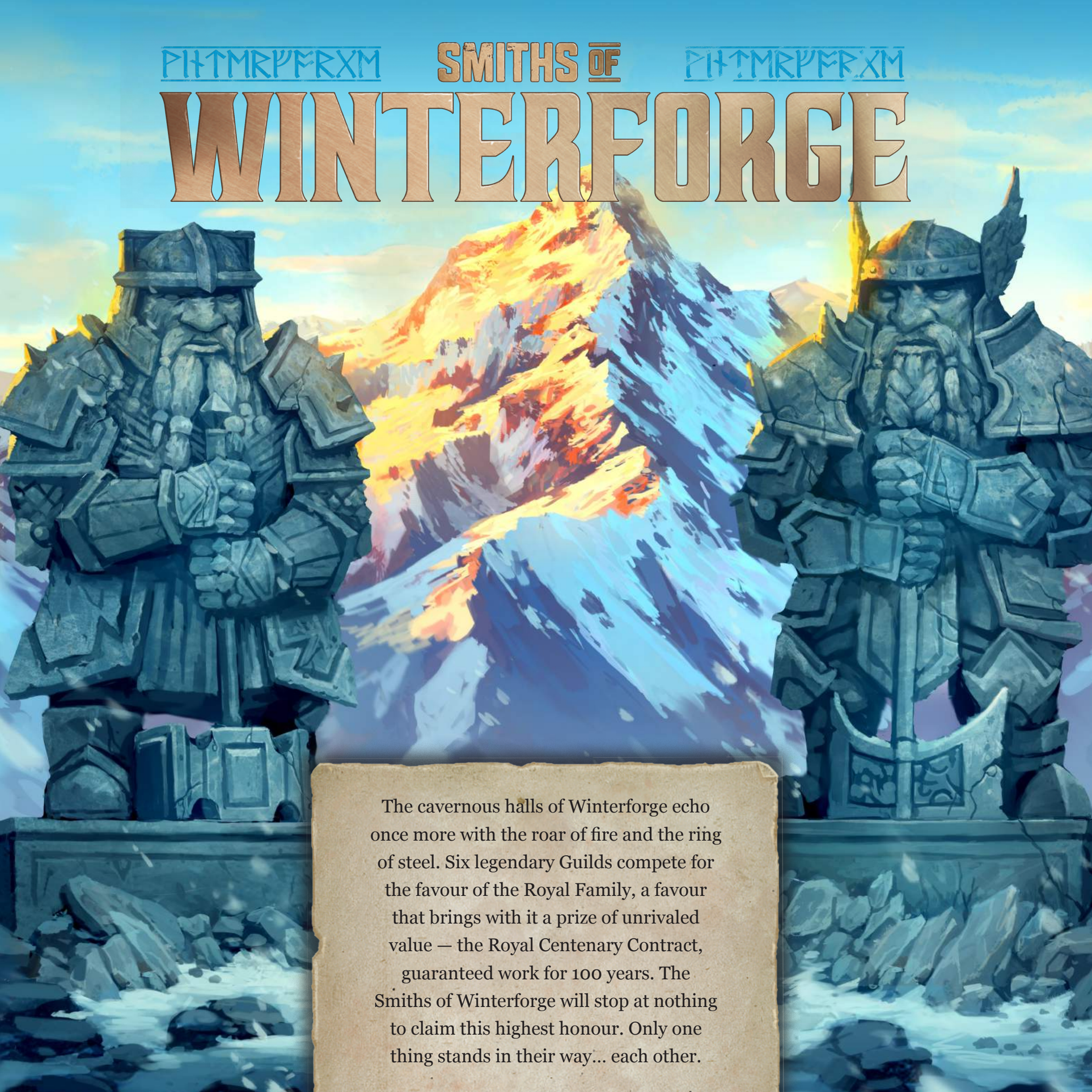

The cavernous halls of Winterforge echo once more with the roar of fire and the ring of steel. Six legendary Guilds compete for the favour of the Royal Family, a favour that brings with it a prize of unrivaled value — the Royal Centenary Contract, guaranteed work for 100 years. The Smiths of Winterforge will stop at nothing to claim this highest honour. Only one thing stands in their way... each other.

GAME OVERVIEW

Each Player manages one of the six mighty Guilds of Winterforge. Throughout the game, you will compete against your fellow Smiths to earn Reputation Points (RP) for your Guild. You gain these points by forging Contracts, employing a full Crew, upgrading your Skills, and paying off any Loans taken from the Bank. Be the first Guild to finish your Royal Contract and receive a helpful bonus.

The Guild with the most Reputation Points at the end of the game wins!

