

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
ACCESS TO HOUSEHOLD	1	FAMILY MEMBER	Playing power has connection to a Family Member of selected power *		+4 to any Spying attempt.				
ACCESS TO HOUSEHOLD	2	FAMILY MEMBER	Playing power has connection to a Family Member of selected power *		+4 to any Spying attempt.				
ACCESS TO HOUSEHOLD	3	PALACE GUARD	Playing power has connection to a Palace Guard in the household of selected power *		+3 to any Assassination attempt.				
ACCESS TO HOUSEHOLD	4	PALACE GUARD	Playing power has connection to a Palace Guard in the household of selected power *		+3 to any Assassination attempt.				
ACCESS TO HOUSEHOLD	5	SERVANT	Playing power has connection to a servant in the household of selected power *		+2 to any Spying attempt.				
ACCESS TO HOUSEHOLD	6	SERVANT	Playing power has connection to a servant in the household of selected power *		+2 to any Spying attempt.				
AVAILABLE	7	"LUCRETIA BORGIA"	The eligible daughter has all of the characteristics of the historical Lucretia Borgia.	Playing power IF they either own an ELIGIBLE DAUGHTER, or if have an ELIGIBLE SON who has married an ELIGIBLE DAUGHTER, gains the asset.	Should not reveal. Married Daughter is assumed to be at all times with spouse. Player may choose to utilize her as a SPY or ASSASSIN. May never be used against a Borgia. +6 to any Assassination attempt. +3 to any Spying attempt.				
AVAILABLE	8	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+1 to any Assassination attempt.				
AVAILABLE	9	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+1 to any Assassination attempt.				

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AVAILABLE	10	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+2 to any Assassination attempt.				
AVAILABLE	11	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+2 to any Assassination attempt.				
AVAILABLE	12	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+2 to any Assassination attempt.				
AVAILABLE	13	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+3 to any Assassination attempt.				
AVAILABLE	14	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+3 to any Assassination attempt.				
AVAILABLE	15	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+4 to any Assassination attempt.				
AVAILABLE	16	ASSASSIN	Playing power gains an assassin.	Assign Assassin to a Province/town	+4 to any Assassination attempt.				
AVAILABLE	17	MARRIAGE - ELIGIBLE DAUGHTER	Playing power gains the asset.	Upon marriage to another POWER, gain 3 IPs. DOWRY payment to player gaining the Daughter-in-law can be determined between both parties. MUST appear on both player's MOVE Returns to be legal.	If marriage is to someone in the Power's LINE OF SUCCESSION, gain VPs in reverse order of SENIORITY. If there are 4 in line of succession, marriage to seniority 1 gains 4 VPs, to seniority 2, 3 VPs, etc. Only count up to 5 for succession.				+3

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AVAILABLE	18	MARRIAGE - ELIGIBLE DAUGHTER	Playing power gains the asset.	Upon marriage to another POWER, gain 3 IPs. DOWRY payment to player gaining the Daughter-in-law can be determined between both parties. MUST appear on both player's MOVE Returns to be legal.	If marriage is to someone in the Power's LINE OF SUCCESSION, gain VPs in reverse order of SENIORITY. If there are 4 in line of succession, marriage to seniority 1 gains 4 VPs, to seniority 2, 3 VPs, etc. Only count up to 5 for succession.				+3
AVAILABLE	19	MARRIAGE - ELIGIBLE DAUGHTER	Playing power gains the asset.	Upon marriage to another POWER, gain 3 IPs. DOWRY payment to player gaining the Daughter-in-law can be determined between both parties. MUST appear on both player's MOVE Returns to be legal.	If marriage is to someone in the Power's LINE OF SUCCESSION, gain VPs in reverse order of SENIORITY. If there are 4 in line of succession, marriage to seniority 1 gains 4 VPs, to seniority 2, 3 VPs, etc. Only count up to 5 for succession.				+3
AVAILABLE	20	MARRIAGE - ELIGIBLE DAUGHTER	Playing power gains the asset.	Upon marriage to another POWER, gain 3 IPs. DOWRY payment to player gaining the Daughter-in-law can be determined between both parties. MUST appear on both player's MOVE Returns to be legal.	Upon marriage to another POWER, gain 3 IPs. If marriage is to someone in the Power's LINE OF SUCCESSION, gain VPs in reverse order of SENIORITY. If there are 4 in line of succession, marriage to seniority 1 gains 4 VPs, to seniority 2, 3 VPs, etc. Only count up to 5 for succession.				+3
AVAILABLE	21	MARRIAGE - ELIGIBLE SON	Playing power gains the asset.		Upon marriage to another POWER, gain 3 IPs. If marriage is to someone in the Power's LINE OF SUCCESSION, gain VPs in reverse order of SENIORITY. If there are 4 in line of succession, marriage to seniority 1 gains 4 VPs, to seniority 2, 3 VPs, etc. Only count up to 5 for succession.				+3

