# COMUNI

🟨🟨 → ⬛  Trade Any Time
🟫🟫 → ◻ (except Final Scoring)

| Symbol | Type | Income | Use 1 | Use 2 | Use 3 |
|---|---|---|---|---|---|
| | Economic | 🟨 (gold) | bid for projects | trade 2:1 for army | |
| | Military | ⬛ (armies) | co-op defense | man city walls | |
| | Religious | 🟫 (pilgrims) | move if outbid | trade 2:1 for any | remove plunder |
| | Cultural | ◻ (craftsmen) | additional construct | increase card level | |

## SETUP
For less than 5 players, remove unneeded cards from the deck
Separate ABCD project cards, shuffle and place onto board at ABCD
- from A deck, fill 4/5/6/7 project columns for 2/3/4/5 players
Place the invasion marker as shown in table below (deck A)
    Note: invasion marker simply tracks the number of cards remaining
Place the 8 Heroism (shield) counters on the board (2 As, 2 Bs, etc.)
Place the 4 guild masters, resources and plunder tokens as a supply

Each player receives:
A random player screen/comune Note: this means player color is random
- based on the numbers on the screens, players change seats
    - play is clockwise and in numerical order by comune/screen
- 3 envoy pawns, city banner, scoring marker (on '0' on score track)
- 4 activation cards - 1 of each type, place inactive (gray) side up

Return unused screens, envoys and scoring markers to the box
Lowest screen number in play takes League Captain (start player pawn)

### Starting Resources (behind screen)
Gold/Armies/Pilgrims/Craftsmen

| | Gold | Armies | Pilgrims | Craftsmen |
|---|---|---|---|---|
| Lucca #1 | 🟨🟨 | ⬛ | 🟫🟫🟫 | ◻ |
| Firenze #2 | 🟨🟨 | ⬛ | 🟫 | ◻◻◻ |
| Siena #3 | 🟨🟨 | ⬛⬛⬛ | 🟫 | ◻ |
| Bologna #4 | 🟨🟨🟨 | ⬛⬛ | 🟫 | ◻ |
| Milano #5 | 🟨🟨 | ⬛⬛ | 🟫🟫 | ◻◻ |

### Invasion Marker (tracks card count)

| Deck | 2P | 3P | 4P | 5P |
|---|---|---|---|---|
| A | 10 | 13 | 17 | 18 |
| B | 11 | 14 | 16 | 18 |
| C | 11 | 14 | 16 | 19 |
| D | 12 | 14 | 16 | 19 |

## Resolve Invasion (after Invasion D, proceed directly to Final Scoring)
Place each player's banner next to his VP scoring marker
Move lowest-VP banner up or down to 4/8/12/16 for Invasion A/B/C/D
Move all other banners exactly the same distance
- banners now show Attack Strength that each city must defend against
Players secretly and freely assign armies (then simultaneously reveal)
- in right hand, put armies for the common/co-op "defense league"
- in left hand, put armies for defending the city and/or manning city walls
- rather than trading, freely use 2 gold or 2 pilgrims in hand as an army
- right hand armies go on game board cities
- left hand armies are placed in each player's play area
     - assign armies to walls freely: may man only high level walls
Sum all defense league armies - move all banners down this amount
- each player's banner now shows what his city must defend against
- an unmanned wall adds 0 to defense; a manned wall adds its level +1
- extra armies in the city add +1, start player pawn adds +1
- city defense less than attack? take plunder (attack minus defense)
Award this invasion's 2 Heroism counters (took plunder? ineligible)
- VP counters go to 2 players with 1st/2nd most defense league armies
- tied? player with fewer VPs gets higher counter - still tied? screen #

## FINAL SCORING (Note: no resource trading during scoring)
- score 3 VP per Guild Master
- score 2 VP for most resources of each type (tie? 1 VP each)
- score VPs for all Heroism counters claimed during game
- take -1 VP penalty per plunder
- score your single worst building type - 0/1/3/6/10 VP for level 0/1/2/3/4

## PLAYER TURNS (each player completes all 6 phases before next player begins)

### Phase 1: Projects
Option 1: Place Bid
- bid by placing an envoy pawn above a project card column
- optional: also place 1 or more gold with envoy to strengthen bid
- if an envoy is already present, may outbid by placing more gold than previous bid/envoy
    - any player whose envoy is outbid may simply reclaim his envoy (and gold, if any)
    - alternatively, the outbid player may spend 1 pilgrim to move his entire, unmodified bid
        - this may lead to another envoy being outbid (then another, etc.)
Option 2: Claim Project(s)
- add all cards to your hand from all columns where you have an envoy
    - for columns with a "choice of resource" icon, player receives 1 cube of his choice
    - envoys return to player, gold from bids is returned to the supply
Option 3: Collect Income
- base income: receive 2 resources, as illustrated on comune/player screen
- for each guild master controlled, receive 1 resource of that type
- for each activation card which is face up, collect building income (then turn face down)
    - income is 1 resource per level of highest-level building of that type (1-4 resources)

### Phase 2: Replace Project Cards
- from the current deck, fill any emptied columns - move invasion marker down 1 per card
- if invasion marker reaches 0, reset it and continue drawing from next deck (if possible)

### Phase 3: Check for Invasion
- if invasion marker reached 0 during Phase 2, an invasion is triggered
- if this is the final invasion (end of D deck) do nothing now, otherwise: **Resolve Invasion**
    - if the final invasion is triggered, the start player pawn will not move again
        - start player finishes this turn, then every player including him gets 1 full turn

### Phase 4: Construction (optional) Note: building does not require resources
Note: may build any number of level 1 cards: higher levels must be built atop previous card
- a construction action allows you to: build 1 building level and/or 1 wall level
- first construction action is free; additional construction actions cost 1 craftsman (no limit)
- to build, play a card from your hand into your play area Note: cannot "skip" levels
    - card color determines building type (but walls, placed face down, may be any color)
    - red cards may be used as any of the 2 (or 4) building types depicted on them
    - the level of the card must match or exceed the level being built
        - may pay craftsmen to improve card level (add 1 level per spent craftsman)
- for buildings, immediately score VP for the level of the building (walls do not score)
    - also, flip the matching income activation card face up
- when a level 4 wall is built, immediately claim and play a free level 1 "bonus" wall
- after completing all desired construction, discard down to 2 cards in hand

### Phase 5: Claim Guild Masters
- take guild master for each building type where you lead in VP (level 2 building minimum)

### Phase 6: Remove Plunder
- player may spend 1 (or 3) pilgrims to remove 1 (or 2) plunder
- pass start player pawn clockwise (Note: skip this step if D deck is empty

perform final **Resolve Invasion** if the start player's final turn was just completed