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RULE & MAKE

Game Design by Aaron Sparke, Dylan Shearer & Jennah Grimsey

Game & Campaign Development by Allen Chang

Character Art & Key Art by Jamie Noble-Frier

Board Art, Graphic Design & Art Direction by Ian O'Toole

Rulebook Design by Jason Kotzur

Rulebook Editing by Darren T. Atherton

Game Production by Alistair Kearney

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GAME COMPONENTS

1 *Game Board*

6 *Player Boards*

6 *Smith Meeples*
with 3 matching Skill Cubes in Guild Colours
+2 Smith Meeples of each colour for Lords of Winterforge Expansion

18 *Crew Cards*

10 *Royal Contracts*

36 *Contracts*

15 *Rune Cards*

20 *Event Cards*

14 *Dice*
3 four-sided, 4 six-sided, 4 eight-sided & 3 twelve-sided

13 *Loans*

69 *Components*

40 *Coin Tokens*
in Ones (17), Threes (13) and Fives (10)

25 *Work Tokens*
in Ones (10), Threes (10) and Fives (5)

20 *Faith Tokens*
in Ones (8), Twos (7) and Threes (5)

4 *Alleyway Expansion Boards*
For the full rules of the Alleyway Expansions, see pg. 13-15

First Player Token

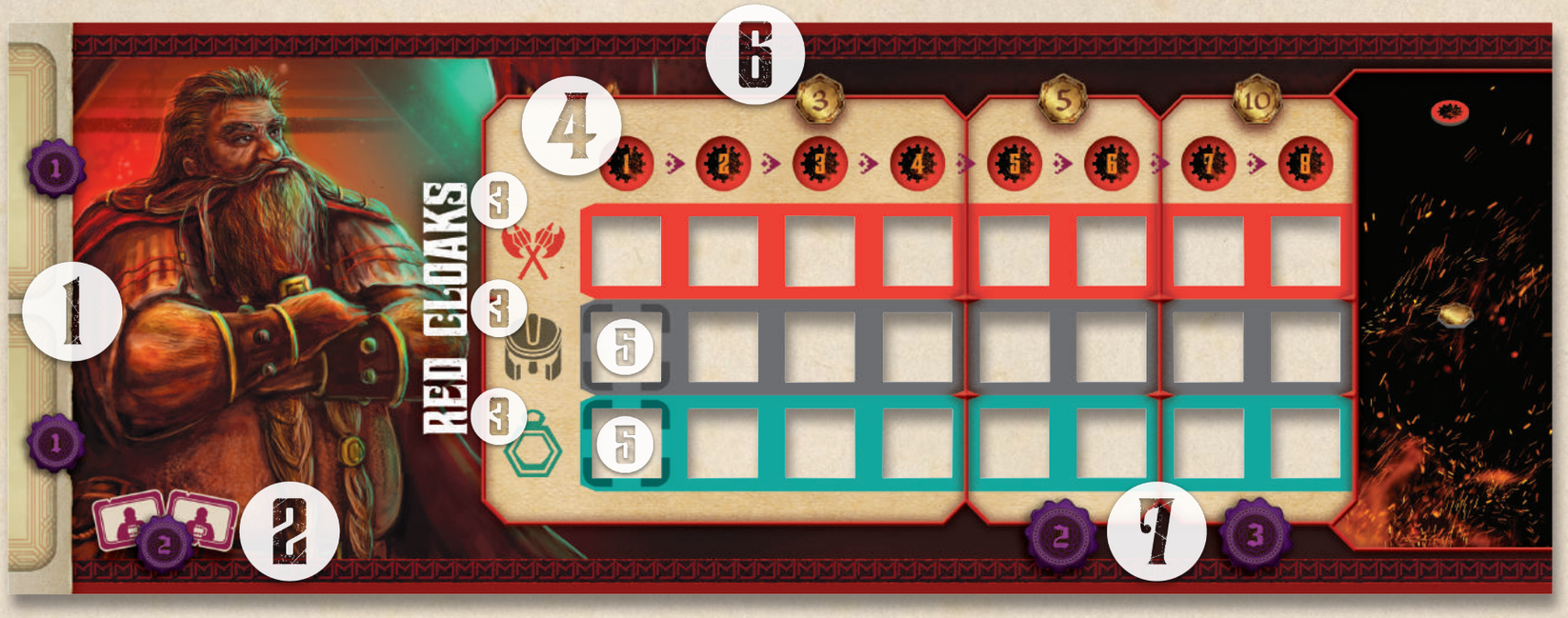
6
8
2
12
12
4
5
1
3
11
FORGE DISTRICT
MARKET DISTRICT
BANKING DISTRICT
FORGEHAMMER

