



INTRODUCTION

Fleece and Fortune is a game of strategy based around the woollen industry in eighteenth-century *Gloucestershire*, England. It was a prolific period for wool production. In its heyday, there were as many as 200 woollen mills in Gloucestershire, producing cloth which was sent to markets all over the world: to Europe, America and India. It clothed the *British Army* and was used for coronations and even the Pope's robes.

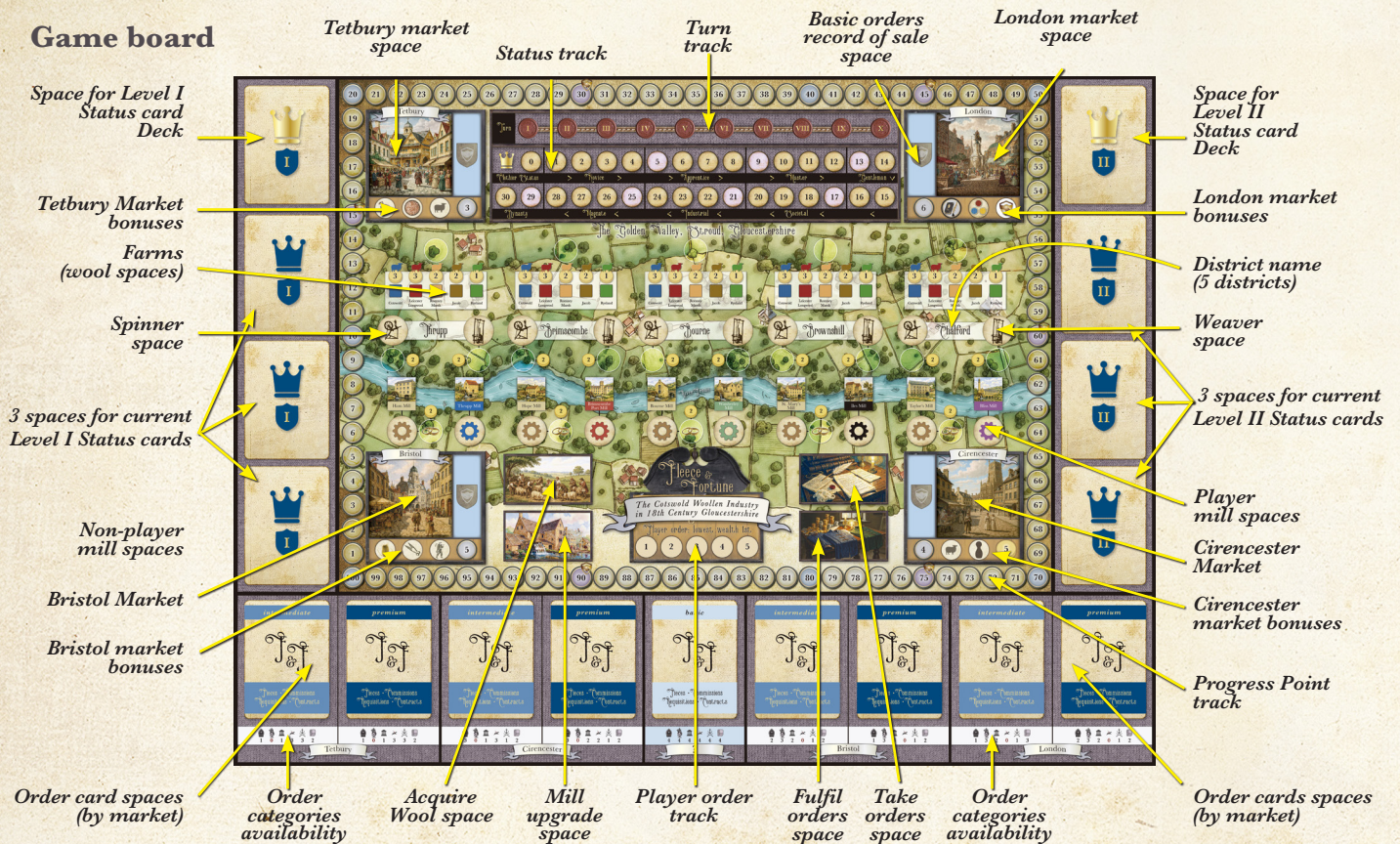
The game is centred around ten water-powered woollen mills spread along just a couple of miles of the *River Frome* near *Stroud, Gloucestershire*. It was, and still is, a beautiful green *Cotswold* landscape. It was christened the '*Golden Valley*' later in its history, by none other than *Queen Victoria* herself.