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
AVAILABLE	22	MARRIAGE - ELIGIBLE SON	Playing power gains the asset.		Upon marriage to another POWER, gain 3 IPs. If marriage is to someone in the Power's LINE OF SUCCESSION, gain VPs in reverse order of SENIORITY. If there are 4 in line of succession, marriage to seniority 1 gains 4 VPs, to seniority 2, 3 VPs, etc. Only count up to 5 for succession.				+3
AVAILABLE	23	SPY	Playing power gains a spy, select province or town where to deploy.*		+1 to any Spying attempt.				
AVAILABLE	24	SPY	Playing power gains a spy, select province or town where to deploy.*		+1 to any Spying attempt.				
AVAILABLE	25	SPY	Playing power gains a spy, select province or town where to deploy.*		+2 to any Spying attempt.				
AVAILABLE	26	SPY	Playing power gains a spy, select province or town where to deploy.*		+2 to any Spying attempt.				
AVAILABLE	27	SPY	Playing power gains a spy, select province or town where to deploy.*		+3 to any Spying attempt.				
AVAILABLE	28	SPY	Playing power gains a spy, select province or town where to deploy.*		+3 to any Spying attempt.				
AVAILABLE	29	SPY	Playing power gains a spy, select province or town where to deploy.*		+4 to any Spying attempt.				
AVAILABLE	30	SPY	Playing power gains a spy, select province or town where to deploy.*		+4 to any Spying attempt.				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
AWARD	31	AWARD AN ORDER OF CHIVALRY	Playing power may award an Order to any Player Personality (owned or not, duplicates cannot be awarded). This is in addition to the normal limit of one per year.	ONLY POWER Players that have this ability.		+1			
AWARD	32	AWARD AN ORDER OF CHIVALRY	Playing power may award an Order to any Player Personality (owned or not, duplicates cannot be awarded). This is in addition to the normal limit of one per year.	ONLY POWER Players that have this ability.		+1			
FESTIVAL	33	PROPOSE PERPETUAL PEACE	Power, in an attempt to be recognized as a peace-bringer, makes proposal.						+3
FESTIVAL	34	PROPOSE PERPETUAL PEACE	Power, in an attempt to be recognized as a peace-bringer, makes proposal.						+3
FESTIVAL	35	SPONSOR FESTIVALS	Playing power spends Florins to gain Prestige			5	50		
FESTIVAL	36	SPONSOR FESTIVALS	Playing power spends Florins to gain Prestige			5	50		
FESTIVAL	37	SPONSOR THE "FIELD OF CLOTH OF GOLD" TOURNEY	An attempt to be recognized as a WORLD POWER.	ONLY OCCURS ONCE			50		+5
FESTIVAL	38	SPONSOR THE "FIELD OF CLOTH OF GOLD" TOURNEY	An attempt to be recognized as a WORLD POWER.	ONLY OCCURS ONCE			50		+5
FINANCE	39	COLLECT DOMESTIC REVENUES	The major powers have revenues from provinces not on the Machiavelli map and these are now received BY ALL PLAYERS.		IN DUCATS: FRANCE: 6; SPAIN: 5; PAPAL: 3; OTTOMAN: 6; VENICE: 3; HUNGARY:2 ; FLORENCE:2; MILAN:2.				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
FINANCE	40	COLLECT DOMESTIC REVENUES	The major powers have revenues from provinces not on the Machiavelli map and these are now received BY ALL PLAYERS.		IN DUCATS: FRANCE: 6; SPAIN: 5; PAPAL: 3; OTTOMAN: 6; VENICE: 3; HUNGARY:2 ; FLORENCE:2; MILAN:2.				
FINANCE	41	CREATE UNIVERSITIES	Power uses their Influence to create unversities, in turn gaining more internal wealth.	Trade Influence Points for Ducats.	1 Ducat gained for each Influence Point surrendered.				
FINANCE	42	CREATE UNIVERSITIES	Power uses their Influence to create unversities, in turn gaining more internal wealth.	Trade Influence Points for Florins.	2 Ducats gained for each Influence Point surrendered.				
FINANCE	43	SUPPORT INDUSTRY	Power uses their Influence to create more internal wealth.	Trade Influence Points for Florins.	1 Ducat gained for each Influence Point surrendered.				
FINANCE	44	SUPPORT INDUSTRY	Power uses their Influence to create more internal wealth.	Trade Influence Points for Florins.	2 Ducats gained for each Influence Point surrendered.				
FINANCE	45	UTILIZE BILLS OF EXCHANGE TO EVADE USURY LAWS	This accounting method was used successfully to transform financial reporting in banking favor.	FLORENCE only	FLORENCE POWER Player may extend loans up to a total of 20 Ducats to any OTHER Powers at any rate of interest desired. This is available YEARLY as long as FLORENCE is in play.	8			+4
FINANCE	46	UTILIZE BILLS OF EXCHANGE TO EVADE USURY LAWS	This accounting method was used successfully to transform financial reporting in banking favor.	FLORENCE only	FLORENCE POWER Player may extend loans up to a total of 20 Ducats to any OTHER Powers at any rate of interest desired. This is available YEARLY as long as FLORENCE is in play.	8			+4
HEALTH	47	PESTILENCE	Played to a target POWER, A province under their control suffers a pestilence affliction.*		PESTILENCE remains with no further effect other than in PRESTIGE reporting.	-5			
HEALTH	48	PESTILENCE	Played to a target POWER, A province under their control suffers a pestilence affliction.*		PESTILENCE remains with no further effect other than in PRESTIGE reporting.	-5			
INNOVATION	49	AGRICULTURE	Playing power may attempt to gain INNOVATION. Development of new and healthier crops, reduce famine.	Need SPONSORED PRODIGY - AGRICULTURE Card	REDUCE FAMINE AUTOMATICALLY			50 per year	