SETUP

1. Each Player chooses a Guild Board, taking the matching coloured Smith Meeple, the 3 matching coloured Skill Cubes, and 3 Coin.
2. Place your Smith Meeple on the board in the Guildhall Precinct.
3. Place 1 Skill Cube on each Skill Track at the highest point indicated (if no point is indicated, that Skill starts with a value of 0; leave that Skill Cube to the side of your Guild Board).
4. Shuffle and deal 2 Royal Contracts to each Player. Each Player secretly **chooses 1 Royal Contract to keep** and places the remaining Contract back into the game box.
5. Remove all Contracts worth 1 RP (there should be 9 in total) from the Contract deck, shuffle them, and deal a single 1 RP Contract, at random, to each Player.
6. While the remaining 1 RP Contracts are removed from the Contract deck, randomly remove the following amounts of Contracts from the Contract deck:
   - If there are 2 Players: 15
   - If there are 3 Players: 10
   - If there are 4 Players: 5
   - If there are 5+ Players: 0

   After this, shuffle the remaining 1 RP Contracts back into the Contract deck and place the deck in its indicated place on the top left of the board.
7. Reveal a number of Contracts from the Contract deck to form the job track appropriate to the player count as indicated on the board:
   - If there are 2-3 Players: 4 Contracts
   - If there 4 or more Players: 5 Contracts
8. Separate the 3 Component decks into their levels. Shuffle and place 3 Component cards from each deck to form the Market Place.
9. Shuffle the Crew deck and place 3 Crew face-up in the Tavern. **Remember to remove all Alleyways Crew unless playing with the relevant Expansions** (see pg. 14-15).
10. Shuffle the Loan deck and place 2 face-up Loans below the Bank.
11. Determine the First Player by having every Player roll a twelve-sided die for the highest number. Give the highest roller the First Player Token.
12. Place all dice, Coins and Work Tokens within easy reach of all Players.

GUILD BOARDS



1. **Bank Loans.** Place any Loans taken here. If you pay back a Loan before the game ends, turn it face-down to indicate its completion. It is worth +1 RP at the end of the game.
2. **Crew Cards.** Having a full Crew of 2 at the end of the game is worth 2 RP. You can only ever have a maximum of 2 Crew working for your Guild.
3. **Skill Tracks.** Each Track represents how skilled your Guild is at forging Weapons, Armour, and Jewellery.
4. **Skill Value.** This is the bonus the **Forge a Contract** action gets if you forge a Contract of a corresponding type.
5. **Starting Skills.** Each Guild has its own starting Skill Values. When setting up the game, place 1 Skill Cube in each spot as indicated.
6. **Training Cost.** In order to perform the Train action in the Forge, you must pay the amount indicated above the Skill Track you are training. *Example: Training from 3 to 4 on the Skill Track costs 3 Coin, and training 4 to 5 on the Skill Tracks costs 5 Coin.*
7. **Skill RP.** At the end of the game, each Skill Track you have Trained in can reward a corresponding amount of RP. *Example: If you ended the game with 5 Skill Points in Armour and 7 Skill Points in Jewellery, you would get a total bonus of 5 RP — 2 RP for the Armour skill and 3 RP for the Jewellery skill.*

CARDS

Component

1. Component title
2. Component level
   There is a matching symbol on the back of each card to make it easier to separate them into the 3 Component decks.
3. Component type
4. Component cost
5. Dice supplied when forging

Limit

There is no limit to the number of Components you store in your stockpile.

Contract

Until you start work on a Contract, it is hidden from other Players. Keep it in your hand or face-down in your Player area.

1. Contract type
2. Contract title
3. Component bonus (if applicable)
4. Required Components
5. Coin earned when completed
6. RP value
7. Forge Number

Limit

You can not have more than 3 Contracts, not including your Royal Contract.

Scoring

Completing Contracts throughout the game gains you forging experience. Contracts are also worth RP at the end of the game.

Royal Contract

1. Contract types
   Royal Contracts have 2 types. When forging, both Skill types are added to your Forge result.
2. RP Value
   All Royal Contracts are worth 5 RP.

Scoring

The first Player to complete a Royal Contract earns an extra 3 RP.

Crew

1. Crew title
2. Crew ability
3. Expansion symbol
4. Hire Cost

Note:

You only pay the Hire Cost when you first hire a Crew from the **Tavern Precinct**. Every time you successfully Forge a Contract, you just pay 1 Coin per Crew in your Guild in order to keep them.

Limit and Scoring

You can only ever have 2 Crew working for your Guild. Having a full Crew of 2 at the end of the game is worth 2 RP.

Loan

1. Coin gained when the Loan is taken from the Bank
2. Coin that must be repaid to pay off the Loan
3. See below.

Limit and Scoring

You cannot have more than 2 unpaid Loans. Each unpaid Loan is worth -2 RP at the end of the game. Each Loan that is paid off as part of the **Bank Precinct** action is worth +1 RP at the end of the game.

YOUR TURN

Beginning with the First Player and continuing clockwise around the table, each Player takes up to 3 actions. Each available action can be performed more than once in a turn.

Move Action

Connected Precincts are linked by movement lines.

You may move your Smith between any linked Precinct as a Move Action. You can perform two move actions in a row to move to any Precinct on the board.

