

2R

FORGED ORDERS

MOVE ONE OF ANOTHER CHARACTER'S UNITS WHERE YOU WANT.

2R

COVERT OPERATIONS

LOOK AT ANOTHER CHARACTER'S INFLUENCE CARDS

1P

VOICE OF THE PEOPLE

MOVE AN ENEMY UNIT OUT OF YOUR TERRITORY

1P

RALLY

IGNORE ONE STEP OF DAMAGE

3P

MISSIONARY WORK

CONVERT A SARL UNIT ENEMY INTO A UNIT UNDER YOUR COMMAND

3R

RESERVES

ADD A UNIT OF LIGHT INFANTRY TO A BATTLE

1R

SCOUTS

LOOK AT THE TOP THREE COLONIZATION CARDS AND
PUT THEM BACK IN THE ORDER OF YOUR CHOICE.

1R

SEIZE THE ADVANTAGE

EXAMINE THE NEXT SIX CARDS IN THE INFLUENCE DECK AND RETURN THEM
IN AN ORDER OF YOUR CHOICE.

3R

CHANGING SIDES

A VASSAL LEAVES AN OPPONENT AND BECOMES YOUR VASSAL.

3R

ASSASSINS

KILL ONE PERMANENT SERVANT OR VASSAL. A MURDERED VASSAL IS REMOVED
FROM PLAY AS ARE THEIR UNITS.

1P

INQUISITION

FORCE ANOTHER CHARACTER TO DISCARD 1D6 INFLUENCE CARDS

6P

EXCOMMUNICATION

THIS CHARACTER RECEIVES NO PIETY AND HALF RESOURCES DURING TAXATION
UNTIL THE CHARACTER PAYS 10 RESOURCES TO THE CHURCH.

1P

SECRET SHAME

FORCE ANOTHER CHARACTER TO DISCARD 1D6 PIETY

2P

SERMON FOR MARTYRS

UPGRADE ONE CONSCRIPT UNIT TO A MEDIUM INFANTRY UNIT

2R

THIEVERY INCORPORATED

ATTEMPT TO STEAL ALL OF A CHARACTER'S

RESOURCES OR A PERMANENT ITEM

1R

FRIENDS IN LOW PLACES

RESCUE ONE OF YOUR VASSALS WHO WAS THE

SUBJECT OF AN ASSASSINATION ATTEMPT

2R

CALL IN FAVORS

FORCE ANOTHER CHARACTER TO GIVE YOU ONE INFLUENCE OF THEIR CHOICE

2R

HORSES FROM OLDASKA

FOR ONE SEASON ALL OF YOUR KNIGHTS AND CRUSADERS MOVE AT +1

2R

TRADE SURPLUS

IF YOU HAVE A PORT DOUBLE YOUR TAX COLLECTION FOR ONE SEASON.
ALL OTHER CHARACTERS GAIN +1 RESOURCE TO TAX COLLECTION AS WELL

1P

2R

COUNT OF GALINDAS

GAIN 1 INFLUENCE PER MONTH. HEAL ONE UNIT ONE STEP ONCE PER MONTH

PERMANENT TITLE

1P

2R

COUNT OF AESTI

GAIN 1 INFLUENCE PER MONTH. HEAL ONE UNIT ONE STEP ONCE PER MONTH

PERMANENT TITLE

3P

3R

DUKE OF SARL COUNTRY

GAIN 2 INFLUENCE PER MONTH. SWAP ONE VASSAL WITH ANOTHER CHARCTER ONCE
PERMANENT TITLE

3P
2R

ARZOBISPO OF SARL COUNTRY

GAIN 3 PIETY AND 2 RESOURCES EACH MONTH.

PERMANENT TITLE

2P

2R

TREASURER OF THE ORDER

GAIN 1 INFLUENCE, 1 PIETY AND 1 RESOURCE EACH MONTH.

PERMANENT TITLE

2P

2R

MARSHAL OF THE ORDER

GAIN 1 INFLUENCE AND 1 PIETY EACH MONTH. ONE UNIT MAY MOVE TWICE.

PERMANENT TITLE

2R

GUILD COUNCIL

EARN ONE EXTRA RESOURCE DURING TAX COLLECTION.

PERMANENT SERVANT

2R

SPYMASTER

SPEND 1 RESOURCE TO LOOK AT 1 RANDOM CARD FROM ANOTHER CHARACTER.

PERMANENT SERVANT

1R
1P

INSURRECTIONISTS

PLACE A CONSCRIPT ON A TERRITORY. NO INCOME IS DERIVED FROM THIS
TERRITORY UNTIL THIS UNIT IS DEFEATED.

2R

BANDITRY

PLACE ON A TERRITORY. IT PROVIDES HALF IT'S NORMAL TAXES UNTIL A UNIT IS MOVED INTO THAT TERRITORY.

2R

MASTER STRATEGIST

YOU MAY MOVE ONE UNIT TWICE IN A MONTH

PERMANENT SERVANT

5R

MAGNIFICENT MONUMENT

DRAW AN EXTRA INFLUENCE DURING TAXATION.

PERMANENT ITEM

2R

RELIGIOUS ICON

EARN AN EXTRA PIETY DURING MONTHLY TAXATION.

PERMANENT ITEM

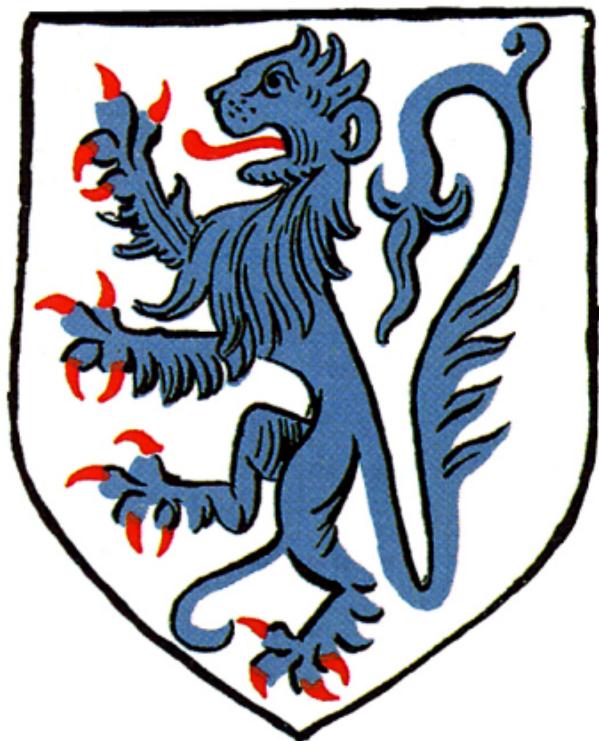
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THE CROWN JEWELS