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INNOVATION	50	AGRICULTURE	Playing power may attempt to gain INNOVATION. Development of new and healthier crops, reduce famine.	Need SPONSORED PRODIGY - AGRICULTURE Card	REDUCE FAMINE AUTOMATICALLY			50 per year	
INNOVATION	51	AGRICULTURE	Playing power may attempt to gain INNOVATION. Development of new and healthier crops, reduce famine.	Need SPONSORED PRODIGY - AGRICULTURE Card	REDUCE FAMINE AUTOMATICALLY			50 per year	
INNOVATION	52	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	53	ARCHITECTURE	Playing power may attempt to gain INNOVATION. Development of new styles of buildings including fortifications.	Need SPONSORED PRODIGY - ARCHITECTURE Card	Necessary to improve FORTIFICATIONS with PRODIGY.				
INNOVATION	54	ARCHITECTURE	Playing power may attempt to gain INNOVATION. Development of new styles of buildings including fortifications.	Need SPONSORED PRODIGY - ARCHITECTURE Card	Necessary to improve FORTIFICATIONS with PRODIGY.				
INNOVATION	55	ARCHITECTURE	Playing power may attempt to gain INNOVATION. Development of new styles of buildings including fortifications.	Need SPONSORED PRODIGY - ARCHITECTURE Card	Necessary to improve FORTIFICATIONS with PRODIGY.				
INNOVATION	56	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	57	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				

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INNOVATION	58	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	59	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	60	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	61	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	62	SCIENCE	Playing power may attempt to gain INNOVATION.	Need SPONSORED PRODIGY - SCIENCE Card	ELIMINATE PESTILENCE. Game Master consults INNOVATIONS and advises effect, cost/gain.				
INNOVATION	63	SCIENCE	Playing power may attempt to gain INNOVATION.	Need SPONSORED PRODIGY - SCIENCE Card	ELIMINATE PESTILENCE. Game Master consults INNOVATIONS and advises effect, cost/gain.				
INNOVATION	64	SCIENCE	Playing power may attempt to gain INNOVATION.	Need SPONSORED PRODIGY - SCIENCE Card	ELIMINATE PESTILENCE. Game Master consults INNOVATIONS and advises effect, cost/gain.				
INNOVATION	65	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				

