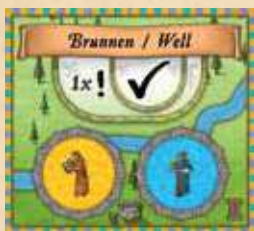
Black Market: Exchange any 2 Goods of the same type for 1 Good of another type. Return the Goods you exchange to the general supply. If the general supply is out of a certain Good, you cannot exchange for it.

Vineyard: Each time you build a Trading Station in a town at the river, you can buy 1 Wine for 1 Coin.

Depot: At the end of the game, you receive an additional 5 Victory Points for each complete set of Goods (consisting of Grain, Cheese, Wine, Wool, and Brocade).

Stage Coach: Pay 3 Coins and move your Merchant to an adjacent town via a Road or Waterway, collecting a Goods Tile on the way, if possible.

Event Overview

Vierzon 6 – **Amnesty**: Whenever you receive a new Follower this round, you can place it on an Action Space right away. If you activate an action this way, you can use it.

Invasion B – **Arson:** As a team, you must remove a total of 2 (in a 2- and 3-player game) or 3 (in a 4- and 5-player game) already built Place Tiles from the game, which you cannot build again later. For each Place Tile you cannot or do not want to remove, you must pay 6 Coins. If you do not have enough Place Tiles and Coins, you lose the game immediately.

Invasion A – **Assembly:** No player can use the "Town Hall" this round.

Dignitary 14 – **Axle Fracture:** This round you cannot use the Stage Coach.

Vierzon 14 – **Banishment:** Immediately after you finish drawing Followers from your bag for this round, you must return 2 of them to your bag.

Invasion B – **Bon Voyage:** Each pay 2 Coins and move your Merchant to an adjacent town, collecting a Good on the way, if possible. You must pay on your own—the other players cannot pay for you. This action is optional—you are not required to take it.

Prosperity 6 – **Bribe:** You can each buy a Citizen Tile for 4 Coins.

Duel 5 – **Cheese Day:** Each pay 1 Cheese and return it to the general supply.

Dignitary 1, Vierzon 11 – **Conference:** This round you cannot gain Scholars.

Dignitary 3, Vierzon 4 – **Crusade:** This round you cannot gain Knights.

Invasion A – **Demolition:** As a team, you must return a total of 2 (in a 2- and 3-player game) or 3 (in a 4- and 5-player game) Technology Tiles to the general supply. For each Technology Tile you cannot or do not want to return, you must pay Coins. If you do not have enough Technology Tiles and Coins, you lose the game immediately.

Prosperity 16 – **Development Tax:** You must each pay a number of Coins equal to your current Development Status. If you cannot, you must undergo torture, according to the base game rules.

Invasion A – **Donation:** As a team, you receive 3 Development Points, 1 Wine, and 3 Coins. Decide together how to distribute these among the players. For instance, 3 players could receive 1 Development Point and/or Coin each.

Invasion A – **Drought:** You must remove 4 Grain Tiles from the map and return them to the supply. Decide together which tiles to remove.

Duel 15 – **Dues:** Each pay Goods and/or Coins worth at least 4 Victory Points total.

Duel 10, Duel 14 – **Dues:** Each pay Goods and/or Coins worth at least 7 Victory Points total (e.g. 1 Brocade and 2 Coins).

Dignitary 7 – **Dues:** Pay 5 Coins. If you cannot, you must undergo torture, according to the base game rules.

Dignitary 11 – **Dues:** Pay 10 Coins. If you cannot, you must undergo torture, according to the base game rules.

Dignitary 16 – **Dues:** Pay 15 Coins. If you cannot, you must undergo torture, according to the base game rules.

Invasion A – **Earthquake:** Turn over 5 Place Tiles in the supply, which cannot be built for the rest of the game. Decide together which tiles to turn.

Invasion A – **Escape:** Remove the Citizen Tile from "Le Blanc", unless a player has already taken it after building a Trading Station there. In that case, nothing happens.

