NUCLEUM

GIBRALTAR

As the world embraces the energy revolution, governments are seeking new ways to harness nuclear power, including for military advancements. In a historic collaboration, the United Kingdom, Portugal, Spain, and Morocco have launched a joint initiative to develop the first nucleum-powered submarine. Gibraltar has been chosen as the heart of this ambitious project, attracting visionary entrepreneurs eager to make their mark across the Strait of Gibraltar and to supply the needed infrastructure. Seize this opportunity to generate the nuclear energy needed for the submarine while pioneering groundbreaking structures in Morocco and the Iberian Peninsula. Build innovative, never-before-seen structures, meet the military's demands, drive industrial progress, and etch your name into history!



CREDITS

Expansion Design: Dávid Turczi
Original Game Design: Simone Luciani and Dávid Turczi
Solo Mode Design: Dávid Turczi and Chuck Case
Development: Maciej Górkowski, Kacper Frydrykiewicz, Joanna Kijanka, Andrei Novac
Illustrations: Andreas Resch, Piotr Sokołowski, Piotr Orleański
Graphic Design & DTP: Andreas Resch, Zbigniew Umgelter
Rulebook: Maciej Górkowski, Dávid Turczi
Rulebook DTP: Zbigniew Umgelter
Rulebook Editing: Tyler Brown
Additional Solo testing: Shane Ryan, Shelley Danielle

Board&Dice would like to thank the following for their invaluable play testing, advice, and feedback:
Marta Szpaderska, Jan "SoAmazinglyBad" Mikołajczak, Agata Kachniarz. Marcin Cieślikowski, Tomasz Mateusz Bandrowski, Jan Wójcik, Marek Ciemski, Rafał Romaniuk, Emil "Sergiusz" Pacholczyk, Daniel Dubel, Krzysztof Widera, Michał Milczarek.

Dávid would like to give special thanks to Noralie Lubbers, because she always has the exact idea he is looking for.

BOARD&DICE
CEO: Ireneusz Huszcza
Operations Manager: Aleksandra Menio
Head of Marketing: Aleksandra Skłodowska-Michalak
Head of Sales: Ireneusz Huszcza
Art Direction: Filip Głowacz
Head of Development: Joanna Kijanka

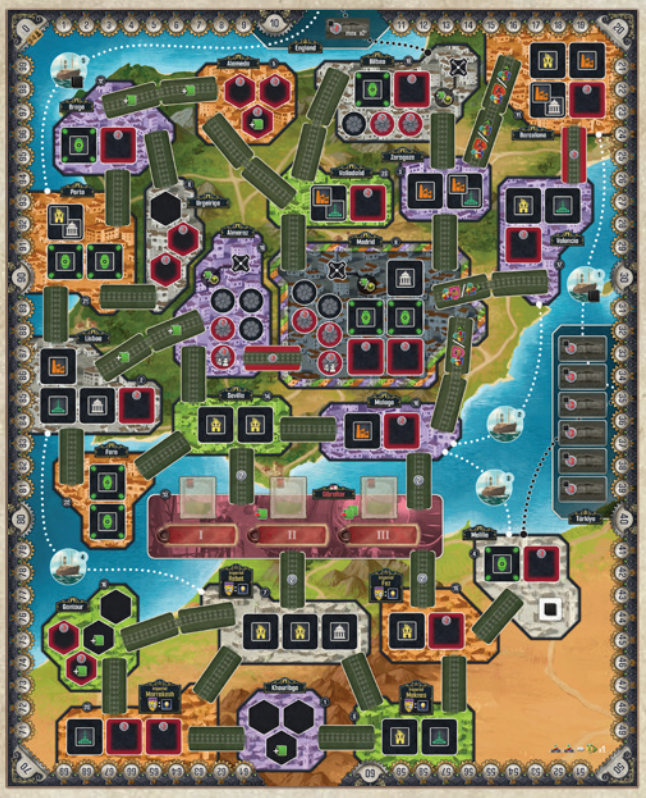
© 2025 Board&Dice. All rights reserved.
For more information about Nucleum please visit:
www.boardanddice.com

