

Event Cards

Abdikation

Abdication!

Play only in peace time. Game turn immediately ends.

Blockadbrytare

Blockade Runner

Play at start of war: your merchants are not sent home.

Bindeuppror

Peasant Revolt

Affects one fief and all neighbours: 1-3: Nothing happens. 4: Lose fiefs with 1 crown. 5: Lose fiefs with 1-2 crowns. 6: Lose all fiefs.

Dalig Skord

Bad Harvest

Play as a player claims agricultural income: all that player's 3 crown fiefs earn nothing this turn.

Diplomatiska Patryckningar

Diplomatic Pressure

Remove any one merchant and return it to its owner.

Dolda Resurser

Hidden Resources

You may buy one extra History Card (but never more than 3 in a game turn).

Efterfragen Pa Importvaror

Demand for Imports

Play when collecting commercial income to receive an extra 5 marks.

En Tid Av Omvalvningar

A Time of Changes

Remove two available History Cards and replace them with two new ones.

Envaldets Fall

Fall of the Monarchy

Player before Sovereign Card drawn. Sweden becomes Europe's first Parliamentary State: you choose the Sovereign card for this turn freely from all cards.

Extra Krigsbyte

Extra Booty

Play when rewarded as a victor. Receive two rewards instead of one.

Extra Skatt Till Kyrkan

Extra Church Tax

One fief and all neighbours: pay one mark per crown to Exchequer.

Extra Skatt Pa Dina Bonder

Extra Tax on Peasants

When collecting agricultural income: instead of usual income, roll one die per fief to determine income.

Extra Krigsskatt

Extra War Tax

All players pay 1 mark per troop on fief cards.

Fallen i Onad

Out of Grace

The King demands that you take over another player's fief (of your choice). You must pay the full cost to its current owner - if you cannot this card is lost without effect.

Forbindelser Med Hovet

Connections at Court

Play when another event card is played to cancel its effect. Both cards are lost. Cannot be used to cancel another "Connections at Court" card.

Forlorad Mojlighet

Lost Opportunity

Draw a random event card from another player's hand and discard it.

Formyndarregering

Protector Government

Play at end of game turn. Sovereign marker remains in place and Sovereign Card remains in force for a complete new game turn.

Fornamt Aktenskap

Noble Marriage

Play when purchasing fief: reduce price by 2 marks per crown.

Forraderi

Treason!

Play to prevent another player receiving war booty after a war victory. May play after the target has chosen booty.

Forradstag

Supply Train

You do not pay for troop upkeep this game turn.

Fortida Dod

Untimely Death

Remove any queen, scientist or cultural personality from the game.

God Administration

Good Administration

Play at end of your move to take an immediate second turn. You may not use the same activity in the second turn as you used in your first.

Gomda Reserver

Hidden Reserves

Play only if you have a palace before you: gain 5 marks.

Grannfej

Feud with Neighbour

Choose a fief adjacent to one of your own. Roll a die for each and add the number of troop symbols in each fief to the respective rolls. If you roll higher then you take over the fief.

Handelspriviligier

Trade Privileges

Add one extra merchant to the map.

Haxprocessor

Witch Hunt

Affects one fief and all neighbours: each player loses one event card (randomly drawn) per affected fief.

Hogforraderi

High Treason!

Play when Sweden has lost a war. You are not affected by the lost war: you lose no fief. (However, fiefs taken by the victorious country are still lost).

Indragningar Fran Kyrkan

Church Obligations

All players receive 2 marks, except you who receive 5.

Inflytelseriikt Ambete

Influential Office

As soon as someone else uses an event card you may retrieve it from the discard pile.

Inspirerande Tal

Inspiring Speech

Play this card to receive 3 event cards.

Intresse motsattningar

Conflict of Interest

Play this card to prevent an opponent from buying a History Card or fief. The player must cancel the purchase, but may buy an alternative choice instead.

Kravaller Bland

Riots in Towns

Borgerskapet

Violent riots - one fief and its neighbours. 1-3: Nothing happens. 4: Fiefs with 0-1 troop are lost. 5: Fiefs with 0-2 troops are lost. 6: All fiefs are lost.

Krigets Vindar

Winds of War

Pay 7 marks and play at end of your move. War is declared with country of your choice. Play a full war phase which ends this game turn.

Kunglig Vrede

Royal Wrath

The King is displeased with target player, who loses fief of target player's choice.

Lag Efterfragan pa Importvaror

Low Demand for Imports

Imports from one country not in demand for rest of this game turn: topple markers in affected country to denote this.

Lokal Krigsskatt

Local War Tax

One fief and all neighbours: pay one mark per troop symbol in each affected fief.

