

Imperial Settlers: Campaign Mode

The Tables

Province Table

Roll	Province Name	Trait	Control Cost*	Upkeep Cost
1	Misty Mountains	Increase your Production by +1 Stone permanently		1 Wood
2	Wild Forests	Begin the next game with +2 Wood	5 VP	
3	Desert	Skip your next Event roll	5 VP	
4	Untamed Wilds	Add +1 to your roll for the next Event Category. You do not add this modifier to the roll on the Category table		1 Food
5	Barbarian Hills	Begin the next game with +2 Barbarian cards in your hand	5 VP	1 Food
6	Stormy Cliffs	During any game, you may build a Port: Pay 4 Stone on your Empire and Increase your Production by +1 Worker permanently. You may only build 1 Port per campaign	5 VP	1 Wood
7	Great Plains	Begin each game with an additional Common card in hand	10 VP	1 Worker
8	Tribal Lands	Begin the next game with +4 workers	5 VP	1 Stone
9	Old Empire	You receive +15 VP	5 VP	1 Worker
10	Inland Sea	Increase your Production by +1 Food permanently		1 Stone
11	Coastal Shores	Begin the next game with +3 Gold	5 VP	1 Wood
12	Rich Lands	Increase your Production by +1 Wood or +1 Stone permanently	5 VP	
13	Windy Plains	Increase your Production by +1 Food permanently	5 VP	1 Stone
14	Islands	Increase your Production by +1 Common card permanently	5 VP	1 Worker
15	Old Forest	Increase your Production by +1 Wood permanently	5 VP	
16	Ancient Ruins	At the start of the next game, place the top 3 cards of the Common deck in your Empire as Foundations.		1 Wood
17	Peaceful Lands	You may reroll your Event rolls a maximum of 3 times this Campaign.		1 Stone
18	Proud Lands	Increase your Production by +1 Worker permanently	5 VP	
19	Small Kingdom	Increase your Production by +1 Raze token permanently	5 VP	1 Wood
20	Stony Mountains	Begin the next game with +3 Stone		1 Wood

* Each time you lose a province, your Empire becomes harder to control. Add +2 Control Cost to all remaining Provinces in your Empire!

Achievement Table

<p>Trade Routes, cost: 20 VP Increase your Production by +1 Wood, Stone, Food, or Workers for the next game only. This bonus is temporary. NOTE: You may buy this Achievement once each game.</p>	<p>Diplomacy, cost: 25 VP Each Production phase reveal 2 cards from the top of your Border Faction instead of only 1. You may Make a Deal with 1 of the 2 revealed cards during your Action phase (discard the other). See: Border Faction rules in the campaign manual.</p>
<p>Mercenary Contract, cost: 30 VP Increase your Production by +1 Raze token for the next game only. This bonus is temporary. NOTE: You may buy this Achievement once each game.</p>	<p>Missionaries Program, cost: 35 VP When you send 2 Workers to draw a card, draw an extra card from the same deck (Common or Faction). Choose 1 and discard the other.</p>
<p>Invention: Maps, cost: 40 VP Increase your Production by +1 Common card permanently.</p>	<p>Invention: Sea Trade, cost: 40 VP Once during each Action phase, you may trade 1 Good for 1 other Good (NOT Gold!).</p>
<p>Coliseum, cost: 40 VP Remove the Upkeep Cost of 1 Province of your choice permanently.</p>	<p>Officer Academy, cost: 50 VP Increase your Production by +1 Raze token permanently.</p>
<p>Invention: Stone Roads, cost: 50 VP Start each game with 1 Common Location from the previous game already built. You gain this bonus for each new game.</p>	<p>Network of Warehouses, cost: 50 VP Increase your Production by +1 Wood, Stone, Food, or Workers permanently. NOTE: You may buy this Achievement once for each of these Goods (ex. You can have Warehouses for Wood and Warehouses for Stone).</p>
<p>Guild of Architects, cost: 50 VP During the Lookout phase, draw 2 Faction cards instead of the normal 1. Choose 1 to keep and discard the other.</p>	<p>Astrology, cost: 55 VP You may modify your Category roll for Events by +1 or -1.</p>
<p>University, cost: 60 VP During the Setup phase at the beginning of the game you receive +3 Faction cards.</p>	<p>Foreign Embassy, cost: 60 VP During each Production phase, reveal 2 cards from the top of your Border Faction instead of only 1. You may Make a Deal with both revealed cards during your Action phase. See: Border Faction rule above</p>
<p>Invention: Spies, cost: 60 VP During the Lookout phase, draw 1 card from your Border Faction and keep it. You may build it as if it is your own Faction.</p>	<p>Free Trade, cost: 60 VP Increase your production by +1 Gold permanently.</p>
<p>Storehouses, cost: 60VP You may store up to 3 Resources on your Warehouses between games.</p>	<p>Explorers, cost: 65 VP When rolling for a new Province, roll twice and choose which Province to keep.</p>
<p>Traveling Circus, cost: 80 VP Ignore the Upkeep Cost of 1 Province of your choice each round.</p>	<p>Palace, cost: 100 VP You receive +10 VP each game.</p>