DRAW AN EXTRA INFLUENCE DURING MONTHLY TAXATION

PERMANENT ITEM

2R
1P



OSBISPO SVARSKI

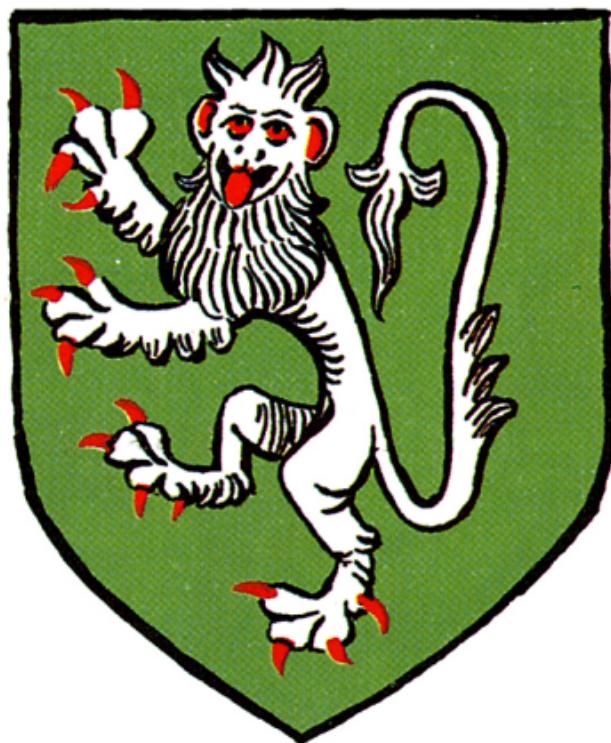
ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

2R
1P



OSBISPO RADWALSKI
ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

2R
1P



OSBISPO VETA

ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

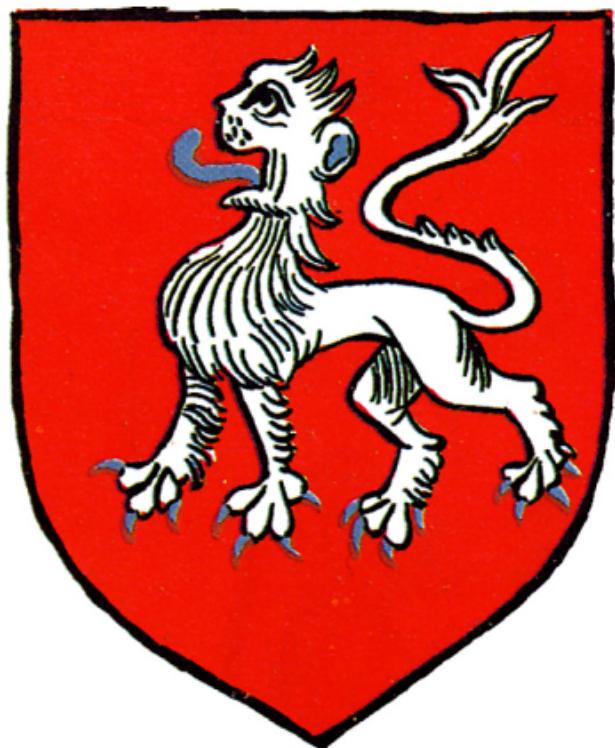
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OSBISPO DE FIERAR

ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

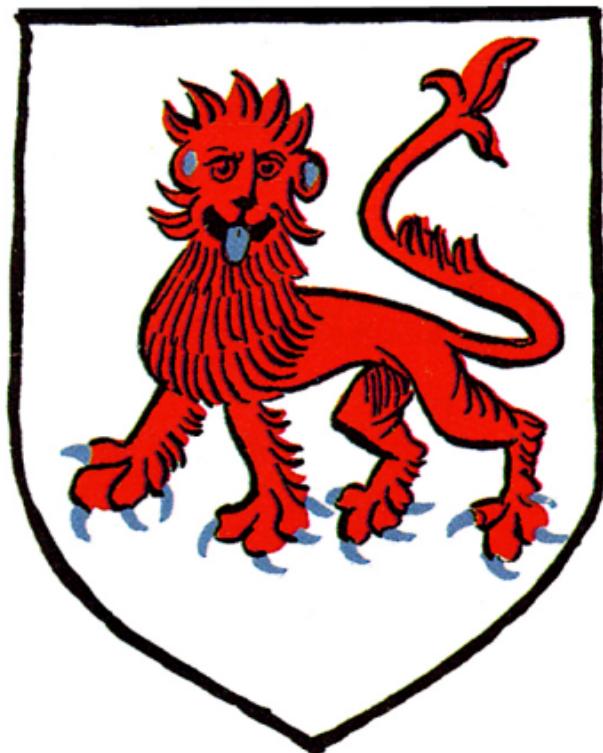
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OSBISPO NEPOSA

ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

2R
1P



OSBISPO HITAPIA

ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

2R
1P



OSBISPO MINDAGAUS
ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

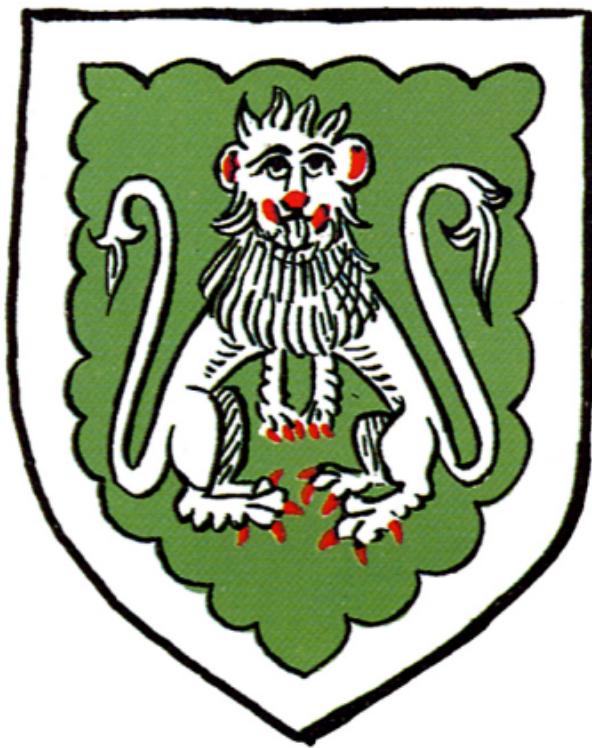
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OSBISPO TOTOVA

ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

2R
1P



OSBISPO HAZEEVE

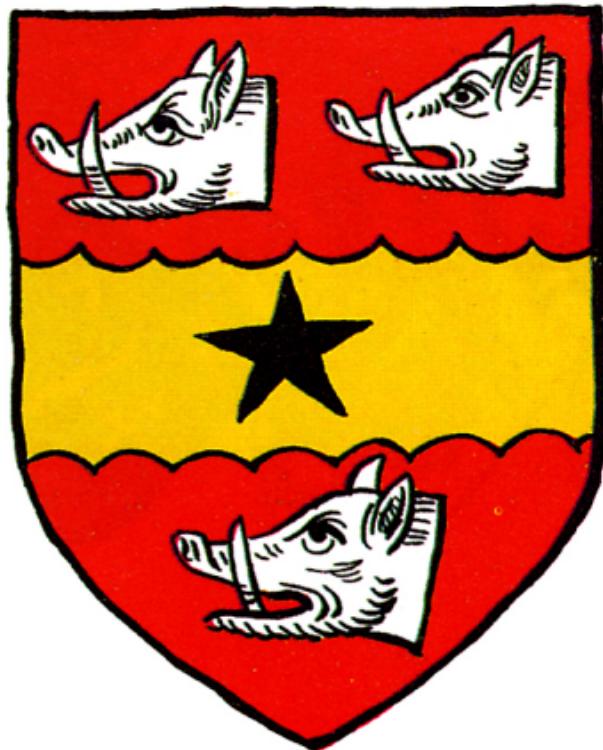
ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

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1P



OSBISPO WLADISLAW
ESTABLISH A MISSION ON ANY UNOCCUPIED TERRITORY

2R



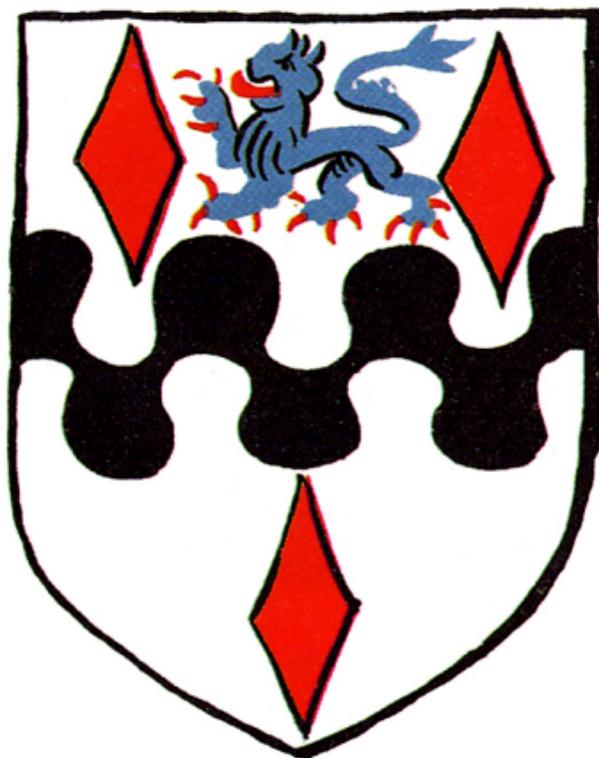
TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF WOWEREIT ON ANY TERRITORY

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TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF RUDS ON ANY TERRITORY

2R



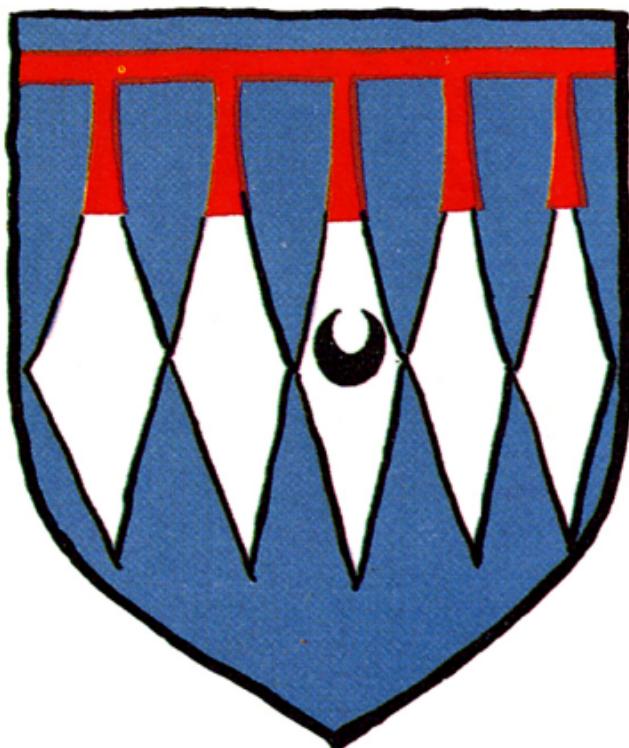
TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF GRAWERT ON ANY TERRITORY

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TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF KURPI ON ANY TERRITORY

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TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF KRAULEDAT ON ANY TERRITORY

2R



TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF LENKEIT ON ANY TERRITORY

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TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF ZORANSK ON ANY TERRITORY

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TARATHAN COLONISTS

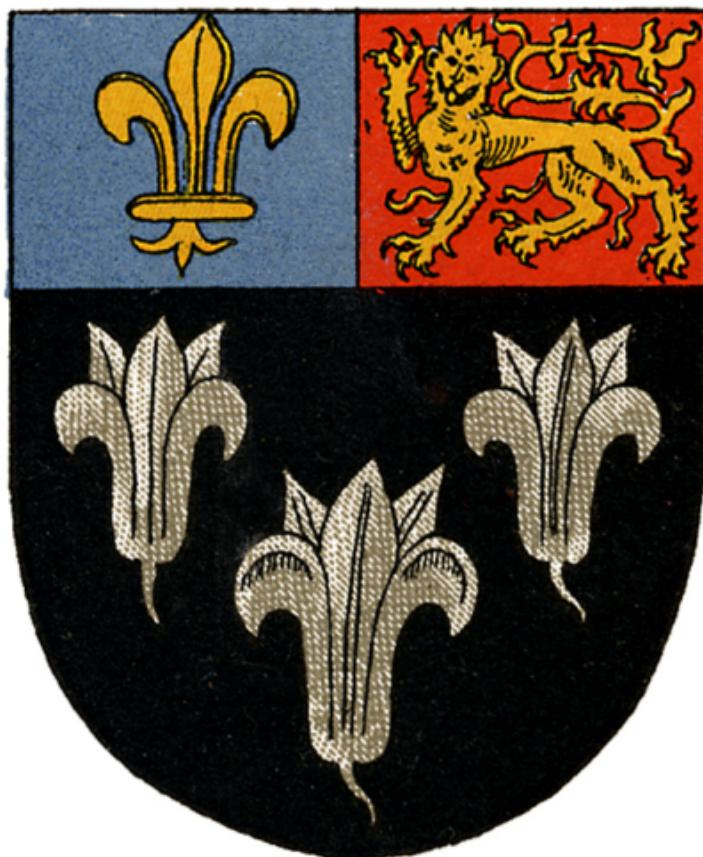
ESTABLISH THE VILLAGE OF ZIPPIES ON ANY TERRITORY