LIVING RULES PLEDGE
We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

Missing or damaged components:
Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:
https://boardanddice.com/customer-support/

COMPONENTS



1 GIBRALTAR MAIN BOARD (DOUBLE-SIDED)



1 URBANIZE OFFER SIDE BOARD



6 NEW CONTRACT TILES



16 SPECIAL URBAN BUILDING TILES



8 MILITARY CONTRACT TILLES



9 MILITARY TECHNOLOGY TILES



2 SIDE BOARD OVERLAYS



6 NEW ACTION TILES



1 NEW MILESTONE TILE



3 NEUTRAL BOATS



13 NEW SETUP CARDS

PER PLAYER COLOR (X4)



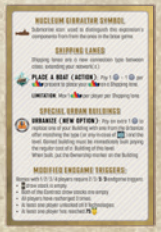
1 SPECIAL SHIPPING TILE



4 BOATS



4 URBANIZE MARKERS



1 ADDITIONAL PLAYER AID

CHANGES IN SETUP

1. Place the new Gibraltar main board in the center of the table with the side matching the number of players face up and place the side board next to the main board.
2. Place the Coal Import Wagon tiles with the side showing -1 facing up on the indicated spots on the Türkiye coal import area.
3. Place the Urbanize Offer side board next to the main board. Separate the Special Urban Building tiles into 4 stacks according to **their level** and shuffle each stack individually. Place the stacks on the designated spaces of the Urbanize Offer side board.
4. Set aside the 2 new Action tiles (1 of them Chaining) with the icon, and place them next to the Urbanize Offer side board (they can be gained via one of the Special Urbanize tiles).
5. After separating the 20 Base Action tiles from the base game, add the 4 new ones to the remaining 30 and shuffle them together. Then, continue setting up the Action tiles as normal.
6. Place the Endgame side board overlay on its respective location of the endgame condition area.
7. Place the Milestone side board overlay on the 2nd Nucleum space instead of a Nucleum token.
8. Shuffle the new Milestone tile with the base Milestone tiles before selecting 4 for the game.
9. Changes for the Contract setup:
   - A. Remove the following base game Contracts: C06, C13, C24, C26 (Contracts related to Praha or Tile count).
   - B. Add the new Contracts to the respective stacks before shuffling (2 silver, 2 gold, 2 purple).
10. Place the VP Flag token under the "75" space of the scoring track. If you are using the *Nucleum: Court of Progress* expansion, place it under the "95" space instead.

SPECIAL URBAN BUILDINGS AS A MODULE

If you want to use the Special Urban Buildings for another map:

- Perform steps 3 and 4 of the above setup procedure (setting up the Urbanize Offer and setting aside the two special Action tiles), along with the regular setup corresponding to the rules of that map.
- Shuffle the new Milestone tile with the base Milestone tiles before selecting 4 for the game.
- Set the VP Flag token 5 spaces higher (under the "75" space when not using the *Nucleum: Court of Progress* expansion, and under the "95" space when using it), even if playing on the base game map.

CHANGES IN MAP SETUP

11. Place the Coal Power Plant standee in Melilla and 3 Power Plant standees in all Cities with . One Power Plant standee is not used.
12. Using the new Setup cards, place the starting Nucleum, Neutral Urban Building tiles, and Rubble tiles following the same steps as in the base game. In a City marked with place the Rubble tile on the Special Urban site. Then use the same cards for the next two steps.
13. Additionally, place Neutral Boats on the shipping lanes visible on the first revealed Setup card. Place 3 Neutral Boats in a 2-player game and 2 Neutral Boats in a 3- or 4-player game.
14. Randomly select 3 Military Contracts and place them on their designated spaces on the main board. Return the remaining Military Contracts to the box.
15. Randomly select 1 Military Technology of each level (levels are indicated on their backs). Place the Military Technologies face up under the Military Contract setup:
   - A. Level I Military Technology in a space showing no Uranium.
   - B. Level II Military Technology in a space showing
   - C. level III Military Technology in a space showing

   Return the remaining Military Technologies to the box.