Precinct Action

There are several Precinct Actions available within each Precinct. Each Precinct is described below, with specific actions outlined over the following pages. Make sure every Player is familiar with these options before starting the game.

Prime Position

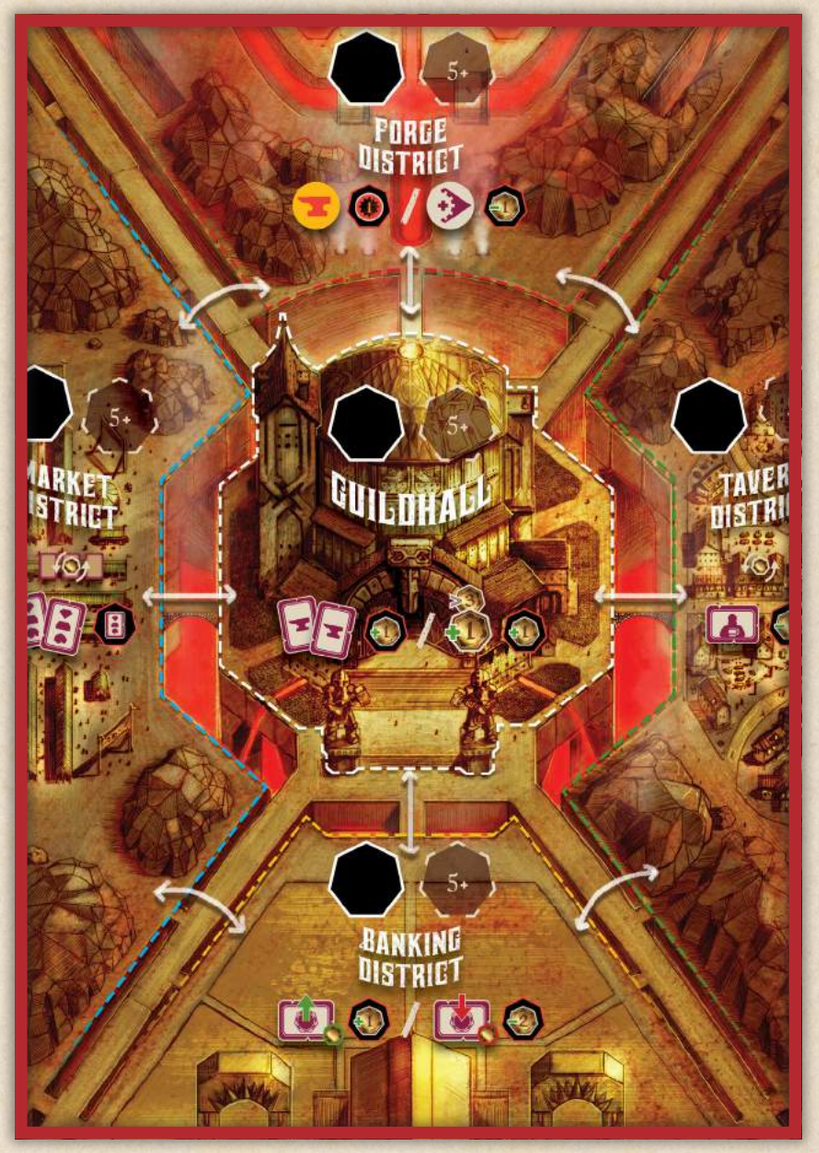
Each Precinct has a Prime Position, a special space that only 1 Smith can occupy at a time. There is an additional Prime Position when playing with 5 or more Players.

Move Action

If there is no other Player in the Prime Position, you may occupy the Prime Position of a Precinct, **when you move into that Precinct**.

Precinct Action

If you occupy the Prime Position in a Precinct, you may use the bonus for that Precinct. You may only use the bonus once, but do not need to use it on your first action in that Precinct. In order to gain this bonus again, you must leave and then return to the Prime Position.



GUILDHALL

Your Smith starts in the Guildhall. This is where you will take on Contracts, the jobs you will need to train your skills and earn Coin. And, if you are low on Coin, you can ask your fellow Smiths for a little charity to get going again.

MARKET

Once you've got your Contracts, you'll want to head to the bustling Market of Winterforge. Here you'll source the Components to make weapons, armour and jewellery, but your starting Coin won't go far.

FORGE

The heart of a Smith's work. You'll go here to Forge Contracts and train your skills. Get your Contracts, your Components, and get to work.

TAVERN

You'll find a helpful hand in the Tavern, for a price. Adding Crew to your Guild might just be the edge you need.

BANK

A frugal Smith might be able to make do with his starting Coin, but the Bank will help you with enough Coin to take your pick at the Market. Of course, you'll need to repay the Bank with interest or deal with the shame of not living up to your word.

