



With this expansion, the rules of the base game can be modified in five different ways, and you can mix and match those modifications as you see fit. The ladies of Troyes make an appearance in the form of 3 new Character cards that you can include in your games. A new action allows players to move their guard along the ramparts, in order to access new activities outside the city. Each player's head of the family is represented by a new purple die, which can carry out civil, military, or religious actions — your choice! The other players cannot buy this die. There are also 27 new Activity cards and 6 Event cards to add even more variety to the game!

Material



- 27 new Activity cards (9 military - 9 civil - 9 religious)



- 6 new Event cards



- 9 Character cards



- 8 two-sided outdoor Activity tiles



- additional deniers and victory point tokens



- 2 additional black dice

- 20 large cubes in the players' colors (1 large cube equals 3 small cubes)



- 4 purple dice



- 4 rampart guards in the players' colors



- 2 additional gray neutral citizens

- 4 Character Player Aid cards
- 1-page appendix
- this rulebook

Gameplay

Troyes, the base game, is required to play with this expansion. The goal of the game and the gameplay are the same as in the base game, except for the changes that are detailed in this rulebook. At the start of the game, the players must agree on which of the following modules they wish to include; you may choose one, several, or even all of them - plenty of options, to maximize the possibilities!

Module 1: New Character cards



Setup: Replace the 6 cards from the base game with the 9 new Character cards before giving each player a secret Character card (2 Character cards each for 2 players).

How they work: The 6 cards that are identical to the ones from the base game work the same way. The 3 new cards

(the ladies of Troyes) are explained in detail in the appendix.

Variant: One Character card is revealed at the start of the game, when the Character cards are dealt. Everyone can see it, and every player knows that this character will grant VPs to everyone at the end of the game.

Module 2: New Activity cards



Setup: You can use these 27 new cards alone, or shuffle them together with the 27 cards of the base game.

How they work: These cards are described in the appendix.

Important: The Ladies of Troyes introduces two new types of card. **Mixed cards** have both an immediate and a delayed effect. During the first activation, you place cubes on the card. On a subsequent activation, you can use the cubes to benefit from the card's effect. It is impossible to place cubes and to use them during the same action. During your action, you can use more than one cube from such a card. These mixed-type

Activity cards are not subject to the restriction that an action can be modified by only one cube at a time. It is also possible to use a cube from another Activity card to improve the activation of mixed-type cards.

Delayed cards have a delayed effect. The cubes players place on these will count during the scoring at the end of the game.

Module 3: New Event cards



Setup: You can use these 6 new Event cards alone, or shuffle them together with the those of the base game.

How they work: These cards are described in appendix.

Module 4: The head of the family



Setup: Add one purple die per player to the general supply. Return any unused purple dice to the box.

How they work: Phase 2: Assembling the workforce

Each player adds one purple die, the head of his family, to the other dice to which he is entitled. This die goes together with the others in your district of the city square. The purple die gets rolled during this phase, just like the others.

Phase 3: Event and Phase 4: Actions

The purple die can be used exactly like the other dice to counter a black die (Phase 3) or to perform an action (Phase 4). You may even utilize influence points to reroll or turn this die over. Two

special rules apply to the purple die:

- It is impossible to buy a purple die from another player. Thus, only the player who rolled the die can use it.
- When you want to use your purple die, you choose its effective color, which can be yellow, white, or red. While it is on the board, the purple die cannot be considered to be yellow, white, or red.

Notes: • If the die is used to counter a black die, it always counts double, because it is assumed that you made it red.

- When the Procession card is in play, include the purple die when counting to determine who has the most dice in his district.

Module 5: Rampart guards and outdoor activities



Setup: The ramparts of the city of Troyes form a track of 20 spaces that each player's guard will be able to patrol. Each tower along the wall and each city gate is a space of this track, as shown to the right. Each player places the guard of his color on the top gate, which is equivalent to space 0.

Note: A city gate represents only one space, even if it comprises two towers. Take one random tile from each level of the outdoor Activity tiles (the level is indicated at the bottom-right of each tile). Place these



four tiles outside the four city gates, clockwise around the city, according to the tiles' levels (the Level I tile is placed outside the first gate along the track; the II tile, outside the second gate; the III tile, outside the third; and the IV tile outside the fourth). The tiles are double-sided; for each one, randomly choose which side is face-up.