IF YOU ALSO HAVE *NUCLEUM: AUSTRALIA*...

- During step 5 (Action tile setup), you may also include the 5 Action tiles from *Nucleum: Australia*, even when playing on the Gibraltar map. Conversely, you may also include the 4 Action tiles from this expansion, even when playing on the Australia map.
- During step 7 (Milestone setup), you may include the Shipping Milestone tile, even when playing on the Gibraltar map.
- During step 8 (Contract setup), you may include C06b, C26b, C52, and C56 as well, even when playing on the Gibraltar map.

CHANGES IN PLAYER BOARD SETUP

16. Give each player the new Special Shipping tile (increasing the number of starting tiles by one), 4 Boats in their color, 4 Urbanize markers in their color, and 1 player aid.













SETUP - GIBRALTAR EXPANSION

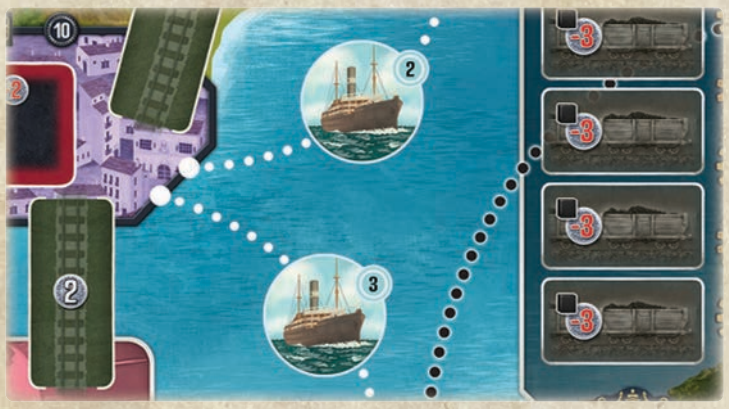
GAMEPLAY OVERVIEW

Nucleum: Gibraltar introduces several new concepts and rule changes to the base game. All new tiles from this expansion can be easily distinguished by the submarine icon depicted on them.

MILESTONE TRACK

The first player to place a Milestone marker in the 2nd segment instead of placing the Nucleum token gains either 1 Worker or 2 Thaler, then removes the overlay from the sideboard.

SHIPPING LANES



Shipping lanes are a new connection type between cities, different from regular links. There can be multiple Boats on a single Shipping lane but only one Boat per player. **Shipping lanes with your Boats extend your network,** just as a rail line does; however, they are **not** Railway tiles for the purposes of Milestones, Contracts, and scoring Technologies. You may transport coal and uranium using your **own** Boats, however, you cannot transport electricity using Boats. You **cannot** transport anything using other players' Boats.



The Place a Boat action allows you to place a Boat on a Shipping lane. The cost of placing a Boat is 1 Thaler, plus 1 Thaler for each Boat already present on that Shipping lane. You may place a Boat on any Shipping lane where you do not already have one. Just like placing a Railway tile, this Shipping lane does not need to be connected to any of your networks.

IMPORTANT: *Your Special Directive tile* **cannot** *be used to perform the Place a Boat action.*

COAL SHIPPING



The Coal production areas of England and Türkiye are connected to some cities via Shipping lanes. Players may import Coal from the respective production areas into the connected cities *if* they have a Boat on such a lane.

Coal Shipping lanes cannot be used for any other purpose than importing Coal (i.e. England and Türkiye are not part of your network and you cannot trace a connection through them).

PERMANENT COAL SHIPPING



The lanes of England-Bilbao and Türkiye-Melilla are *permanently available* to all players, no need to place Boats here. These lanes essentially function identically to the long-distance rails of the base game.