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INNOVATION	66	THE ARTS	Playing power may attempt to gain INNOVATION. Creative writing, art and music. This is the period when the humanities were sought after and appreciated.	Need SPONSORED PRODIGY - THE ARTS Card	Game Master consults INNOVATIONS and advises effect, cost/gain.				
INNOVATION	67	THE ARTS	Playing power may attempt to gain INNOVATION. Creative writing, art and music. This is the period when the humanities were sought after and appreciated.	Need SPONSORED PRODIGY - THE ARTS Card	Game Master consults INNOVATIONS and advises effect, cost/gain.				
INNOVATION	68	THE ARTS	Playing power may attempt to gain INNOVATION. Creative writing, art and music. This is the period when the humanities were sought after and appreciated.	Need SPONSORED PRODIGY - THE ARTS Card	Game Master consults INNOVATIONS and advises effect, cost/gain.				
MALADY	69	CORRUPT FINANCIAL INFRASTRUCTURE		Playing power selects power affected.*	Treasury reduced by 1 Ducat				
MALADY	70	CORRUPT FINANCIAL INFRASTRUCTURE		Playing power selects power affected.*	Treasury reduced by 2 Ducats				
MALADY	71	CORRUPT FINANCIAL INFRASTRUCTURE		Playing power selects power affected.*	Treasury reduced by 3 Ducats				
MALADY	72	CORRUPT FINANCIAL INFRASTRUCTURE		Playing power selects power affected.*	Treasury reduced by 4 Ducats				
MALADY	73	CORRUPT FINANCIAL INFRASTRUCTURE		Playing power selects power affected.*	Treasury reduced by 5 Ducats				
MALADY	74	CORRUPT FINANCIAL INFRASTRUCTURE		Playing power selects power affected.*	Treasury reduced by 6 Ducats				
MALADY	75	RELIGIOUS CONFLICT - WITHIN ISLAM (SUNNI VS SHIITE)	Discord begins within Islam.	Played against OTTOMAN player.		-5	500 per year		-3

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MALADY	76	RELIGIOUS CONFLICT - WITHIN ISLAM (SUNNI VS SHIITE)	Discord begins within Islam.	Played against OTTOMAN player.		-5	300 per year		-3
MALADY	77	TREACHERY IN THE HOUSEHOLD		Playing power specifies target Power.*	+2 to any Assassination attempt MADE THIS TURN ONLY.				
MALADY	78	TREACHERY IN THE HOUSEHOLD		Playing power specifies target Power.*	+3 to any Assassination attempt MADE THIS TURN ONLY.				
MALADY	79	UNUSUAL EMBARRASING SCANDAL DISCOVERED	PALACE INTRIGUE	Playing power specifies target Power.*	COVER UP! Payoff many hands (no specific player) Lose 50 E, 5 Victory Points or 5 Influence Points.				
MALADY	80	UNUSUAL EMBARRASING SCANDAL DISCOVERED	PALACE INTRIGUE	Playing power specifies target Power.*	COVER UP! Payoff many hands (no specific player) Lose 50 E, 5 Victory Points or 5 Influence Points.				
MERCENARY	81	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 50 E x 1D10. Prestige drops by 1. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-1			
MERCENARY	82	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 60 E x 1D10. Prestige drops by 2. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-2			
MERCENARY	83	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 30 E x 1D10. Prestige drops by 3. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-3			
MERCENARY	84	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 20 E x 1D10 but in a very barbaric manner. Prestige drops by 4. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-4			

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MERCENARY	85	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 20 <u>E</u> x 1D10 but in a very barbaric manner. Prestige drops by 5. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-5			
MERCENARY	86	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 40 <u>E</u> x 1D10. Prestige drops by 4. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-4			
MERCENARY	87	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 20 <u>E</u> x 1D10. Prestige drops by 2. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-2			
MERCENARY	88	PILLAGE/RAZE PROVINCE or TOWN	Fun time in the old town tonight.	Player of the card must have an Army within a specified Province.	POWER Player gains 10 <u>E</u> x 1D10. Prestige drops by 1. MERCENARIES raised one level of quality for remainder of year. POWER Player has advantage in hiring this unit(s) next year.	-1			
NATURAL DEATH	89	CARDINAL	Playing power enables death of a RANDOM Cardinal	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.					
NATURAL DEATH	90	CARDINAL	Playing power enables death of a RANDOM Cardinal	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.					
NATURAL DEATH	91	COMMANDER (A)	Playing power enables death of a RANDOM Commander Level A.	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	A randomly selected Leader with command authority of "A" (not a Power Leader) has died of natural causes. If commanding an Army, he must be replaced in the following SPRING phase. Command of the Army falls to another "A" commander in the Army, of a "B" if required.				

