

# Reference Guide

! General rule: Bonuses from a performed action are received at the end of that action. These bonuses cannot be spent to pay for that specific action.

## House Action cards

Each player receives a set of 8 identical House Action cards (2 of each of the following cards):



(x2) Gain 1 Stone.



(x2) Gain 3 Augustales.



(x2) Gain 1 Grain.



(x2) Draw 4 cards from your draw pile.

Each player also receives 2 unique House Action cards:

### House Savoy



Gain 1 Grain for each of Frederick's Allies in his Court (max. 3 Grain).

### House Hohenstaufen



Gain 1 Stone for every 3 Structures in Frederick's Castle (max. 3 Stone).



Take 2 Augustales. Purchase an Action card.



Move your Ship anywhere on the Voyage Board at no cost. Visit the Market.

### House Mittelsbach



Gain 1 Augustalis for each resource in Frederick's Reserve (max. 6 Augustales).

### House Di Romano



Gain 1 VP for each step Frederick's Specialist has taken along the path in the Workplace Area (max. 3 VP). Promote 1 of your Specialists.



Build a Structure using any combination of Grain and/or Stone to pay for building costs. If you Build a Great Structure, you must still pay its Augustalis cost.



Build a Tower using exactly 2 Stone instead of any other indicated cost. If you Build a Great Structure, you must still pay its Augustalis cost.

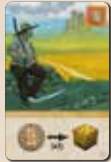
# Advanced Action cards (level II)



**Card A1.** Cost: 3 Augustales.  
Gain 2 Grain.



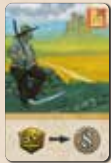
**Card A12.** Cost: 1 Action card.  
Gain 1 Grain. Visit the Market.



**Card A2.** Cost: 2 Augustales.  
Spend 1 Augustalis to gain 1 Grain (this can be done up to 3 times).



**Card A13.** Cost: 1 Action card.  
Gain 1 Stone. Visit the Market.



**Card A3.** Cost: 1 Action card.  
If you have at least 3 Grain, gain 8 Augustales.



**Card A14.** Cost: 1 Action card.  
Gain 3 Augustales. Visit the Market.



**Card A4.** Cost: 1 Action card.  
Spend 2 Augustales to gain 1 Stone (this can be done up to 3 times).



**Card A15.** Cost: 3 Augustales.  
Gain 1 Grain for each Ally on your Player Board (max. 3 Grain).



**Card A5.** Cost: 1 Action card.  
If you have at least 3 Stone, gain 8 Augustales.



**Card A16.** Cost: 3 Augustales.  
Summon an Ally with a discount of 1 Grain.



**Card A6.** Cost: 5 Augustales.  
Build a Structure with a discount of 1 Stone.  
If you Build a Great Structure, you must still pay its Augustalis cost.



**Card A17.** Cost: 3 Augustales.  
Exchange 1 of your Allies with an available Ally in the city where your Ship is currently located.



**Card A7.** Cost: 1 Action card.  
Gain 6 Augustales.



**Card A18.** Cost: 1 Action card.  
Draw 4 cards from your draw pile. Visit the Market.



**Card A8.** Cost: 2 Augustales.  
Gain 3 Augustales. Promote 1 of your Specialists.



**Card A19.** Cost: 1 Action card.  
Draw 4 cards from your draw pile. Promote 1 of your Specialists.



**Card A9.** Cost: 2 Augustales.  
Gain 1 Grain. Promote 1 of your Specialists.



**Card A20.** Cost: 2 Augustales.  
Add or remove a Tower from Frederick's Castle. Gain 1 Stone. Gain 2 Augustales.



**Card A10.** Cost: 3 Augustales.  
Gain 1 Stone. Promote 1 of your Specialists.



**Card A21.** Cost: 2 Augustales.  
Add or remove a Keep from Frederick's Castle. Gain 5 Augustales.



**Card A11.** Cost: 2 Augustales.  
Promote up to 2 of your Specialists (they cannot be the same Specialist).



**Card A22.** Cost: 2 Augustales.  
Add or remove a Wall from Frederick's Castle. Gain 1 Grain. Gain 3 Augustales.

# Advanced Action cards (level B)



**Card B1.** Cost: 3 Augustales.  
Spend 1 Grain to gain 2 VP (this can be done up to 2 times).



**Card B2.** Cost: 3 Augustales.  
Spend 1 Stone to gain 2 VP (this can be done up to 2 times).



**Card B3.** Cost: 4 Augustales.  
Spend 3 Augustales to gain 2 VP (this can be done up to 2 times).



**Card B4.** Cost: 4 Augustales.  
Choose Independent or Loyalist. For each Ally of that type present on your Player Board, gain 1 Grain or 1 Stone (max. 3 Grain/Stone). **Note:** all resources gained in this way must be of the *same kind*.



