

FEUDUM ADVANCED ACTIONS

Must be done by specific pawn:



"Godspeed"

If you have a Monk pawn on the board, that pawn may move +1 space at the end of your regular movement action. *The monk pawn does not have to be part of your regular movement action. If you have multiple monks, choose 1 to perform this ability.*



MOVE

"Money is Influence"

If you use your Merchant pawn to influence a location ruled by an opponent's SINGLE marker, you may pay 1 shilling to the general supply to move his marker to the serf position and place yours on top as the ruler (even though you are merely tied for influence). *If you have multiple merchants, choose 1 to perform this ability.*



INFLUENCE

"Starve the People"

If you have a Noble pawn beside a location with an opponent's subject or serf, you may conquer 1 of them and return it to its owner. **Important:** Play this instead of the regular Conquer Action. *You do not earn veneration points (as this act is quite ignoble), but you may move one of your player discs onto the military service track.* **Important:** After a successful "starve the people" action, remove ALL alms (rosary bead discs) atop the chickens and return them to the general supply.



CONQUER

Specific pawn must be on board:

"Distant Kin"

If you have an Alchemist pawn already on the board, you may migrate a new pawn onto the board to any of the 6 starting locations instead (even without one of your pawns or influence markers).



MIGRATE

"Inspect the Harvest"

If you have a Farmer pawn in play, you may visibly choose your favors after randomly drawing the total harvest.



HARVEST

"Reinforcements"

If you have a Knight pawn on the board, you may also collect 1 influence marker from the general supply, or from the Knight Guild if the general supply is depleted. *If you have multiple knights, you still only receive 1 influence marker.*

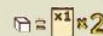


TAX

Specific good required:

"Déjà vu"

If you turn in a Saltpeter to the haversack, you may execute a card that does not feature the (x2) symbol a second time in the round. For example, the Migrate Action could be played a second time in the same round to enter a second pawn onto the board. **Note:** The Conquer and Defend Actions may never be played twice in one round as indicated by the (x2) symbol.



REPEAT

"Royal Immunity"

If you turn in a Food to the haversack, you may play this action out of turn to nullify a noble's Starve the People action against you. Additionally, place a king's seal from the general supply beneath your subject or serf to denote royal immunity from further Starve the People attacks! You may remove and use the king's seal at any time; however, your subject or serf will revert back to its unprotected status.



DEFEND

"Shovels & Swords"

If you turn in an Iron to the haversack, draw 2 additional cards and pick another one to keep! **Note:** This is done AFTER the normal explore action is taken.



EXPLORE

Specific good required:

"Tend Landscape"

If you turn in Wood to the haversack, you may place 1 of your collected landscapes beside any location where you are the serf and score 2 vp. Only 1 landscape is allowed per location. Landscapes may not be replaced. **Important:** Play this instead of the regular improve action.



Immediately upon placing a landscape, AND at the dawn of each subsequent epoch (after scoring), take 3 designated resources and add them to the tile. Each time, you may choose to collect all of the resources that have accumulated, or let the resources continue to grow. When you decide to collect the resources, you must pay 1 resource to the location's ruler.

At the dawn of each epoch (before adding resources), score veneration points for each landscape tended by your serf(s). Score 2 vp per empty landscape and 4 vp per landscape containing 1 or more resources. In order to score the higher value, players may forego immediate collection of resources. Of course, be aware that other players may pilfer resources! **Note:** Tended landscapes count towards active regions during epoch scoring.

IMPROVE

"Feast"

If you turn in a Sulfur from your wine barrel to the haversack, you may throw a feast for any pawn or feudum owner your pawn is beside. Perform his push/pull function to score his regular points +3 vp. If a push function triggers the distribution of the church coffer or farmer's purse, take his share of the shillings (see The Six Guilds on page 17).



GUILD

RULES OFTEN REFERENCED & EASILY FORGOTTEN DETAILS

- Extra Action:** Playing a saltpeter allows you to add a fifth action card to your hand.
- Sequential Action:** Playing a sulfur allows you to play 2 action cards back to back on a single turn.