Maktig Granne*Powerful Neighbour*

Choose a fief adjacent to one of your own. Roll a die for each and add the number of crown symbols in each fief to the respective rolls. If you roll higher then you take over the fief.

Maskeradmortet*Murder at the Opera*

Play only in peace. The game turn immediately ends.

Missvaxt*Famine*

One fief and all neighbours yield no agricultural income for rest of this game turn.

Overlagsen Taktiker*Superior Tactician*

For the rest of current war game turn you roll twice on your turn (possibly scoring two hits).

Penninglan*Heavy Loans*

You may borrow any amount from the Exchequer, but you must pay back twice this amount following your next peacetime move.

Penningvardet Fallor*Inflation*

All players except you immediately lose 2 marks.

Pesten Harjar!*Plague!*

One fief and all neighbours hit by plague. Each affected player loses one scientist, commander, queen or cultural personality.

Politiskt Inflytande*Political Influence*

Play just before player order is determined. You are automatically first this game turn.

Rafst Och Reduktion*Reduction*

All players (including you) pay half their gold to Exchequer (round in player's favour).

Ranksmider*Intrigues*

Play before another player's move: you determine their activity for the turn.

Skatteaterbaring*Tax Refund*

All players receive 5 marks from Exchequer.

Slaget vid Breitenfeldt*The Battle of Breitenfeldt*

In war with Prussia: remove two lowest enemy troop cards. If Sweden wins keep card to mark extra SP earned.

Slaget vid Kliszow*The Battle of Kliszow*

In war with Poland: remove two lowest enemy troop cards. If Sweden wins keep card to mark extra SP earned.

Slaget vid Narva*The Battle of Narva*

In war with Russia: remove two lowest enemy troop cards. If Sweden wins keep card to mark extra SP earned.

Slaget vid Poltava*The Battle of Poltava*

Sweden suffers its worst defeat. Draw two extra enemy troop cards and turn any one Swedish fief face down.

Slipad Forhandlare*Smart Negotiator*

Take one history card from any player. Pay twice cost for it.

Slottsbrand*Palace Fire*

Remove any one palace from the game.

Svenska Stalet Biter*Swedish Steel Bites*

Play during war (even if you are not a participant). Roll one die: 1-4: remove lowest enemy card. 5-6: No effect.

Taget Over Stora Balt Great Belt*The March Over the*

In war with Denmark: remove two lowest enemy troop cards. If Sweden wins keep card to mark extra SP earned.

Ur Hetluften*Out of the Fire*

Move any one merchant (of any player) from one country to another.

Royal Cards

Efterfragen pa*Demand for Imports***Importprodukter**

Every merchant yields 2 extra marks during commercial activity.

Fred*Peace***Goda Skordar***Good Harvest*

Agricultural income is doubled this game turn.

Krig med ...*War with ...***Missvaxt***Famine*

Agriculture yields half income this game turn (round in player's favour).

Skateindrivning*Tax*

All players pay half cash (round in player's favour).

History Cards

Slott (3/3/2)*Palace*

Earns 2 extra marks during agricultural income.

Vetenskapsman (2/2/3)*Scientist*

May purchase 1 extra History Card (at purchase time - at most one extra per turn).

Kulturpersonlighet (2/2/3)*Cultural Personality*

Immediately draw 1 extra Event Card.

Drottning (2/2/2)*Queen*

Earns 2 extra marks during commercial income.

Militaria (2/4/4)*Military***Resurs***Resource***Manufakturier***Factories*

At end of game receive marks: 10 times die roll.

Upplandska Jarnbruk*Iron works at Upsala*

Receive 2 marks at start of every game turn.

Jordreform*Land Reform*

Receive 1 extra mark per fief when collecting agricultural income.

Bergsbruk*Mining*

Gain 2 extra marks at start of every game turn.

Kanslipresident*Chancellor*

Remove at any time and immediately purchase one fief, history card or place a merchant.

Forbindelser med Hansan*Relations with the Hansa*

Collect 1 extra mark per merchant when collecting commercial income.

Drots*Seneschal*

Remove at any time and immediately purchase one fief, history card or place a merchant.

Andel i Falu Koppargruva*Copper Mines*

Gain 1 extra mark at start of every game turn.

Andel i Sala Sivergruva*Silver Mines*

Gain 2 extra marks at start of every game turn only if there is no war.

Andel i Ostindiska Kompaniet*Share in East India Company*

At game end roll one die - 5-6: add one extra SP.

Stod at Hattpartiet*Support of Hatt Party*

Draw two event cards per turn instead of one.