**Card B5.** Cost: 3 Augustales.  
Choose Independent or Loyalist. For each Ally of that type present on your Player Board, gain 2 Augustales (max. 8 Augustales).



**Card B6.** Cost: 3 Augustales.  
Choose Independent or Loyalist. For each Ally of that type present on your Player Board, gain 1 VP (max. 4 VP).



**Card B7.** Cost: 1 Action card.  
If you have at least 3 Grain, gain 2 VP.



**Card B8.** Cost: 5 Augustales.  
Gain 2 Stone.



**Card B9.** Cost: 1 Action card.  
If you have at least 3 Stone, gain 2 VP.



**Card B10.** Cost: 3 Augustales.  
For every 3 Structures Built in your Castle, gain 1 Grain.



**Card B11.** Cost: 3 Augustales.  
For every 3 Structures Built in your Castle, gain 1 Stone.



**Card B12.** Cost: 2 Augustales.  
For every 3 Structures Built in your Castle, gain 3 Augustales.



**Card B13.** Cost: 2 Augustales.  
For every 3 Structures Built in your Castle, gain 1 VP.



**Card B14.** Cost: 3 Augustales.  
Spend 7 Augustales to Build a Structure in your Castle without spending Stone or Grain. If you Build a Great Structure, you must still pay its Augustalis cost.



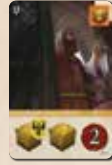
**Card B15.** Cost: 1 Action card.  
Spend 3 Augustales to Summon an Ally per the usual rules. You do not have to spend Grain to do so.



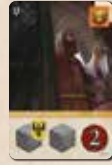
**Card B16.** Cost: 3 Augustales.  
Gain 1 Grain. Gain 1 Stone.



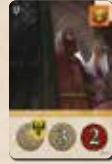
**Card B17.** Cost: 1 Action card.  
Build a Structure. Summon an Ally.



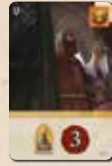
**Card B18.** Cost: 1 Grain.  
Increase or decrease Frederick's Grain Reserve by 1. Gain 1 Grain. Gain 2 VP.



**Card B19.** Cost: 1 Grain.  
Increase or decrease Frederick's Stone Reserve by 1. Gain 1 Stone. Gain 2 VP.



**Card B20.** Cost: 1 Grain.  
Increase or decrease Frederick's Augustales Treasury by 1 step. Gain 3 Augustales. Gain 2 VP.



**Card B21.** Cost: 1 Grain.  
Add or remove 1 of Frederick's Allies. Gain 3 VP.



**Card B22.** Cost: 1 Grain.  
Move Frederick's Specialist 1 step forward or backward. Gain 3 VP.

# Workplace tiles

## Countryside level I



A. Your hand size is increased by 1. Immediately draw a card from your draw pile and add it to your hand.



B. When you Build a Wall, you also gain a Grain.



C. When you travel, the first and second travel steps you take are free.



D. When you Purchase an Action card (including a Crusade Knights card), you get a discount of 2 Augustales.



E. When you play one of your starting House cards (face up or face down), you may draw 1 card from your draw pile.



F. When you Summon an Ally, you also gain 1 Stone.



G. When you play an Action card face up which has an Action card cost, you may draw 1 Action card from your draw pile.

## Countryside level II



A. When you Summon an Ally, you also gain 2 VP.



B. When you Visit the Market, you may perform one additional sale or purchase.



C. When you Build a Tower, you also gain 4 Augustales.



D. When you Build a Structure, you also gain 2 Augustales.



E. If you move your Ship 2 or more steps during the Travel Step, you may Visit the Market (at your Ship's new location).



F. Once each turn, you may discard a card to gain 1 Augustalis and draw 1 Action card from your draw pile.



G. This Workplace allows you to store 1 additional resource (Grain/Stone) on your Player Board.

# Gates\*



Whenever you Summon an **Independent** Ally, gain 1 VP. Then, flip the Gate tile.



