

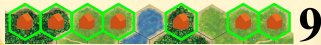
### ADVANCE



#### Occupy a board edge

9 points if at least 7 of your settlements are on the same external board edge.

Draw an extra objective card.



### ARCHERS



#### Form lines of settlements

10 points for each group of at least 7 of your settlements forming a horizontal or diagonal continuous line.



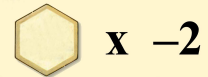
### BEGGARS



#### Have few abilities

-2 points for each ability tile that you own.

Draw an extra objective card.

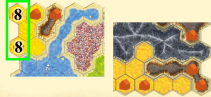


### BORDER GUARDS



#### Balance over the 4 board edges

8 points for each of your settlements on the external board edge where you have the fewest settlements.



### CARTOGRAPHERS



#### Build in new zones

During your turn: 2 points each time you build a settlement that is adjacent to none of your settlements.



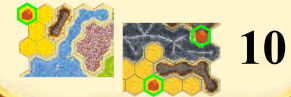
### COMPASS POINTS



#### Explore the 4 board edges

10 points if you have at least one settlement on each external board edge.

Draw an extra objective card.



### CONQUERORS



#### Protect the terrain

1 point for each of your settlements whose you control all the adjacent hexes of the same terrain type.



### COURTIERS



#### Touch castles

3 extra points for each castle that is adjacent to at least one of your settlements.

Draw an extra objective card.



### CROSSBOW FIGHTERS



#### Form a long line of settlements

2 points per settlement in your longest horizontal or diagonal continuous line.





## CUSTOMS



### Occupy tripoints

2 points for each of your settlements that is adjacent to at least 2 building terrain types and built on another building terrain type.



## FORTRESSES



### Surround your settlements

5 points for each of your settlements that is surrounded by your settlements.



## HOME COUNTRIES



### Fill terrain areas

4 points for each building terrain area that is completely populated by your settlements.



## MONKS



### Establish settlement areas on 3 terrain types

6 points for each settlement area established on exactly 3 terrain types.



## PATROLS

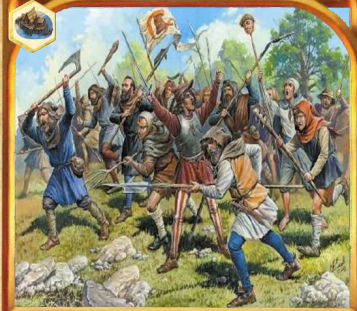


### Build on distinct horizontal rows

During your turn: 2 points if the 3 houses of the mandatory action are on distinct horizontal rows.



## PEASANT ARMIES



### Protect special hexes

5 points for each special hex that is adjacent to at least one of your settlements but to no foreign settlement.

Draw an extra objective card.



## PLACES OF REFUGE



### Surround special hexes

8 points for each special hex that is surrounded by your settlements. Draw an extra objective card.



## SETTLERS



### Build non-adjacent houses

During your turn: 2 points if at least one house of the mandatory action is adjacent to none of the 2 others.



## SQUIRES



### Claim special hexes

During your turn: if a special hex is unoccupied and adjacent to at least 3 of your settlements, you may build a house on it.

End of game: 4 points for each occupied special hex.