The Forge is where raw Components are transformed into works of art. Precious gems are set in ornaments of timeless beauty; brittle blades are tempered into weapons of war; metallic sheets beaten into protective casings. The Forge never stops, powered by the blazing heart of the mountain in which Winterforge was born.

Precinct Actions

Training

Pay to increase a Skill by 1 point. To train, pay the Coin value indicated on the Guild Board for the Skill you are increasing and move the Skill Cube up 1 space. *Example: If you were to purchase the 4th Skill point in **Weapons**, it would cost 3 Coin, but if you were to purchase the 5th Skill point in **Weapons**, it would cost 5 Coin.*

Forge a Contract

See **Forging a Contract** opposite for a detailed breakdown.

Prime Position

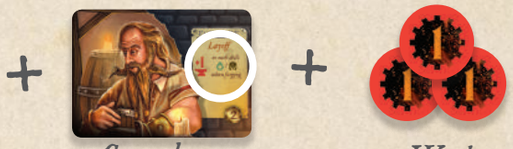
You may place 1 Work Token on the Contract you are about to forge with the **Forge a Contract** action, or, you may pay 1 less Coin when you perform the **Training** action.

FORGING A CONTRACT

First, announce what Contract you intend to forge, and place it face-up on the table next to your Guild Board. Next, commit the required Components from your stockpile to the Contract by placing them under the Contract card, with their type and dice showing. **You cannot commit more or fewer Components than the Contract requires.**

Finally, assemble the dice pool provided by the committed Components and roll! The result of your forge is calculated as follows:

Sum of the dice — *Component bonus (if applicable)*



Crew bonus (if applicable) — *Work Tokens*

Guild Skill Level

Failure

Don't be discouraged, a Smith seldom forges on their first try. If you roll lower than the Contract's forge number, you have failed to complete the Contract. Place 1 Work Token on the Contract as a +1 bonus towards this Contract's completion on future forge actions. Until it is completed, this Contract remains face-up in front of you and **any Components originally committed to it cannot be removed or replaced**. This Contract still counts towards your total Contract limit and cannot move from the table in front of you until it is completed. You can continue to forge other Contracts while this Contract is incomplete.

Success

If you roll equal to or greater than the Contract's forge number... the **Forge** action has succeeded and you have forged the Contract. Perform the following actions:

1. Return the committed Components face-down to the bottom of their relevant Component deck.
2. Return any Work Tokens placed on the Contract back into the communal pile.
3. Move your Guild's Skill cube one space higher on the Skill track that matches the Contract type.
4. Pay 1 Coin for each Crew in your Guild that you wish to keep. If Crew are not paid (either by choice or by lack of Coin), they are returned to the bottom of the Crew deck. **When completing your Royal Contract, you do not need to pay your Crew.**
5. After your Contract is successfully forged, you must **Turn In** the Contract, or **Hold** the Contract if playing with **Auction House.**
   - If you **Turn In** your completed Contract, take Coin from the Bank equal to the value indicated on the Contract. Then place the completed Contract face-down under your Guild Board.
   - If you **Hold** your completed Contract, leave it face-up. It can later be sold while your Smith is in the **Auction House.** This can only be done if you are playing with the **Auction House** in the **Alleyways Expansion**.

MARKET

From the raw ore of the nearby mountains, to the finest silks of distant kingdoms, the Market is teeming with the entrepreneurs of every race, peddling their wares. Here you will source the Components needed to craft weapons, armour and jewellery.

Precinct Actions

Purchase Components

You may purchase up to 2 separate Components from any of the 9 available Components in the Market. To purchase a Component, pay the Coin value indicated on the card to the Bank, then place the Component face-up in front of you, forming your stockpile. There is no limit to the number of Components you can have in your stockpile. Once you have finished your action, replenish any open Component spaces with cards from the relevant Component deck.

Refresh Market Row (free action)

When you are in the Market Precinct, you may spend 1 Coin to refresh any Component row. Shuffle the face-up Components into the relevant Component deck and then place 3 new Components along the row.

Prime Position

You may purchase an extra Component during your **Purchase Components** action.

Replenishing the Market

At the end of a Purchase action, replenish any open Component spaces with cards from the relevant Component deck. (If there is a space on the top row of Components, then replenish that space with a Level 1 Component; replenish a second row space with a Level 2 Component; replenish a third row space with a Level 3 Component).

Refreshing the Market

At any time, **if there are 3 Components of the same type along a Market row**, the entire row is shuffled into the relevant Component deck and 3 new Components are placed along the row. Repeat this process as necessary to ensure that no 3 Components along a single row are of the same type.

GUILDHALL

The Guildhall is the nerve centre of Winterforge's industry. Every Guild headquarters from the numerous manufacturers of Winterforge call this Precinct home. Every job, from stitching together a shoe to forging the royal crown itself, is posted on the communal job board for all to see, and claim.