Whenever you Summon a **Loyalist** Ally, gain 1 VP. Then, flip the Gate tile.

\*Included in the "Gates" mini-expansion, available separately.

# Workplace tiles

## Village level I



A. When you Build a Keep, you also gain 4 VP.



B. When you Build a Keep, the cost is reduced by 1 Stone.



C. When you Summon an Ally, you get a discount of 1 Grain.



D. When you Visit the Market, you also gain 3 Augustales.



E. During the Castle income step, you may double one of your Castle incomes.



F. When you Issue an Edict, you may Issue one of the Edicts from the Next Edict spaces instead of the Active Edict spaces. If you do, gain an Edict bonus of your choice.



G. When you play an Action card that gains you any VP, you gain 1 additional VP.

## Village level II



A. When you Build a Tower or a Wall, you also gain 3 VP.



B. When you Purchase an Action card, you also gain 3 VP.



C. When you Build a Structure, you also gain 1 Grain or 1 Stone (after paying the Structure's resource cost) and 2 VP.



D. When you Issue an Edict, you also gain 3 VP. **This also applies when you would Issue an Edict but none are available.**



E. During the Ally income step, gain 1 extra VP for up to 3 of your Allies.



F. During the Castle income step, gain 1 VP for every 4 Structures in your Castle.



G. When you Build a Great Structure, you get a discount of 1 Augustalis.

# Gates\*



When you issue an Edict and **add all 3** indicated items to Frederick's Palace, gain 1 VP. Then, flip the Gate tile.



When you Issue an Edict and **remove all 3** indicated items from Frederick's Palace, gain 1 VP. Then, flip the Gate tile.

\*Included in the "Gates" mini-expansion, available separately.

## City Bonus tiles

If you cannot perform a City Bonus tile's action, nothing happens. You must still choose and remove a tile.



A. Gain 6 Augustales. Gain 3 resources of your choice (may be all one type or a mix of Grain and Stone).



B. Issue 1 Edict. Gain 3 VP.



C. Summon an Ally from your Ship's current location at no Grain cost.



D. You may immediately Build a Tower without paying its resource cost. If you Build a Great Tower, you must still pay the additional Augustalis cost.



E. You may immediately Build a Wall without paying its resource cost. If you Build a Great Wall, you must still pay the additional Augustalis cost.



F. You may immediately Build a Keep without paying its resource cost. If you Build the Great Keep, you must still pay the additional Augustalis cost.



G. Gain 1 VP for every 2 Structures in your Castle.



H. Gain 2 VP for each Ally on your Player Board.

## Great Structures

**Important:** When Building, all costs must be paid first. Then, if this closes a side of your Castle, gain the applicable bonus. After that, gain any applicable benefits/effects from Workplace tiles. Finally, if you Built a Great Structure, gain the applicable bonus listed beneath it:



**Great Keep**  
Cost: 4 Augustales.

Promote 2 of your Specialists once each, **or** Promote 1 of your Specialists twice.



**Great Tower A**  
Cost: 2 Augustales.

Purchase an Action card from your Ship's current location, at its normal cost.



**Great Tower B**  
Cost: 3 Augustales.

Summon an Ally from your Ship's current location at no Grain cost.



**Great Wall A**  
Cost: 3 Augustales.

Issue 1 Edict.



**Great Wall B**  
Cost: 4 Augustales.

Promote 1 of your Specialists at no Grain cost.

## Keep Cover tiles

When you Build a Keep, place its corresponding Keep Cover tile on your Player Board as a reminder of the ability it provides.



Increase your hand size by 2. Immediately draw 2 cards from your draw pile and add them to your hand.



Remove the Card Slot tile from your Player Board. You may now play an extra Action card in each round.



Starting with your next turn, you may now perform BOTH main actions your soldiers' spears point to when you play an Action card face down.