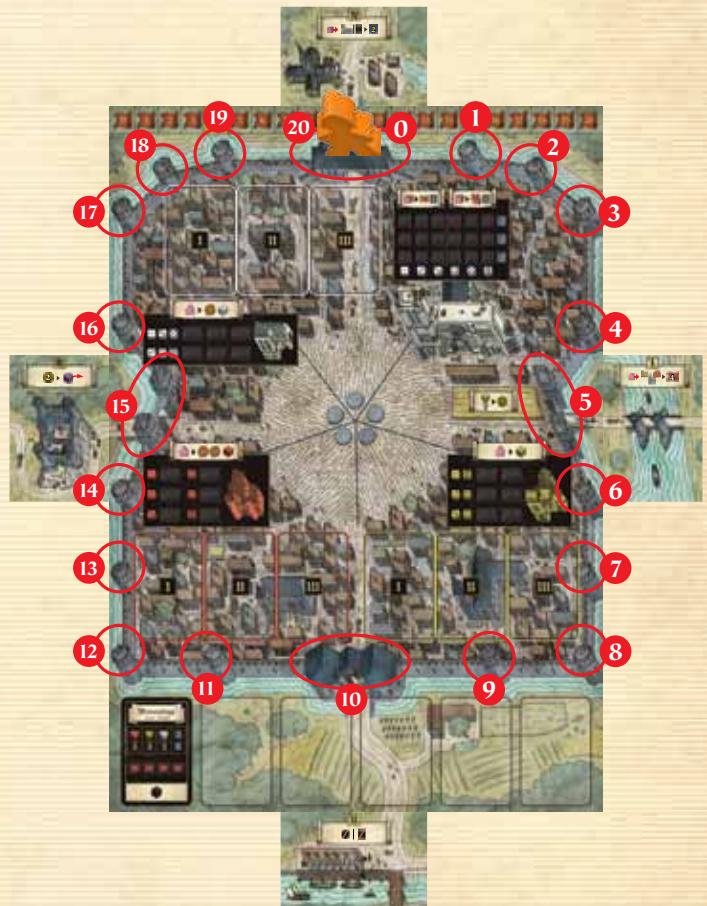
How they work: Phase 4: Actions

A new action is available:

7 Use your guard on the ramparts

With a single die of any color, you can use your rampart guard. This die cannot be modified by delayed-effect cards; however, you can boost the value of the die by paying deniers to the bank. Each denier you pay increases the die's value by one, but the die cannot be boosted beyond a 6. The value of the possibly-boosted die gives you that many action points. You can use each action point in the following ways, as you choose:

- **Advance your guard one space along the ramparts.** You must always move your guard clockwise. It is not possible to advance past space 20 (see Outdoor Activities in the appendix).
- **Place a cube on an outdoor activity to which you have access.** Once your guard reaches or passes a city gate, you have access to the outdoor activity outside that gate for the rest of the game.



A player may only add one cube per outdoor activity by selecting **Action 7 - Use your guard on the ramparts**. The cubes permit you to benefit from the outdoor activity in the same fashion as delayed-effect Activity cards from the base game, with the difference that you may use outdoor activity cubes during other players' turns and during **Phase 3: Events**. Each activity is explained in detail on page 4.



Important notes: • In the same action, it is possible to use both a cube from a delayed-effect Activity card and cubes from outdoor activities. It is possible to use two cubes from different outdoor activities in the same action; however, it is not possible to use two cubes from the same outdoor activity during the same action (even if the action is performed by an opponent).
 • When your guard first reaches the gate at the top of the board, you must place it on the Level IV activity associated with it. You can no longer move your guard on the ramparts; however, you may still use **Action 7 - Use your guard on the ramparts** to put cubes on the 4 outdoor activities.
 • The guard otherwise is never allowed to leave the ramparts to be used elsewhere in the game.



Example: Faye's guard is on the tower just before the gate related to the level III outdoor activity.

On her turn, she chooses to use her yellow die, with a value of 4, to perform **Action 7 - Use your guard on the ramparts**. She decides to move her guard only one space, giving her access the level III outdoor activity. Then she uses her remaining three action points to place a cube on each of the three outside activities to which she has access (Levels I, II, and III).



Tournament Variant

This simple variant is designed for tournaments for 3- or 4-player games. In **Phase 5: End of the round** of the penultimate (second-to-last) round of the game, the start player passes the start player

card to his right (instead of his left). Play the final round of the game counterclockwise.

Designers: **Sébastien Dujardin, Xavier Georges, Alain Orban** ♦ Illustrations and Graphics: **alexandre-roche.com**
 Editing of the Rules: **Sébastien Dujardin** ♦ English Translation: **Nathan Morse**

Thanks

The designers thank the numerous playtesters and proofreaders who have contributed to the realization of this game, whom we hope will take no offense: It is unfortunately impossible to list them all!
 The publisher would like to thank Xavier and Alain for their confidence and for the good times during the creation of this game, and also his wife for her indispensable support.