Precinct Actions

Take Contracts

Take up to 2 face-up Contracts from the job track. If you are holding more than 3 Contracts (not including your Royal Contract), you must return any extra Contracts to the job track. This can be a Contract that you have acquired in a previous action. Once you have finished this action, replenish any open spaces on the job track with Contracts from the top of the Contract deck.

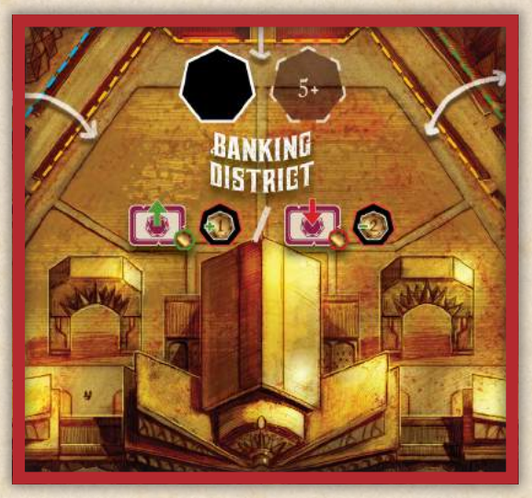
Request Funds

If you have less than 3 Coin, you may receive 1 Coin for free from your Guild.

Prime Position

You may receive an additional Coin after performing a Precinct action.

BANK



The banking families of Winterforge have long sustained the many Dwarven manufacturing Guilds with the cash flow necessary for business. Don't cross them, though, as they'll be sure to tell everyone of your troubles.

Precinct Actions

Take Loans

Take 1 of the face-up Loans from the Bank, placing it in front of you and taking the lower value of Coin shown on the card. You can never have more than 2 unpaid Loans at a time. Each unpaid Loan is worth -2 RP at the end of the game. At the end of your action, replenish any open Loan spaces.

Pay Loans

Pay back any amount of Coin left owing on a Loan. Place this amount of Coin on the relevant Loan card to indicate how much of the Loan has been paid back. If the Coin placed on the Loan is equal to the higher value on the card, keep the Loan face-down in your play area. Each Loan you have fully paid off will be worth 1 RP at the end of the game (for a maximum of 2 RP per game).

Prime Position

Receive 1 extra Coin when you **Take a Loan** OR pay 2 less Coin when you **Repay a Loan**.

TAVERN

Precinct Actions

Hire Crew

As an action, you may hire 1 of the face-up Crew cards for your Guild. To hire, pay the Crew's Hire Cost indicated by the Coin on the card, and move the Crew card from the Tavern to a space in front of you, near your Guild Board. You can never have more than 2 Crew in your Guild at a time. As part of your Hire Crew action, you can fire Crew, returning them to the bottom of the Crew deck.

Refresh Tavern (free action)

When you are in the Tavern, you may pay 1 Coin to refresh it. Place the current Crew on the bottom of the Crew deck, and draw 3 new crew cards.

Refreshing the Tavern

Instead of replenishing the Tavern at the end of an action, it is refreshed at the end of your turn. Any remaining Crew cards are placed face-down on the bottom of the Crew deck and 3 new cards are placed face-up in the Tavern.

Prime Position

You may pay one less Coin when you perform the **Hire Crew** action.

ENDING THE GAME

If either of the following conditions below are met, the game is over at the end of the current round, so that everyone has completed the same number of turns throughout the game. In other words, the game will end with the Player before the First Player.

A Player completes their Royal Contract OR *There are no Contracts left in the Contract deck*

Once everyone has finished their final turn, each Player follows the guide below to calculate their final reputation (RP) score.

The Player with the most Reputation Points wins, and their Guild is awarded the coveted Royal Centenary Contract. **In the case of a tie, the Player with most Completed Contracts wins.**

Final Scoring

RP value of each Complete Contract	X
First Player to complete Royal Contract	+3
2 Crew members in your Guild	+2
Bonus RP as per Guild board for each Skill type	X
Each Loan you have Repaid to the Bank (to a maximum of 2 RP)	+1
For each unpaid Loan *	-2

*If a Player is able, they may pay back any outstanding Loans to the Bank now, without needing to be in the Bank Precinct. Loans paid off at this time do not grant additional RP, but do prevent the penalty of -2 RP per unpaid Loan.

FREQUENTLY AXED QUESTIONS

Can I use the Prime Position bonus if I'm still there on the next turn?

You only get the Prime Position bonus once per visit, but you may delay using the Prime Position on the turn you arrive, and instead use the bonus on a subsequent turn. If you have used the bonus, then you **must** leave the precinct via a move action and return using a separate move action to get the bonus again.

Does this mean I can use it twice in a turn?

Potentially. This would require the Transporter crew to give you the extra movement action.

If someone leaves the Prime Position, do I automatically move into it from within the Precinct?

NO. The only way you can enter a Prime Position is by moving into the Precinct from another Precinct.

Can you overpay a loan repayment?