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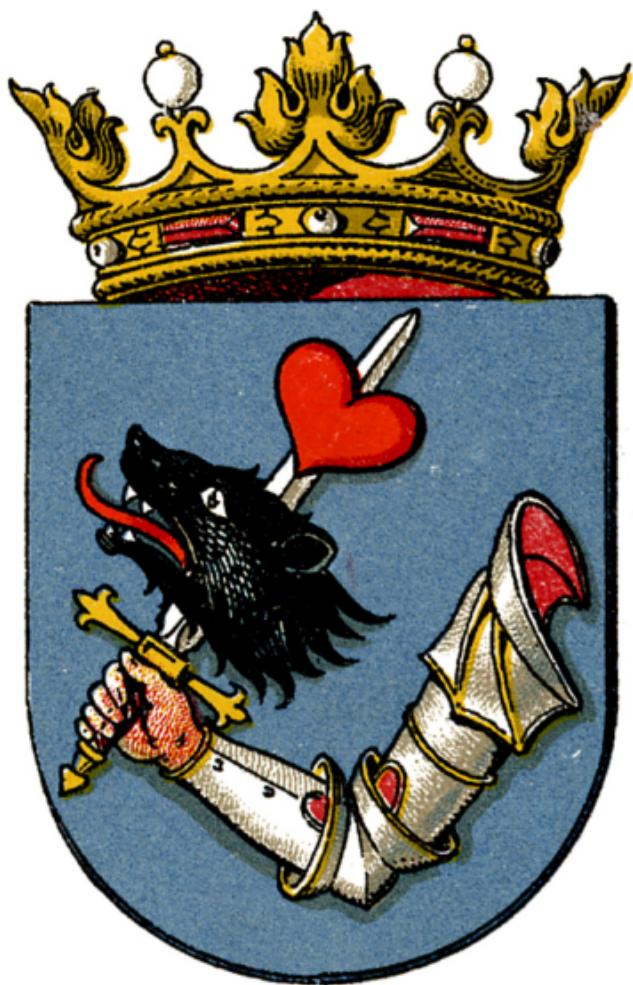
TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF KRAUCZUN ON ANY TERRITORY

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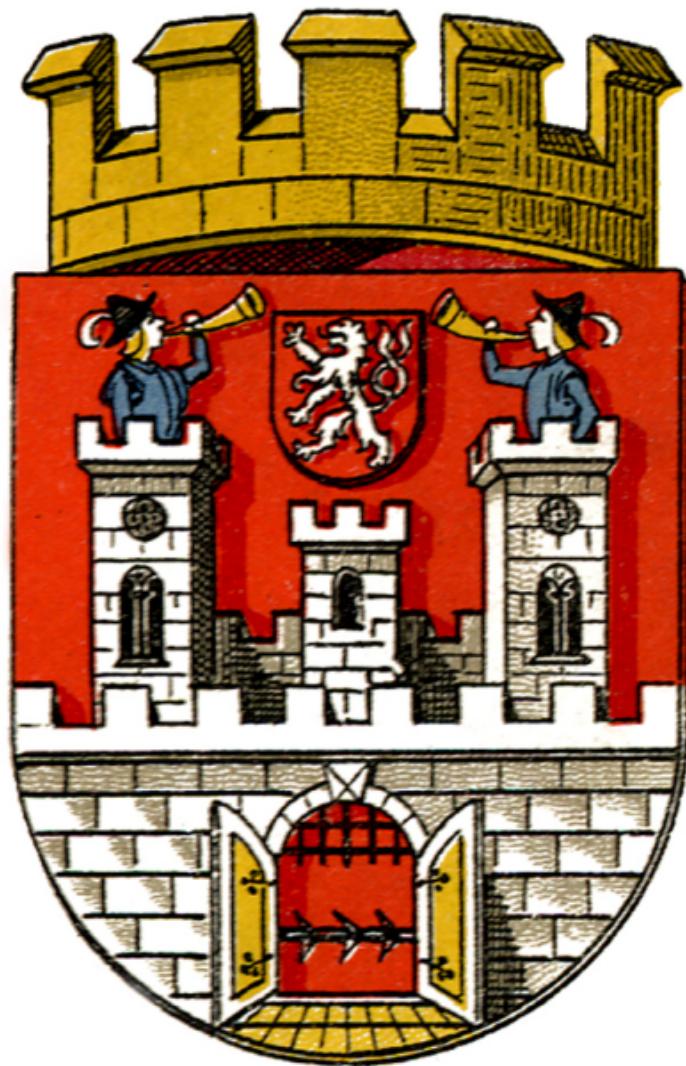
TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF KALLWEIT ON ANY TERRITORY

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TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF DOBILEIT ON ANY TERRITORY

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TARATHAN COLONISTS
ESTABLISH THE VILLAGE OF DIDSHUS ON ANY TERRITORY

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VORISH COLONISTS

ESTABLISH THE VILLAGE OF ROBLEDO ON ANY TERRITORY

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VORISH COLONISTS

ESTABLISH THE VILLAGE OF GEBARA ON ANY TERRITORY

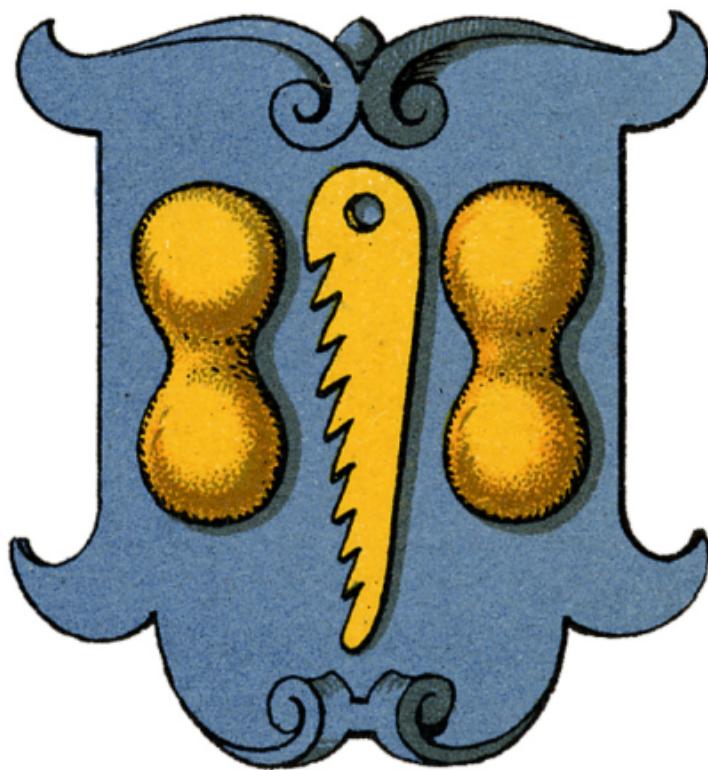
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VORISH COLONISTS