© 2012 Z-Man Games, Inc.
 Z-Man Games inc. 3250 F.X. Tessier,
 Vaudreuil-Dorion, Québec, Canada, J7V 5V5
 Copyright Z-Man Games, Inc
www.zmangames.com.



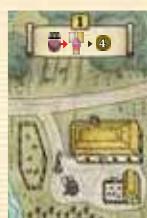
www.pearlgames.be



Outdoor Activities



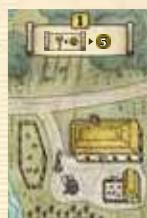
Earn 4 Influence points when an opponent buys at least one of your dice. This requires discarding a cube from this activity during that opponent's turn. You get only 4 Influence points, even if your opponent is buying more than one die.



Earn 4 deniers when an opponent activates an Activity card on which you have a tradesman. This requires discarding a cube from this activity during that opponent's turn. You earn only 4 deniers, even if your opponent activates the card more than once.



Discard a cube from this activity to earn 4 Influence points when placing a citizen on one of the 3 principal buildings.



Discard a cube from this activity to earn 5 additional deniers when using agriculture.



Discard a cube from this activity in order to exchange one die with each opponent, without changing their values. You can only make one such exchange with each opponent. It is thus possible

to make up to 3 exchanges per cube. You are allowed to make an exchange with the neutral player. The exchanged dice may be the same color or different colors. Purple dice cannot be exchanged.

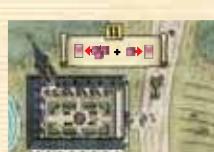


Discard a cube from this activity in order to destroy a black die each time you are required to counter the highest-valued black die during Phase 3: Events (you earn the associated Influence point). It is also possible to use a cube

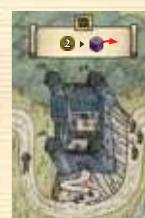
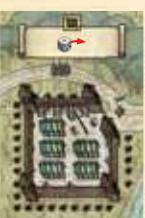
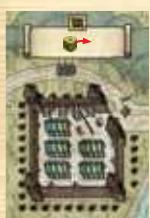
from this activity to avoid losing deniers (Drought and Civil War), influence points (Heresy), or a cube (Harsh Winter and Interruption of Work) during **Phase 3: Events**. It is possible to use several cubes in order to protect yourself from multiple events during **Phase 3: Events**.



Discard a cube from this activity to turn over an opponent's die that you just bought to perform an action. You must immediately use the die to execute an action.



When you activate an Activity card with a delayed or mixed effect, you can place one of your cubes on this outdoor activity on a delayed, mixed-effect or delayed-until-the-end-of-the-game Activity card of your choice. You do not need to have a tradesman on the other Activity card. Neither the activation cost nor the color of the other card matter. If you choose the Breeder, you must pay 3 deniers in order to place the cube.



Before executing your action, discard a cube from this activity to reroll a die of the color indicated on the outdoor activity. Take this die from the general supply, and place it on your district of the city square. You do not have to use it immediately; you can use it later, or leave it to be bought by another player. You can't use this activity if there are no dice of this color in the general supply.

Important notes: • The die you use to place a cube on this activity, via **Action 7 - Use your guard on the ramparts**, must be of a different color than that of the die shown on the activity. For example, you can't use a yellow die to place a cube on this activity, if this activity allows you to reroll a yellow die.

• You cannot have more than one purple die on your district of the city square.

• You must pay 2 deniers to reroll your purple die.



Discard a cube from this activity in order to earn 2 additional VPs when placing at least one cube on the cathedral or on an Event card.



At the end of the game, the player who has placed the most cubes on this activity earns 9 VPs; second earns 6 VPs, and third earns 3 VPs. In the case of a tie, the tied players split the VPs of the corresponding ranks (round down).



All players who reach the gate related to this activity earn 3 VPs. At the end of the game, each cube placed on this activity earns its owner 1 VP.



The first player to reach the gate related to this activity places his guard on the first space and earns 6 VPs. The second player to reach it places his guard on the second space and earns 4 VPs. The 3rd and 4th gain 2 and 1 VPs, respectively. It is impossible to place cubes on this outdoor activity.

The Activity Cards



Lumberjack (Mixed)

You may:

- place a cube on the card (chop wood) OR
- discard 1 cube from the card in exchange for four deniers (sell wood).

Example: Geoffrey activates the Lumberjack with a die group worth 8, when he still has 2 cubes on that card. He chooses to place 4 additional cubes on the card. Later in the game, he activates the Lumberjack with a white 5, which he has transformed into 3 yellow dice by using the Monk. He discards the 6 cubes on the card and gains 24 deniers. He will have to utilize another action to place new cubes on the card.