NO. If you overpay a loan, either by accident or by using higher denomination coins, make sure you get the change.

SOLO VARIANT

Test yourself between the hammer blows of circumstance and the anvil of industry! With the solo variant of ***Smiths of Winterforge***, an event deck will either help or hinder you over fifteen turns, seeing if you are worthy of receiving the Royal Centenary Contract.

Additional Setup

Shuffle all 20 of the Event Cards and remove 5 to create a deck of 15 cards. Place this deck facedown next to your Guild Board.

Additional Rules

At the start of every turn, before making your 3 actions, flip over the top card of the Event deck and resolve its effects.

The game ends when you finish your 15th turn.

Final Scoring

Follow the end of game scoring procedure found on page 11 to calculate your final score and find out how much respect you've earned as a solitary guild.

Your Reputation

0-9	Why did ya bother?!
10-14	At least the blade is good.
15-18	Ye got a good arm on ya.
19-20	Ye hammer has struck true. Ye should be proud!
20+	The king'll love this! You are a worthy one!

FOR SIX SMITHS

The six Guilds of Winterforge are hard at work, striving for the glorious Royal Centenary Contract... but the rules have changed. The ceaseless rhythm of the forge has quickened, the Guild masters conduct their business with renewed conviction, and the spark-laden air grows hotter than ever before.

Lords of Winterforge opens up the city to six Guilds at once, but modifies the progression of turns and Player actions.

Additional Setup

During Step 4 of **Setup** (pg. 5), each Player is dealt 1 Royal Contract instead of 2.

Each Player takes 2 additional Smith Meeples. Instead of placing Smiths in the Guildhall to start, each Player keeps their Smiths in their Player area.

Playing the Game

In the six-player variant, Players' actions are broken up over a day in the city of Winterforge. Each day consists of 3 turns for each Player (this means that with 6 Players, there will be a total of 18 turns per day).

On their turn, a Player must place 1 of their 3 Smith Meeples on a Precinct. After this, the Player can perform just 1 of that Precinct's Actions. After each Player has used all 3 of their respective Smith Meeples, the day has ended and a new day will begin.

Take note that in the six-player variant, there is no movement of a Smith from one Precinct to another. Instead, Smiths are placed directly by the Players onto the various Precincts.

Prime Position Restrictions

Each Player may occupy and resolve only 1 Prime Position per day and the Prime Position must be used on the day it is occupied, though this does not need to be the first Smith Meeple they place on their turn.

Rest and Refresh

1. Once each Player has finished placing all 3 of their Smiths and resolving their chosen Precinct actions, the day has ended.
2. Each Player then picks up all 3 of their Smiths, and returns them to their Player area.
3. The First Player marker is then passed to the left (the First Player marker is passed to the left between each day).
4. The Player who holds the marker is now the First Player, and begins the next day by placing 1 of their Smiths in a Precinct and resolving 1 Precinct action.
5. The next Player then places their first Smith in a Precinct, resolves an action, and so on with the other Players until that day has ended. This process continues until the game-end conditions are met (see below).

Ending the Game

Just like a regular game of Smiths of Winterforge, the end of the game is triggered when either the Contract deck runs out, or a Player has completed their Royal Contract. After one of these conditions is met, the game ends with the completion of the current day.

THE ALLEYWAYS

Each Alleyway represents a portion of the undercity in Winterforge.

There are no Prime Positions on any of the Alleyway Location Tiles, and no limit to the number of Smiths on any Tile.

If playing with multiple Alleyways, place them all together in the play area next to the game board.

As an action, a Player may move their Smith from any Precinct on the Winterforge game board to an Alleyway Expansion and vice-versa.

THE SHRINE OF THOMMAG

Components

- 1 Shrine of Thommag Location Tile
- 20 Faith Tokens
  - 8 Ones
  - 7 Twos
  - 5 Threes

Setup

Place the Shrine of Thommag Location Tile next to the game board.

Place all Faith Tokens face-down on the Shrine of Thommag Location Tile and randomise their placement.

Alleyway Action

Pay 2 Coin to the Shrine of Thommag and take one face-down Faith Token of your choice.

End Of Game Scoring

At the end of the game, each Player reveals their chosen Faith Tokens, if any, and adds up the total value. The Player with the most Faith earns an additional **3 RP** and the Player with the second most Faith earns an additional **2 RP**. In the result of a tie for first or second, Players split the points of both their current and the next place (if there is one) evenly (rounding down).

Faith token, front. Values of One, Two and Three.

Faith Token, back. In setup, place all tokens this side up and shuffle.

THE AUCTION HOUSE

Components

- 1 Auction House Location Tile
- 1 Crew Card (The Appraiser)

Setup

Place the Auction House Location Tile next to the game board.

Shuffle The Appraiser Crew card into the Crew deck.