Invasion B – **Famine:** Each return 3 Followers of your choice to the general supply, taking them from your boards and/ or bag. Do not move your Markers on the corresponding tracks back. You cannot choose your own Followers. If you do not have enough Followers to return, return as many as you can.

Salesman 1-10 – **Feeding:** Pay 1 food item or 2 Coins. If you cannot pay, you starve to death and lose immediately!

Prosperity 8 – **Firestorm:** All players must turn over all of their Place Tiles, losing their abilities for now. Return any Technology Tiles on those Place Tiles to the general supply. Places built after this Event are not affected.

Invasion B – **Fishing Grounds:** Each player receives Coins according to their position on the Boatmen Track. If your Marker is on the last space of the track, you do not receive any Coins.

Invasion A – **Good Trade:** As a team, you can pay 8 Coins total. It does not matter how much each individual player contributes. Then place 3 Grain from the general supply in the Warehouse. If there is not enough Grain in the general supply, you pay and gain nothing. This action is optional—you are not required to take it.

Invasion A – **Good Winds:** At the end of the round, one player can use a Waterway at no cost, collecting a Goods Tile, if possible. Decide together who may move their Merchant to an adjacent town via a Waterway. If nobody is adjacent to a Waterway, nothing happens.

Duel 9, Duel 13 – **Goods Tax:** Each pay 1 Coin for each Good in your supply.

Vierzon 9 – **Goods Tax:** Pay 1 Coin for every 2 Goods in your supply. If you cannot, you must undergo torture, according to the base game rules.

Salesman 11-15 – **Great Feast:** Pay 2 food items or 4 coins. If you cannot pay, you starve to death and lose immediately!

Duel 11 – **Harvest:** Each pay 2 food items.

Duel 2, Invasion B, Prosperity 12, Vierzon 3, Vierzon 12 – **Harvest:** See the base game rules.

Invasion A – **Highwayman:** You cannot use Roads this round, but you can use Waterways.

Invasion B – **Income:** See the base game rules.

Vierzon 5 – **Income:** You receive a number of Coins equal to triple your Development Status.

Dignitary 5 – **Income:** You receive a number of Coins equal to twice your Development Status.

Dignitary 10 – **Income:** You receive a number of Coins equal to your Development Status.

Prosperity 2 – **Indulgence:** You can each buy a Monk for 4 Coins. Take the Monk from the general supply and put it into your bag.

Invasion C – **Invasion:** This is the moment of truth! At the end of the round, all Common and Personal Objectives must be complete. Which one will it be: defeat or victory?

Duel 16 – **Journey Home:** Return your Merchants to Orléans, without collecting Goods on the way.

Prosperity 15 – **Market Day:** You can each buy up to 2 Goods from the general supply for the depicted prices. If the general supply is out of a certain Good, you cannot buy that type. You cannot sell Goods with this!

Prosperity 9 – **Mass:** At the end of the round, you each receive 3 Coins for each Monk in your Market.

Prosperity 10 – **Peregrination:** In turn order, you can each pay 2 Coins to move your Merchant (not the Carpenter) to an adjacent town, collecting a Goods Tile, if possible.

Dignitary 4, Invasion A, Prosperity 3, Vierzon 2 – **Pilgrimage:** See the base game rules.

Prosperity 13 – **Pilgrim's Day:** You can each exchange a Monk and another Follower (except your own) from your Market for a Citizen Tile.

Invasion B – **Pirates:** Remove all Brocade and Wool Tiles from all Waterways on the map and return them to the general supply.

Invasion B, Prosperity 7, Prosperity 14, Vierzon 7 – **Plague:** See the base game rules.

Invasion A – **Progress:** Each pay 4 Coins to build a Fortified Tower or Trading Station at your Merchant's current location. You must pay on your own—the other players cannot pay for you. This action is optional—you are not required to take it.

