

# THE TOWNSFOLK EXPANSION RULES

In addition to any actions from the base game, players may take 1 action from the Townsfolk Board on their turn (*Afternoon Phase*). To take an action, players move 1 Worker from their Village, to 1 of the 5 available spots on the Townsfolk Board. Players cannot place a Worker where there is already 1 present. Workers remain on the board until they are picked up using the Gatekeeper's action. All actions must be resolved immediately. These actions are:



## Cartographer

Construct a Ship substituting 1 required Craftsman with a different Craftsman. *E.g: Use a Weaver in place of an Artisan.*



## Jeweller

Discard cards for Gold. 1 card for 2 Gold, 2 cards for 3 Gold, 3 cards for 5 Gold.



## Forager

Move the top card from the Draw Pile, onto the Discard Pile. This resets the Market. After doing this, gain any 1 Good.



## Gatekeeper

Move all placed Workers from the Townsfolk Board, to current player's Village (*including the Worker placed to use the action*).



## Shieldmaiden

The current player can either remove 1 Craftsman or unconstructed Ship from their board, or gain 1 Shield.

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## Shields

When taking a Shield, players must immediately place it on either:

- 1 Workshop containing an unconstructed Ship, or
- 1 Craftsman below their board

Once a Shield has been placed, the covered card is protected from any attacks. The Shield remains there until players use the Craftsman or construct the Ship. When this happens, the Shield is returned to the supply. Despite what the setup may suggest, players are permitted to hold more than 1 Shield at a time.



In addition to the rules above, 1 rule from the base game has been altered for this expansion. Instead of gaining 1 new Worker each Evening Phase, players now start off gaining 2. Various Ships can still alter this amount in the same manner. Players still always receive a minimum of 1 Worker each round.



# COMPONENTS



5 Shields  
1 Townfolk Board

*Place the Townfolk Board and 1 Shield per player in the centre of the playing area during the setup of Shipwrights*

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