

Tom Wham Feudality

Dark Clouds, Pretty Flowers!

Unicorn – The Fox – Bearbarian

These three powerful beings will fight for your fiefdom, and will be happy to represent it in the King's tournaments. Since they love their freedom, though, they spend their time in the wilds rather than your keep. Treat them each as representing the corresponding military units (*Unicorn = Knight, The Fox = Archer, Bearbarian = Man at Arms*), even as they are each one point stronger than the standard units. You **have to** place them adjacent to a forest tile, and as indicated, they also produce resources or a ☀.

Black Cloud – Volcano – Bridge Troll – Franz

These four tiles all have in common that you do not place them in a space on your FMC, but on that of an opponent. The **Black Cloud** is placed so that it covers exactly the area where four spaces touch, so that it covers a corner of each. None of these spaces produces resources or ☀ until the owner of this fiefdom uses both their baronial actions to chase out the Black Cloud, which can then be placed on another FMC. The **Volcano** is placed on a hill or even a mine tile of the opponent. If its exact location is rolled 🎲, it erupts, nay!, explodes. The Volcano itself and all adjacent tiles are destroyed - the affected baron receives one Stone per destroyed tile. The **Bridge Troll** must be played on a free river space on the opponent's FMC. Subsequently, it will reduce the resource production of all tiles located on that river by one point. The Bridge Troll can be evicted by attacking and defeating him in a baronial action. Treat this like an attack against a **defense of 14**. If successful, the attacker can place the Bridge Troll on a free river space on another baron's FMC. **Franz** is a strange little man who occasionally upsets the order of things: when Franz is placed on an FMC, during his next turn the owner of that fiefdom has to skip all steps in the sequence of play except for feeding their fiefdom. You can only place Franz in a fiefdom if its owner has more victory points than you. "Who is Franz and doesn't?" is an often-heard saying all throughout the realm. Please note: all of these tiles have to be included when calculating how much to feed the respective fiefdom.

Pink Dragon - Bard - Lookout - Gazebo

The tiles all modify the effects of event cards when you have them in your FMC. The **Pink Dragon** is rather gentle, but obsessed with justice: he has a military power of 4, which can only be used in the defense of your fiefdom against bandits, giants, (*other*) dragons and the attacks of other players. The **Bard** takes care of his patron's reputation: you always gain a victory point when you send enough troops to one of the King's wars, even if that war is lost. If you activate the **Lookout** when the dice are rolled, draw the top three cards from the event cards stack. Choose one, which you are going to "draw" during your next turn; put the other two on the bottom of the stack. You can only have one preselected card at any time. The **Gazebo** is very pretty, elegant, and useful - so when bandits raid your fiefdom, they are really interested: if you would lose a fortification level to bandits, they take the Gazebo instead.

Hill Goats – River Goats – Agtfos

Hill Goats must be placed on a hill, **River Goats** on the river. Both are considered Men at Arms in regard to tournaments. They produce food when their space is rolled, and when they do not survive a battle, you gain one food as well. **Agtfos** can be placed anywhere (*but not within the keep*) and is also considered as a Man at Arms.

Rogue's Guild – Rose Garden - Rosenberg

These tiles modify baronial actions. If you have the **Rogue's Guild**, you roll both dice to determine the cost of a Sabotage attempt; you only have to pay the lower number in gold. You also gain a +1 to the opposed sabotage roll. The Rose Garden gives you +1 to a Secret Amorous Liaison attempt. The Rosenberg additionally produces one ☀, but is more expensive than the Rose Garden.

Caravan – The Prince

The **Caravan** must be placed adjacent to your keep. It produces two gold and ☀. When activated, you must pass it on to your left-hand neighbor, who also has to place it adjacent to their keep. If they cannot, they pass it immediately further around the table, until one player can place it. **The Prince** is traveling incognito, and works as a Man at Arms. Additionally, you may use him to fully protect you from the results of a "The King..."-event card, after which he also leaves your fiefdom and enters the next to your left.

Gravel-Pit Lady – Ferryman

These tiles modify your already placed tiles. The **Gravel-Pit Lady** motivates your existing Gravel Pits, so that they now produce two stone and ☀. The **Ferryman** is placed on a river space on your FMC, and all your tiles with a blue stripe which are also located on that river produce one additional resource.

Surveyor

The **Surveyor** allows you to shift one of your tiles so that it comes to rest on the dividing lines between two spaces (*including him, but not the keep and the tiles therein*). From now on, these tiles are treated as if they would occupy both of these two half-covered spaces, which are also no longer considered free.

Apprentice Mage (white/blue)

The Wizard is a very clever guy. To prevent his apprentices taking over his job one day, he only teaches half his craft to each (*and more generally instigates distrust and rivalry among them*); each **Apprentice Mage** allows you to re-roll one die of his respective color (*blue OR white*) that you have rolled. You may do this once on each player's turn but you may only change a die that you rolled. You can only ever have one Apprentice Mage at a time.

Wizard's Tower – Hermit

These two particularly powerful tiles must be "hit" directly 🎲 with the die roll to access their abilities. The Hermit does not want to be found at all, and the Wizard's Tower is magically obscured. The **Hermit**, through his deep insights, can produce ☀☀. The precise capabilities of the **Wizard's Tower** are unknown to us as well... the ancient sages with their massive noses, however, have mumbly suggested that this might in fact be different with every single Wizard's Tower. If you find out what your Wizard's Tower can do, please do drop by www.lookout-spiele.de or <http://www.boardgamegeek.com/boardgame/99312/feudality>, and tell the whole realm what you found out.

Dwarven Mine – Orchard Grove – Magic Forest – Ruins – Rainbow – Lucky Shroom

These tiles do not introduce any new rules as such. Please note the following, though: the Dwarven Mine is a Mine (*to be exploited by the Miner*). Both **Orchard Grove** and **Magic Forest** count as Forests, but need to be placed adjacent to another forest on your FMC. The **Ruins** provide one point of military power, usable only for defense.

