

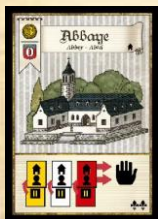
Buildings

Abbey (White I - Expansion) - Cost: 1 - PP: 0



Ability: Reveal the top card of each of the three I decks. After a Town Crier is revealed as a top card, resolve it and reveal another top card from the same pile. After the three top cards are revealed, take 2 of your choice into your hand.

Abbey (White II - Expansion) - Cost: 3 - PP: 0



Ability: Reveal the top card of each of the three II decks. After a Town Crier is revealed as a top card, resolve it and reveal another top card from the same pile. After the three top cards are revealed, take 2 of your choice into your hand.

Arsenal (Red I - Not Removable) - Cost: 1 - PP: 1



Ability: Draw a card from the Red II deck according to the normal rules for drawing cards (ie take the top visible card or draw 2 unknown cards keep one and place the other face up on top the deck, etc.)

Arsenal (Red II - Not Removable) - Cost: 3 - PP: 1



Ability: Draw a card from the Red III deck according to the normal rules for drawing cards (ie take the top visible card or draw 2 unknown cards keep one and place the other face up on top the deck, etc.)

Bakery (Yellow II - Expansion) - Cost: 3 - PP: 2



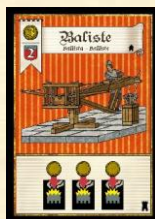
Ability: Choose one: Gain 2 Deniers per Military citizen on your Plaza or gain 2 Deniers per Religious citizen on your Plaza.

Ballista (Red I - Not Removable) - Cost: 1 - PP: 1



Ability: Choose up to two events in the event queue. Add a coin to each of the chosen events and have all other players effected by negative events. Players may construct Ramparts at this time to protect themselves. If it's a positive event effect, every player is evaluated normally.

Ballista (Red II - Not Removable) - Cost: 3 - PP: 2



Ability: Choose up to three events in the event queue. Add a coin to each of the chosen events and have all other players effected by negative events. Players may construct Ramparts at this time to protect themselves. If it's a positive event effect, every player is evaluated normally.

Barn (Yellow I - Not Removable) - Cost: 1 - PP: 1



Ability: Draw a card from the Yellow II deck according to the normal rules for drawing cards (ie take the top visible card or draw 2 unknown cards keep one and place the other face up on top the deck, etc.)

Barn (Yellow II - Not Removable) - Cost: 3 - PP: 1



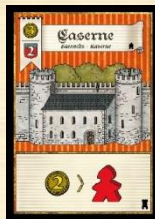
Ability: Draw a card from the Yellow III deck according to the normal rules for drawing cards (ie take the top visible card or draw 2 unknown cards keep one and place the other face up on top the deck, etc.)

Barracks (Red I - Not Removable) - Cost: 1 - PP: 1



Ability: Pay 3 Deniers to the supply. Take one Military citizen from the supply and place it in your Plaza available to use.

Barracks (Red II - Not Removable) - Cost: 3 - PP: 2



Ability: Pay 2 Deniers to the supply. Take one Military citizen from the supply and place it in your Plaza available to use.

Bastion (Red II - Not Removable) - Cost: 3 - PP: 1



Ability: Combat an event in the event queue with no coins and add it to your hand. Replace the event card with a new event from the event deck.

Bishopric (White I - Not Removable) - Cost: 1 - PP: 0



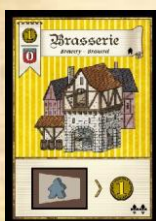
Ability: Add the top 2 cards from the White II deck to your hand regardless of whether they are face up or not. If you draw a Town Crier, draw another card before resolving the events.

Bishopric (White II - Not Removable) - Cost: 3 - PP: 1



Ability: Add the top card from the White III deck to your hand regardless of whether it is face up or not. If you draw a Town Crier, draw another card before resolving the events.

Brewery (Yellow I - Expansion) - Cost: 1 - PP: 0



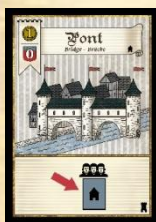
Ability: Gain 1 Denier for each citizen on your Plaza.

Brewery (Yellow II - Expansion) - Cost: 3 - PP: 0



Ability: Gain 2 Denier for each citizen lying next to your Plaza.