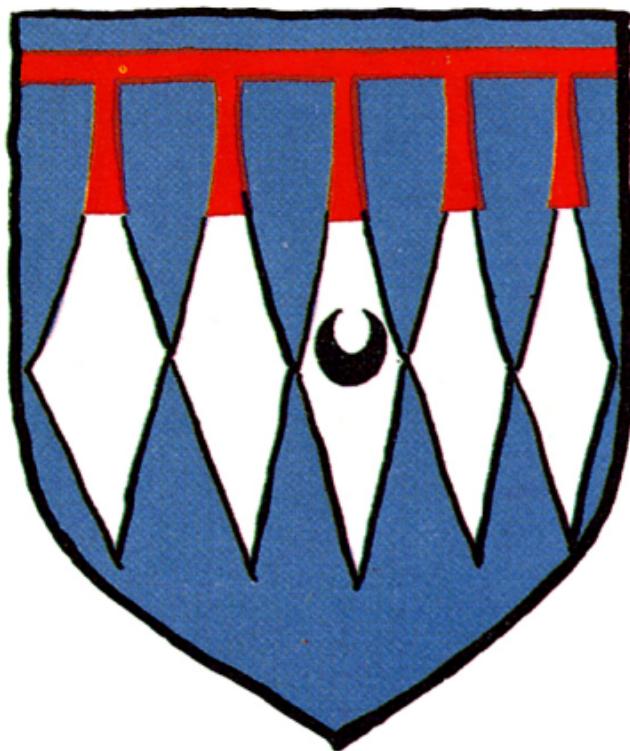
ESTABLISH THE VILLAGE OF CAMPO ON ANY TERRITORY

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VORISH COLONISTS
ESTABLISH THE VILLAGE OF AIZA ON ANY TERRITORY

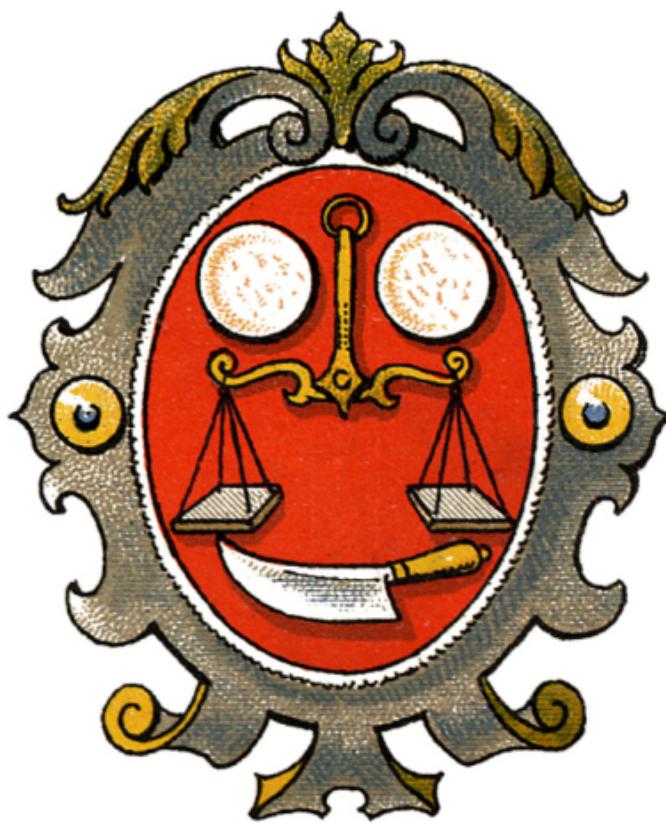
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DASKAN COLONISTS

ESTABLISH THE VILLAGE OF WIATER ON ANY TERRITORY

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DASKAN COLONISTS

ESTABLISH THE VILLAGE OF SOKOLOW ON ANY TERRITORY

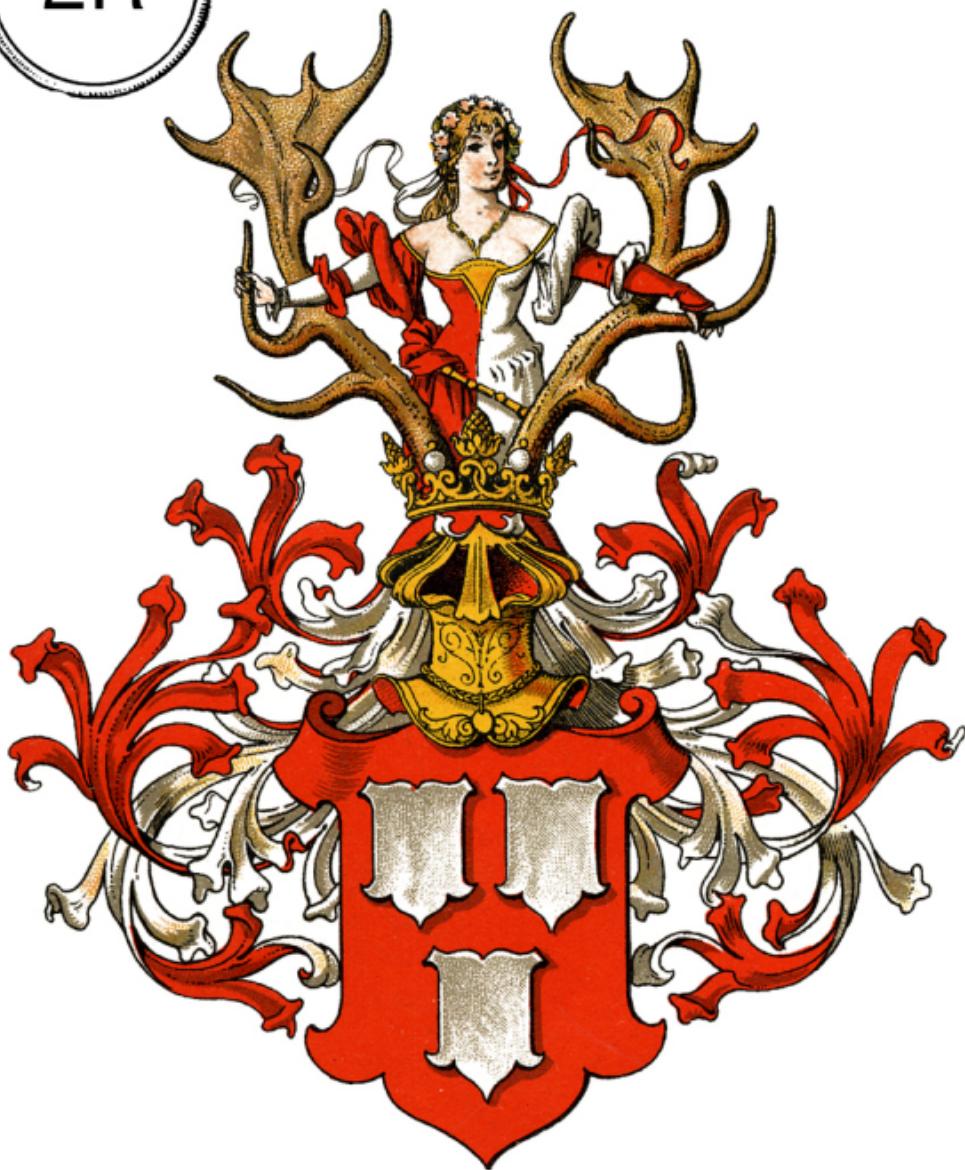
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DASKAN COLONISTS

