

L1 POPE GREGORIO X P6

END OF THE ROUND: The Automa gains (4) per resource present on the playmat. Then all resources are discarded.

ANYTIME before the end of the round: the player can discard one or more resources to the general reserve to remove the matching resources from the Automa's playmat.



L2 POPE GREGORIO X P5

END OF THE ROUND: The Automa gains (6) per resource present on the playmat. Then all resources are discarded.

ANYTIME before the end of the round: the player can discard one or more resources to the general reserve to remove the matching resources from the Automa's playmat.



L3 POPE GREGORIO X P4

END OF THE ROUND: The Automa gains (8) per resource present on the playmat. Then all resources are discarded.

ANYTIME before the end of the round: the player can discard one or more resources to the general reserve to remove the matching resources from the Automa's playmat.



L1 NICCOLO' POLO P9

When Niccolò reaches a new city, the player takes one trading post from the TRADING POST CARD and places it on the city. The player can select any trading post, but he must pay all camels/coins connected to that trading post. He loses (1) per missing camel or coin. Niccolò gains the bonus under the trading post, if any.



L2 NICCOLO' POLO P8

When Niccolò reaches a new city, the player takes one trading post from the TRADING POST CARD and places it on the city. The player can select any trading post, but he must pay all camels/coins connected to that trading post. He loses (1) per missing camel or coin. Niccolò gains the bonus under the trading post, if any.



L3 NICCOLO' POLO P7

When Niccolò reaches a new city, the player takes one trading post from the TRADING POST CARD and places it on the city. The player can select any trading post, but he must pay all camels/coins connected to that trading post. He loses (1) per missing camel or coin. Niccolò gains the bonus under the trading post, if any.