IMPORTANT: *Long distance Shipping lanes (indicated by the black color) leading to England and Türkiye are not part of players' networks, and cannot be used to trace a connection.*

CHAINING TILES



Each player starts the game with a Special Shipping tile, which is a Chaining tile. Another Chaining tile is gained by the effect of one of the Special Urban Buildings.

They allow you to take the printed action and then play a non-Chaining Action tile (see the following additional rules) immediately on top of the Chaining tile and resolve it.

ADDITIONAL RULES AND CLARIFICATIONS

- You may never place a Chaining tile as a railway.
- You may never play more than 1 Chaining tile on the same turn.
- You may play your Special Directive tile on top of a Chaining tile.
- You must fully perform the action depicted on the Chaining tile before placing (and performing the actions of) the Action tile placed on top of it.
- Chaining tiles count toward the number of the Action tiles you have for Contracts, Milestones, and Experiments' scoring Technologies.
- You may not fulfill an additional Contract in the same turn by placing a Chaining tile.

MILITARY CONTRACTS AND TECHNOLOGIES



Military Contracts are a new type of Contract. All Contracts of this type require players to have Gibraltar and a specific Buildings/cities etc. in the same network (be able to trace a connection between them, using only Shipping lanes owned by the player and completed railways co-owned by the player). Military Contracts are fulfilled in the same way as Purple Contracts; once a player meets the condition, they may fulfill the Contract following a regular procedure, instead of fulfilling one from their Player board. Military contracts cannot be taken with the Contract action. There is an additional cost in Uranium under the second and third Military Contracts. If a player wants to fulfill one of those Contracts, they must pay that cost (the spent Uranium does not have to originate from a Mine connected to Gibraltar).



The reward for fulfilling a Military Contract is a Military Technology. Each Contract has a Technology tile paired to it during Setup. These Technologies **are not** replacing any of the Experiment's Technologies, and they do not count toward the "8 Technologies" endgame condition. These are additional Technologies that are considered to be unlocked from the moment you claim any of them. When you gain a Military Technology, place it below your Experiment board. Do **not** refill the Military Contract offer in Gibraltar when one is fulfilled.

SPECIAL URBAN BUILDING TILES



Special Urban Building tiles are new Buildings that players may erect during the Urbanize action. Whenever you place a new Urban Building tile on the map, you may decide to exchange it for a tile from the offer. **Both type and level of the Buildings must be the same** (i.e., you may replace your level II Factory with a Special Urban Building tile also depicting a level II Factory). The cost of Special Urban tiles is indicated on the Urbanize Offer side board. The exchanged Urban Building tile is removed from the game. Players mark their Special Urban Building tiles with their Urbanize markers. You may not build a Special Urban Building if you have already placed all of your Urbanize markers. Once built, you treat your Special Urban Buildings as any other Urban Building during an Energize action. You cannot interact with Special Urban Buildings built by other players—they are *not* Neutral Buildings!



Special Urban sites may **only** accommodate Special Urban Building tiles. Otherwise, Special Urban Building tiles are built with the same rules and restrictions as regular Urban Buildings.

COMPOUND SPECIAL URBAN BUILDINGS

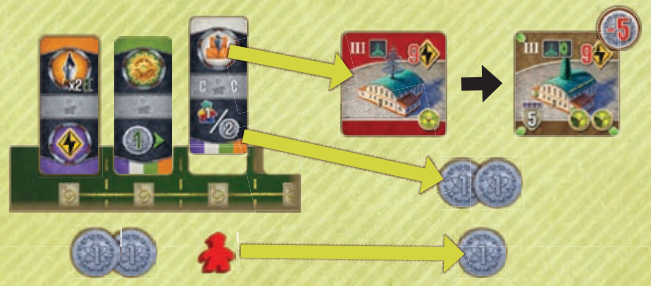


These tiles can replace any type of Building. They may be placed on site with any type requirement. They **do not** count toward Contracts, Milestones, and Government scoring conditions that count **specific** Building types (Residential, Factory, Lab, or Government, unless they also have a separate icon with this type), but they do count as an Urban Building in every other way.

