



**VENETIA**  
**ERRATA, CLARIFICATIONS AND FAQs**

**ERRATA**

Mazzo italiano (ITA only)

Le carte numero 2 e 12 del mazzo Minaccia riportano lo stemma sbagliato per la Dinastia Ayyubita (lo scudo dovrebbe essere interamente GIALLO, non verde).

Change of Epoch (ENG only)

The change of Epoch occurs at the end of a player's turn (in case of one or more cards drawn as the effect of a Casus Belli), or at the end of the Threat Phase, after all Threat cards have been drawn and their effects have been resolved. (The ENG rulebook wrongly states that the change of Epoch occurs during the Threat Phase).

Placing Ducats on the City (page 15 - all editions)

Add the following sentence to the paragraph: "Whenever a player would have placed an Action card on his Voting box by the standard rules (e.g. when pulling a 'Pillage' Battle tile), discard it to place Ducats on the city instead."

**CLARIFICATION** (all editions)

**TIMING OF EFFECTS OF THREAT CARDS**

When a Threat card triggers the placement of Kingdoms and/or Enemy Fleets, and the advancement of the Enemy Powers marker, apply the effects of Kingdoms and Enemy Fleets first, THEN advance the Enemy Powers marker.

**FREQUENTLY ASKED QUESTIONS** (all editions)

**NAVAL ROUTES**

*Q. Do I have to place an Influence token in a sea area, even if it already has one of my color from a previous turn?*

A. Yes.

*Q. Do I have to put an Influence token in a sea area every time I want to use a naval route in the same turn?*

A. No. You never place more than one Influence token in the same sea area during the same turn. You can use a naval route as often as you want on the turn you establish it.





*Q. When I destroy all the Enemy fleets in a sea area, can I use the Influence I place there as part of my naval routes for this turn?*

A. Yes.

#### EPOCH CHANGE

*Q. What happens if the conditions for an Epoch change are already met during a player's turn, but there are still Casus Belli to be resolved?*

A. First resolve any remaining Casus Belli, applying all effects normally. Then, if the conditions are still met at the end of the turn, resolve the change of Epoch. The Epoch change is always the last thing to occur in a turn.

#### TIMING

*Q. If I choose a "2" Action die result, can I see my card before deciding whether to play a card this turn?*

A. Yes. The drawing of cards occurs during the phase 2 "Choose 1 Action die". You only decide whether to play an Action card at the beginning of the phase 3 "Take actions". You can even use the card you drew this turn.

*Q. When exactly do I choose how to use my Doge token this turn?*

A. At the beginning of the "Choose 1 Action die" Phase.

#### KINGDOMS

*Q. Can I play cards that allow me to add Influence to a colony (such as "Family Feud", "Trade Colony" or "Competition") in a Region where there is a Kingdom token?*

A. Yes. The instructions on a card always supersede the normal rules.

*Q. If a Threat card shows the same Kingdom as the one currently present in a Region, is one Influence still removed from every colony?*

A. Yes, if a Kingdom token was already present in the Region then all effects apply normally, even if the Kingdom token is of the same type as the one it replaces.

#### INFAMY TOKEN

*Q. When exactly do I get the Infamy token (for attacking a colony with a Podestà)?*

A. At the end of the "Take actions" phase.

*Q. Do I get the Infamy token even if I attack my own Podestà?*

A. Yes, it is still a Venetian Podestà!





Q. *Am I stuck with the Infamy token until another player attacks a colony with a Podestà?*

A. No, you discard it at the end of the next Election.

#### ACTION CARDS

Q. *If I play a card with a Free effect, when exactly do I get to apply it?*

A. At any time during your "Take actions" phase, be it at the beginning, during the expenditure of Action points or at the very end of the phase.

Q. *"Peace Treaty" – can I include the sea area where I put the Influence token in a naval route this turn?*

A. Yes.

Q. *How does the "Bombardment" card work?*

A. First, you have to declare that you are using the card at the beginning of your "Take actions" phase. Then, before spending any one of your Action points this turn, you declare that you will use the "Bombardment" ability for your next attack. Draw two tiles, applying one and discarding the other.

Q. *Can I use "Unique Trade" to put 2 Influence in one colony and 2 Influence in another?*

A. Yes, as long as you have enough Action points and a valid naval route to both colonies.

Q. *"Market of Rialto" – can the player that played the card also discard a card and draw a new one?*

A. Yes, he gets to choose first, then every other player in clockwise order.

Q. *"Treason" – can I attack more than one colony?*

A. Yes. However, you only get the card ability against ONE colony.

#### MISCELLANEOUS

Q. *Can I forfeit my Action Points voluntarily?*

A. Yes, you can always forfeit some or all of your Action Points, but you HAVE to choose a die for the turn.

Q. *The "Pillage" entry in the Battle Tiles box on page 8 refers to the "Voting box": is this the Family box?*

A. Yes, both terms are used interchangeably.





Q. *When I draw a VP token, do I have to show it to the other players?*

A. No, is up to each player whether they want to keep their VP tokens hidden or revealed.

Q. *What if I run out of components?*

A. The components are not limited by the number of pieces that come with the game (unless the rules explicitly say so). Use some suitable substitute.

Q. *Can I see the Family cards that have been played by other players in past elections?*

A. All discard piles (Family cards, Action cards and Threat cards) are open information to all players and can be checked at any time.