Clog Maker (Immediate)

Each of your citizens in City Hall earns you 1 denier. Expelled citizens do not earn you anything.



Weaver (Immediate)

Each of your tradesmen that is on an Activity card earns you 1 denier, including any on the Weaver card.



Landlady (Immediate)

You can earn 4 Influence points or 1 VP (you can choose a combination of the two options for different activations, even in the same action).



Distiller (Delayed)

A cube from the Distiller permits you to turn over one of your dice to show its opposite face before using it to perform an action. It does not permit you to turn over one of your opponents' dice, even after you have purchased them.



Viticulturist (Delayed)

A cube from the Viticulturist permits you to take one die for free, from a player of your choice, in order to use it to perform an action. The die can belong to the neutral player. If the die is used with others as part of a group, you must take it into account when determining the cost of any other dice you buy as part of the group. Remember: You cannot take another player's purple die.

Example: Geoffrey uses a cube to take Madeline's red 6. He rounds out his group of dice with a red 4 from his own district, and a red 5 belonging to Madeline. He pays Madeline 6 deniers for the red 5.



Banker (Immediate)

If you have more than 30 deniers, you earn 3 VPs. You do not need to spend the money in order to earn the VPs.



Breeder (Mixed)

You may:

- pay 3 deniers to place a cube on the card (buy livestock) OR
- discard 1 cube from the card in exchange for 2 VP (sell livestock)



Master Tradesman (Immediate)

You earn 1 VP for every two of your tradesmen that are on Activity cards, including the one on the Master Tradesman card.



Bishop (Immediate)

You earn one denier per cube you have at the cathedral.



Augustine (Delayed)

In putting together a group of dice, you can use a cube from Augustine as if it were a yellow 6 from your own district of the city square. You can not use this cube alone; you must group it with at least one other die in order to perform an action. This cube counts toward the limit of 3 dice that can be in a group of dice, and it also counts when determining the cost to buy other dice.



Chief Templar (Delayed)

This allows you to take a maximum of 1 red die from each player for 2 deniers each when forming a die group. For example, you could put together a group of 3 red dice by taking one each from 2 different players, and one from your own district, paying the 2 players 2 deniers each. You are not allowed to use another cube to modify these red dice because only one cube can be used per action. The neutral player's dice are also valid targets, and similarly cost 2 deniers each. Placing a tradesman on the Chief Templar costs 5 Influence points; it doesn't cost any deniers.



Herbalist (Delayed)

This allows you to use a single white die as if it were three red dice of the same value. When you use a cube from this card to improve an action, you must use only one white die — which, if it comes from someone else's district, costs 2 deniers (you cannot buy an extra red die).



Master Builder (Immediate)

This permits you to place a cube on the cathedral in an empty space of your choice, respecting the construction rule (the cube must be placed in the lowest free level in the chosen column). It is possible to create a 4th floor by placing the cubes on an imaginary 4th row of 6 spaces, above the first 3. In order to build in the 4th space in a column, the space below it on the 3rd row must be filled. The only way to place a cube on the 4th floor is by using the Master Builder. If the Master Builder is in play, a player who has not played a cube on the 4th floor loses 2 VP at the end of the game. Just as in the base game, each cube placed grants the Influence points and the VPs associated with the die's value.



Preacher (Delayed)

When you use a cube from the Preacher, choose one die in your die group: the other dice in this group take the chosen die's value.



Scribe (Immediate)

This permits you to earn 1 VP per Event card you have countered in the game by using the Combat the Events action.



Hermit (Delayed until the end of the game)

Place a cube on the Hermit card. At the end of the game, each cube on the Hermit is worth 9 VPs, minus the total number of cubes placed on the card by all the players. A cube placed on the Hermit can never be worth less than 1 VP. **Example:** The players have placed 6 cubes on the card during the game (2 blue, 3 orange, and 1 green). Each cube earns its owner 3 VPs ($9 - 6 = 3$; blue earns 6 VPs, orange earns 9, and green earns 3).



Nun (Immediate)

Earn 1 VP per white die that you have on your district of the city square. These white dice must be present after the dice used to activate this card have been removed.



Ransom (Immediate)

You may pay 3 deniers to place 1 cube on one event card of your choice. With each activation (even one of multiple activations in the same action), you can choose to place your cube on a different card.



Catapult (Mixed)

You may:

- place 1 cube on the card (load the catapult) OR
- discard 1 cube from the card in order to place 2 cubes from your supply on a single Event card (fire the catapult)

With each activation (even one of multiple activations in the same action), you can choose a different event card to receive a pair of cubes.



