



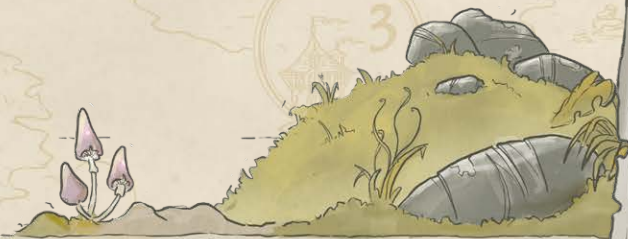
# The Queen's Special Orders

*Designed by Matthew Dunstan & Brett J. Gilbert*

*Though most of Tigomé has been explored and its trade routes reestablished, there are two remote provinces whose maps have not been updated in some time. The Queen requests all guilds visit these lands and explore new trade opportunities, noting any new villages they encounter.*

## Contents

- 1 rulebook
- 4 double-sided maps (4 North Proyilia/Xawskil)
- 12 goal cards (6 per map)
- 34 island tokens
- 4 island boards



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*They are always available at [alderac.com/micro-expansions](http://alderac.com/micro-expansions).*

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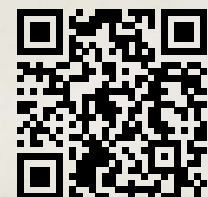
AEG 7113



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# Maps

## Nor Proylia

The northern cities in this province are difficult to reach but remain politically powerful. North Proylia is unique in its many dangerous ice wastes—vast stretches of ice that many are proud to call their home. While these regions are passable, they require proper gear and tenacity.

### special rules:

- One ice space can be explored with an explore action with 2 terrain of any type or with 1 “any space” action.

For example, 1 ice space could be explored with the “explore 2 desert spaces” action, or 2 adjacent ice spaces could be explored with the “explore any adjacent 2 spaces” action. You cannot discover villages on ice spaces.

\* Because Xawskil is a larger map, you need to place the map extension piece on the left side of your map as shown before you start playing.



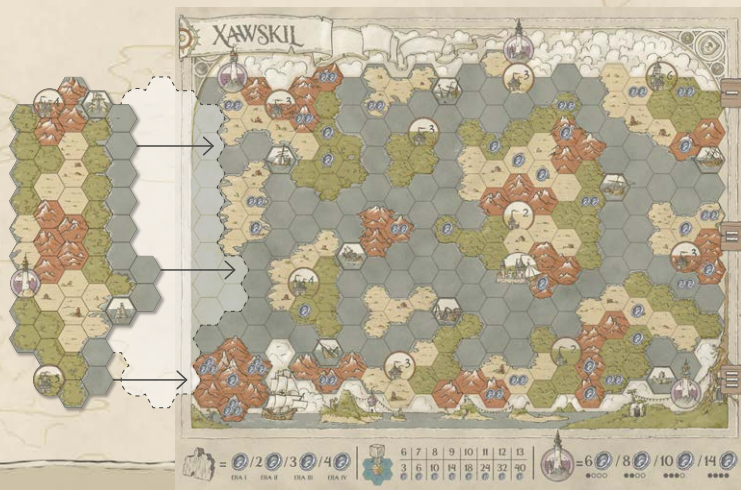
## Xawskil

The seas of Xawskil are due west of Avenia, with a dense archipelago of islands that can make navigation challenging. Each island and its small cities have unique offerings of trade, news, and good food.

### special rules:

- Each land you explore earns you  at the end of the game, as indicated on the bottom of your map (and shown below). The first time you place an explorer on a land, also place an island token on the space indicating that the land has been explored. Lands cannot earn additional island tokens by being explored again.
- A “land” is an area of terrain spaces isolated by sea, the border of the map, or both. Some goals refer to lands.

6	7	8	9	10	11	12	13
							



# Goals

With each map, the Queen has issued a handful of missions for exploring particular areas. Naturally, a completed mission comes with a reward. The capital space is not treated as a village for any goals.

## Nor Proylia

- **Complete a trade route involving ice.** You must be able to trace a line from one trading post to the other without backtracking. This goal can only be completed on the turn in which you complete the trade route.
- **Discover 2 villages adjacent to a trading post.** The villages could be adjacent to the same trading post or different trading posts.

