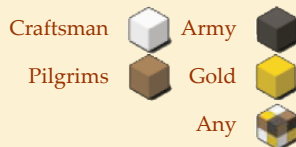


Comuni



Phase 1 – Projects

Choose one

A. Place bid – Place envoy & bid amount on any column. Existing bid must be claimed by owner or moved at a cost of 1 Pilgrim.

B. Claim Project – Claim all columns with your envoys on them. If a column has a cube icon, then also claim a resource of your choice.

C. Collect Income

- Base Income for Comune (see above)
- Building income for Active building types. 1 Resource per level for the highest level of that building type.
- Bonus income 1 resource per Guild Master.

Base Income	
1 Lucca	
2 Firenze	
3 Siena	
4 Bologna	
5 Milano	

Phase 2 – Replace project cards

Add cards to depleted columns. Move invasion marker down 1 space per card. If deck is depleted reset Invasion counter and continue.

Phase 3 – Check for Invasion

Conduct an Invasion if a deck was depleted.

- Place matching City banner next to each player's pawn and adjust down to Invasion marker.
- Secretly select defending Military markers.
- Total League defence is subtracted from each player's banner. Military markers are returned to the bank.
- Each player assigns defences to walls. Total defence = Level of each defended wall + defending units + 1 for the current League Captain.
- Move banner left by defence value and take any remaining amount in Plunder markers.
- Players with most committed League defences that did not receive plunder take Hero tokens.



Phase 4 – Construction

- 1st Action is free. Additional construction cost 1 craftsman each.
- Card type must match building type.
- Card level must be \geq new level.
- Add 1 to card level per Craftsman spent.
- Gain VP = to new building level. Do not claim VP for walls.
- Activate building type by flipping over building type card.
- When building a level 4 wall, gain a free level 1 wall.

Discard down to 2 cards after Phase 4

Phase 5 – Claim Guild Master

- An un-controlled Guild Master can be taken if you have a level 2 building of that type.
- Controlled Guild Masters can only be taken if you have total higher VP than the controlling player for that building type.

Phase 6 – Remove Plunder

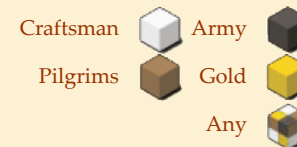
- 1 Plunder : 1 Pilgrim
- 2 Plunder : 3 Pilgrims

Pass League Captain to next player after Phase 6

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Comuni



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