Bridge (White I - Not Removable) - Cost: 1 - PP: 0



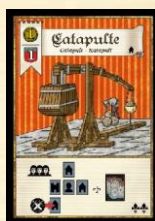
Ability: Activate any building in your opponents district that's not occupied or damaged. Doing this does not trigger your characters or your opponents characters. Abilities activated that evaluate something are evaluated based on your situation (ie If the Bridge was used to activate your opponents Brewery, you evaluate the Brewer's ability based on your own citizens).

Bridge (White II - Not Removable) - Cost: 3 - PP: 0



Ability: Activate any building in your opponents district that's not damaged. It doesn't matter if it's occupied or not. Doing this does not trigger your characters or your opponents characters. Abilities activated that evaluate something are evaluated based on your situation (ie If the Bridge was used to activate your opponents Brewery, you evaluate the Brewer's ability based on your own citizens).

Catapult (Red I - Expansion) - Cost: 1 - PP: 1



Ability: You place a damage token on an unoccupied building of your choice in all other players districts. If your Catapult is occupied (even by a gray citizen token) when a Town Crier is revealed, you may protect yourself from one of the event cards as if you had built a Rampart. You may still play Ramparts as normal to defend from additional events.

Courthouse (Red II - Expansion) - Cost: 3 - PP: 2



Ability: The player with the most Deniers (including the activating player) gives 3 Deniers to the activating player. If there is a tie for the player with the most Deniers, all tied players give 3 Deniers to the activating player.

Farmhouse (Yellow I - Removable) - Cost: 1 - PP: 0



Ability: Gain 1 Denier for each empty space in your district.

Fort (Red I - 2 Copies: One Not Removable, One Removable) - Cost: 1 - PP: 1



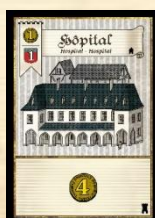
Ability: Combat an event in the event queue with with at least one coin on it and add it to your hand. Replace the event card with a new event from the event deck.

Fort (Red II - 2 Copies: One Not Removable, One Removable) - Cost: 3 - PP: 1



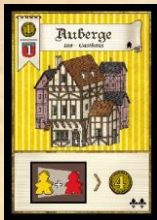
Ability: Combat an event in the event queue with with at least one coin on it and add it to your hand. Also, take all coins on the event into your possession. Replace the event card with a new event from the event deck.

Hospital (White I - Not Removable) - Cost: 1 - PP: 1



Ability: Gain 4 Deniers.

Inn (Yellow I - Expansion) - Cost: 1 - PP: 1



Ability: Gain 4 Deniers for every Military and Civil pair on your Plaza.

Market (Yellow II - Not Removable) - Cost: 3 - PP: 1



Ability: Gain 6 Deniers.

Library (White I - Not Removable) - Cost: 1 - PP: 1



Ability: Add the top card from any colored II deck of your choice to your hand regardless of whether it is face up or not. If you draw a Town Crier, draw another card before resolving the events.

Monastery (White I - Not Removable) - Cost: 1 - PP: 0



Ability: Pay 3 Deniers to the supply. Take one of any type of citizen of your choice from the supply and place it in your Plaza available to use.

Library (White I - Removable) - Cost: 1 - PP: 0



Ability: Add the top 2 cards from any colored I deck of your choice to your hand regardless of whether they are face up or not. If you draw a Town Crier, draw another card before resolving the events.

Monastery (White II - Not Removable) - Cost: 3 - PP: 0



Ability: Pay 2 Deniers to the supply. Take one of any type of citizen of your choice from the supply and place it in your Plaza available to use.

Library (White II - Not Removable) - Cost: 3 - PP: 0



Ability: Add the top card from any colored III deck of your choice to your hand regardless of whether it is face up or not. If you draw a Town Crier, draw another card before resolving the events.

Monastery (White II - Not Removable) - Cost: 3 - PP: 2



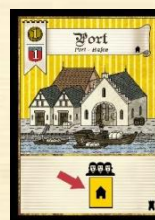
Ability: Pay 2 Deniers to the supply. Take one Religious citizen from the supply and place it in your Plaza available to use.

Library (White II - Removable) - Cost: 3 - PP: 0



Ability: Add the top 2 cards from any colored II deck of your choice to your hand regardless of whether they are face up or not. If you draw a Town Crier, draw another card before resolving the events.