ESTABLISH THE VILLAGE OF SNIEGOWO ON ANY TERRITORY

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DASKAN COLONISTS
ESTABLISH THE VILLAGE OF SANDOWO ON ANY TERRITORY

2R



DASKAN COLONISTS

ESTABLISH THE VILLAGE OF RZECZENY ON ANY TERRITORY

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DASKAN COLONISTS

ESTABLISH THE VILLAGE OF STRONA ON ANY TERRITORY

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DASKAN COLONISTS

ESTABLISH THE VILLAGE OF REKA ON ANY TERRITORY

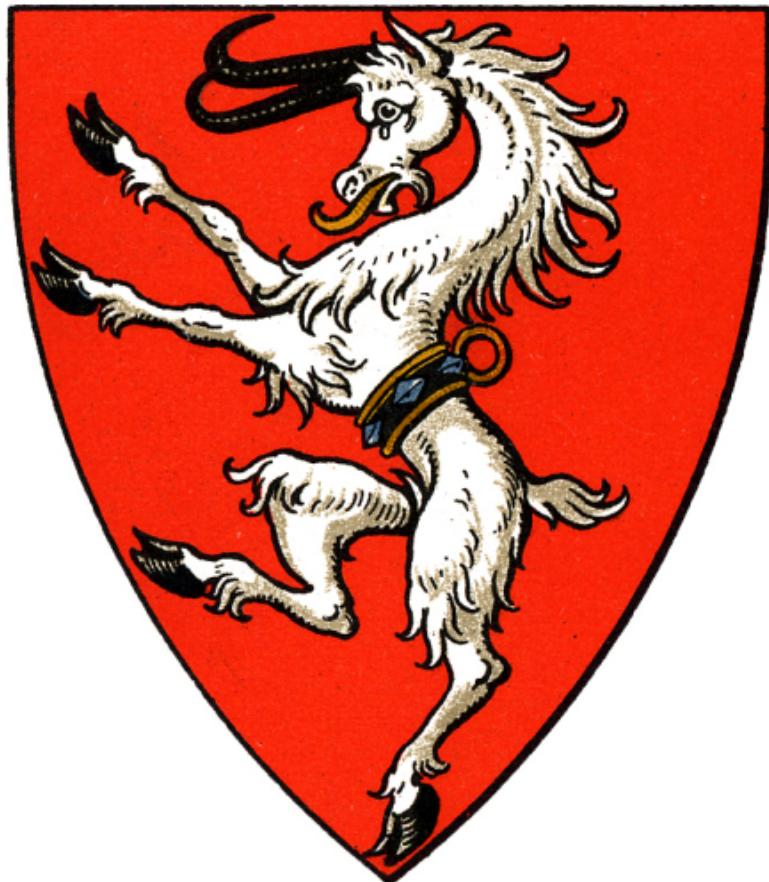
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DASKAN COLONISTS

ESTABLISH THE VILLAGE OF KEMLO ON ANY TERRITORY

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JUOZAS KRALIKAUS
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

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JUSTINAS MARCINKEV
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

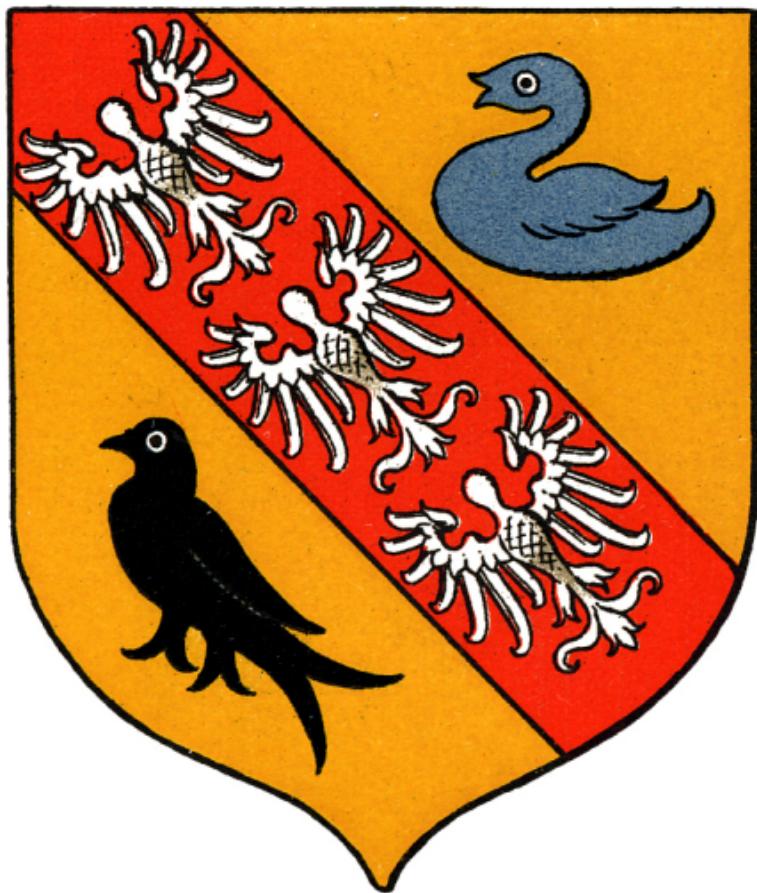
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BERKE KANTINTAS

ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

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EDVARDAS VON MORTA

ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

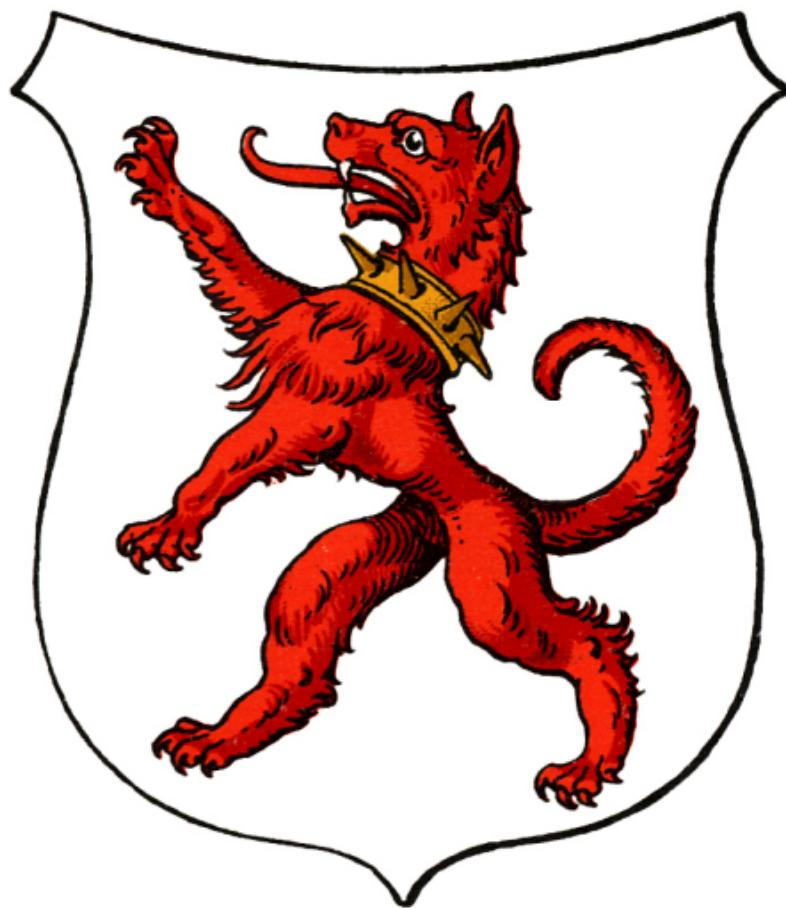
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DANIEL TAUTVILAS

ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

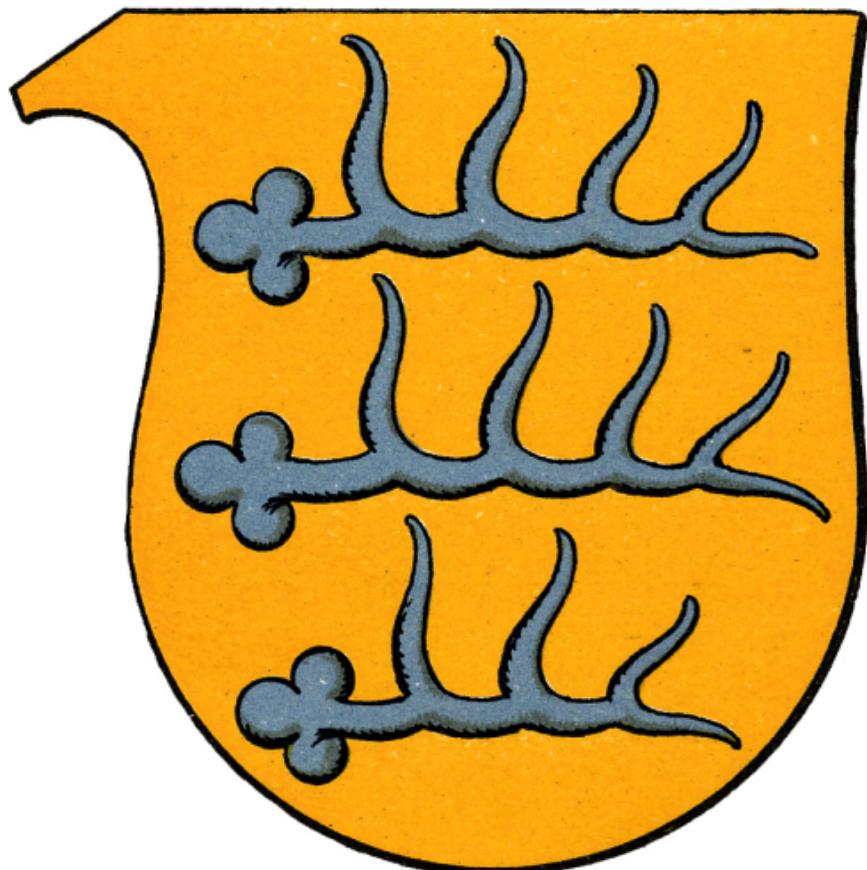
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VYKINTAS SAMOZ

