



MARK SWANSON

FEUDUM

WINDMILLS & CATAPULTS

A RIVETING & RAMBUNCTIOUS
REGION TILE EXPANSION FOR 2-6 PLAYERS

Bull spit and horse feathers! More strange folk have migrated to your neck of the woods, leaving you with little elbowroom. To make matters worse, windmills and

catapults are popping up like dandelions. That takes the biscuit! You're not about to lick someone's boots without a fight.

THE BITS



3 Pawns



4 Player Discs/Reeves



20 Influence Markers



8 Region/Landscape Tiles



2 Royal Writ Cards



11 Action Cards



1 Player Pouch



3 Rulebooks, 3 Reference Cards
(German, French and English)



1 Windmill

SETUP

1. Replace the duplicate region/landscape tiles from each epoch in the base game with the 8 **new tiles** so that each epoch features 6 unique landscapes.

2. Shuffle and arrange the region/landscape tile stacks per base game set up.



3. If there is a 6th player, add a 6th row of markers at the knight guild, and use the wine cellar floor near the rat for that player's sulfur storage.

4. Add the additional Royal Writ cards to the deck.



PLAYING THE EXPANSION

This expansion lets you add new tiles and/or a **6th player** to the game.

Windmill Tile

Upon placing the **windmill tile** and during replenishment, the trade winds “blow” in your favor allowing you to collect three different goods (food, wood, iron, sulfur, saltpeter) from ANY region to place on top of your tile. You may not collect goods from other landscape tiles. If it is impossible to collect different goods, you may collect the same kind. If there are not enough goods to collect, randomly draw from the haversack. Like in the base game, you may choose to take the goods immediately (giving one to the ruler), or leave them on the tile. **Note:** *The first player to place this tile, places the windmill next to it as decoration.*



Catapult Tile

Upon placing the **catapult tile** and during replenishment, place a single saltpeter cube from the haversack onto the catapult, if it doesn't already have one.



When attacking a pawn, monster or feudum, a player may “launch” the projectile up to two spaces away (via any road or vessel route) and add +1 to his attack value. Return to haversack after use. The +1 attack may be added on top of a weapon card and/or the regular saltpeter modifier. **Note:** *Unlike other landscape tiles, the catapult tile only gets replenished if it has been used, and the saltpeter atop it may NOT be pilfered.*

Scoring

At the dawn of each epoch, a windmill or catapult tile with at least one good on it scores **4 vp**. Otherwise, it scores **2 vp**.

THE FABLE CONTINUES...

As the king's generosity increased, so did the queen's scheming. One murky night, Queen Anne tested the stolen alchemy formula on her pet snake. She marveled mercilessly as he turned into gold. “My dear husband shall be next!” she whispered, clutching the snake's gilded neck in her fist. That same night,



the queen convinced the king to accompany her on a royal cruise. As their private ship set sail at dusk, she laced the wine in his **royal chalice** with the unholy concoction. She toasted her king, against the moonlit sea. “To our love,” she mumbled, as she watched his visage stiffen into gold.



The queen hid her solidified victims in an old barn loft. But by the dawn of the next day, farm maiden Miss Allison noticed a rustling in the hay while tending her chickens. Pushing

aside the straw, her eyes widened to see the golden statues of a snake and king! Suddenly, the serpent burst from its prison, then raced to a nearby pasture to engulf an entire cow. Horrified, she watched the growing serpent wind itself around a windmill and then slither towards the sea. Before it disappeared under the water, it hissed an oddly articulate sound: "Leumasss."

With much haste, Miss Allison hurried to the nearest outpost where she interrupted Sir Marcus in the middle of catapult training.

The knight followed her to the barn to behold a pile of golden debris— noting that several metal shards bore the exact contours of the king's face.

Suddenly, the ground shook and they looked up to behold yet another terrible sight: A giant behemoth scooping up herds of sheep and hurling them into his mouth. Recognizing the king's gait, the knight exclaimed, "Surely King Daniel has been bedeviled!" Miss Allison added solemnly, "Until we can undo this backward sorcery, the creature shall henceforth be called, "Leinad."



...The fable continues in the expansion, [Seals & Sirens](#).

ROYAL WRITS

Mandate (play once anytime)



If tending windmill or catapult tile: Place 1 king's seal beneath your serf for "royal immunity" (drawn from supply)

Charter (play at game end)



End game tending 1 or 2 windmill and/or catapult tiles: 5/9 vp