



SÉBASTIEN DUJARDIN - XAVIER GEORGES - ALAIN ORBAN

The Ladies of Troyes

Artwork: Alexandre Roche

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!

Contents



♦ 27 Activity cards
(9 military, 9 civil,
9 religious)



♦ 6 Event cards



♦ 9 Character cards



♦ 8 2-sided
Outdoor Activity
tiles



♦ Additional
deniers (8 fives)
and victory point tokens
(2 fives and 4 tens)



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



♦ 4 rampart guards in the
players' colors

♦ 4 Character Player Aid
cards



♦ 2 additional black
dice



♦ 4 purple dice



♦ 2 additional gray
neutral citizens

♦ 1-page appendix

♦ This rulebook

Gameplay

The Troyes 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.

Variants: 1 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 VP 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 1 cube from such a card. These mixed Activity

cards are not subject to the restriction that an action can be modified by only 1 cube at a time. It is also possible to use a cube from another Activity card to improve the activation of mixed-type cards.

☒ Cards whose effects are delayed until the end of the game: 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 those of the base game.

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

Module 4: The Head of the Family



Setup: Add 1 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 his 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 can 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 is not 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 considered space 0.

Note: A city gate represents only 1 space, even if it comprises 2 towers.

Take 1 random tile from each level of the outdoor Activity tiles (the level is indicated at the bottom-right of each tile). Place



these 4 tiles outside the 4 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 determine which side to place is face-up.

How they work: Phase 4: Actions

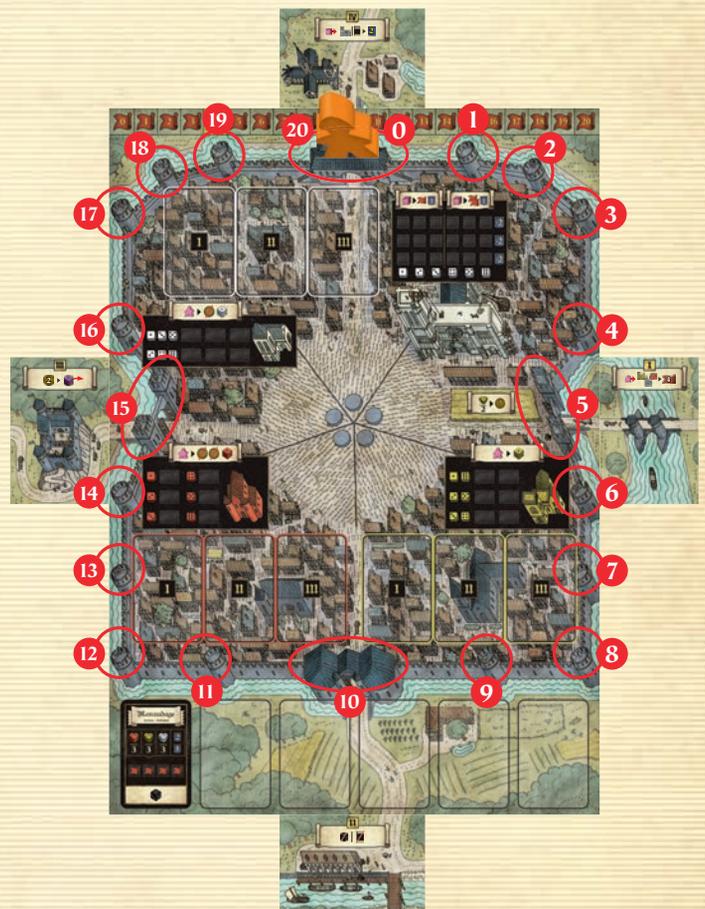
A new action is available:

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 1, but the die cannot be increased beyond 6. You gain action points equal to the value of the die. You can use each action point in the following ways, as you choose:

- ♦ **Advance your guard 1 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 add only one cube to each outdoor activity by selecting **Action 7 - Use your guard on the ramparts**. The cubes allow 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.

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).

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 2 cubes from different outdoor activities in the same action; however, it is not possible to use 2 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.



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.