Port (Yellow I - Not Removable) - Cost: 1 - PP: 1



Ability: Activate a Yellow building in your opponents district that's not occupied or damaged. Doing this does not trigger your characters or your opponents characters. Abilities activated that evaluate something are evaluated

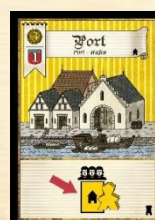
based on your situation (ie If the Port was used to activate your opponents Brewery, you evaluate the Brewer's ability based on your own citizens).

Market (Yellow I - Not Removable) - Cost: 1 - PP: 0



Ability: Gain 5 Deniers.

Port (Yellow II - Not Removable) - Cost: 3 - PP: 1



Ability: Activate a Yellow building in your opponents district that's not damaged. It doesn't matter if it's occupied or not. Doing this does not trigger your characters or your opponents characters. Abilities activated that evaluate

something are evaluated based on your situation (ie If the Port was used to activate your opponents Brewery, you evaluate the Brewer's ability based on your own citizens).

Quarry (Yellow I - Removable) - Cost: 1 - PP: 1



Ability: Gain 4 Deniers.

Quarry (Yellow II - Removable) - Cost: 3 - PP: 2



Ability: Gain 5 Deniers.

Residence (Yellow I - Not Removable) - Cost: 1 - PP: 1



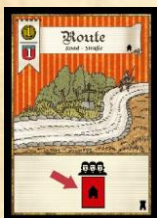
Ability: Pay 3 Deniers to the supply. Take one Civil citizen from the supply and place it in your Plaza available to use.

Residence (Yellow II - Not Removable) - Cost: 3 - PP: 2



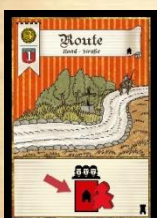
Ability: Pay 2 Deniers to the supply. Take one Civil citizen from the supply and place it in your Plaza available to use.

Road (Red I - Not Removable) - Cost: 1 - PP: 1



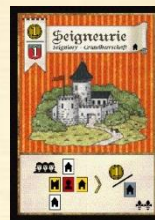
Ability: Activate a Red building in your opponents district that's not occupied or damaged. Doing this does not trigger your characters or your opponents characters. Abilities activated that evaluate something are evaluated based on your situation.

Road (Red II - Not Removable) - Cost: 3 - PP: 1



Ability: Activate a Red building in your opponents district that's not damaged. It doesn't matter if it's occupied or not. Doing this does not trigger your characters or your opponents characters. Abilities activated that evaluate something are evaluated based on your situation.

Seigniorie (Red I - Expansion) - Cost: 1 - PP: 1



Ability: Choose a color of your choice. All other players pay you 1 Denier for each building of this color they have in their district.

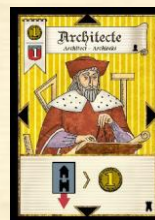
Tollbooth (Yellow II - Removable) - Cost: 3 - PP: 0



Ability: Gain 1 Denier for each occupied space in your district.

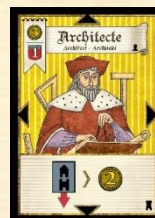
Characters

Architect (Yellow I - Not Removable) - Cost: 1 - PP: 1



Ability: When you place a building or prestige building of any color in the row or column of this character, gain 1 Denier. You must pay for the cost of the building or prestige building before gaining the benefit of this character.

Architect (Yellow II - Not Removable) - Cost: 3 - PP: 1



Ability: When you place a building or prestige building of any color in the row or column of this character, gain 2 Denier. You must pay for the cost of the building or prestige building before gaining the benefit of this character.

Augustinian (White II - Removable) - Cost: 3 - PP: 2



Ability: When you place a white building or white character in the row or column of this character, gain 2 Denier. You must pay for the cost of the building or character before gaining the benefit of this character.

Bishop (White I - Removable) - Cost: 1 - PP: 1



Ability: When you activate a white building in the row or column of this character, gather all of the citizen lying next to your Plaza. Do not gather citizens on buildings.

Councillor (Yellow I - Removable) - Cost: 1 - PP: 1



Ability: When you place a character of any color in the row or column of this character, gain 2 Denier. You must pay for the cost of the character before gaining the benefit of this character.

Councillor (Yellow II - Removable) - Cost: 3 - PP: 2



Ability: When you place a character of any color in the row or column of this character, gain 4 Denier. You must pay for the cost of the character before gaining the benefit of this character.

