

The Staufer Dynasty– Supplement



Chests

You may use as many chests as you like on a turn. Some chests, however, may only be used in conjunction with a specific action. Here are the various chests explained in detail:



Orange chests

When you acquire an orange chest, you must use it immediately. It is then discarded.



Victory points

Score the depicted number of victory points (2, 3, 4, or 5).



Envoys

Take the depicted number of Envoys (1, 2, or 3) from the Province and add them to your Court.



Noble

Take a Noble from the Province and add it to your Court.



Turquoise chests

When you acquire a turquoise chest, place it in front of you. It is now yours to use. After you have used it, you must discard it.



Family member to 1st space

You may use this chest when you move a family member from the turn order track. Instead of placing your family member on the supply or deployment track according to the normal rules, you may instead place your family member on the 1st space of the supply track (you will likely have to make room to do so, thereby causing all family members there to be shifted by one space each). Then perform the either a Supply or Deploy action.



Movement discount

You may use this chest when performing a move and deploy action. Place a figure in the office seat of the region of your choice without having to pay the movement cost. You must still pay the deployment cost.



Deployment discount

You may use this chest when performing a move and deploy action. The number of figures required to pay for your chosen office seat is reduced to 1. This means that only the figure you place in the office seat is required to complete the payment.

You may combine the use of the **Movement discount** and **Deployment discount** chests. When using these together, you may complete an entire move and deploy action with a single figure (the one that occupies the office seat).



Supply

You may use this chest when performing a supply action. Choose a supply space and take the corresponding figures (as normal). Instead of taking the chest(s) underneath that supply space, take the chest(s) underneath any other supply space. (This is especially useful when there is no chest underneath the supply space you wish to choose).



Example: Rose takes 1 Envoy and 1 Noble. Instead of taking the brown chest underneath that space, she takes the purple chest from under a different space.



Clean-up immunity

You may use this chest during the Clean-up phase. Choose one of your figures in a region that was just scored. That figure is not removed during this Clean-up phase.



Brown chests

When you acquire a brown chest, place it in front of you. It remains in front of you until the Final Scoring. During the Final Scoring, brown chests score points. The number of points depends on how many brown chests you have. The numbers on the chest indicate how many points you score for a set of 1, 2, 3, 4, or 5 chests. If you have more than 5 chests, you create an additional set.

Example: If you have 3 brown chests at the end of the game, you score 9 points.

If you have 7 brown chests at the end of the game, you score 25 (20 + 5) points.





Purple chests

When you acquire a purple chest, first place it in front of you. Whenever you take a purple chest, you may discard two purple chests (including the one you just took) to take one of the available Privilege cards. You may not take a Privilege card that you have already taken. You may not take more than one of the victory point privileges (marked with a 1). The functions of the privileges are described below.

Privileges

You can use a different set of privileges each time you play *The Staufer Dynasty*. The privileges are each marked with a number so that they may be easily referenced, and so that you may try the sets suggested below. You will need 6 different Privilege cards for each game. When using the victory point privileges, form a supply as described on page 2 of the main rules. For all other privileges (2-16): in a 3- to 5-player game, form a supply of 2 of each Privilege card. In a 2-player game, form a supply of only 1 of each privilege.

Alternative Set: 1, 2, 5, 8, 11, 14 (for the 2nd game)
Synergies: 1, 3, 5, 8, 10, 16 (for the 4th game)
It's Raining Points: 1, 2, 6, 9, 13, 16 (for the 5th game)
Quantity over Quality: 1, 3, 4, 7, 8, 12 (for the 6th game)

Publisher recommendation: (for the 7th game)
Partially random deck: 1, 2, ?, ?, ?, ?
Make up your own set or put one together at random (for the 10th game)



1-Immediately: When you take one of the victory point privileges, you immediately score the depicted number of points. Keep the victory point privilege in front of you as a reminder that you may not take another victory point privilege.



2-Move and Deploy: You may deploy a figure to an office seat that is already occupied. Place one of your figures to the right of the figure already present. No office seat may hold more than 2 figures. During Region Scoring and Final Scoring, an office seat occupied by two figures is treated as two individual office seats.



3-Move and Deploy: When you deploy an Envoy to an office seat, you may take an additional Envoy from your Court and add it to the same office seat at no additional cost. No office seat may hold more than 2 figures. During Region Scoring and Final Scoring, an office seat occupied by two figures is treated as two individual office seats.



4-Move and Deploy: During "Step 2: Deploy", pay 3 figures instead of the number depicted next to the office seat. (Combined with privilege 5, you only pay 2 figures.)



5-Move and Deploy: During "Step 2: Deploy", pay one less figure. (Combined with privilege 4, you only pay 2 figures.)



6-Move and Deploy: When you place a figure in the King's region, immediately score 3 points. (Combined with privilege 3, you immediately score 6 points.)



7-Supply: Each time you complete a Supply action, take an additional Envoy from the Province and add it to your Court.



8-Supply: Each time you complete a Supply action, take a chest from the facedown supply.



