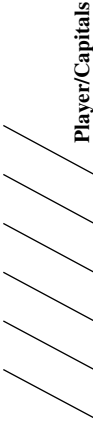


Age of Renaissance

Advance Log Sheet^{3.0}



Capital Bid
\$40 -

1st _____ 2nd _____ 3rd _____
4th _____ 5th _____ 6th _____

Player/Capitals

Science	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit	TURN LOG
A The Heavens	30	20	5	2	3									Allows transit of one sea as coastal province.	Total Turn Tokens
B Human Body	60	20	10	3	3									Reduces Misery one space. Lessens Mysticism Misery.	Cash
C Laws of Matter	90	20	5	3	3									voids Alchemy and lessens Mysticism Misery.	1
D Enlightenment	120	20	50	3	3	3								Halves Misery Relief price and lessens Mysticism Misery.	2
Religion	(300)	Pts.	Cr.	MI	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit (Each Religion Advance also incurs a Misery increase of one space.)	3
E Patronage	30	20	1	1	10	1								Allows investment in Leaders played by other players.	4
F Holy Indulgence	60	20	1	0	0									Collect two Expansion <input type="checkbox"/> s/turn from each non-owner.	5
G Proselytism	90	20	1	0	0									Wins attacks if colored die roll is ≥ Order of Play.	6
H Cathedral	120	20	1	25	F									Automatically wins one attack/turn vs. each non-owner.	7
Commerce	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit	8
I Caravan	20	10	5											May place <input type="checkbox"/> s through adjacent uncontrolled provinces.	9
J Wind/Watermill	40	10	5	I										May buy one trade attempt with defeated Market. dr ≤ Market #.	10
K Improved Agriculture	50	10	25	J										Reduces Misery one space. Reduces effects of Famine.	11
L Interest & Profit	80	10	0	K										Doubles cash after Expansion but only up to the value of Income.	12
M Industry	110	0	5	L										Increases commodity value by one payment box.	13
Communication	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit	14
N Written Record	30	10	5	1	1	1								Increases Leader Credits by \$10, including Patronage claims.	
O Printed Word	60	10	10	N	2	2								Earns Leader Discount Rebate for any earned Advances.	
P Master Art	90	10	5	O	3									May discard one card/turn without effect in the Buy Card Phase.	
Q Renaissance	120	0	100	P	2	3								Once/turn trades Order of Play with adjacent non-owner.	
Exploration	(400)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit	
R Overland East	40	20	5	1	1	2								Allows transit of Area V.	
S Seaworthy Vessels	80	20	5											May enter all Coastal Provinces except Far East and New World.	
T Ocean Navigation	120	20	5	A, S	2	2	2							Allows transit of Far East.	
U New World	160	0	25	V, T	2									May enter New World. Reduces Misery one space/Income Phase.	
Civics	(500)	Pts.	Cr.	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit		
V Urban Ascendancy	20	10	5											May buy one extra card for \$10 each turn.	
W Nationalism	60	20	5	1										Adds 1 to all attack totals in Home Area. (Also adds 1 to War! die roll.)	
X Institutional Research	100	30	10	2	2									Provides 10 Credits for any Advance except Civics & Religion.	
Y Cosmopolitan	150	40	25	R	2	2	3							May add Satellite <input type="checkbox"/> s to all adjacent province attacks.	
Z Middle Class	170	50	50	K										Increases Income by \$10/turn. Halves Stabilization costs.	

Commodities Value	Cards/Epoch	Prov. in 3p	4p	5p	6p	FE	NW
2 Stone 1(r)	1	1	1	1	1	1	1
3 Wool 2(r)	1	1	1	1	1	1	1
4 Timber 3(r)	1	1	1	1	1	1	1
5 Grain 4(r)	1	1	1	1	1	1	1
6 Cloth 5(r)	1	1	1	1	1	1	1
7 Wine 6(r)	1	1	1	1	1	1	1
8 Metal 7(r)	1	1	1	1	1	1	1
9 Fur 8(r)	1	1	1	1	1	1	1
10 Silk 9(r)	1	1	1	1	1	1	1
11 Spice 10(r)	1	1	1	1	1	1	1
12 Gold 10(r)	1	1	1	1	1	1	1
Ivory							

Event Cards	Epoch	Final Score (2100)
Enlightened Ruler	<input type="checkbox"/>	Science
Mysticism Abounds	<input type="checkbox"/>	Religion
Alchemist's Gold	<input type="checkbox"/>	Commerce
Rebellion	<input type="checkbox"/>	Communication
Revolutionary Uprisings	<input type="checkbox"/>	Exploration
Civil War	<input type="checkbox"/>	Civics
Religious Strife	<input type="checkbox"/>	+ Cash
Papal Decree	<input type="checkbox"/>	- Misery
Pirates and Vikings	<input type="checkbox"/>	

Competition Roll %	Order None	MA	Pros.	Both
1	90	93	100	100
2	81	86	90	93
3	71	79	81	86
4	61	72	71	79
5	51	65	61	72
6	42	58	51	65

War% +0	+1	+2	+3
Win	42	58	72
Tie	16	14	11
Loss	42	28	17

This is a redesign of the Advance Log Sheet found in Avdon Hill's Age of Renaissance game. Layout: Brady Severns. Suggestions and proofing: Marty Hoff and JP Rodman. Copying encouraged for personal use only.