Journeyman (Yellow I - Not Removable) - Cost: 1 - PP:1



Ability: When you activate a building of any color in the row or column of this character, gain 1 Denier.

Journeyman (Yellow II - Not Removable) - Cost: 3 - PP:0



Ability: When you activate a building of any color in the row or column of this character, gain 2 Denier.

Knight (Red I - Expansion) - Cost: 1 - PP: 1



Ability: When you activate a second red building in the row or column of this character combat an event in the event queue with with at least one coin on it and add it to your hand. Replace the event card with a new event from the event deck.

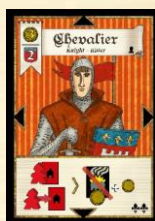
The second red building does not need to be in the same row or column as the first. activating a 4th or 6th red building in the same row or column of this character will provide the same effect.

Knight (Red I - Not Removable) - Cost: 1 - PP: 1



Ability: When you place a prestige building in the row or column of this character combat an event in the event queue with with at least one coin on it and add it to your hand. Also, take all coins on the event into your possession. Replace the event card with a new event from the event deck.

Knight (Red II - Expansion) - Cost: 3 - PP: 2



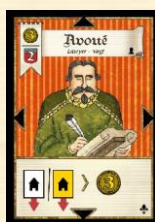
Ability: When you activate a second red building in the row or column of this character combat an event in the event queue with with at least one coin on it and add it to your hand. Also, take all coins on the event into your possession. Replace the event card with a new event from the event deck. The second red building does not need to be in the same row or column as the first. activating a 4th or 6th red building in the same row or column of this character will provide the same effect.

Lawyer (Red I - Removable) - Cost: 1 - PP: 1



Ability: When you place a white building or yellow building in the row or column of this character, gain 2 Denier. You must pay for the cost of the building before gaining the benefit of this character.

Lawyer (Red II - Removable) - Cost: 3 - PP: 2



Ability: When you place a white building or yellow building in the row or column of this character, gain 3 Denier. You must pay for the cost of the building before gaining the benefit of this character.

Mercenary (Red II - Expansion) - Cost: 3 - PP: 2



Ability: When you use Military citizens for the "Earn Deniers" action you earn 3 Deniers per citizen instead of 2.

Monk (White I - Expansion) - Cost: 5 - PP: 0



Ability: When you activate a white building in the row or column of this character, you may immediately activate a yellow building in the row or column of this character with a Religious citizen.

Monk (White II - Expansion) - Cost: 3 - PP: 0



Ability: When you activate a white building in the row or column of this character, you may immediately activate a yellow building in the row or column of this character with a Religious citizen.

Priest (White I - Not Removable) - Cost: 1 - PP: 1



Ability: White buildings in the row or column of this character may be activated twice. These activations may not be performed on the same turn (ie, it just gives white building in the row or column of this character the ability to occupy an extra

citizen).

Priest (White II - Not Removable) - Cost: 3 - PP: 1



Ability: All buildings in the row or column of this character may be activated twice. These activations may not be performed on the same turn (ie, it just gives all building in the row or column of this character the ability to occupy an extra

citizen).

Prior (White I - Removable) - Cost: 1 - PP: 0



Ability: When you activate a white building in the row or column of this character, gain 2 Deniers.

Prior (White II - Removable) - Cost: 3 - PP: 0



Ability: When you activate a white building in the row or column of this character, gain 3 Deniers.

Senator (Yellow I - Expansion) - Cost: 1 - PP: 1



Ability: When you use the "Gather your citizens on your Plaza card" action, gain 2 Deniers.

Senator (Yellow II - Expansion) - Cost: 3 - PP: 2



Ability: When you use the "Gather your citizens on your Plaza card" action, gain 3 Deniers.

Tax Collector (Red I - Removable) - Cost: 1 - PP: 1



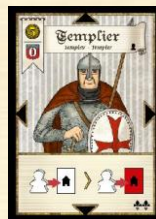
Ability: When you activate a yellow building in the row or column of this character, gain 1 Denier.

Tax Collector (Red II - Removable) - Cost: 3 - PP: 2



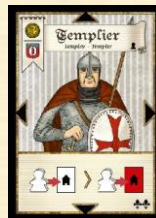
Ability: When you activate a yellow building in the row or column of this character, gain 2 Deniers.

