

	Porfiriana	Ren	Pamir	Viking
<b>Actions</b>	3 (2 if jailed)	2 + free actions from cards	2 + bonus actions	4 (use action markers)
<b>Hand Size Limit</b>	5 or unlimited from cards	2 + any bonus from cards	2 (+ stars from blue cards)	4 (+/- modifications from cards)
<b>Can go over hand size on turn?</b>	No (headline and public are ok)	No	Yes (discard during Clean Up)	Yes (discard during Winter Solstice)
<b>Action List</b>	<ul style="list-style-type: none"> <li>-buy a card (money goes to bank or speculation player (not self))</li> <li>- play card (location depends on type)</li> <li>- sell card (hand or tableau; econ value of regime; can't sell card with unrest)</li> <li>- speculate (they pay you instead of market; or move cubes around)</li> <li>- re-deploy troop</li> <li>-buy land (2 actions)</li> <li>- upgrade connection</li> <li>- police</li> <li>-buy and play public card</li> </ul>	<ul style="list-style-type: none"> <li>-buy a card from market (money onto market cards)</li> <li>-play a card (one-shot optional but agent placement is mandatory); east cards go to furthest right of tableau, west cards go to furthest left of tableau</li> <li>-sell a card from hand, tableau, empire square (2 coins)</li> <li>-Run eastern ops &amp; western ops (one action per card in chosen side in any order; can skip cards; must complete at least one op) (religious = inquisitor; economic = commerce; Political = behead, tax, repress, or elect; Military = corsair, siege, or campaign)</li> <li>-east trade fair &amp; west trade fair</li> <li>-victory action</li> </ul>	<ul style="list-style-type: none"> <li>-buy a card (money onto market cards) to either further right or left</li> <li>-play (pay bribes if necessary)</li> <li>-card based actions (tax, move, betray, battle, gift, build)</li> </ul>	<ul style="list-style-type: none"> <li>-buy a card (called Invest) (draw &amp; refresh for free or buy and don't refresh). Money to bank</li> <li>- play a card (called Saga Tile) if you have a Longship in a Post in the location listed on the Saga Tile with NO Rival Longships present, you may Re(place) and Establish the Saga Tile or Resolve an Event. There are 4 types of Saga Tiles – Venture, God, Advocate, or Event.</li> <li>- card based actions (active ability on a venture post you have a follower and where you have unexhausted longship)</li> <li>- move longship (journey) = move 1 unexhausted longship 3 steps + trade with collocated player</li> <li>- parley in a place alone or where have more longships (Establish a post or challenge; then if alone, Establish post)</li> <li>-influence actions (jarldom, theocracy, Rus)</li> </ul>
<b>Tableau Size Limit</b>	No	No	3 plus purple stars (court); can discard at end of turn if over limit	Only limited to Jarlboard Spots + Ventures with your influence tokens
<b>how to get money</b>	<ul style="list-style-type: none"> <li>-hacendado (income on card when loyal to Diaz)</li> <li>-ranches (one, but grow)</li> <li>-plantations (like ranches)</li> <li>-mines (mine value of regime)</li> <li>-banks(economy of regime)</li> <li>-gun stores(2 from bank for any orange card played)</li> <li>-connection upgrades (income cube/immune from extortion)</li> <li>-smelters&amp;projects (scales with # of the type)</li> <li>-extorting troop (steals 1 from other player's enterprise during YOUR income phase; if they have no money, enterprise is sacked)</li> <li>-kickbacks (loyalty to diaz during regime)</li> <li>-selling cards (hand/tableau)</li> <li>-using orange/black cards</li> <li>-certain headlines</li> <li>-speculation cubes (they pay you instead of bank)</li> <li>-"monopoly" partner</li> </ul>	<ul style="list-style-type: none"> <li>-buy a card that has money on it (not same turn you placed)</li> <li>-sell card from Hand or Tableau (2 money)</li> <li>-trade fair action (east or west); either one you run or from concessions on someone else's trade fair</li> <li>-Commerce Op (1 money from card in east/west market)</li> <li>-Repress Op (1 money from China)</li> </ul>	<ul style="list-style-type: none"> <li>-buy card with money on it (not same turn you placed)</li> <li>-tax (market or player with a card in place you rule)</li> <li>-receive bribes from players (they pay you if they use/play card to/from a place you rule)</li> </ul>	<ul style="list-style-type: none"> <li>-trade (during Journey Action) - sage tiles, longships, followers, money, non-binding promises; bribe, haggle, extort are all ok; must have collocated Longboats</li> <li>-cards have effects that get you money</li> <li>-gain 1 money for every unique follower type you have established during Winter Solstice (max 4)</li> </ul>