Duel 8 – **Quick Travel:** You can each move your Merchant by 1 or 2 towns (using Roads and/ or Waterways), without collecting Goods on the way. Pay 1 Coin per move. This action is optional.

Invasion B – **Raging Plague:** Like Plague, except each player must draw 2 Character Tiles from the bag.

Invasion B – **Rats:** Remove 2 Cheese Tiles and 1 Grain Tile from the Warehouse and return them to the general supply. If there are not enough of those tiles in the Warehouse, remove as many as you can.

Invasion A – **Reinforcement:** Place this tile on the "City" board next to the City Walls. To save the city, you must place an additional Knight on the City Walls this game. If there is no Knight on this tile by the end of the game, the entire team loses the game.

Prosperity 11 – **Restoration:** Turn all the Places affected by Firestorm face up.

Prosperity 5 – **Riots:** Each return a Knight (from your Market or bag), or pay 5 Coins. If you cannot, you must undergo torture, according to the base game rules.

Invasion B – **Robbery:** Each pay Goods worth 5 Victory Points total or destroy a Fortifi ed Tower you built. You must pay on your own—the other players cannot pay for you. If any player does not have enough Goods and Fortified Towers, the entire team loses immediately.

Invasion B – **Rome Calling:** Each return a Monk to the general supply. If any player cannot do so or you—as a team— decide not to do so altogether, you must remove a Citizen Tile that has not been collected yet from the game. Decide together which Citizen Tile to remove.

Dignitary 13, Vierzon 8 – **Sabotage:** Technology fails. This round you cannot use actions that have a Technology Tile.

Vierzon 13 – **Storm:** This round you cannot move your Merchant.

Dignitary 2, Vierzon 1 – **Strike:** This round you cannot gain Craftsmen.

Invasion B – **Summoning:** Return all Merchant Tokens to Orléans. If you would rather your Merchant stay at its current location, you can pay 5 Coins instead. You must pay on your own though— the other players cannot pay for you.

Invasion A, Prosperity 1 – **Support:** Each draw a Follower from your bag. Advance your Marker on the corresponding track and take the corresponding action. Also, take another Follower of that type and put it into your bag.

Prosperity 4 – **Taxes:** Each pay 3 Coins. If you cannot, you must undergo torture, according to the base game rules.

Duel 6 – **Technology Tax:** Each pay 1 Coin for each Technology Tile you placed.

Dignitary 8 – **Technology Tax:** Pay 2 Coins for each Technology Tile you placed. If you cannot, you must remove the Technology Tile. You decide which to remove.

Duel 1 – **Town Meeting:** You can each buy a Citizen Tile for 3 Coins. This action is optional.

Dignitary 15, Duel 12 – **Trading Day:** You (each) receive 1 Coin for each Trading Station you built.

Dignitary 9, Dignitary 12, Duel 7, Vierzon 10 – **Trading Day:** You (each) receive 2 Coins for each Trading Station you built.

Dignitary 6, Duel 3 – **Trading Day:** You (each) receive 3 Coins for each Trading Station you built.

Duel 4 – **Trade:** You can each exchange a Good in your supply for a Good from the general supply. This action is optional.

Invasion A – **Training:** Each advance your Marker on a track of your choice (except the Development Track) and carry out the corresponding action, if any. You do not receive a new Follower from this!

Invasion A – **Trip:** Each of you whose Merchant is in Orléans by the end of the round must pay 4 Coins. You must pay on your own—the other players cannot pay for you. If a player cannot pay, the entire team loses immediately.

Invasion B – **Witch Hunt:** As a team, you lose a total of 6 Development Points. Decide together how much each individual player should contribute by moving their Marker back on the Development Track. For each Development Point you cannot or do not want to move back, you must return a Monk to the general supply instead. If you do not have enough Development Points and Monks, you lose the game immediately.

Invasion A – **Wool Market:** As a team, you can buy or sell Wool for 2 Coins and Brocade for 3 Coins. You can make at most 3 transactions. Pay and decide together who receives what.