Templar (White I - Expansion) - Cost: 5 - PP: 0



Ability: When you activate a white building in the row or column of this character, you may immediately activate a red building in the row or column of this character with a Religious citizen.

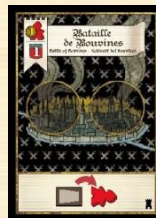
Templar (White II - Expansion) - Cost: 3 - PP: 0



Ability: When you activate a white building in the row or column of this character, you may immediately activate a red building in the row or column of this character with a Religious citizen.

Events

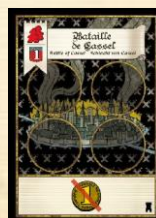
Battle of Bouvines - Coin Slots: 2



How to Battle: Use 1 Military Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player removes a Military citizen from his Plaza and places it next to his Plaza lying down. There are no adverse effects if a player can't do this.

Battle of Cassel - Coin Slots: 4



How to Battle: Use 2 Military Citizens.

Effect: Each player must pay 1 Denier.

Battle of Courtrai - Coin Slots: 3



How to Battle: Use 1 Civil Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player places a damage token on a yellow building or yellow character of their choice.

There are no adverse effects if a player can't do this. Damage tokens render the affected card unusable until that player takes a "gather your citizens on your Plaza" action, at which point all damage tokens are removed.

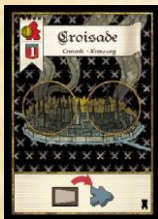
Brigands - Coin Slots: 2



How to Battle: Use 2 Civil Citizens.

Effect: Each player must pay 1 Denier.

Crusade - Coin Slots: 2

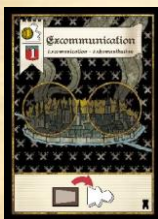


How to Battle: Use 1 Military Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player removes a citizen of their choice from their Plaza and places it next to his

Plaza lying down. There are no adverse effects if a player can't do this (ie no citizens on their Plaza). A player must choose a color they have available on their Plaza if possible.

Excommunication - Coin Slots: 2



How to Battle: Use 1 Religious Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player removes a Religious citizen from his Plaza and places it next to his Plaza lying

down. There are no adverse effects if a player can't do this.

Great Gathering - Coin Slots: 4

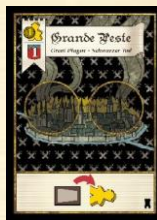


How to Battle: Use 1 Civil Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: The player that has the highest sum of yellow citizens, character cards and building cards

gains 2 Deniers. In the case of a tie, all tied players gain 2 Deniers.

Great Plague - Coin Slots: 2



How to Battle: Use 1 Civil Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player removes a Civil citizen from his Plaza and places it next to his Plaza lying

down. There are no adverse effects if a player can't do this.

Heresy - Coin Slots: 2

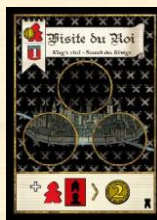


How to Battle: Use 1 Religious Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player places a damage token on a white building or white character of their choice.

There are no adverse effects if a player can't do this. Damage tokens render the affected card unusable until that player takes a "gather your citizens on your Plaza" action, at which point all damage tokens are removed.

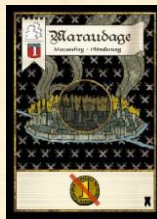
King's Visit - Coin Slots: 3



How to Battle: Use 1 Military Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: The player that has the highest sum of red citizens, character cards and building cards gains 2 Deniers. In the case of a tie, all tied players gain 2 Deniers.

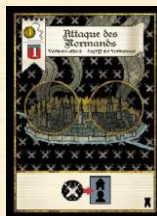
Marauding - Coin Slots: 1



How to Battle: Use 2 Religious Citizens.

Effect: Each player must pay 1 Denier.

Normans Attack - Coin Slots: 2



How to Battle: Use 1 Religious Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player places a damage token on any building or character of their choice. There

are no adverse effects if a player can't do this (ie all characters/buildings have damage tokens already). Damage tokens render the affected card unusable until that player takes a "gather your citizens on your Plaza" action, at which point all damage tokens are removed. A player must choose an undamaged character or building they have available in their district if possible.

Procession - Coin Slots: 2



How to Battle: Use 1 Religious Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: The player that has the highest sum of white citizens, character cards and building cards gains 2 Deniers. In the case of a tie, all tied players gain 2 Deniers.

