



Player Capitals

# Age of Renaissance Advance Log Sheet (2100)

This is a redesign of the Advance Log Sheet found in Avalon Hill's Age of Renaissance® game. Brady Severns redesigned it with playtesting and suggestions by Marty Hoff. You are encouraged to make copies for personal use.

## 2 3 4 5 6 ✓ Science (300) Pts. Cr. X MR Prerequisites Benefit

<input type="checkbox"/>	<b>A</b>	<b>The Heavens</b>	30	20	Research Credit: 10	5	② ③	Allows transit of one sea as coastal province.					
<input type="checkbox"/>	<b>B</b>	<b>Human Body</b>	60	20		10	③ ③	Reduces Misery one space. Lessens Mysticism Misery.					
<input type="checkbox"/>	<b>C</b>	<b>Laws of Matter</b>	90	20		5	③	voids Alchemy and lessens Mysticism Misery.					
<input type="checkbox"/>	<b>D</b>	<b>Enlightenment</b>	120	20		50	③ ③ ③	Halves Misery Relief price and lessens Mysticism Misery.					

## 2 3 4 5 6 ✓ Religion (300) Pts. Cr. MI MR Prerequisites Benefit (Each Religion Advance incurs a Misery increase of one space.)

<input type="checkbox"/>	<b>E</b>	<b>Patronage</b>	30	20	<b>1</b>	10	①	Allows investment in Leaders played by other players.					
<input type="checkbox"/>	<b>F</b>	<b>Holy Indulgence</b>	60	20	<b>1</b>	0		Collect two Expansion <input type="checkbox"/> s/turn from each non-owner.					
<input type="checkbox"/>	<b>G</b>	<b>Proselytism</b>	90	20	<b>1</b>	0		Wins attacks if colored die roll is ≥ Order of Play.					
<input type="checkbox"/>	<b>H</b>	<b>Cathedral</b>	120	20	<b>1</b>	25	F	Automatically wins one attack/turn vs. each non-owner.					

## 2 3 4 5 6 ✓ Commerce (300) Pts. Cr. X MR Prerequisites Benefit

<input type="checkbox"/>	<b>I</b>	<b>Caravan</b>	20	10	Research Credit: 10	5		May place <input type="checkbox"/> s through adjacent uncontrolled provinces.						
<input type="checkbox"/>	<b>J</b>	<b>Wind/Watermill</b>	40	10		5	I		May buy one trade attempt with defeated Market. dr ≤ Market #.					
<input type="checkbox"/>	<b>K</b>	<b>Improved Agriculture</b>	50	10		25	J		Reduces Misery one space. Reduces effects of Famine.					
<input type="checkbox"/>	<b>L</b>	<b>Interest &amp; Profit</b>	80	10		0	K		Doubles cash after Expansion but only up to the value of Income.					
<input type="checkbox"/>	<b>M</b>	<b>Industry</b>	110	0		5	L		Increases commodity value by one payment box.					

## 2 3 4 5 6 ✓ Communication (300) Pts. Cr. X MR Prerequisites Benefit

<input type="checkbox"/>	<b>N</b>	<b>Written Record</b>	30	10	Research Credit: 10	5	① ① ①	<b>Increases Leader Credits by \$10, including Patronage claims.</b>						
<input type="checkbox"/>	<b>O</b>	<b>Printed Word</b>	60	10		10	N	② ② ②	Earns Leader Discount Rebate for any earned Advances.					
<input type="checkbox"/>	<b>P</b>	<b>Master Art</b>	90	10		5	O	③	May discard one card/turn without effect in the Buy Card Phase.					
<input type="checkbox"/>	<b>Q</b>	<b>Renaissance</b>	120	0		100	P	② ③ ③	Once/turn trades Order of Play with adjacent non-owner.					

## 2 3 4 5 6 ✓ Exploration (400) Pts. Cr. X MR Prerequisites Benefit

<input type="checkbox"/>	<b>R</b>	<b>Overland East</b>	40	20	Research Credit: 10	5	① ① ②	Allows transit of Area V.						
<input type="checkbox"/>	<b>S</b>	<b>Seaworthy Vessels</b>	80	20		5			May enter all Coastal Provinces except Far East and New World.					
<input type="checkbox"/>	<b>T</b>	<b>Ocean Navigation</b>	120	20		5	A,S	② ② ②	Allows transit of Far East.					
<input type="checkbox"/>	<b>U</b>	<b>New World</b>	160	0		25	V,T	②	May enter New World. Reduces Misery one space/Income Phase.					

## 2 3 4 5 6 ✓ Civics (500) Pts. Cr. MR Prerequisites Benefit

<input type="checkbox"/>	<b>V</b>	<b>Urban Ascendancy</b>	20	10	↑	5		May buy one extra card for \$10 each turn.						
<input type="checkbox"/>	<b>W</b>	<b>Nationalism</b>	60	20		5	①		Adds 1 to all attack totals in Home Area.					
<input type="checkbox"/>	<b>X</b>	<b>Institutional Research</b>	100	30		10	② ②		<b>Provides 10 Credits for any Advance except Civics &amp; Religion.</b>					
<input type="checkbox"/>	<b>Y</b>	<b>Cosmopolitan</b>	150	40		25	R	② ② ③	May add Satellite <input type="checkbox"/> s to all adjacent province attacks.					
<input type="checkbox"/>	<b>Z</b>	<b>Middle Class</b>	170	50		50	K		Increases Income by \$10/turn. Halves Stabilization costs.					

### Capital Bid & Choices

Bid \_\_\_\_\_ 1st \_\_\_\_\_  
 2nd \_\_\_\_\_ 3rd \_\_\_\_\_  
 4th \_\_\_\_\_ 5th \_\_\_\_\_

### TURN LOG

Total	Turn	Tokens	Cash
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\_\_\_\_ 1 \_\_\_\_  
 \_\_\_\_ 2 \_\_\_\_  
 \_\_\_\_ 3 \_\_\_\_  
 \_\_\_\_ 4 \_\_\_\_  
 \_\_\_\_ 5 \_\_\_\_  
 \_\_\_\_ 6 \_\_\_\_  
 \_\_\_\_ 7 \_\_\_\_  
 \_\_\_\_ 8 \_\_\_\_  
 \_\_\_\_ 9 \_\_\_\_  
 \_\_\_\_ 10 \_\_\_\_  
 \_\_\_\_ 11 \_\_\_\_  
 \_\_\_\_ 12 \_\_\_\_  
 \_\_\_\_ 13 \_\_\_\_  
 \_\_\_\_ 14 \_\_\_\_  
 \_\_\_\_ 15 \_\_\_\_  
 \_\_\_\_ 16 \_\_\_\_

### Cathedral Usage

Turn vs.	2	3	4	5	6
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