NOTE: *When playing with Experiment J, you may never exchange Buildings already energized on your Player board. When playing with Experiment I and L, there is nothing stopping you from exchanging one of your custom Building tiles with a Special Urban Building, but it is usually not the wisest idea.*

NOTE: *You can use Special Urban Building tiles as an additional module when playing with the base map or the Australia map as well!*

EXAMPLE: *Red plays a tile with an Urbanize and a Subsidize action. They want to build a level 3 Special Urban Building tile for which they need to pay 5 Thaler (as indicated above on the sideboard). They only have 2 Thaler but they gain 2 additional from the Subsidize action and exchange their Worker for the remaining Thaler. Red's level 3 Laboratory is removed from their Player board.*



Then, they place the selected Special Urban Building on the Laboratory site in Marrakesh with their Urbanize marker on top. Later, when they Energize that Building, they will receive 2 level 2 Technologies (instead of a 1 level 3 Technology, which is a standard reward for Energizing a level 3 Laboratory).



GIBRALTAR



The Gibraltar city space is considered to be colorless, which means that it is impossible to match a Railway tile with it, even with a wildcard one. Therefore you always resolve up to 1 action from the Railway tile connected to Gibraltar. However, there are rewards printed on most railway spaces connected to Gibraltar. Receive the shown benefit immediately (before resolving your action) when placing a tile on one of these spaces.

COAL IMPORTS

On the Gibraltar map, you may import Coal via Türkiye or England. Importing Coal from Türkiye follows the rules of the base map, however you must have a shipping connection to do it (see Shipping lane rules on page 6).



Importing Coal from England (also requiring a shipping connection) always costs 2 Thaler each, but only **up to 2 Coal** may be imported from England per Energize action.

POWER PLANT REWARDS



The reward for placing a Nucleum at **every** power plant is a choice of either a level 1 Technology or 1 Uranium.

MINOR DEALS



There are bonus rewards present on several railway spaces:

- 1 Uranium
- 2 Thaler (next to Gibraltar)
- Gain a Worker, placing it as a Politician to the indicated Party (only available when playing with the *Nucleum: Court of Progress* expansion)
- Advance on the indicated Income track.

When you place a Railway tile on one of these spaces, you immediately (before resolving your actions) gain the bonus reward following the regular rules. You must have a Mine to place the gained Uranium (or convert it to a Worker).

IMPERIAL CITIES

NOTE: *The four Imperial Cities—Fez, Marrakesh, Meknes, and Rabat—are the four historical capitals of the Moroccan Kingdom, forming a grand gateway between the industries of Europe and the riches of Western Africa. The King of Morocco rewards all modernizing efforts in these cities greatly.*



All energized Buildings in Imperial Cities of Morocco are worth 4 additional VP at the end of the game. There are also 3 Contracts that require players to have Urban Buildings and/or Mines placed in Imperial Cities.

MODIFIED ENDGAME CONDITIONS



In 3- and 4-player games, the number of conditions to trigger the end of the game is increased from 2 to 3, while in 2-player and solo games, the number of conditions remain unchanged. If you are combining this expansion with other expansions, the same number of conditions apply.

MODIFIED FINAL SCORING

Perform Final Scoring following the base game rules with the following changes:

- If you have collected a level III Military Technology, score its goal. See the appendix for details.
- When scoring energized Buildings, remember that some of the Special Urban Buildings also have a scoring condition similar to the Government Buildings. If so, score these as well. See the appendix for details.