9-Supply: Each time you complete a Supply action, immediately score 2 points.



10-Move and Deploy: During "Step 1: Move", pay only 1 figure, regardless of the target region. This figure is placed in the payment area of the target region (where you wish to occupy an office seat). (Combined with privilege 11, movement costs nothing.)



11-Move and Deploy: During "Step 1: Move", do not pay figures to the first two regions you traverse to reach the target region. For example, if you wish to traverse 4 regions, you only place a figure in the payment area of the 3rd and 4th regions you traverse. (Combined with Privilege 10, movement costs nothing.)



12-Move and Deploy: If your target region is one of the two regions adjacent to the King's Region (left and right), you pay no figures during "Step 1: Move". This privilege has no benefit if your target region is not adjacent to the King's Region.



13-Region Scoring: After a region has been scored, take all of your figures occupying office seats in that region and add them to your Court instead of returning them to the Province.



14-Region Scoring: When a region is scored, if you have the majority in that region, score 3 additional points; for second place, score 2 additional points; for third place, score 1 additional point. (In a 2-player game, this privilege does not award additional points for second or third place.)



15-Region Scoring: When a region is scored, if you occupy one or more office seats in that region, score 2 additional points.



16-Chests: When you acquire an orange chest, immediately score 2 points.

Privileges may be combined.

Round tiles



King's Region
Place an evaluation marker in the King's region.



Region with the fewest chests
Place an evaluation marker in the region with the fewest chests.



Region with the most figures in office seats
Place an evaluation marker in the region with the most figures occupying office seats.

In case of a tie between regions, the evaluation marker is placed in the tied region closest clockwise to the King's region. (If among the tied regions, the King's region always wins.)

Region bonuses

When a region is scored, the region bonus is also awarded.



Augsburg - 2 chests
Draw 2 chests from the facedown supply. The player with the majority acquires the chest of his choice. The player in second takes the other chest.



Aachen - Chests
Draw a number of chests equal to the number of players from the facedown supply. The player with the majority acquires the chest of his choice. The player in second acquires the chest of his choice from those remaining, and so on. Each player occupying 1 or more office seats in this region acquires 1 of the available chests. Any remaining chests are discarded.



Strasbourg - +2 Envoys, +1 Envoy
The player with the majority takes 2 Envoys from the Province and adds them to his supply. The player in second takes 1 Envoy from the Province and adds it to his Court (even in a 2-player game).



Nijmegen - +1 Envoy
Each player occupying 1 or more office seats in this region takes 1 Envoy from the Province and adds it to his Court.



Palermo - +3, +1
The player with the majority scores an additional 3 points. The player in second scores 1 additional point (even in a 2-player game).



Milan - +2
Each player occupying 1 or more office seats in this region scores 2 points.

Job cards

For accounting purposes, regard the following principles:

- Only figures occupying office seats are considered. Figures occupying payment regions should be removed from the board before the Final Scoring.
- An office seat occupied by two figures is treated as two individual office seats.



Regions

Each of these Job cards depicts a particular region.

During the Final Scoring, if you have the majority in this region, score 12 points. If you are in second place, score 6 points. (In a 2-player game, no points are scored for second place.)



Pattern

Each of these Job cards depicts a specific combination of highlighted regions (or a “pattern”). For example: 2 opposite regions or 3 adjacent regions.

If you have at least one figure occupying an office seat in each of the highlighted regions, score the number of points depicted on the card. A Pattern Job card may be scored multiple times. However, each figure may only be used in one pattern.

Example: *Sam* can score this Pattern Job card twice. Once with the figures marked with an **A**, and again with the figures marked with a **B**. To do so, 2 figures were necessary in the top right region, as a figure may only be used in one pattern. The partially transparent figure (region on the right) is not able to be used to score this Job card.



Office seats

Each of these Job cards depicts particular office seats.

The more office seats marked with that number that you occupy, the more points you score, as indicated on the card. Office seats occupied by two figures are treated as two individual office seats each marked with the corresponding number.



3, 4, 5

Score points according to the number of office seats marked with a 3 (or 4/5, respectively) that you occupy, as indicated by the card. If you occupy 1 of these office seats, score points equal to the first number; if you occupy 2, score according to the second number, etc.

Points for:



Score 5 points for each additional office seat.



Marked numbers

Score points according to the number of office seats you occupy, as indicated by the card. The numbers next to the office seats is irrelevant.



Pairs

For each pair of office seats you have that are marked with the same number, score 8 points. The location (region) of the office seats is irrelevant. Each office seat may only be used in one pair.



Sean scores $3 \times 8 = 24$ points.

Example: *Sean* has 4 office seats marked with a 4 and 2 with a 7. This is 3 pairs.



Sets

For each set of office seats marked with 3/4/5, score 15 points. The location (region) of the office seats is irrelevant. Each office seat may only be used in one set.



Rose scores $2 \times 15 = 30$ points.

Example: *Rose* has 2 office seats marked with a 3, 2 with a 4, and 2 with a 5. This is 2 complete sets.