William the Conqueror - Coin Slots: 3



How to Battle: Use 1 Military Citizen + Pay 1 Denier + Pay 1 Denier/Coin on this card.

Effect: Each player places a damage token on a red building or red character of their choice. There are no adverse effects if a player can't do this. Damage tokens render the affected card unusable until that player takes a "gather your citizens on your Plaza" action, at which point all damage tokens are removed.

Yellow Prestige Buildings

Belfry - 1 Copy - Cost: 5 Deniers

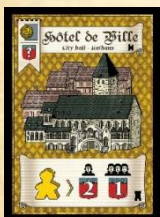


Condition: 1 Yellow Building/Character + 1 White Character/Building + 1 Red Character/Building

Owner of Building: 4 PP/Condition Met (Max 12 Points)

All Other Players: 2 PP/Condition Met

City Hall - 2 Copies - Cost: 2 Deniers + Discarding a card from your hand or your district



Condition: 1 Civil Citizen

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Cloth Hall - 2 Copies - Cost: Return one of your Civil citizens to the supply

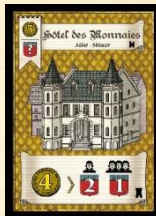


Condition: 1 Yellow Building or Yellow Character

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Mint - 2 Copies - Cost: 5 Deniers

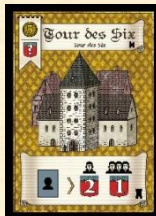


Condition: 4 Denier

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met (Max 12 Points)

Tour Des Six - 2 Copies - Cost: 5 Deniers



Condition: 1 Character

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

White Prestige Buildings

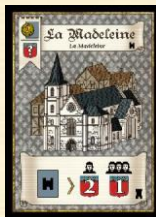
Cathedral - 1 Copy - Cost: 20 Deniers



Owner of Building: 8 PP

All Other Players: 0 PP

La Madeleine - 2 Copies - Cost: 2 Deniers + Discarding a card from your hand or your district

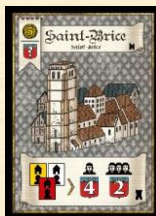


Condition: 1 Prestige Building

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Saint-Brice - 1 Copy - Cost: 5 Deniers



Condition: 1 Yellow Building/Character + 1 White Character/Building + 1 Red Character/Building

Owner of Building: 4 PP/Condition Met (Max 12 Points)

All Other Players: 2 PP/Condition Met

Saint-Jacques - 2 Copies - Cost: Return one of your Religious citizens to the supply



Condition: 1 White Building or White Character

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Saint-Nicolas - 1 Copy - Cost: 5 Deniers

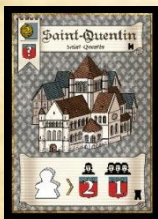


Condition: 1 Civil Citizen + 1 Religious Citizen + 1 Military Citizen

Owner of Building: 3 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Saint-Quentin - 2 Copies - Cost: 2 Deniers + Discarding a card from your hand or your district



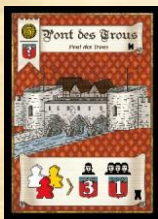
Condition: 1 Religious Citizen

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Red Prestige Buildings

Pont Des Trous - 1 Copy - Cost: 5 Deniers

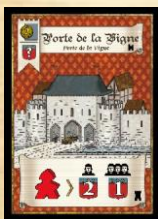


Condition: 1 Civil Citizen + 1 Religious Citizen + 1 Military Citizen

Owner of Building: 3 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Porte De La Vigne - 2 Copies - Cost: 2 Deniers + Discarding a card from your hand or your district



Condition: 1 Military Citizen

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Tour D'Arras - 2 Copies - Cost: 5 Deniers



Condition: 1 Yellow Building or White Building

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met

Tour Henry VIII - 2 Copies - Cost: 5 Deniers

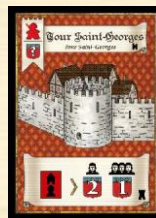


Condition: 1 Rampart Built

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met (Max 12 Points)

Tour Saint-Georges - 2 Copies - Cost: Return one of your Military citizens to the supply



Condition: 1 Red Building or Red Character

Owner of Building: 2 PP/Condition Met (Max 12 Points)

All Other Players: 1 PP/Condition Met