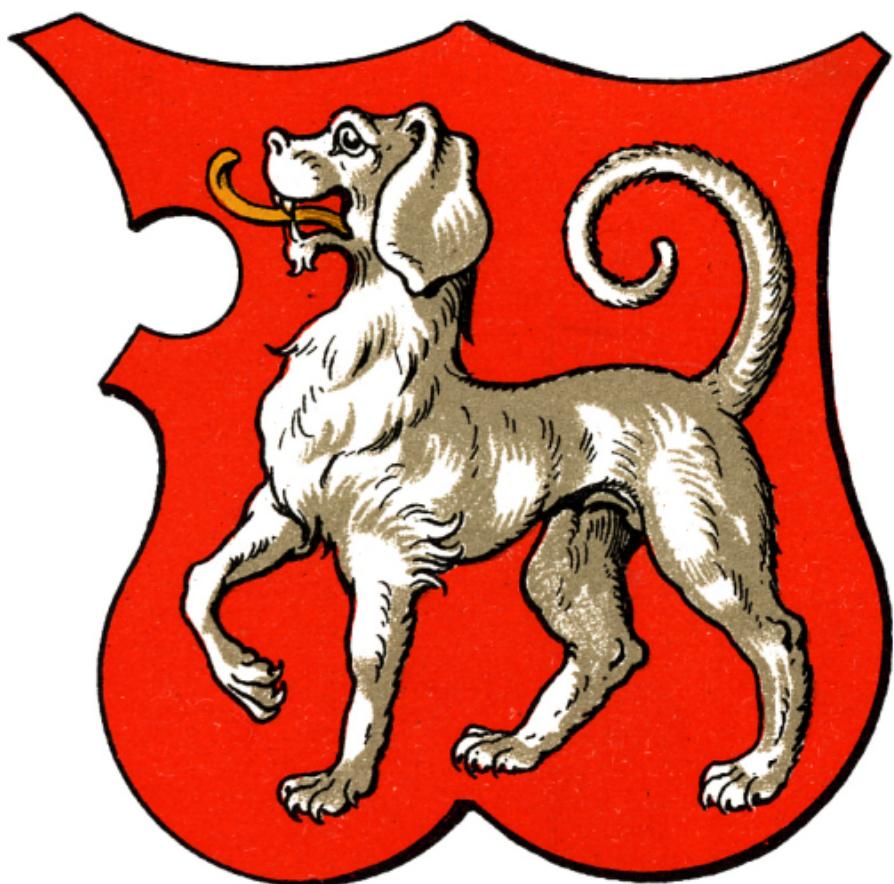
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

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HRONDA VON UTHEN
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

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DAUSPRUNGA VON BAUR

ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

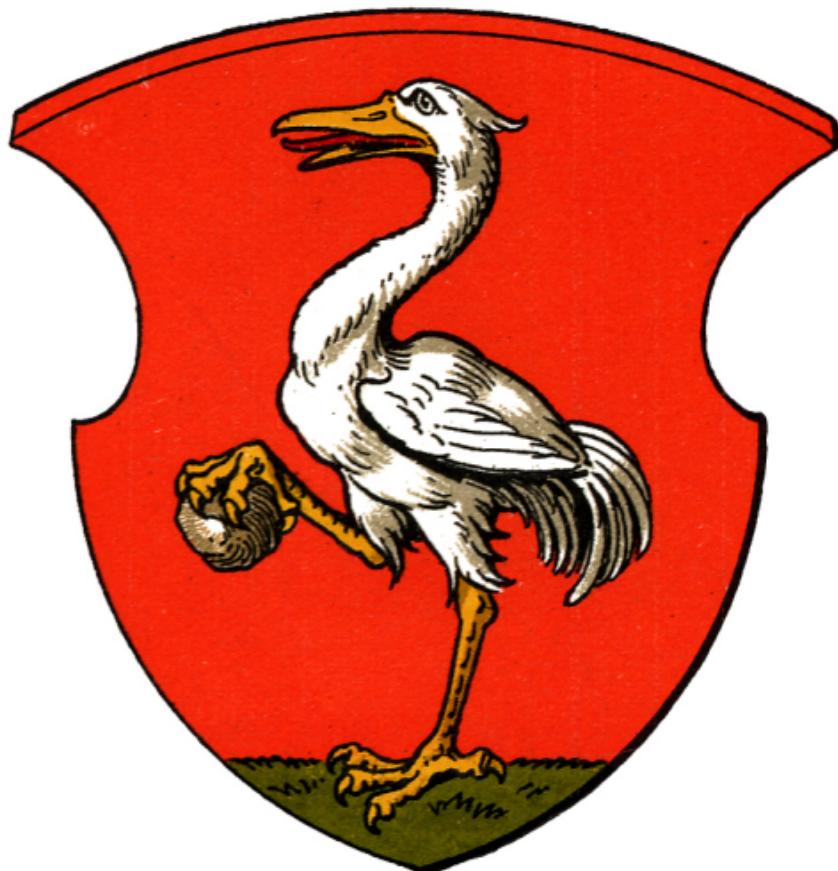
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VAISVILKAS MENDOCH

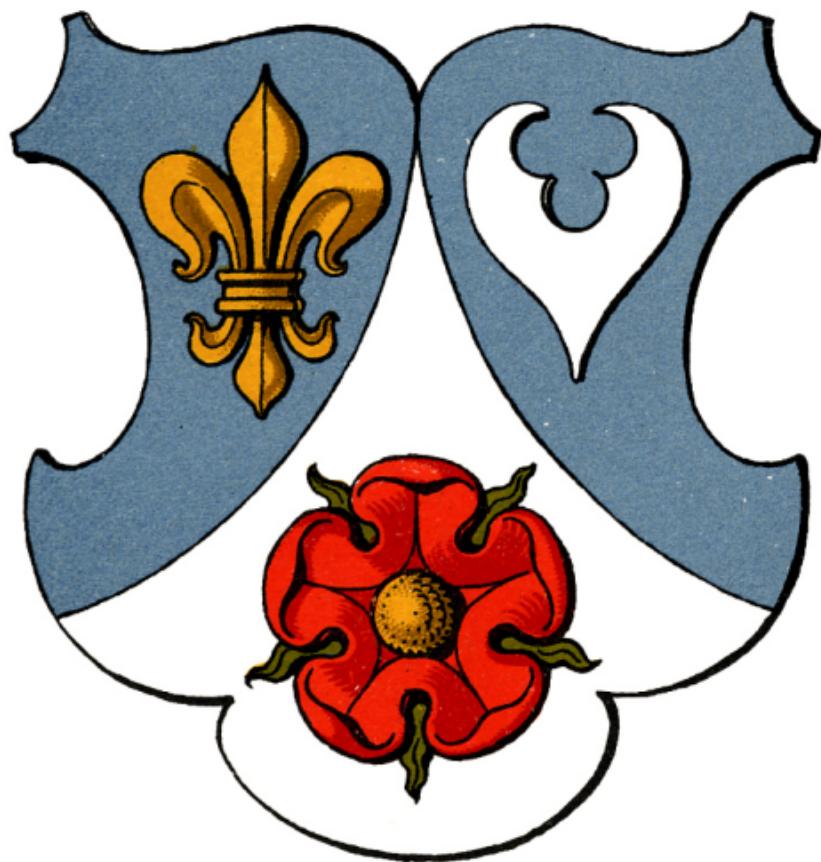
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

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SVARN PALEMONIDS
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

3R



BOGDAN VON GUJEN
ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

3R



HENRYK SEMKIW

ESTABLISH A FORT ON ANY UNOCCUPIED TERRITORY

1P
2R

COUNT OF NADRUVA

GAIN 1 INFLUENCE PER MONTH. HEAL ONE UNIT ONE STEP ONCE PER MONTH

PERMANENT TITLE