Event Categories

1. Unexpected Discovery

Roll	Event	Effect
1-2	Treasure Horde	<i>You find an old castle with treasure in its hold!</i> Rule: Begin the game with +2 Gold Quest: Pay 4 Workers on your Empire to begin the next game with +3 Gold
3-4	Lost Valley	<i>Your scouts have found a hidden fertile valley!</i> Rule: Begin the game with +2 Workers Quest: Pay 4 Stone on your Empire to build a road to the valley: increase your Production by +1 Worker permanently.
5-6	Ancient Library	<i>You have found a palace with a library of ancient manuscripts.</i> Rule: You receive +5 VP this game. Quest: Pay 4 Workers on your Empire to transport the book: gain 15 VP
7-8	Wild Tribe	<i>Deep in a jungle you find a tribe of forgotten warriors.</i> Rule: Begin the game with +1 Barbarian card in hand. Quest: Pay 2 Faction cards on your Empire to gain +3 Raze tokens next game. Do not discard Raze tokens during the Cleanup phase next game.
9-10	Fertile Lands	<i>You have found the perfect growing land.</i> Rule: You begin the game with +2 Food Quest: Pay 4 Food on your Empire to increase your Production by +1 Food permanently.

2. Alliance

Roll	Event	Effect
1-2	Missionaries	<i>Missionaries have traveled from a distant land.</i> Rule: You may spend 1 Gold to draw a card from any Faction deck. (Max 3 per round) Quest: Build at least 1 Location from each Faction you own: gain 15 VP
3-4	Merchants Guild	<i>Merchants have offered you help to keep them safe.</i> Rule: You may Make 1 Deal for free each round. Quest: If you have at least 5 Deals at the end of the game, gain 1 VP for each.
5-6	Laborers Guild	<i>There are too many laborers, they need more work!</i> Rule: You may spend 1 Gold, once per round, to activate 1 Production card. Quest: If you have at least 6 Production cards at the end of the game, gain 1 VP for each.
7-8	Craftsmen Guild	<i>The craftsmen of your realm have offered to work for you.</i>

		<p>Rule: You may spend 1 Gold, once per round, to activate one Action card an additional time. Place the Gold spent on the card to indicate it was used.</p> <p>Quest: If you have at least 10 Action cards at the end of the game, gain 1 VP for each.</p>
9-10	Court Advisors	<p><i>Your advisors have called for a special meeting.</i></p> <p>Rule: During the Lookout phase, draw 2 Faction cards instead of 1. Keep 1 and discard the other.</p> <p>Quest: If you have at least 10 Faction Locations at the end of the game, pay no Control Costs!</p>

3. Reform

Roll	Event	Effect
1-2	New Stronghold	<p><i>Enemies are razing your land! Build a great fortress to show your enemies your strength.</i></p> <p>Rule: The Virtual Player attacks you an additional time during each Virtual Player Attack Phase. (A total of 3 attacks!)</p> <p>Quest: Pay 4 Stone on your Empire to build a stronghold: play the next game without the Virtual Player!</p>
3-4	Strengthen Army	<p><i>Training your troops is essential to maintain a strong empire.</i></p> <p>Rule: Deduct -1 Worker from your Production.</p> <p>Quest: Pay 3 Raze tokens on your Empire to increase your Production by +1 Raze token permanently.</p>
5-6	Taxes	<p><i>Your treasury needs more gold.</i></p> <p>Rule: Start the game with +2 Gold</p> <p>Quest: Gain 40 VP (without counting Locations!) to increase your Production by +1 Gold permanently.</p>
7-8	Repair Storehouses	<p><i>Your storehouses are old and need to be repaired.</i></p> <p>Rule: You may not store Goods during the Cleanup phase. Discard everything!</p> <p>Quest: Pay 3 Stone and 3 Wood on your Empire to build new storehouses: ignore Upkeep Costs of your Provinces next game!</p>
9-10	New Roads	<p><i>Your provinces are spread too thin. Your sheriffs are struggling to collect taxes.</i></p> <p>Rule: Only draft 1 Common card during the Lookout phase.</p> <p>Quest: Pay 4 Stone on your Empire to build new roads: permanently remove the Upkeep Cost of two Provinces of your choice.</p>