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Thanks

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Outdoor Activities



Earn 4 Influence points when an opponent buys at least 1 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 1 die.



Gain 4 deniers when an opponent activates an Activity card on which you have a tradesman. This requires discarding 1 cube from this activity during that opponent's turn. You gain only 4 deniers, even if your opponent activates the card more than once.



Discard 1 cube from this activity to earn 4 Influence points when placing a citizen on 1 of the 3 principal buildings.



Discard 1 cube from this activity to gain 5 additional deniers when using agriculture.



Discard 1 cube from this activity in order to exchange 1 die with each opponent, without changing their values. You can only make 1 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 1 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.



Discard 1 cube from this activity in order to counter 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 discard

1 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**.



When you activate an Activity card with a delayed or mixed effect, you can place 1 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 1 cube from this activity to reroll 1 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 cannot 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 cannot 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 1 purple die on your district of the city square.
- ♦ You must pay 2 deniers to reroll your purple die.



Discard 1 cube from this activity in order to gain 2 additional VP when placing at least 1 cube on the cathedral or on an Event card.



At the end of the game, the player with the most cubes on this activity gains 8 VP; second gains 4 VP, and third gains 2 VP. In case of a tie, the tied players split the VP of the corresponding ranks (round down).



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



The first player to reach the gate related to this activity places his guard on the first space and gains 6 VP. The second player to reach it places his guard on the second space and gains 4 VP. The third and fourth gain 2 and 1 VP, respectively. You cannot place cubes on this outdoor activity.



Activity Cards



Lumberjack (Mixed)

Choose 1:

- Place 1 cube of your color on this card (chop wood).
- Discard 1 cube of your color from this card to gain 4 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)

Gain 1 denier for each citizen of your color on City Hall. You gain no deniers for expelled citizens.



Weaver (Immediate)

Gain 1 denier for each tradesman of your color on an Activity card (including this card).



Landlady (Immediate)

Gain 4 Influence points or 1 VP. Each time you activate this card, you may choose a different option.



Distiller (Delayed)

Turn 1 of your dice to its opposite face before using it to perform an action. You cannot turn over an opponent's die, even if you purchase it.



Viticulturist (Delayed)

Take 1 die for free from another player's district and use it to perform an action. You can take a die from the neutral player. You can use the die as part of a group, but it counts toward the cost to purchase other dice. 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 VP. You do not need to pay the money in order to earn the VP.



Breeder (Mixed)

Choose 1:

- Pay 3 deniers to place 1 cube of your color on this card (buy livestock).
- Discard 1 cube of your color from this card to gain 2 VP (sell livestock).



Master Tradesman (Immediate)

Gain 1 VP for every 2 tradesmen of your color on Activity cards (including this card).



Bishop (Immediate)

Gain 1 denier for each cube of your color on the Cathedral.



Augustine (Delayed)

You can use a cube of your color from this card as though it were a yellow die with a value of 6 from your district when putting together a group of dice. The group must contain 1 or 2 additional dice, and the cube counts toward the cost to purchase the other dice.



Chief Templar (Delayed)

Purchase up to 1 red die from each other player for 2 deniers each when putting together a group of dice. You can purchase a die from the neutral player. To place a tradesman on this card, spend 5 Influence points (no deniers).



Herbalist (Delayed)

Use 1 white die as though it were 3 red dice of the same value. You cannot use more than 1 white die for this action. If you purchase the die from another player's district, it costs 2 deniers. You cannot add additional red dice.



Master Builder (Immediate)

Place 1 cube of your color on the lowest-level empty space of any construction site of the Cathedral. If there are 3 cubes on the same construction site, you can place a cube of your color above them as though there were a fourth level of the Cathedral. A cube can be placed this way only using the Master Builder. If this card is in play, each player without a cube of his color on the fourth level loses 2 VP at the end of the game. Players gain Influence points and VP by placing a cube as normal.



Preacher (Delayed)

Choose 1 die in your assembled group. The value of each die in the group is equal to the value of the chosen die.



Scribe (Immediate)

Gain 1 VP for each countered Event card you have taken.



