

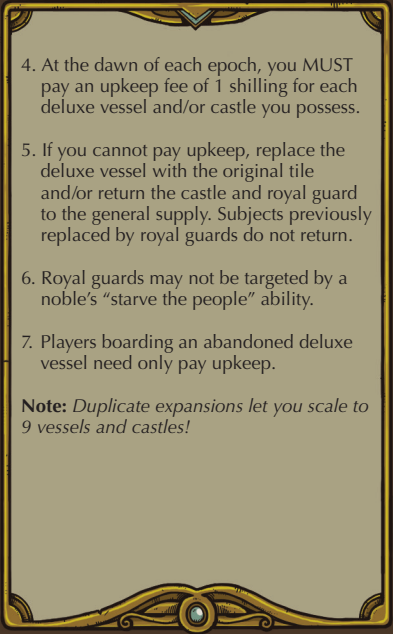
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# FEUDUM

## RUDDERS & RAMPARTS

Use the castles and vessels purely for decoration — or to play this military variant!

1. Upon acquiring a vessel tile, you MAY pay 1 shilling to replace it with a deluxe vessel. Remove tile from play.
2. Upon ruling a feudum, you MAY pay 1 shilling to add a castle and 1 royal guard marker as a subject. If you already have a subject there, replace it with the royal guard and retrieve your subject.
3. A castle with royal guard earns you +1 in feudum defense, while a deluxe vessel earns you +1 attack.

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4. At the dawn of each epoch, you **MUST** pay an upkeep fee of 1 shilling for each deluxe vessel and/or castle you possess.
  5. If you cannot pay upkeep, replace the deluxe vessel with the original tile and/or return the castle and royal guard to the general supply. Subjects previously replaced by royal guards do not return.
  6. Royal guards may not be targeted by a noble's "starve the people" ability.
  7. Players boarding an abandoned deluxe vessel need only pay upkeep.

**Note:** *Duplicate expansions let you scale to 9 vessels and castles!*