Rattus Upgrade tiles

These upgrade tiles can be used when playing with Rattus Academicus in combination with the Pied Piper and/or Mercatus expansion. The rules for obtaining upgrades tiles are explained in the rules of Rattus Academicus, the rules for each upgrade tile is explained below.

Upgrades Rattus pied piper

Crusader (Chivalry)

You may move the plague piece to any region. Also, you choose the order in which the rats are applied (same as basic Crusader).

Same as level II, but additionally, after revealing the rats, you may choose to discard one of them and replace it with a new random rat from the supply.

Soldier (Chivalry)

You may move the plague piece to any region. Also, you may add an additional rat (like the basic Soldier card).

You may move the plague piece to any region. Also, you may add two additional rats.

Mayor (Bourgeoisie)

Same as basic ability, but you may place one additional cube (in any region in which you place cubes).

Same as basic ability, but you may place two additional cubes (in any region in which you place cubes).

Courier (Bourgeoisie)

You may let any two cubes in one region swap places with any two cubes in another region.

You may let any three cubes in one region swap places with any three cubes in another region.

Note: The upgraded Courier abilities can only be used to swap an equal number of cubes from one region to another. That is, with e.g. level II, you cannot swap one cube from one region (even if the region only contains one cube) with two cubes from another region. You can however choose to swap a lower number of cubes from both region (e.g. use a level II Courier to swap one cube from one region with one cube from another region, like the basic Courier).

Emperor (Royalty)

Same as basic ability, but in addition you may move a cube of any colour across a border blocked by a wall.

Same as basic ability, but in addition you may move upto two cubes of any colour(s) across border(s) blocked by wall(s).

Queen (Royalty)

If you have the largest area, you may add three cubes.

If you have the largest area, you may add four cubes.

Pied Piper (Magic)

You may move one own cube and any number of rats up to two steps (provided that the region moved into does not contain more than three rats afterwards).

You may move one own cube and any number of rats from one region to any region on the board (provided that the region moved into does not contain more than three rats afterwards).

Wizard (Magic)

You may place two potion tokens.

You may place three potion tokens.

Serf (Peasantry)

For each rat token that kills at least one cube belonging to another player, you may place two own cubes in the region.

For each rat token that kills at least one cube belonging to another player, you may place three own cubes in the region.

Baker (Peasantry)

You may place two cubes on the Baker card.

You may place three cubes on the Baker card.

Nun (Church)

You may only place two nun pieces (place the third back to the supply). However, each nun piece reduces the population by two rat population limits.

Same as level II, but you may now use all three nun pieces.

Bishop (Church)

Same as the basic Bishop, but additionally you may move one rat token from a region containing a bishop piece to a neighbouring region.

Same as the basic Bishop, but additionally you may move up to two rat tokens from region(s) containing a bishop piece to a neighbouring region.

Upgrades Rattus Mercatus

Stadtholder (Royalty)

The costs to place extra cubes are reduced to 1 (one cube), 2 (two cubes) and 4 (three cubes).

The costs to place extra cubes are reduced to 0 (one cube), 1 (two cubes) and 2 (three cubes).

Treasurer (Royalty)

You may take three coins from the supply

You may take five coins from the supply

Pope (Church)

You may pay 1 coin to place a cube from your supply in the palace

You may place a cube from your supply in the palace (without paying)

Deacon (Church)

The costs to avoid the rats are reduced to 1 (one rat), 2 (two rats) and 4 (three rats).

The costs to avoid the rats are reduced to 0 (one rat), 1 (two rats) and 2 (three rats).

Assassin (Chivalry)

The payment from the bank is increased to 2 coins for each rat token that kills at least one cube belonging to another player.

The payment from the bank is increased to 3 coins for each rat token that kills at least one cube belonging to another player.

Raider (Chivalry)

Move to any region and take a goods token of the same type as the goods token in the plague region if available.

Move to any region. Then take a goods token of any kind available.

Hanseatic Trader (Bourgeoisie)

In addition to the basic ability, you may return the goods token on this card to your own supply (at any time, even right before a sale phase or when someone takes the card from you).

Same as level II, additionally you may perform the movement action twice (e.g. move up to ten cubes to one region, or move up to five cubes to two different regions).

Swindler (Bourgeoisie)

In addition to the basic ability, you may place a cube in the affected region.

In addition to the basic ability, you may place two cubes in the affected region.

Grave robber (Magic)

Take two goods tokens for each rat that kills at least one cube belonging to another player.

Take three goods tokens for each rat that kills at least one cube belonging to another player.

Shaman (Magic)

In addition to the basic ability, you may return the goods token on this card to your own supply (at any time, even right before a sale phase or when someone takes the card from you).

Same as level II, additionally after distributing rats as per the basic card, you may add or remove one rat (from/to the supply) from a region containing the given kind of goods token to neighbouring region.

Landowner (Peasantry)

In addition to the basic ability, you may return the goods token on this card to your own supply (at any time, even right before a sale phase or when someone takes the card from you).

Same as level II, additionally you may place three cubes into a region containing a goods token of the same type as the token on this card.

Brewer (Peasantry)

Take two available goods tokens.

Take three available goods tokens.