

Over time, the empires of the north began to encounter strange clans seeking territory and wealth. They came from warmer climates: places of wine, bread, and circuses. The burgundy wine was intoxicating, their bread fed enormous armies, and circuses kept their people happy. These new people called themselves Romans. They had abundant resources to create awe-inspiring structures, and lofty networks of roads. The northern empires soon realized that eventually any path they took would lead them to Rome.

Imperial Settlers: Empires of the North - Roman Banners is an expansion that allows you to take on the role of 2 Clan leaders that belong to a new faction—the Romans!

COMPONENTS

- > 4 Nearby Island cards
- > 2 Distant Island cards
- > 33 Trajanus Clan cards
- > 33 Flavian Clan cards
- > 4 Clan Ship tokens
- > 2 Clan score markers
- > 4 score tokens (for replacement of Base game's Clan score markers - matching the colors of Clan tiles)

GAME SETUP

- > Shuffle the new Distant Island cards into the appropriate deck.
- > Shuffle the new Nearby Island cards into the appropriate deck.
- > Players may choose a Clan from the new ones.

TRAJANA CLAN

Trajana was a master of expansion—when her legions marched, all Clans trembled. As she marched farther and farther, she also maintained the needs of a growing economy across Rome's new and sweeping rule. An abundance of Resources is crucial. Never forgetting Rome itself, the Trajana Clan constructs enduring monuments and flourishing systems that support further development.



NEW COSTS

Many cards of the Trajanus Clan will require you to spend Resources equal to the amount of that Location type you have in your Empire. Many Trajanus Clan Location types are represented by Resources. When you want to build a Location that has this costs, you must spend a number of Resources equal to the number of this Location type—including the card you are Building—you have in your Empire.



For example: Kate has 2  in her Empire. To Build New Tactics (T328) she must spend 3  (2 for the Multi-Chariots already in her Empire and 1 for New Tactics she is Building)

EMPEROR SETTLERS Empires of the North



For example: Kate wants to activate the Multi-Chariot Action. She has 2 in her Empire, so she must spend 2 and 1 to gain 3 .

CHOICE UPGRADES

Choice upgrades have 2 Resources divided by a “/”. When Building Choice upgrades you may attach the upgrade to a Field with either matching Resource. **You only receive the Resource of the type of Field in which it is attached.**



For example: Kate wants to Build Supply Roads (T 308), so she uses the Harvest Action and attaches it to Chestnut Forest (T 302). She Gains 1 for Building an upgrade and then gains 3 for resolving a Harvest Action. She cannot choose to Harvest from this upgrade because it is attached to a Field with .

SETS

When you require a Set, the Set must include each of the indicated Goods shown.



For example: When Kate activates Trebuchet (T 333), it requires her to have a Set of , , and in her Empire. She has: 1 , 2 , and 2 in her Empire, so she gains 2 because she only has 1 complete Set since she only has 1 . In a later round she has 3 , 2 , and 2 in her Empire so she gains 4 for activating Trebuchet.

Roman BANNERS

TRAJANUS CLAN CARD EXPLANATIONS

MINERVA'S BLESSING (T 329): For each in your Empire you must spend 1 . You may then choose up to 5 in your Empire and gain 1 matching Resource from each. Each Resource gained must be from a different . If you have a Choice upgrade you may only gain the Resource of the type it is attached to.

NEW TACTICS (T 328): You are required to spend the Resource of the matching Location type that you have the most of in your Empire. If there is a tie, you may choose any of the tied Location types. Always ignore when counting Location types.

Exhausted Clan action pawn.

For example: If Kate has: 2 , 2 , and 1 in her Empire, she must spend 1 and may either spend 1 or 1 to move her exhausted Clan action pawn to an adjacent Action tile and activate it.

NOTE: Cards that allow you to move or activate your exhausted Clan action pawns do not require additional . They only require Resources indicated by the card.

PACUS FORMATION (T 323): If you move an upgrade, do not gain Resources for it. You must move the upgrade to a with a matching Resource type.

For example: Kate uses Pacus Formation to Gain 1 and move Supply Roads (T 308) from Red Winery (T 303) to Chestnut Forest (T 302). She cannot move it to Marble Quarry (T 301) because the on it does not match any of Supply Roads' Resources.

FLAVIAN CLAN

The Flavian Clan stood against fire, plagues, volcanoes, and endured them all with the strength of their foundations. In doing so they built Rome's greatest structures. The people approved and lauded the growth and prosperity. The foundations of the greatest city of all would have crumbled if were not for the Flavians, as it is known: if the Colosseum falls, so too shall Rome.



FOUNDATIONS



Flavian cards have Location types printed on the backs. Foundations are represented as cards placed face down in your Empire. They are gained by Harvesting Flavian's Basic Field and various other card Actions. They may be used to pay the cost of additional Requirements (see Additional Requirements). Foundations may have one of the two following types: or .

Foundations count as Goods—but not Locations. At the end of the game, you gain 1 for each pair of Foundations in your Empire. Placing a Foundation in your Empire is not the same as Building.



This additional Requirement demands at least 3 in your Empire.



This additional Requirement demands at least 2 and at least 2 in your Empire.

ADDITIONAL REQUIREMENTS

Some of the new Locations have additional Requirements in addition to the standard costs to Build. When you want to Build this kind of Location, in addition to paying its standard cost, you must also fulfill the additional Requirements. To fulfill the additional Requirements, you must have at least the number of indicated Location types in your Empire. If you do not have the required Location types you may also spend a number of Foundations of the indicated type equal to the number of Locations that you are missing. To spend a Foundation, discard it to the discard pile.

NOTE: When using the Construct Action, the cost of the Location is free, but you must still meet the Requirements to Build it. You can not Construct a Location that has Requirements you can not fulfill.



For example: Kate wants to Build Party Crasher Ship (⚔️355), which requires her to have at least 3 in her Empire. She has 4 Locations of that type so she pays the cost of 1 and Builds Party Crasher Ship in her Empire.



For example: Kate wants to Build Veni Vidi Vici (⚔️366), which requires her to have 4 in her Empire. She only has 2 Locations of that type, but she also has 2 Foundations with that she may spend to meet the additional Requirement. She discards the 2 Foundations from her Empire and pays the cost of 1 and 1 to Build Veni Vidi Vici in her Empire.

FLAVIAN CLAN CARD EXPLANATIONS

CONSTRUCTION SITE (T 336): During setup and when you Harvest this Field, draw 2 from your deck and place them as Foundations in your Empire.

PARTY CRASHER SHIP (T 355): You gain 1 if you assign 1 to the Ship placed on the Expedition board during the Sail action activated by this . You cannot assign to that is already on the Expedition board.

ISLAND CARD EXPLANATIONS

Neptune's Treasure (T 367): You remove 1 from your supply and place it into the general supply. You may reclaim later in the game with various cards that allow you to gain (e.g. Flying Dutchman (*207)).



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Ben, Kirdy, Robert - thank you for your support!