









# COMUNI

## BUILDINGS, RESOURCES AND EFFECTS

Symbol	Building	Income	Effect 1	Effect 2	Effect 3
	Economic	Gold 	Bid for project together with Envoy	At any time: 2 gold = 1 army	
	Military	Army 	Increase strength of Defense League	Combine with city wall to defend town	
	Cultural	Craftsman 	Purchase additional construction action	Increase (by one) the value of project cards	
	Religious	Pilgrim 	Move envoy when outbid to another project	At any time: 2 pilgrims = 1 resource	Remove plunder tokens

## GAME TURN









<b>1. Project</b>	Place a bid	Place envoy (and gold)
	<i>either:</i> Claim projects	take all cards in the column
	Income	Base income + activated buildings (1 x level) + guild masters
<b>2. Replacement</b>	Fill project column <b>and</b> move invasion marker	
<b>3. Invasion</b>	When a deck is exhausted	<ul style="list-style-type: none"> <li>- Evaluate invasion strength for each town</li> <li>- Allocate armies to League and town</li> <li>- League Capitan gets +1 defense</li> <li>- Suffer plunder (keep hidden)</li> <li>- Gain heroism tokens (keep hidden)</li> </ul>
<b>4. Construction</b>	building <b>and/or</b> wall section	If level 4 wall is built: get bonus wall
<b>5. Guild Masters</b>	Assign Guild Masters	<ul style="list-style-type: none"> <li>- First player builds level 2 gets Guild Master</li> <li>- Player building more VP in a type gets GM</li> </ul>
<b>6. Remove plunder</b>	Remove plunder tokens	<ul style="list-style-type: none"> <li>-1 pilgrim: remove 1 plunder token</li> <li>- 3 pilgrims: remove 2 plunder tokens</li> </ul>

## FINAL SCORING

<b>Guild Masters</b>	3 victory points
<b>Resources</b>	2 victory point for each majority (1 point if tied)
<b>Heroism</b>	Score points on each token
<b>Plunder</b>	Loose points on each token
<b>Buildings</b>	Gain victory points equal to your less developed building type

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