<b>How to win</b>	<ul style="list-style-type: none"> <li>-triggered by purchasing or discarding topple card (left most spot)</li> <li>- have the appropriate prestige over others and Diaz depending on regime</li> </ul>	<ul style="list-style-type: none"> <li>- purchase (discard has no effect) a comet card to active one of four win conditions</li> <li>-use an action to declare victory for one of the active win conditions you meet</li> <li>-alternative end if no cards to draw from east or west deck</li> <li>-tiebreaker is # of money</li> </ul>	<ul style="list-style-type: none"> <li>-triggered by purchasing or discarding dominance cards (left most spot); or if two dominance appear at same time (immediately resolve one and discard both)</li> <li>-have more than 4 points than any other player or most points after the 4th dominance check</li> </ul>	<ul style="list-style-type: none"> <li>-end game triggered when one or more players achieve a revealed victory condition</li> <li>-checked when an event is played</li> <li>-or if saga track and saga draw pile are empty. In such case use tie breaker rule</li> </ul>
<b>setup</b>	<ul style="list-style-type: none"> <li>-separate double sided cards from others; 50 random cards plus 10 per player; 6 equal stacks; 4 topple cards into four stacks; shuffle those four and stack; place two additional stacks on top</li> <li>-shuffle 6 Hacendado cards and deal 1 (or let people choose);</li> <li>- start player gets 4 money; second 5; etc</li> </ul>	<ul style="list-style-type: none"> <li>-separate west and east cards; for each deck: 12 cards plus two comet cards shuffled into bottom of deck; add 4 additional cards per player to the top of each pile</li> <li>-first player gets 3 money; second 4; etc</li> <li>-blue always goes first if in the game (colors given randomly)</li> </ul>	<ul style="list-style-type: none"> <li>-create 6 piles with 5 cards plus 1 per player; shuffle 1 dominance and 1 event into 4 piles; shuffle each and stack on bottom; shuffle 2 events into 5th pile and place on top; shuffle final 1 stack and place on top of other 5 stacks</li> <li>-4 money per player</li> <li>-each player adjust loyalty in clockwise order; last player to adjust loyalty goes first</li> </ul>	<ul style="list-style-type: none"> <li>-create deck of 12 saga per player; plus 6 minus players to seed the board; card distribution can be random or proportional depending on preference</li> <li>- first player takes 3 money; second take 4; etc</li> </ul>
<b>Turn Structure</b>	<ul style="list-style-type: none"> <li>-Actions</li> <li>-Discard Headlines</li> <li>-Restore market</li> <li>-Income Phase</li> </ul>	<ul style="list-style-type: none"> <li>-Actions</li> <li>-Refresh market (move cards; fill with new; flip the leftmost card in market facedown to fairtrade side)</li> </ul>	<ul style="list-style-type: none"> <li>-Actions</li> <li>-Clean up (discard hand &amp; court);</li> <li>-Discard events in left (triggering)</li> <li>-Fill empty spaces in market (if card moves onto previously discarded event, money is placed on the new card in that spot)</li> </ul>	<ul style="list-style-type: none"> <li>-Influence Phase: check if you alone have most followers of type then swap action market with influence marker of type</li> <li>-Actions</li> <li>-Winter Solstice Phase: <ul style="list-style-type: none"> <li>A. take 1 money per follower type (max 4);</li> <li>B. Refresh exhausted components to unexhausted state;</li> <li>C. Refill saga track by moving down and fill from top;</li> <li>D. Discard down to 4 saga tile hand limit (+/- modifications)</li> </ul> </li> </ul>