THE LABOR GUILD

Guild Phase — If playing advanced guild mode, choose an additional guild ability. Page 10

1 worker per round

1 die re-roll per round
Can be used on any die roll.
*This ability can be used during any phase.

Labor Die (Advanced Guild Ability)
Roll the labor die once per round and collect what you roll. The labor die can give you: +1 battle strength, 1 research ability, 3 renown, any 2 non-worker resources, or 1 worker. You can purchase additional labor die rolls for 3 focus each, but additional rolls count as an action.

Dragon Phase — Spawn dragons & resolve any swarms or dragon attacks. Page 14

Action Phase — Spend actions, focus, resources, & abilities. Page 16

Build an outpost (page 19)
Build the leftmost outpost by paying the cost to the left and gaining the renown underneath. You must build on the space where your character is. You can't build on a worker space, a nest space, or a space with another outpost. Each outpost harvests 1 resource from its space at the end of each round.

Move your character (page 18)
Spend 1 focus to move your character to an adjacent space (not diagonal). You can't move onto a space with a dragon, nest, or character without attacking (which is an additional action).

Recruit a worker from a worker space (page 18)
When your character is on a worker space, pay any combination of 2 resources to collect 1 worker.
This action does not use focus.

Buy an action card (page 19)
Pay 2 focus to draw 1 action card. Action cards can be played at any time on any player.
Playing an action card isn't considered an action - but buying one is.

Buy a market card (page 19)
The cost of each market card is at the top of the card, and the benefit is at the bottom.
This action does not use focus.

Attack (pages 22-23)
Pay 1 focus and either 1 worker or 2 renown to attack.
Your character must be on the space where you're attacking.

Upgrade an outpost (page 20)
Each outpost can be upgraded once. You must build an upgrade on the space where your character and outpost are. Each of the 4 upgrade types has its own cost and unique ability. Every upgrade also gives you 3 renown and 2 research abilities. You can build multiples of the same upgrade type.

Harvest Phase — Collect, resolve hand limit, & prepare for the next round. Page 24

Abilities

(Politics/Renown)			
Your character may share a space with other characters. (only 1 character needs this per space)	**Collect 1 action card per round**	**Collect 7 renown**	**Collect 2 renown per space where you have an outpost or character when you unlock this**
Roll the fortune die once per round	**Collect 2 focus per round**	**Roll the fortune die once per round** (twice total)	**Collect 1 additional renown for each future market card you purchase**
+1 defense strength (move your defense strength tracker up by 1)	**Collect 1 wood, food, or stone per round**	**+1 defense strength** (move your defense strength tracker up by 1)	**Collect 1 renown for each building you own when you unlock this** (outposts and outpost upgrades count separately)
+1 attack strength (move your attack strength tracker up by 1)	**+1 attack strength** (move your attack strength tracker up by 1)	**Collect 2 renown for each attack that you win**	**+1 attack strength** (move your attack strength tracker up by 1)

Legend

Ability Type: **Continuous**		Defense / Defense Strength / Fortification		Outpost	
Ability Type: **One-Time**		Dragon		Outpost Upgrade	
Ability Type: **Recurring**		Focus		Renown / Politics	
Ability Type: **Strengthen**		Fortune Die		Research Ability	
Action Card		Game Mode: **Competitive**		Roll the Indicated Die	
Attack / Attack Strength / Conquest		Game Mode: **Cooperative**		Resource: **Food**	
Battle Won / Round Requirement		Hand Limit		Resource: **Stone**	
Board Space		Market / Commerce		Resource: **Wood**	
Character		Movement		Special Resource: **Worker**	
		Nest			

Battle Sequence

Choose a target* ▸ **Pay to attack*** ▸ **Determine battle strengths** ▸ **Resolve the aftermath**

Declare what you're attacking and move there.

Pay 1 focus and either 1 worker or 2 renown.

*Skip these steps if a dragon is attacking you.

Calculate the attacker and defender battle strengths. (below & page 22)

Based on the scenario, determine next steps. (page 23)

Your Battle Strength:

Attack or Defense Strength (found on player board) **+** Number of Workers **+** Battle Die Roll **+** Action Cards (if played)

Dragon & Nest Battle Strength:

Current Dragon Strength (found on round tracker) Multiply by the number of dragons on the space **+** Current Nest Strength* (found on round tracker) *If an undefeated nest is on the space **+** Dragon Die Roll **+** Action Cards (if played)