EVEN MORE EXPERT VARIANT

Players who are already well acquainted with Nucleum and its expansions are encouraged to try the following expert variant. Players no longer take Experiments in reverse player order, and they are not dealt a random Initial Contract. Instead, first reveal as many Initial Contracts as players in the game. Then, in player order, players hold an auction using VP to become the 1st/2nd/3rd to choose their Experiment. The auction is an open bidding process: each player may offer an amount of VP to be first to choose, and the amount they bid must be subsequently higher than the previous mount, or they may pass. The player who passes first chooses last, then the next player to pass must lose the amount of VP equal to their last bid and be 3rd, and so on. All players must mark down (anyway they choose to) the amount they bid and lose that number of VP at the end of the game, before tallying up VP and determining the winner. Finally, in reverse player order, each player picks one of the revealed Initial Contracts and places it on any of the Contract spaces on their Player board (without receiving the benefit).

EXAMPLE: *Players A, B, C, D are bidding for priority of choosing Experiments as follows: A-1, B-3, C-4, D-6, A-7, B-pass, C-8, D-10, A-pass, C-11, D-12, C-15, D-pass. C must lose 15VP and is the first to pick their Experiment, D must lose 12VP and is the second, A must lose 7VP and is third, and B is the last to choose and loses no VP. All these VP will be lost at the end of the game, before determining the winner. Then, D will pick their Initial Contract first, then C, and so on. Finally, A starts the game.*

APPENDIX

MILESTONE TILES



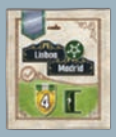
Score for every Special Urban Building you have on the map.

SILVER CONTRACTS



(C71) Have 2 Urban Buildings in Imperial cities.

Unlock a level 1 Technology.



(C72) Have Lisboa and Madrid in the same network.

Gain 4 VP and choose any of the Contract reward spaces and receive the chosen space's reward once (it does not matter if there is a Contract assigned or not).

GOLD CONTRACTS



(C73) Have Bilbao and Valencia in the same network.

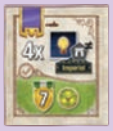
Gain 6 VP and choose any of the Contract reward spaces and receive the chosen space's reward twice (it does not matter if there is a Contract assigned or not).



(C74) Have 3 energized Buildings in Imperial cities.

Gain 5 VP and unlock a level 2 Technology.

PURPLE CONTRACTS



(C75) Have an energized Building in each of the four different Imperial cities with Building spaces.

Gain 7 VP and unlock a level 3 Technology.



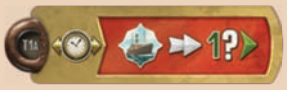
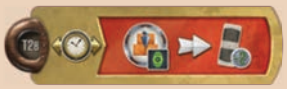
(C76) Have Braga and Malaga in the same network.

Gain 10 VP and perform a Contract action.

MILITARY CONTRACTS

	(MC1) Have Zaragoza and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC2) Have Porto and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC3) Have 3 Residencies and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC4) Have 2 energized Factories and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC5) Have 1 energized Laboratory and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC6) Have 2 Special Urban Buildings and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC7) Have 2 Turbines and Gibraltar in the same network. Gain the Military Technology tile below this Contract.
	(MC8) Have 3 Boats and Gibraltar in the same network. Gain the Military Technology tile below this Contract.

MILITARY TECHNOLOGIES

LEVEL	TECHNOLOGY	EFFECT
1		(T1A) For each Boat you have placed, advance any of your Income markers by 1 step. From now on, gain this reward whenever you place a Boat.
1		(T1B) For each Boat you have placed, gain 1 Thaler and 1 Achievement token. From now on, gain this reward whenever you place a Boat.
1		(T1C) When you Energize, you have an additional 2 Thaler discount for a total cost of buying Coal. Moreover, treat every Power Plant as if it had 1 more Nucleum. This means that it may process 1 **more** Uranium including processing Uranium in Power Plants without a Nucleum.
2		(T2A) When you Recharge, as a last step, gain 2 Uranium or unlock a level 2 Technology.
2		(T2B) For each Special Urban Buildings you have placed on the map, immediately gain 1 Action tile from the offer without paying any Thaler (refresh the offer after each). From now on, gain this reward whenever you build a Special Urban Building.
2		(T2C) When you take an Energize action, produce 2 additional electricity.
3		(T3A) At the end of the game, either all multipliers for Milestone scoring are higher by 1 or for all Milestone markers above or on the 13th step on a track the multipliers are higher by 2.
3		(T3B) At the end of the game, score 4 VP for every Special Urban Building you have built.
3		(T3C) At the end of the game, score 5 VP for every Income track that reached any of the last 3 steps.