Hermit (Delayed until the end of the game)

Place 1 cube of your color on this card. At the end of the game, each player gains VP equal to 9 minus the total number of cubes on this card for each cube of his color on this card. *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 VP (9 - 6 = 3; blue earns 6 VP, orange earns 9, and green earns 3).*



Nun (Immediate)

Gain 1 VP for each white die in your district (excluding the dice used to activate this card).



Ransom (Immediate)

Pay 3 deniers to place 1 cube of your color on 1 event card of your choice. Each time you activate this card, you may choose a different card.



Catapult (Mixed)

Choose 1:

- Place 1 cube of your color on this card (load the catapult).
- Discard 1 cube of your color from this card to place 2 cubes of your color on a single event card of your choice.

Each time you activate this card, you may choose a different card.



Scout (Immediate)

For each event card (including Marauding), you may pay 1 denier to place 1 cube of your color on that card. Each time you activate this card, you may place cubes on different cards.



Executioner (Immediate)

Gain 1 Influence point, then take 1 Influence point from the opponent with the most Influence points. If multiple opponents are tied for most Influence points, you choose one of them to take the Influence point from. The opponent with the most Influence points may change between activations of this card.



Squire (Mixed)

Choose 1:
• Place 1 cube of your color on this card.
• Discard 1 cube of your color from this card to gain 5 Influence points.



Recruiter (Delayed)

You can use a cube of your color from this card as though it were a red die with a value of 6 when putting together a group of dice. The group must contain 1 or 2 additional dice, and the cube counts toward the cost to purchase the other dice. To place a tradesman on this card, spend 3 Influence points (no deniers).



Marriage (Immediate)

You may pay 7 deniers to gain 4 VP.



Fort (Delayed until the end of the game)

For each die of value 1-3 in the group used to activate this card, place 1 cube of your color on this card and gain 1 VP and 1 Influence point. For each die of value 4-6 in the group used to activate this card, place a cube of your color on this card and gain 2 VP and 2 Influence points. At the end of the game, the player with the most cubes of his color on this card gains 3 VP. If multiple players are tied, divide the VP evenly among them (rounded down).



Princess (Delayed until the end of the game)

Place a cube of your color on this card. At the end of the game, the player with the most cubes of his color on this card gains 6 VP. If multiple players are tied, divide the VP evenly among them (rounded down).

Event Cards



Wolves

+ 1 black die



Harsh Winter

Each player removes 1 cube of his color from 1 delayed Activity card, mixed Activity card, delayed-until-end-of-the-game Activity card, or outdoor Activity card. A player with no cubes of his color on Activity cards removes nothing.



Chief Outlaw

Add 3 to the value of each black die rolled during Phase 3: Events. The value cannot exceed 6; turn each die to its new value. Cubes cannot be placed on this card by number 1 red Activity cards or the Support Event card.



Uprising

Roll 1 die to determine a building:

- 1-2 the Bishopric
- 3-4 the Palace
- 5-6 the City Hall.

Take each citizen on that building and 1 neutral citizen and place them randomly on the 6 spaces of the building. If there is a seventh citizen, lay it on the illustration of the building as though it were expelled.

Note: If a citizen has been expelled from the determined building before this event is resolved, take it instead of a neutral citizen to be randomly placed.



Monk

Roll 1 die to determine a type of Activity card:

- 1-2 Religious
- 3-4 Military
- 5-6 Civil

Place 1 gray tradesman on the free space with the highest VP value on an Activity card of that type. If there is a tie, place the tradesman on the tied card with the lowest number.



Possession

When this card is placed in the event queue, each player takes 1 citizen of his color from his personal supply (if has no citizens in his personal supply, he can spend 2 Influence points to add one from the general supply), from an Activity card, or from a building (including expelled citizens) and places it on this card. When a player places a cube on this card, he returns 1 citizen on this card to its owner's personal supply.

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 VP if you have 4 or 5
- 6 VP 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 VP if you have 4 or 5
- 6 VP 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 VP if you have 4 or 5
- 6 VP if you have 6 or more