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NATURAL DEATH	92	COMMANDER (A)	Playing power enables death of a RANDOM Commander Level A.	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	A randomly selected Leader with command authority of "A" (not a Power Leader) has died of natural causes. If commanding an Army, he must be replaced in the following SPRING phase. Command of the Army falls to another "A" commander in the Army, of a "B" if required.				
NATURAL DEATH	93	COMMANDER (C)	Playing power enables death of a RANDOM Commander Level C.	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	A randomly selected Leader with command authority of "B" has died of natural causes. If commanding an Army, he must be replaced in the following SPRING phase. Command of the Army falls to another "B" commander in the Army.				
NATURAL DEATH	94	COMMANDER (C)	Playing power enables death of a RANDOM Commander Level C.	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	A randomly selected Leader with command authority of "B" has died of natural causes. If commanding an Army, he must be replaced in the following SPRING phase. Command of the Army falls to another "B" commander in the Army.				
NATURAL DEATH	95	HEIR	Playing power enables death of a RANDOM Heir.	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	Next to lowest ranking seniority Power Leader has died of natural causes. The next in line now rises to Heir.				
NATURAL DEATH	96	HEIR	Playing power enables death of a RANDOM Heir.	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	Next to lowest ranking seniority Power Leader has died of natural causes. The next in line now rises to Heir.				
NATURAL DEATH	97	POPE	Playing power enables natural death of the Pope.	New Pope must be elected by College of Cardinals. Power winning becomes Pope-Infuencer . See Rules 12.2. and REC cards # 109-118.	College of Cardinals vote. One vote per, 14 needed. Pope is now influenced by new Power Player (see Papal Influence).				