SPECIAL URBAN BUILDINGS



When Energized: Perform an Industrialize action with a 1 Worker discount.

Scoring: Gain 2 VP.



When Energized: Gain 4 Workers.

Scoring: Gain 3 VP.



When Energized: Unlock a level 2 Technology. Choose any of the Contract reward spaces and receive the chosen space's reward 1 time (it does not matter if there is a Contract assigned or not).

Scoring: Gain 5 VP.



When Energized: Advance the Worker Income marker by 3 steps. Choose any of the Contract reward spaces and receive the chosen space's reward 3 times (it does not matter if there is a Contract assigned or not).

Scoring: Gain 9 VP.



When Energized: Gain 4 Thaler.

Scoring: Gain 4 VP.



When Energized: Advance the Thaler Income marker by 1 step. From this point on you always have 1 free Coal during the Energize action (you must still connect it to the Power Plant you are using.)

If energized, this Building counts as a Coal Mine for completing Contracts and scoring Party Agendas (when played with the *Nucleum: Australia* and/or *Nucleum: Court of Progress* expansions).

Scoring: Gain 4 VP.



When Energized: Advance any Income marker by 2 steps (you may split steps between different tracks). Flipping this tile counts as building a Uranium Mine, receiving Uranium accordingly.

If energized, this Building counts as a Uranium Mine, including when calculating how many Uranium you gain during Industrialize action, for completing Contracts, scoring Party Agendas and Milestones. This Building can hold up to 3 Uranium.

Scoring: Gain 4 VP.



When Energized: Advance the Thaler Income marker by 4 steps. Immediately perform an additional turn playing another Action tile on your Player board—not as a Railway. You may fulfill an additional Contract during that action.

Scoring: Gain 9 VP.



When Energized: Perform a Develop action without paying any Thaler.

Scoring: Gain 4 VP.



When Energized: Get the 2 indicated Special Action tiles.

Scoring: Gain 4 VP.



When Energized: Unlock 2 level 2 Technologies.

Scoring: Gain 5 VP.



When Energized: Advance your VP Income marker by 4 steps.

Scoring: Gain 1 VP for every energized Building (including this one) in the same network as this Building.



When Energized: Gain 4 additional Achievement tokens

Scoring: Gain 2 VP



When Energized: Advance any Income marker by 2 steps (you may split steps between different tracks).

Scoring: Gain 1 VP for every Special Urban Building in the same network as this Building.



When Energized: Advance any Income marker by 2 steps (you may split steps between different tracks).

Scoring: Gain 2 VP for every Building that is level 3 or level 4 that you have built.



When Energized: Advance any Income marker by 3 steps (you may split steps between different tracks).

Scoring: Gain 4 VP for every Government Building in the same network as this Building.

BARON VON AUTOMAT GOES STRAI(GH)T TO GIBRALTAR!

The following contains the rules for the Baron Von Automat solo mode using *Nucleum: Gibraltar*. The solo rules from the base game remain unchanged. Set up the game as per regular Gibraltar rules, using the setup rules for Baron from the base game (if additionally drawn Setup card - for the Baron Building - indicates the City with only red borders and Special Urbanize building spaces, draw again). Include the Special Shipping tile with the Baron's tiles when shuffling, while the original Special Directive tile continues to function as the stopblock. Give the Baron the 4 Boats of its color.

