



Palace

Starting Castle and Fief, begins on the table. Stronger than normal Castle, otherwise plays exactly as a Castle.

Strength 3



Castle

Anchors a Fief and is a Fief by itself. A Lord can be installed. An Earl must have a Fief to remain on the table.

Strength 2



Land

Gain 1 Army Card when played into a Fief. Supports 1 Army card in Battle. Allows Recruiting as an Action (draw 1 Army card).

Strength 1



Market Town

A Land played into a Fief with a Market Town gets 2 Army Cards. Lands in its Fief support 2 Army Cards in Battle. Recruiting gets 2 Army Cards.

Strength 1



Church

Allows Bequeathing despite the Cathedral being in play when owned. With a Monk Lord in its Fief, allows the "Monastery" Action.

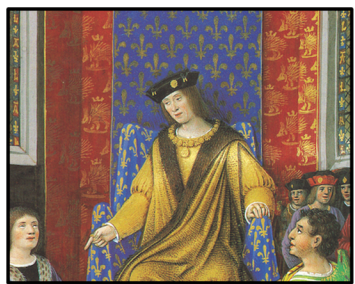
Strength 1



Cathedral

Only one allowed in play, stops others Bequeathing. Controls "Church Decides" Battle. With a Monk Lord in its Fief, allows the "Monastery" Action.

Strength 1



Prince

Only one in play allowed, per Earl. Can be a Lord. Use Banner on Prince Lord to Bequeath. Allows for 1 captured card in Raids, Sieges.

In Battle: 1 / 1



Vassal

Can be a Lord, or an Emissary. Allows for 1 captured card in Raids, Sieges. Can be used in Political Struggles.

In Battle: 1 / 1



Champion

Can be a Lord. Wild card in a Joust, becoming a Prince or Vassal as needed.

In Battle: 2 / 1



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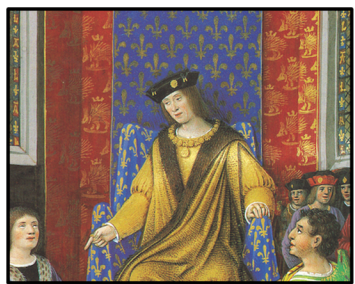
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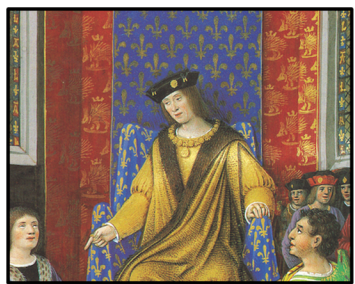
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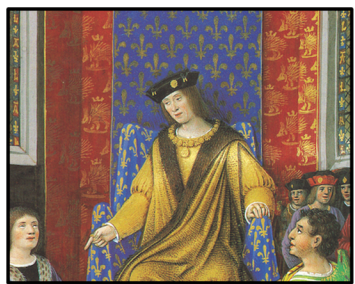
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Monk

Can be a Lord (Abbot), or an Emmissary. In a Fief with a Church or the Cathedral allows the "Monastery" Action.

In Battle: 0 / 1



Mercenary

Only placed in front of an Earldom. Then plays as Knight Army Card, has 1 Garrison slot. No Land needed to field into Battle.

In Battle: 2 / 1



Treachery

Offensive Politics, destroys. Play to attempt:
1) Assassinate a Lord
2) Damage an Earl's hand
3) Remove a Mercenary



Intrigue

Offensive Politics, steals. Play to attempt:
1) Steal Properties (up to two from a single Fief).
2) Steal Reserve Armies (up to two from a player).
3) Steal a Mercenary.



Allies

Counter an offensive Political card. Which can then continue into a Political Struggle with Vassals.



Banquet

Draw 2 cards from your Earl deck. 3 cards will be drawn this turn, as you will still draw a card to end your turn.





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