Alleyway Action

With the **Auction House** in play, when a Contract is completed, you can either ***Turn In*** or ***Hold*** that Contract. All Contracts which you have ***Held*** can be sold at the **Auction House** as a single action. For each Contract you are selling, roll 1 twelve-sided die and apply results according to the table on the Location Tile. Then **Turn In** each Contract sold.

Contracts ***Held*** at the end of the game still count towards your Reputation.

THE THIEVES' GUILD

Components

- 1 Thieves' Guild Location Tile
- 2 Crew Cards (The Bodyguards)

Setup

Place the Thieves' Guild Location Tile next to the game board.

If you are playing with 2-4 Players, shuffle 1 Bodyguard Crew card into the Crew deck.

If you are playing with 5+ Players, shuffle 2 Bodyguard Crew cards into the Crew deck.

Alleyway Action

You may pay 2 Coin to the Thieves' Guild and take 1 random Component from another Player's stockpile.

THE RUNESMITH

Components

- 1 Runesmith Location Tile
- 1 Deck of 15 Rune Cards

Setup

Place the Runesmith Location Tile next to the game board.

Shuffle and place the Rune deck face-down on the Runesmith Location Tile.

Alleyway Action

You may pay 2 Coin to add the top card of the Rune deck to your stockpile. If there are no more Runes cards available in the deck, then none can be purchased.

Rune Cards

Each Rune card represents a special bonus that can be used to modify a Contract you are forging.

When you are committing Components to a Contract, you may also commit one Rune card from your stockpile. Once the Contract is forged and the bonus from the Rune card has been used, the Rune card is discarded.

QUICK REFERENCE

Your Turn (pg. 8)

You may perform up to 3 action per turn. You may perform the same action multiple times.

- Move to a connected Precinct (1 Action)
- Move to or from any Alleyway (1 Action)
- Perform Precinct Action (1 Action)

Ending The Game (pg. 12)

The game ends if one of the following conditions are met:

- A Player completes their Royal Contract. The Player that completes their Royal Contract first gets +3 RP.
- There are no Contracts left in the Contract deck.

See page 12 for Final Scoring.

Winterforge Central Precinct Actions (pg. 9-11)

Forge

Prime Position: Place a Work Token on Contract / Decrease Training Cost by 1 Coin.

Forge a Contract: Commit Components to a Contract and attempt to forge it.

Train: Pay the Coin indicated on your Skill track and move your Skill Cube up one space.

Guildhall

Take Contracts: Take up to 2 Contracts from the job board (max. 3 Contracts). Replenish at the end of Action.

Request Funds: If you have less than 3 Coin, receive 1 Coin.

Prime Position: Receive 1 Coin.

Market

Buy Components: Purchase up to 2 Components. Replenish at the end of Action.

Refresh Market Row (free action): Spend 1 Coin, refresh one market row.

Prime Position: Purchase an extra Component.

Bank

Take Loan: Take 1 Loan (max. of 2 loans). Replenish at end of Action.

Pay Loan: Pay back outstanding loan.

Prime Position: Increase Coin received from Loan by 1 / Reduce Loan Cost by 2 Coin.

Tavern

Hire Crew: Hire 1 Crew to your Guild (max. 2 Hired Crew at any given time). Replenish at the end of turn.

Refresh Tavern (free action): Spend 1 Coin, refresh the crew in the Tavern.

Prime Position: Decrease Hiring Cost by 1 Coin.

The Alleyways Actions (pg. 14-15)

The Shrine of Thommag

Donate to the Shrine: Pay 2 Coin, take 1 face-down Faith token.

The Thieves' Guild

Hire a Thief: Pay 2 Coin, take a random Component from another Player's stockpile.

The Runesmith

Buy a Rune: Pay 2 Coin, take the top card of the Rune deck.

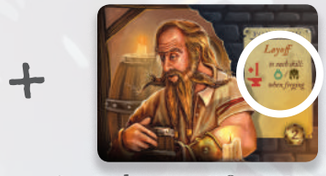
The Auction House

Sell at Auction: Roll a twelve-sided die for each **Held** Contract. **Turn in** the Contract with the result applied.

Forging A Contract (pg. 9)

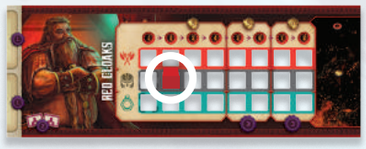
1. Commit Components (and Rune if using the Runesmith Expansion) from stockpile to Contract.
2. Roll dice indicated by committed Components.

Sum of the dice — *Component bonus (if applicable)*



Crew bonus (if applicable)

Work Tokens



Guild Skill Level

3. Check Result
   - If successful, turn in Contract, return used Components to the bottom of the relevant Component deck increase matching skill by 1, receive Coin indicated on the Contract, pay 1 Coin for each Crew you wish to keep.
   - If unsuccessful, add 1 Work token to the Contract.