4. Diplomacy

Roll	Event	Effect
1-2	Offer of Alliance	<p><i>A neighboring kingdom wants to ally with you.</i></p> <p>Rule: You may spend 1 Gold or any 2 Resources to draw 2 cards from any other Faction deck. You may only use this action to draw from one other Faction deck of your choosing.</p>

		<p>Quest: Build at least 3 Faction locations of that Faction to fulfill your alliance: begin each new game with 1 Faction card from that Faction in your hand.</p>
3-4	Imperial Records	<p><i>Diplomats from a foreign kingdom have found documents that prove a portion of your Empire belongs to them!</i></p> <p>Rule: You receive no Faction cards during Setup. During the game you may spend a Raze token to draw 2 cards from any other Faction deck. Keep 1 and discard the other. You may only use this action to draw from one other Faction deck of your choosing.</p> <p>Quest: When rolling for your next Event, add +1 to the Category roll for each Raze token on your Empire sheet at the end of this game.</p>
5-6	Investment	<p><i>An ambassador proposes that you help build a great bridge to connect your lands.</i></p> <p>Rule: During Setup, draw 1 Faction card from any other Faction deck.</p> <p>Quest: Pay any 8 Resources on your Empire to help build the bridge: start the next game with 3 additional cards in hand from the other Faction deck.</p>
7-8	Bribe	<p><i>An ambassador offers you some very interesting information.</i></p> <p>Rule: Begin the game with +2 Common cards in hand.</p> <p>Quest: Pay 4 Gold on your Empire to gain 1 additional Province at the end of the game.</p>
9-10	Threat of War	<p><i>You have been threatened to stop your expansion or you will be attacked.</i></p> <p>Rule: You do not get a Raze token for the first round of this game.</p> <p>Quest: When rolling for your next Event, add +1 to the Category roll for each Raze token on your Empire sheet at the end of this game.</p>

5. Catastrophe

Roll	Event	Effect
1-2	Cathedral Building Accident	<p><i>Your subjects are afraid. They have gone to church to pray for forgiveness..</i></p> <p>Rule: Deduct -1 Worker from your Production.</p> <p>Quest: Pay 5 Stone on your Empire to re-build the Cathedral or all Achievements cost +5VP permanently.</p>
3-4	Forest Fire	<p><i>One of your provinces is on fire!</i></p> <p>Rule: You may not Send Workers for Wood during the Action phase.</p> <p>Quest: Pay 3 Workers on your Empire to put out the fire, or deduct -1 Wood from your Production permanently.</p>
5-6	Earthquake	<p><i>Your buildings are in ruins!</i></p> <p>Rule: At the beginning of the game, place the 2 Common cards you receive during Setup face down in play as Foundations</p> <p>Quest: At the beginning of the game, place 5 additional Common cards from the top of the Common deck face down in play as Foundations. You may rebuild these Locations by paying their building costs. Turn them over if you do. If you manage to re-build all of your ruined Locations, gain +10VP</p>

7-8	Mine Collapse	<p><i>Oh no! What to do? It was your last source of stones.</i></p> <p>Rule: You may not Send Workers for Stone during the Action phase.</p> <p>Quest: Spend 3 Workers on your Empire to rebuild the mine or deduct -1 Stone from your Production permanently.</p>
9-10	Destroyed Bridge	<p><i>Strong winds and flooding has destroyed an important bridge on your trade routes!</i></p> <p>Rule: You may only have a maximum of 2 Deals.</p> <p>Quest: Pay 4 Workers on your Empire to repair the bridge or next game you must spend 2 Food to Make a Deal.</p>

6. Weather

Roll	Event	Effect
1-2	Strong Rains	<p><i>Your roads have become impassable due to flooding.</i></p> <p>Rule: When spending Workers to draw a card, you must spend 1 additional Worker.</p> <p>Quest: Spend 5 Stone on your Empire or begin the next game with -2 Common cards during Setup.</p>
3-4	Strong Winds	<p><i>Movement throughout the empire has become difficult.</i></p> <p>Rule: You must spend 2 Food to Make a Deal.</p> <p>Quest: You must have 3 Deals at the end of the game or next game you play without your Border Faction.</p>
5-6	Tornado	<p><i>Unexpected strong winds destroy your lands.</i></p> <p>Rule: Destroy one of your Achievements.</p> <p>Quest: You may Pay 2 Wood and 2 Stone to your Empire to regain the destroyed Achievement.</p>
7-8	Drought	<p><i>Your crops are dying.</i></p> <p>Rule: Deduct -1 Worker from your Production.</p> <p>Quest: Have at least 3 Food production by the end of this game or deduct -1 Worker from your Production permanently.</p>
9-10	Flood	<p><i>Your provinces are washing away!</i></p> <p>Rule: Each round, remove one Production Location from the game (Common or Faction).</p> <p>Quest: Pay 6 Wood on your Empire to protect your Provinces. If you do, gain 25VP.</p>

