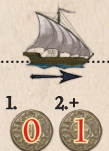


1. Action Phase

A. Travel

Move your Ship 1–4 spaces clockwise around the Voyage Board. **Movement to the first space is free, but movement to each additional space costs you 1 Augustalis.**




B. Perform an action

Play 1 card from your hand into one of the action slots of your Player Board, or pass.



- When playing a card **face up**, perform the **action displayed on that card**.
- When playing a card **face down**, perform **1 of the main actions** pointed to by the soldiers' spears.





Promote a Specialist: Advance 1 of your Specialists, possibly paying  costs. **OR take 1 Papal Book from the Vatican Library.**




Visit the Market: Make 1 purchase and/or 1 sale as indicated on the Market tile in the city where your Ship is located. **OR buy the topmost Supply Ship for its indicated costs.**




Build a Structure: Build a Wall, Tower, or Keep in your Castle. Pay the indicated  costs. Pay the extra  costs when building a **Great Structure**. Towers must be built adjacent to an existing Wall and vice versa. **OR Build an available Papal Structure for 1 fewer Stone. OR Build an Imperial Structure.**



Summon an Ally: Take 1 Ally from the city where your Ship is located. Pay the  cost. **OR take 1 Papal Ally Mantle and place it above one of your Allies.**



Purchase an Action Card: Take 1 card from the city where your Ship is located. Pay the // cost. **OR purchase a Crusade Knights card for 2 .** Immediately activate its effect and then add it to your hand.



Issue an Edict

1. Choose an Edict.
2. Gain the associated reward.
3. Add/remove or increase/decrease the items indicated on the Edict.
4. Refill the Active Edict space with an Edict of your choice from the Next Edict spaces. Refill the Next Edict space with an Edict from the draw pile.


2. End Phase

a. Refill hand

1. Discard all played cards from below your Player Board.
2. You may discard any number of cards from your hand.
3. Draw from your draw pile up to your hand limit (begins at 5, but may increase depending on certain bonuses).



b. Castle income

You receive the  income from each **closed** side of your Castle (a side consisting of 2 Towers connected by a Wall).



c. Ally income

Each Ally produces 1 VP, plus another 2 VP if their specific requirement has been met (for a total of 3 VP). **This income can be boosted if the Ally has a Papal Ally Mantle.**



d. Reorganization

1. Refill empty Action card spaces.
2. Turn any uncovered face-down Allies on the Voyage Board face up.
3. Pass the First Player marker to the next player in clockwise order.



End of the Game

Your final score is equal to the position of your Scoring disc on the VP track, plus:



+1 VP for each Structure in your Castle. **Papal Structures are ignored if the Papal Structures board is flipped to its excommunication side.**



+4 VP for the player (or players) whose Castle contains the most Structures, and +2 VP for the player (or players) whose Castle contains the second-most Structures. **In 2-player games, the +2 VP is not awarded.**



Exchange your Grain and Stone cubes for 2 Augustales each. Then, gain 1 VP for every 6 Augustales you have remaining.



Score the VP of all your built Imperial Structures. Any unbuilt Imperial Structures result in a penalty of -4 VP each.