

Age Of Renaissance Cards Reference by Liumas

Good game aids makes this game simpler and quicker.

Complete reference for the Event, Leader, and Commodity cards, including rules and statistics. Also includes notes on the map board with regard to problematic locations. Print pages 2 and 3 as a double sided game aid, one or two total for the game group.

There are some funky graphic artifacts in the table lines of this document. These should print well, without these lines showing up. Worth it for the data even if they do!



Game: Age Of Renaissance, 1996

BGG ID: 26

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Event Cards (18)

some are reshuffled

Event	Description
Alchemist's Gold ① ↻	House of your choice must pay ½ <i>written cash</i> to Bank. Penalty cannot exceed <i>current cash</i> . Cash already spent on <i>Patronage</i> defense is not vulnerable. Voided by <i>Laws Of Matter</i> . If all have <i>Laws Of Matter</i> , this card becomes Misery Burden.
Armor ① <i>military advantage</i>	Win all ties on attack this turn, including <i>War</i> . +1 to your competition totals this turn on offense and defense. Combinable with <i>Stirrups</i> . Voided by <i>Long Bow</i> or <i>Gunpowder</i> , becoming a Misery Burden.
Civil War ① ↻	House of your choice struck by <i>Civil War</i> , who gains +1 misery. Reduce ○ in their capital to □, even if controlled by another. They lose their choice of ½ their last written \$ or ½ their □s. <i>Expansion phase start</i> : their Order Of Play position becomes last.
Enlightened Ruler ① ↻	Play on yourself to void the effects of <i>Mysticism</i> , <i>Religious Strife</i> , <i>Civil War</i> , <i>Revolutionary Uprisings</i> , <i>Rebellion</i> , and <i>Alchemist's Gold</i> for the rest of the turn. These cards <i>may not</i> be played against you. Will not void any effects already inflicted.
Famine ① ↻	All houses gain 4 Misery, –1 for each <i>Grain</i> Province they dominate, and –1 for <i>Improved Agriculture</i> .
Mysticism Abounds ① ↻	All houses gain 4 Misery, –1 for each <i>Science</i> advance they hold. Becomes Misery Burden if all houses hold all 4 <i>Sciences</i> .
Papal Decree ① ↻	You may ban acquisition by all houses of any advance in 1 of these 3 categories: <i>Science</i> , <i>Religion</i> , <i>Exploration</i> . Voided by <i>Religious Strife</i> played the same turn. Becomes a Misery Burden when <i>Religious Strife</i> occurs in Epoch ③.
Pirates/Vikings ① ↻	Reduce ○ to □ in any coastal Province of your choice. In Epoch ② reduce 2 ○ provinces. In Epoch ③ reduce 3 ○ provinces.
Rebellion ① ↻	Reduce ○ to □ in any province of your choice except in the <i>New World</i> and foreign capitals.
Revolutionary Uprisings ① ↻	All houses gain 1 Misery for each <i>Commerce</i> advance they hold.
Stirrups ① <i>military advantage</i>	Win all ties on attack this turn, including <i>War</i> . +1 to your competition totals this turn on offense and defense except vs house currently using <i>Armor</i> . May combine with <i>Armor</i> . Voided by <i>Long Bow</i> or <i>Gunpowder</i> , becoming unplayable Misery Burden.
The Crusades ① ↻	Gain 1 Misery and take over any province in Area VI. In that province, place 1 ○ and remove any other markers. The credits for <i>Walter the Penniless</i> are increased if he is also played this turn. Voided by <i>Mongol Armies</i> , becoming a Misery Burden.
War! ① ↻	Declare <i>War</i> on any house; loser cedes provinces to winner. Each rolls 1d6, <i>Nationalism</i> and <i>Military Advantages</i> add +1. High roll gets +1 Misery, low gets +2. Difference between rolls = amount of <i>supportable</i> ●/○s loser must cede (loser's choice). <i>Ties</i> : Both get +1 Misery and continue resolution in each succeeding round of the Play Cards phase until 1 side wins. Reroll during <i>every</i> player's Play Cards round. Continue to next turn if still not resolved, but remains unresolved if game ends by then. Loser must cede provinces the winner can support. Can't cede in Area V to a house without <i>Overland East</i> , or overseas ●s to a house without <i>Ocean Navigation</i> , or in <i>New World</i> to a house without <i>New World</i> . May cede over land beyond shipping range: eg. <i>London</i> with Galley 2 and no other presence could accept in Area VI. <i>Loser gets +1 Misery for each ●/○ they fail to cede</i> .
Black Death ② ↻	Choose 1 <i>Area</i> to hit by plague. Return all □ in that <i>Area</i> to their stock. Reduce all ○s of all houses there to 1 □ per province.
Gunpowder ② <i>military advantage</i>	Win all ties on attack this turn, including <i>War</i> . +1 to your competition totals this turn on both offense and defense. Voids <i>Armor</i> and <i>Stirrups</i> and turns them both into Misery Burdens.
Long Bow ② <i>military advantage</i>	Win all ties on attack this turn, including <i>War</i> . +1 to your competition totals this turn on both offense and defense except vs a house currently using <i>Gunpowder</i> . Voids <i>Armor</i> and <i>Stirrups</i> – both become Misery Burdens.
Mongol Armies ②	Collect \$10 from the Bank now. <i>Marco Polo</i> credits are doubled if played hereafter. <i>The Crusades</i> becomes a Misery Burden.
Religious Strife ② ↻	All houses gain +1 Misery for each <i>Religion</i> advance they hold. Voids <i>Papal Decree</i> if played this same turn. If <i>Religious Strife</i> is played in Epoch ③, <i>Papal Decree</i> becomes a Misery Burden.