7. Illness

Roll	Event	Effect
1-2	Epidemic	<p><i>Your villagers have become sick and are unable to gather resources.</i></p> <p>Quest: Pay 2 Raze and 4 Food on your Empire, or deduct -2 Workers from your Production permanently.</p>

3-4	Disease in the Court	<i>Your royal court has fallen victim to disease!</i> Quest: Pay 3 Gold on your Empire, or lose 20VP.
5-6	Dysentery	<i>Your soldiers are starving and weak!</i> Rule: You must spend 1 Food per Raze token to Raze while your army is weakened. Quest: Pay 4 Food on your Empire or keep this Event for future games!
7-8	Quarantine	<i>Merchants refuse to come to your cities because of disease.</i> Rule: You must spend 1 Gold instead of 1 Food to Make a Deal. Quest: To convince Merchants to work with you, Pay 3 Faction cards on your Empire or next game you play without your Border Faction.
9-10	Starvation	<i>Your peasants are stealing from you!</i> Rule: You gain no Building Bonuses while your Empire is suffering from Starvation. Quest: Have at least 10 Production Locations at the end of the game or keep Starvation for future games!

8. Civil Unrest

Roll	Event	Effect
1-2	Revolt	<i>One of your Provinces has turned against you!</i> Rule: At the end of the game, deduct 30VP from your score. Quest: Pay 4 Raze tokens on your Empire to put this province back in order: you have sent a clear message to all your provinces and do not pay any Control Costs this game.
3-4	Assassination Attempt	<i>There has been an attempt on your life and you go into hiding for a few weeks.</i> Rule: Start this game from the 2 nd Round. During the Setup, place 1 random Faction card and 2 Common cards in your Empire. Move the Round Marker to Round 2 and begin the game.
5-6	Merchant's Strike	<i>The merchant guild refuses to do business in your Empire!</i> Rule: You may not Make Deals this game. Quest: If you have more than 60VPs at the end of this game, you have proven you don't need the guild anymore: gain an additional 25VP!
7-8	Disturbances	<i>People are unsatisfied with your ruling.</i> Rule: Each time you Raze this game, place your spent Raze tokens on your Empire sheet. At the end of the game, each Raze token on your Empire sheet is worth 15 Disturbance points. Quest: If your total VP is less than the total of Disturbance points there is a revolt! Lose half of your VPs and 1 Achievement.
9-10	Usurper	<i>A prince shows up with claims to your throne! You must buy the favor of your Dukes or risk your land.</i> Quest: Pay 4 Gold on your Empire this game or lose one of your Provinces.

9. War!

Roll	Event	Effect
1-2	Attack	<p><i>One of your Provinces is under attack!</i></p> <p>Rule: You must spend either 1 Gold or 2 Food to Make a Deal.</p> <p>Quest: Pay 3 Raze tokens on your Empire to defend your Province: you pay no Control Costs this game.</p>
3-4	Enemy Within	<p><i>There is a traitor in your ranks!</i></p> <p>Rule: The Virtual Player attacks you an additional time during each Virtual Player Attack Phase. (A total of 3 attacks!)</p> <p>Quest: Each Virtual Player Location you Raze is worth 2VP.</p>
5-6	Ally at War	<p><i>One of your allies is in need of help!</i></p> <p>Quest: You may Pay 3 Raze tokens and 3 Workers on your Empire to begin the next game with 2 Deals. At the start of the next game, draw the top two cards of your Border Faction deck and place them under your Empire board as Deals.</p>
7-8	Under Siege	<p><i>Your Empire has been besieged. You must defend yourself!</i></p> <p>Quest: Your Raze token Production must be 3 or greater at the end of the game or you receive no Common cards during the Setup phase of the next game.</p>
9-10	WAR!	<p><i>You are at war! You must pay for your army or suffer great losses.</i></p> <p>Rule: During the Cleanup phase you must discard Resources (wood, stone, food) equal to the round number (1 resource after the first round, 2 after the second, and so on). If you are unable to pay for the war, you gain NO VP at the end of the game. Additionally, lose 1 random Province and deduct -1 Worker from your Production permanently.</p> <p>Quest: You may Pay any number of Raze tokens on your Empire. Each Raze token on your Empire at the end of the game is worth 5VP.</p>

10. Momentous Days!

Roll	Event	Effect
1-10	Excitement	<p><i>Oh no!</i></p> <p>Rule: Roll for 2 more Events this game! If you roll another 10 on the Category roll, re-roll until you get 2 new Events.</p>