## Condition Tiles



A. You must have Summoned 2 or more Allies whose requirements are currently met.



B. You must have Built both of your Great Towers.



C. You must have Built your Great Keep.



D. You must have Built both of your Great Walls.



E. You must have 10 or more Action cards in your hand.



F. You must have Issued 3 or more Edicts.



G. Frederick must have 2 or more Grain and 2 or more Stone in his Reserve.



H. Frederick must have 9 or more Augustales, and 6 or more Structures in his Castle.



I. Frederick must have 3 or more Allies in his Court, and his Specialist must have reached the 3rd Workplace or higher (i.e., the Village tile or the City).

## Imperial Project Tiles

### Keep Projects



At the end of the game, you gain 2 VP for each of your Specialists that reached a City.



At the end of the game, you gain 1 VP for each Action card you Purchased. (*Tip: it's all the cards you have that do NOT show your House's crest.*) Cards you removed during the game do NOT count.



At the end of the game, you gain 1 VP for each Edict you Issued.

### Wall Projects



At the end of the game, you gain 1 VP for each Loyalist Ally you Summoned.



At the end of the game, you gain 1 VP for each Independent Ally you Summoned.



At the end of the game, you gain 1 VP for each Great Structure you Built.

### Tower Projects



At the end of the game, you gain 1 extra VP for every 6 Augustales you have left (so you gain 2 VP per 6 coins instead of the usual 1 VP).



At the end of the game, you gain 2 VP for each of your Specialists who reached the 3rd Workplace or higher (i.e., a Village tile or a City).



At the end of the game, you gain 3 VP for each Imperial Structure you Built.

# Allies

## Independents

## Loyalists



**Theophilos (Greek engineer):** Gives a +2 VP bonus if you have at least as much Grain as Frederick has in his Reserve.



**Sigeberht (Burgundian engineer):** Gives a +2 VP bonus if Frederick has 3 or more Grain in his Reserve.



**Maumettu (Sicilian miner):** Gives a +2 VP bonus if you have at least as much Stone as Frederick has in his Reserve.



**Okechukwu (Nubian miner):** Gives a +2 VP bonus if Frederick has 3 or more Stone in his Reserve.



**Altair (Arab merchant):** Gives a +2 VP bonus if you have more Augustales than Frederick has in his Treasury.



**Tento (Venetian merchant):** Gives a +2 VP bonus if Frederick has 9 or more Augustales in his Treasury.



**Severin (Bohemian lumberjack):** Gives a +2 VP bonus if your Castle has more Towers than Frederick's.



**Romigi (Genoese lumberjack):** Gives a +2 VP bonus if there are 3 or more Towers in Frederick's Castle.



**Castellan (Lombardian knight):** Gives a +2 VP bonus if your Castle has more Walls than Frederick's.



**Balthasar (Bedouin knight):** Gives a +2 VP bonus if there are 3 or more Walls in Frederick's Castle.



**Idalia (Italian duchess):** Gives a +2 VP bonus if your Castle has more Keeps than Frederick's.



**Domentzia (Byzantine duchess):** Gives a +2 VP bonus if there are 2 or more Keeps in Frederick's Castle.



**Gregoria (x2, German nun):** Gives a +2 VP bonus if your Castle has more Structures (Towers, Walls, and/or Keeps) than Frederick's.



**Sebastian (x2, Bavarian monk):** Gives a +2 VP bonus if there are 6 or more Structures (Towers, Walls, and/or Keeps) in Frederick's Castle.



**Gisèle (Frankish princess):** Gives a +2 VP bonus if you have more Allies than Frederick has in his Court.



**Gisela (Saxon princess):** Gives a +2 VP bonus if Frederick has 3 or more Allies in his Court.



**Mocenigo (Italian lord):** Gives a +2 VP bonus if any of your Specialists are ahead of Frederick's (regardless of which path they are on).



**Philaretos (Byzantine lord):** Gives a +2 VP bonus if Frederick's Specialist has reached at least the 3rd Workplace (i.e., a Village tile or the City).



**Henry VII (Frederick II's first son)\*:** Gives a +2 VP bonus if you have 3 or more Independent Allies present on your Player Board (including this one).



**Konrad IV (Frederick II's second son)\*:** Gives a +2 VP bonus if you have 3 or more Loyalist Allies present on your Player Board (including this one).

\*Included in the "Frederick's Sons" mini-expansion, available separately.