Commodity Cards (27)

all are reshuffled

provinces per player

s/s	Commodity	=	①	②	③	Payout										3p	4p	5p	6p	FE	NW
2	Stone	2	2	0	0	1	4	9	16	25	36	49	64	81	100	4	7	7	8		
3	Wool	2	2	0	0	2	8	18	32	50	72	98	128	162	200	5	5	9	9		
4	Timber	3	1	2	0	3	12	27	48	75	108	147	192	243		4	4	5	7		
5	Grain	2	0	2	0	4	16	36	64	100	144	196	256	324	400	4	5	6	7		+1
6	Cloth	2	0	1	1	5	20	45	80	125	180	245	320	405	500	4	7	7	7		+1
7	Wine	2	0	1	1	5	20	45	80	125	180	245	320	405	500	5	6	6	6		
6/7	Cloth/Wine	1	1	0	0	5	20	45	80	125	180	245	320	405	500						
8	Metal	3	1	1	1	6	24	54	96	150	216	294	384	486		3	4	5	6		+1
9	Fur	2	1	0	1	7	28	63	112	175	252	343				2	3	3	4		+1
10	Silk	3	1	1	1	8	32	72	128	200	288	392	512			4	4	4	4		+2
11	Spice	3	1	1	1	9	36	81	144	225	324	441	576	729		3	3	3	3		+3 +1
12	Gold	1	0	0	1	10	40	90	160	250	360	490				2	3	3	3	+1	+1
12	Ivory*/Gold	1	1	0	0	10	40	90	160	250	360	490				3*	3*	4*	4*		

Leader Cards (19)

none are reshuffled

	Leader	Cr	Advances
①	Charlemagne	20	Nationalism
	Dionysus Exiguus	20	Written Record
	Rashid ad Din	10	Written Record, Overland East
	Saint Benedict	10	Written Record, Patronage
	Walter the Penniless	20 /30 during Crusades turn	Overland East
②	Christopher Columbus	30	Ocean Navigation, New World
	Desiderius Erasmus	20	Printed Word, Renaissance
	Ibn Majid	20	Ocean Navigation, Cosmopolitan
	Johann Gutenberg	30	Printed Word
	Marco Polo	20 /40 after Mongol Armies appears	Overland East, Cosmopolitan
	Nicolaus Copernicus	20	The Heavens, Institutional Research
	Prince Henry	20	Ocean Navigation, Inst. Research
③	William Caxton	20	Printed Word
	Andreas Vesalius	20	Human Body, Enlightenment
	Bartolome de Las Casas	30	Cosmopolitan
	Galileo Galilei	20	The Heavens, Renaissance
	Henry Oldenburg	30	Enlightenment
	Leonardo Da Vinci	20	Human Body, Master Art, Renaissance
	Sir Isaac Newton	20	Laws Of Matter, Enlightenment

Map Notes

- Bay of Biscay is adjacent to all coastal provinces between Edinburgh and Seville
- Paris connects to London and Portsmouth across coastal waters
- Bari connects to Corfu across coastal waters
- Barca's coastal waters connect to the Eastern Mediterranean Sea
- Libya's coastal waters don't connect to Central Mediterranean Sea
- Norwegian Sea does not have any significance. Can only cross one sea with *The Heavens* – areas adjacent to Norwegian Sea are also accessible by coastal water
- Iceland and West Africa are only accessible by sea and require either *The Heavens* or *Seaworthy Vessels*
- The New World and Far East overseas boxes are coastal provinces which do not belong to any area and are not areas themselves
- Gallipoli can support Constantinople across coastal waters even if the owner does not have a ship.