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NATURAL DEATH	98	POPE	Playing power enables natural death of the Pope.	New Pope must be elected by College of Cardinals. Power winning becomes Pope-Infuencer . See Rules 12.2. and REC cards # 109-118.	College of Cardinals vote. One vote per, 14 needed. Pope is now influenced by new Power Player (see Papal Influence).				
NATURAL DEATH	99	POWER LEADER	Playing power enables death of a RANDOM Leader of a Power. Cannot be Papal States/Pope	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	Lowest ranking seniority Power Leader has died of natural causes. The next in line now rises to Power Leader.				
NATURAL DEATH	100	POWER LEADER	Playing power enables death of a RANDOM Leader of a Power. Cannot be Papal States/Pope	Note that by playing this card, a RANDOM personality will be selected. It may be from ANY Player.	Lowest ranking seniority Power Leader has died of natural causes. The next in line now rises to Power Leader.				
NEW WORLD	101	LAUNCH EXPEDITION OF DISCOVERY TO THE NEW WORLD.	Owning power attempts to locate the Americas.	Imperial; France, Venice only.	EACH YEAR THERE IS A 5% CHANCE THAT THE NEW WORLD HAS BEEN DISCOVERED.		300 per year		
NEW WORLD	102	LAUNCH EXPEDITION OF DISCOVERY TO THE NEW WORLD.	Owning power attempts to locate the Americas.	Imperial; France, Venice only.	EACH YEAR THERE IS A 10% CHANCE THAT THE NEW WORLD HAS BEEN DISCOVERED,		300 per year		
PAPAL	103	"BONFIRE OF THE VANITIES"	Anti-Papacy movement expressing disgust of Church excesses.	Played by Power against PAPAL STATES player.	If GIROLAMO SAVONAROLA is POWER LEADER of FLORENCE, 1d6 + 5 Influence points lost. Otherwise, only 1d6 IPs are lost.		-100		
PAPAL	104	"BONFIRE OF THE VANITIES"	Anti-Papacy movement expressing disgust of Church excesses.	Played by Power against PAPAL STATES player.	If GIROLAMO SAVONAROLA is POWER LEADER of FLORENCE, 1d6 + 5 Influence points lost. Otherwise, only 1d6 IPs are lost.		-150		
PAPAL	105	"GOTT HILF MIR"!	Martin Luther's words are having an effect on how the Papacy's policies are being viewed.	none	Papacy may not excommunicate anyone for rest of the year. All previous excommunications made this year are nullified.				
PAPAL	106	"GOTT HILF MIR"!	Martin Luther's words are having an effect on how the Papacy's policies are being viewed.	none	Papacy may not excommunicate anyone for rest of the year. All previous excommunications made this year are nullified.				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
PAPAL	107	DOMINICAN MONK (historically, GIROLAMO SAVONAROLA)	PAPAL player (only) is plagued by vociferous opposition to ecclesiastic excesses by a disaffected monk.	Must not be presently the LEADER of FLORENCE.	Loss of PRESTIGE for each season he remains alive and within the Papal States . (-1) first season, (-2) the following, (-3) each thereafter. The monk may be ASSASSINATED or if a PAPAL army is present in the same area/city as the monk, he is automatically executed.				
PAPAL	108	DOMINICAN MONK (historically, GIROLAMO SAVONAROLA)	PAPAL player (only) is plagued by vociferous opposition to ecclesiastic excesses by a disaffected monk.	Must not be presently the LEADER of FLORENCE.	Loss of PRESTIGE for each season he remains alive and within the Papal States . (-1) first season, (-2) the following, (-3) each thereafter. The monk may be ASSASSINATED or if a PAPAL army is present in the same area/city as the monk, he is automatically executed.				
PAPAL	109	PAPACY DEMANDS RETURN OF CHURCH WEALTH	Monasteries, Relics, Church assets are returned in value to the Pope.	PAPAL STATE player determines which POWER is affected. <u>Pope-Influencer must approve.</u>	10% of starting value of POWER (total of all owned provinces/cities and Treasury) is turned over to POPE.				
PAPAL	110	PAPACY DEMANDS RETURN OF CHURCH WEALTH	Monasteries, Relics, Church assets are returned in value to the Pope.	PAPAL STATE player determines which POWER is affected. <u>Pope-Influencer must approve.</u>	10% of starting value of POWER (total of all owned provinces/cities and Treasury) is turned over to POPE.				
PAPAL	111	PAPAL AWARD OF CHRISTIAN TITLE "DEFENDER OF THE FAITH"		PAPAL STATE AWARD Pope-Influencer must approve.	Prestige of Player Awarded	+5			
PAPAL	112	PAPAL AWARD OF CHRISTIAN TITLE "DEFENDER OF THE FAITH"		PAPAL STATE AWARD Pope-Influencer must approve.	Prestige of Player Awarded	+5			
PAPAL	113	PAPAL AWARD OF CHRISTIAN TITLE "MOST CHRISTIAN MAJESTY"		PAPAL STATE AWARD. Recipient must be a Ruling Christian Noble. <u>Pope-Influencer must approve.</u>	Prestige of Player Awarded	+5			
PAPAL	114	PAPAL AWARD OF CHRISTIAN TITLE "MOST CHRISTIAN MAJESTY"		PAPAL STATE AWARD. Recipient must be a Ruling Christian Noble. <u>Pope-Influencer must approve.</u>	Prestige of Player Awarded	+5			
PAPAL	115	PAPAL MARRIAGE ANNULLMENT	Pope Player may officially annul any marriage selected. Not apply to Ottoman.	Playing power, IF THEY CONTROL POPE, selects marriage to annul. <u>Pope-Influencer must approve.</u>	Prestige of Player Awarded	-5			



TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
PAPAL	116	PAPAL MARRIAGE ANNULLMENT	Pope Player may officially annul any marriage selected. Not apply to Ottoman.	Playing power, IF THEY CONTROL POPE, selects marriage to annul. Pope-Influencer must approve.	Prestige of Player Awarded	-5			
PAPAL	117	PAPAL STATES ISSUES A PAPAL BULL	The actual BULL is not important, this raises the awareness of the Church's importance	ONLY PAPAL STATES Player. Pope-Influencer must approve.					+5
PAPAL	118	PAPAL STATES ISSUES A PAPAL BULL	The actual BULL is not important, this raises the awareness of the Church's importance	ONLY PAPAL STATES Player. Pope-Influencer must approve.					+5
PAPAL	119	TAKE OVER LOYALTY OF RANDOM CARDINAL	Playing power gains control of a random cardinal. The Power affected will be notified.		The Cardinal in question is an already-assigned Cardinal and is switched to this Power.	+1 to gaining player			
PAPAL	120	TAKE OVER LOYALTY OF RANDOM CARDINAL	Playing power gains control of a random cardinal. The Power affected will be notified.		The Cardinal in question is an already-assigned Cardinal and is switched to this Power.	+1 to gaining player			
PATRONAGE	121	SPONSORED PRODIGY - AGRICULTURE	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED with INNOVATION, to eliminate FAMINE when it occurs.	+1	20 per year		
PATRONAGE	122	SPONSORED PRODIGY - AGRICULTURE	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED with INNOVATION, to eliminate FAMINE when it occurs.	+1	20 per year		
PATRONAGE	123	SPONSORED PRODIGY - LEONARDO DA VINCI	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY, SCIENCE, or THE ARTS INNOVATIONS. (choose any ONE. Still needs the INNOVATION Card as well).	+4	120 per year		
PATRONAGE	124	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
PATRONAGE	125	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
PATRONAGE	126	SPONSORED PRODIGY - MILITARY ARCHITECTURE	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED with MILITARY ARCHITECTURE INNOVATION to Improve Fortifications.	+2	100 per year		

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
PATRONAGE	127	SPONSORED PRODIGY - MILITARY ARCHITECTURE	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED with MILITARY ARCHITECTURE INNOVATION to Improve Fortifications.	+2	100 per year		
PATRONAGE	128	SPONSORED PRODIGY - MILITARY ARCHITECTURE	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED with MILITARY ARCHITECTURE INNOVATION to Improve Fortifications.	+2	100 per year		
PATRONAGE	129	SPONSORED PRODIGY - SCIENCE	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of SCIENCE INNOVATIONS.	+1	30 per year		
PATRONAGE	130	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
PATRONAGE	131	SPONSORED PRODIGY - THE ARTS	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of THE ARTS INNOVATIONS.	+2	30 per year		
PATRONAGE	132	SPONSORED PRODIGY - THE ARTS	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of THE ARTS INNOVATIONS.	+2	30 per year		
INNOVATION	133	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	134	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	135	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
INNOVATION	136	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	137	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	138	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
RUSE DE GUERRE TABLETOP	139	HIDDEN DITCH			Up to 20% of frontage of army may have a ditch in front, not seen until within ZOC. May not be embanked.				
RUSE DE GUERRE TABLETOP	140	HIDDEN DITCH			Up to 20% of frontage of army may have a ditch in front, not seen until within ZOC. May not be embanked.				
PATRONAGE	141	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
PATRONAGE	142	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
RUSE DE GUERRE TABLETOP	143	HIRE LOCAL MERCENARIES	Player may augment Army for this battle ONLY, with 100 extra points of mercenaries, drawn from those still available in the MERCENARY MANIFEST.	MUST BE DETERMINED AND USED BEFORE BATTLE	The mercenaries must be paid.				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
RUSE DE GUERRE TABLETOP	144	HIRE LOCAL MERCENARIES	Player may augment Army for this battle ONLY, with 100 extra points of mercenaries, drawn from those still available in the MERCENARY MANIFEST.	MUST BE DETERMINED AND USED BEFORE BATTLE	The mercenaries must be paid.				
RUSE DE GUERRE TABLETOP	145	MERCENARIES QUIT THE FIELD			Once battle starts, each side rolls 1d6, highest result chooses unit. If a tie, each side chooses a unit.				
RUSE DE GUERRE TABLETOP	146	MERCENARIES QUIT THE FIELD			Once battle starts, each side rolls 1d6, highest result chooses unit. If a tie, each side chooses a unit.				
PATRONAGE	147	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
PATRONAGE	148	SPONSORED PRODIGY - MILITARY	Playing power gains a prodigy IF CHOOSES TO PAY and MAINTAIN.		NEEDED in obtaining use of MILITARY INNOVATIONS.	+3	100 per year		
RUSE DE GUERRE TABLETOP	149	STRIKE!	Army demands extra 30% round down pay for battle.	Play to opponent	Negated if POWER LEADER is present or any OUTSTANDING Commander. Otherwise, unpaid points leave the field.				
RUSE DE GUERRE TABLETOP	150	STRIKE!	Army demands extra 30% round down pay for battle.	Play to opponent	Negated if POWER LEADER is present or any OUTSTANDING Commander. Otherwise, unpaid points leave the field.				
SAFETY CARD	151	EXTREMELY CAPABLE PRIME MINISTER PREVENTS MALADY			PLAYED TO NEGATE CARDS 69-74				
SAFETY CARD	152	EXTREMELY CAPABLE PRIME MINISTER PREVENTS MALADY			PLAYED TO NEGATE CARDS 69-74				
SAFETY CARD	153	HOUSEHOLD SHAKE UP			PLAYED TO NEGATE CARDS 77-80				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
SAFETY CARD	154	HOUSEHOLD SHAKE UP			PLAYED TO NEGATE CARDS 77-80				
SPECIAL	155	COERSION	"Whatever it is, I'm against it!" A POWER exerts coercion upon another POWER to modify a decision	Specify POWER affected, Spend 1 IP or 10 F for each die roll modifier against Player.	Can be applied to any anticipated Random Event Card (REC) that has a die roll result that is played this turn by the target player..				
SPECIAL	156	COERSION	"Whatever it is, I'm against it!" A POWER exerts coercion upon another POWER to modify a decision	Specify POWER affected, Spend 1 IP or 10 F for each die roll modifier against Player.	Can be applied to any anticipated Random Event Card (REC) that has a die roll result that is played this turn by the target player..				
INNOVATION	157	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	158	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	159	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	160	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
SPECIAL	161	LOCAL PIRACY	Owning Power player arranges for local pirates to extensively disrupt commerce and naval movements.	Owning Playing power selects sea area.	All NAVAL MOVES are blocked in this area for the current season.	-5 Owning Player	100		
SPECIAL	162	LOCAL PIRACY	Owning Power player arranges for local pirates to extensively disrupt commerce and naval movements.	Owning Playing power selects sea area.	All NAVAL MOVES are blocked in this area for the current season.	-5 Owning Player	100		