Church Coffer

When the guild master at the Monk Guild performs the push function, he splits any shillings in the church coffer with the journeyman, keeping the odd numbered shilling. If there is no journeyman, that portion remains in the church coffer for the next distribution.

Farmer's Purse

When the guild master at the Farmer Guild performs the push function, he splits any shillings in the **farmer's purse** with the journeyman, keeping the odd numbered shilling. If there is no journeyman, that portion remains in the purse for the next distribution.

Guild membership is a crucial part of the game. Not only does it enable you to perform the push and pull functions during a Guild Action for immediate veneration points, it also earns you **recurring vp** at the dawn of each epoch. Membership in a guild is realized by earning related status stars as follows:

- Each related **pawn** in play: +1★ (primary)
- Each related **feudum** ruled: +3★ (primary)
- Each related **location** ruled: +1★ (secondary)

You must have at least 1 of the guild's primary criteria (pawn or feudum) in play **BEFORE** the guild's related location (outpost, farm or town) counts towards status in that guild. (Refer to location icons printed in each guild.)

Ferryboats

Ferryboat routes can be used by any player for a payment of 2 **shillings** to the general supply. Each payment grants a single, one-way trip. **Important:** Ferryboat routes are closed if the Alchemist has 1 or more vessels for sale within his guild!

Reeves (Advanced Game)

When you perform a journeyman's pull or a guild master's push, you may add a maximum of 1 **Reeve** disc to the guild (top left or right respectively) to immediately score a bonus of +1 **vp**. If one of your reeves is already present in that guild, earn +1 **vp** for that reeve, AND another +1 **vp** if your second reeve is in play at another guild!

Note: Players who throw feasts do **NOT** score for their opponent's reeves.

If you switch from journeyman to guild master or vice versa, move your reeve to that side of the guild. If you are demoted to apprentice (4 to 5-player game), or get bumped off the guild, return the reeve to your personal supply.

Note: Using your reeves may limit you from entering the Epic Voyage and Military Service Tracks!

Trading Procedure

When you trade shillings for resources, you must pay guild members in rank order. For example, if the total cost is 3s (3 shillings), you would pay:

- 1 shilling to the guild master
- 1 shilling to the journeyman
- 1 shilling to opposite side of board into the farmer's purse or church coffer. (The apprentice's share ALWAYS goes to charity!)

If guild members are absent, return their shillings to the general supply (except for the apprentice's share). If the cost of resources is higher than 3 shillings, simply repeat the sequence until the cost has been satisfied. **Important:** Even though guild members who trade with their own guilds will pay themselves, they still **MUST** have the total shillings required to complete each purchase.

Saltpeter & Weapons

Turn in 1 saltpeter to the haversack to increase your attack by +1. **Important:** Typically, you may only use 1 saltpeter. However, if your knight is involved in the attack, you may use as many as needed! Additionally, any of your pawns may use **weapons** to increase your attack by +1 or +2. Saltpeter and/or weapons may be added even after your opponent flips over a defend action card.

THEMATIC INTERPRETATION OF GUILDS



The Farmer guild are buying goods from farms and distributing them onwards. Supported by the Monk guild through alms, making sure food for the needing is produced and distributed.



The Merchant guild is for tradesmen making profits by selling goods to every part of the dominion and earning reputation moving goods from the Farmer guild through to the Alchemist guild.



The Alchemists are scientist and inventors, responsible for the production and distribution of krud barrels and vessels. Asserting their influence throughout the land, they keep their products in demand, by influencing areas like the Knight guild and public transportation.



The Knight guild is the military division of King Daniel's dominion. By buying krud from the Alchemists they maintain supply of weaponry and armed forces, utilized by their customers as a means to increased influence. Relying on the Knight guild and their provided services, the Nobles maintain a tight grip on the land. Private parties seeking to expand their influence are also accepted by the Knight guild.



The Noble guild is controlling the land by means of weaponry from the Knights. Through land grants, they reluctantly support the Monks guild and their aid of the poor. Though noble by title, nothing gets a royal approval on the table faster than a handful of shillings.



Relying on land grants from the Nobles, the Monk guild is running charities, supporting the kingdom's poor. For private supporters, the Monks guild will help improve farm yields.