Scout (Immediate)

This permits you to place a cube on each Event card in the queue, including Marauding. You must pay 1 denier for each cube you place this way. With each activation (even one of multiple activations in the same action), you can choose not to place certain cubes, and thus, of course, you do not pay for those cubes.



Executioner (Immediate)

You take 1 Influence point from the general supply, and 1 Influence point from the opponent with the most Influence. The player with the most Influence may shift between successive activations of the card. If multiple opponents are tied for having the most Influence, you choose from which tied player you take the Influence point.



Squire (Mixed)

You may:

- place a cube on the card OR
- discard 1 cube from the card and earn 5 Influence points.



Recruiter (Delayed)

In putting together a group of dice, you can use a cube from the Recruiter as if it were a red 6 from your own district of the city square. You cannot use this cube alone; you must group it with at least one other die in order to perform an action. This cube counts toward the limit of 3 dice that can be in a group of dice, and it also counts when determining the cost to buy other dice. Placing a tradesman on the Recruiter costs 3 Influence points; it doesn't cost any deniers.



Marriage (Immediate)

You may pay 7 deniers in order to gain 4 VPs.



Fort (Delayed until the end of the game)

A die of value 1, 2, or 3 permits you to place a cube on the card, then receive 1 VP and 1 Influence point. A die of value 4, 5, or 6 permits you to place a cube on the card, then receive 2VPs and 2 Influence points. In the same action, it is possible to place up to 3 cubes, depending on the values of the dice in the group. At the end of the game, the player who placed the most cubes in the Fort earns 3 VPs. In the case of a tie, the tied players split the 3 VPs (round down).



Princess (Delayed until the end of the game)

When you activate this card, place a cube on it. At the end of the game, the player with the most cubes on the card earns the favor of the princess and 6 VPs. In the case of a tie, the princess favors no one, and the tied players split the 6 VPs (round down).

Character Cards



Jeanne de Champagne

- 1 VP if you have a total of 2 or 3 citizens on yellow Activity cards and on City Hall
- 3 VPs if you have 4 or 5
- 6 VPs if you have 6 or more



Isabeau de Bavière

- 1 VP if you have a total of 2 or 3 citizens on red Activity cards and on the Palace
- 3 VPs if you have 4 or 5
- 6 VPs if you have 6 or more



Marie de Champagne

- 1 VP if you have a total of 2 or 3 citizens on white Activity cards and on the Bishopric
- 3 VPs if you have 4 or 5
- 6 VPs if you have 6 or more

Event Cards



Wolves

+ 1 black die



Harsh Winter

Each player loses a cube from one delayed-effect Activity card, from one mixed-effect Activity card, from one delayed-until-the-end-of-the-game Activity card, or one outdoor activity of his choice. A player with no such cubes loses nothing.



Chief Outlaw

The value of each black die rolled during Phase 3: Events is increased by 3, to a maximum of 6 (so you remember, turn each black die to its new value). The chief outlaw cannot be fought by Level I red Activity cards, and cannot be fought by the neutral gray player via the Support card.



Uprising

The start player rolls a black die. The value of the die determines in which principal building there is an uprising:

- 1–2 designates the Bishopric
- 3–4 designates the Palace
- 5–6 designates the Town Hall.

The start player takes all the citizens placed on the building designated by the die. He adds a gray citizen to these citizens, if any remain in the supply. Then he puts the citizens at random on the 6 spaces of the building. If there is a seventh citizen, lay it down on the building for the rest of the round, as it had been expelled.

Note: In the rare case in which a citizen has been expelled before the uprising takes effect (i.e. it is lying on the building), add this citizen to those involved in the uprising, instead of a gray one from the supply.



Monk

The start player rolls a black die. The value of the die determines on which activity the monk is going to settle:

- 1–2 designates religious
- 3–4 designates civil
- 5–6 designates military.

Place a gray tradesman on the free space with the highest VP value on an Activity card of the color rolled (if there's a tie, put the tradesman on the card with a lower level).



Possession

In the round of the game in which the Possession card is revealed in the event queue, each player must put a citizen (possessed by the devil) on the Possession card. The citizen must come either from your personal supply (if you don't have one, you can hire one for 2 Influence points — see Influence in the base rules), or from anywhere on the board (Activity cards or principal buildings, including expelled citizens). When a player places a cube on the Event card, he must liberate a citizen of his choice, who returns to the respective

player's supply. Obviously, if there are no citizens remaining on the card, he does not liberate one. This event card takes effect on the turn it appears.