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
SPECIAL	163	LOCAL PIRACY	Owning Power player arranges for local pirates to extensively disrupt commerce and naval movements.	Owning Playing power selects sea area.	All NAVAL MOVES are blocked in this area for the current season.	-5 Owning Player	100		
SPECIAL	164	LOCAL PIRACY	Owning Power player arranges for local pirates to extensively disrupt commerce and naval movements.	Owning Playing power selects sea area.	All NAVAL MOVES are blocked in this area for the current season.	-5 Owning Player	100		
INNOVATION	165	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	166	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
SPECIAL	167	A COMELY COMPANION	Player has a very comely and notable companion in the court that cannot be ignored	Costs 50 Florins a year to upkeep.	Yearly award of prestige.	+3	50		
SPECIAL	168	A COMELY COMPANION	Player has a very comely and notable companion in the court that cannot be ignored	Costs 50 Florins a year to upkeep.	Yearly award of prestige.	+4	50		
STRANGE BUT TRUE	169	 WITCH OF BATHORY	Elizabeth Bathory causes embarrassment when discovered and tried as a witch.	Played against HUNGARIAN player only once.	Trial next turn. 1D10. IP may be played by ANY Player AGAINST Hungarian player or FOR as die roll mods. Result: 1-5 FOR ; 6-10 AGAINST FOR: She is not a witch. AGAINST: She is a witch.	-2 if FOR ; -6 AGAINST			-2 if FOR ; -6 AGAINST
STRANGE BUT TRUE	170	 WITCH OF BATHORY	Elizabeth Bathory causes embarrassment when discovered and tried as a witch.	Played against HUNGARIAN player only once.	Trial next turn. 1D10. IP may be played by ANY Player AGAINST Hungarian player or FOR as die roll mods. Result: 1-5 FOR ; 6-10 AGAINST FOR: She is not a witch. AGAINST: She is a witch.	-2 if FOR ; -6 AGAINST			-2 if FOR ; -6 AGAINST
INNOVATION	171	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				

TYPE	CARD ID#	NAME	DEFINITION	NOTES	EFFECT	PRESTIGE (P)	COST in FLORINS	GAIN in FLORINS	Influence (IP)
INNOVATION	172	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	173	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	174	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	175	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				
INNOVATION	176	MILITARY	Playing power may attempt to gain INNOVATION. Development of new tactics, forms of drill, use of weapons.	Need SPONSORED PRODIGY - MILITARY Card	Game Master consults INNOVATIONS and advises effect, cost/gain. Player may select INNOVATION in most cases.				