The end of the game is triggered in two ways:

- Two (not three) of the four Endgame Condition markers have been placed.
- The Baron has Recharged 3 times (or if playing against two Barons, once they both have Recharged three times).

When the end of the game is triggered, finish the current round, and then you and the Baron each play one additional turn as in the multiplayer game. However, the Baron takes two Energize actions without paying Thaler on its last turn instead of its usual selection procedure.

RAILWAY TURN

When Baron places a Railway tile on Railway space with 2 they gain 2 Workers. If they place it on 2 they gain 2 Thaler. Ignore all other printed rewards from Railway spaces.

GIBRALTAR AND MILITARY CONTRACTS

When the Baron resolves a Railway action, it considers Gibraltar as wild (unlike the player) and resolves the action from the placed tile that connects to it.

When Baron Recharges **and** Gibraltar is in one of its networks, the Baron claims a Military Contract. Draw a Logic card and using the general tiebreaker determine if the Baron claims lowest or highest available Military Contract, but it cannot claim a higher level reward than its current Recharge (i.e., Baron cannot claim a level 3 Military Contract during its first and second Recharge). The Baron does not benefit from the claimed Technology, instead it gains a corresponding reward:

- Level 1 → Baron gains 2 Thaler and 2 Workers.
- Level 2 → Baron resolves an Urbanize action, then an Energize action.
- Level 3 → Baron gains 12 VP.

SPECIAL URBAN BUILDING TILES

When the Baron resolves the **Urbanize** action, first check the Special Urban Buildings offer. If there is an available Urban Building matching the type and level of the Urban Building the Baron is currently attempting to place, it spends one additional Thaler to build it (remove the original Building from the game as per the regular rules). If the Baron does not have enough Thalers to pay the additional cost or has used all 4 of its Urbanize markers, it ignores the Special Buildings offer and proceeds with the action as usual.

When placing a Special Urban Building tile on the map, the Baron prefers the Special Urban building space before all other building spaces matching the Urban Building type.

When choosing a City to place onto an Urban tile, the Baron's priority is as follows:

1. City connected to a Power Plant via Railways (with Nucleum preferably).
2. Imperial City.
3. New City.
4. Logic card tiebreaker.

When the Baron resolves the **Energize** action, its priority is as follows:

1. Government Urban Building.
2. Special Urban Building.
3. Lowest energy requirement.
4. Neutral Urban Building.
5. Logic card tiebreaker.

When the Baron energizes a Special Urban Building, it immediately scores VP equal to the Achievement tokens gained from the action (in addition to any other VP that it gains during Final Scoring).

SPECIAL SHIPPING TILE

If the Baron selects the Special Shipping tile, it performs a Place a Boat action (see below) and additionally resolves the tile directly after it (the next one to the right), as if the die roll selected that tile. If the next tile after the Special Shipping tile is the stopblock, the Baron forfeits this additional action. After resolving both the Special Shipping tile and the tile directly after it, move both tiles (or just the Special Shipping tile if the next tile was used as a railway or was the stopblock) to the end of the queue, preserving their order. The Special Shipping tile can never be placed on the board as a railway, so resolving it is always a Regular turn.

If there is a choice, the Baron prioritizes the Place a Boat action before all other actions.

PLACE A BOAT ACTION

The Baron selects a Shipping lane where there are the fewest Boats already present. If multiple such spaces exist, use the standard tie-breaker on the Logic card to choose between Shipping lanes (using the numbers on the lanes themselves).

- If the selected lane already has one of your Boats, the Baron pays 1 Thaler. The Neutral Boats and Boats belonging to other Baron do not increase the Thaler cost. If it does not have 1 Thaler, it ignores spaces with your Boats.
- If no legal space can be selected (the Baron has a Boat on every space, or every space with the fewest Boats has your Boats and the Baron does not have 1 Thaler), the Baron forfeits the action. If the forfeited action originated from the Special Shipping tile, the Baron still resolves the tile directly after it.