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OBJECT OF THE GAME

In Fleece and Fortune, each player manages a mill in the Golden Valley and compete with each other to become the most successful *clothier*. The object of the game is to accumulate money (*coin*), score *progress points (pp)* and gain *influence*. These rewards can then be used to expand production and upgrade mills, which in turn, will bring more wealth and influence and ultimately help players gain *status* and climb the *status* track.



Main board setup

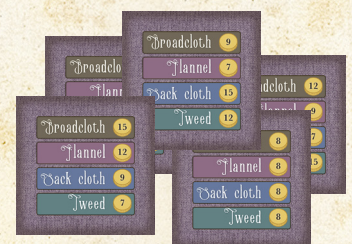
1. **Market tiles:** There are four sets of 5 market tiles - one for each of the markets found in each corner of the game board. Shuffle each set and place one set on each market space, face up.

2. **Farms:** There is a farm above each of the five districts. Add one of each of the 5 *wool types* to all 5 *farms* located at the top of each district. Place the coloured 8mm cubes onto the farm spaces, matching the cube colours to the spaces. The numbers above each cube is the cost to purchase that type of wool.

3. **Spinners & weavers:** Find the 5 *spinner* and 5 *weaver* Counters. Keeping them face down i.e. no coin value showing, shuffle them well and populate each spinner weaver space, keeping them face down. The *cost* to use their services will be revealed shortly.

4. **Non-player mills:** In a similar fashion, populate the *non-player mill* spaces by shuffling the counters face down (*cog* symbols showing) then placing one on each of the five non-player mill spaces (all spaces have the same brown gear symbol).

5. **Game turn marker:** Place the *black cylinder* game turn marker on turn 1 of the turn track.



Cards set up

6. **Status cards:** Shuffle the two status card decks and place the Level I deck face down on the space top left of the game board, with the Level II deck top right. 3 cards are dealt from the two decks into the 3 spaces below the decks, face up making three always visible and available. During the game, when one is taken, another is immediately dealt to take its place, so that there is always 3 cards of each level to choose from.

7. **Order cards:** Order and commissions are found across the foot of the game board and divided into the four markets - *Tetbury*, *London*, *Bristol* and *Cirencester*. For each market there are **10 intermediate** and **10 premium** order cards. Shuffle each deck and place them on their respective spaces, face up. There are **24 basic** order cards which have no affiliation to a specific market, so they are placed face up on the centre space. It should look like the image, right.



Resources & upgrade board

8. Place the **resources** - *Fuller's Earth* (brown cubes), *teasels* (orange cubes), *shears* (grey cubes), *potash* (pink discs) and the **dyes** (red, yellow & blue discs) and on their spaces on the resources-upgrade board.

9. Place the 4 different finishing process tiles representing an in-house capability, namely, a *gig mill*, a *shear shop*, a *dye house* and a *press house* on their spaces on the upgrade section of the board.

Place **1 of tile of each, for every player**. Then place **2 black cubes** per player on the area in front of the process tiles.



Rival momentum cards

Shuffle the deck of **rival momentum** cards and place the deck face down on the far right space of the **rival momentum board**. Deal a card into each of the four spaces face up. When players are eligible to take a card, in player order, they have the choice of any of the four visible. After taking one, the place is filled with a newly drawn card.



Player set up

10. Players must select a mill to manage - either randomly or otherwise. A good way to select randomly is to gather the five **crest counters** and put them in a bag or cup then all participating players draw one. Players then place their crest counter on the space below their mill on the game board to show that they are in business.



11. Note, the mills are coloured as follows: **blue** for *Thrupp*, **red** for *Brimscombe*, **green** for *Wimberley*, **black** for *Iles* and **purple** for *Bliss mill*. Also note, the five districts on the game board are shaded in the player mill colours, too. Players will take the **mill board** which matches the crest they drew.

12. Players then take **5 action pawns** matching the mill colour: 4 pawns are placed on their spaces 1 - 4, while the 5th pawn is kept to one side.

- **2 10mm cubes** (**white** for influence, **red** for debt) are placed close to the mill boards to track influence points and debt.
- **2 Fuller's Earth** resources (brown cubes) are placed on the first and second spaces at the top of the **fulling** mill. The fulling mill is the left hand most of the five process spaces on the mill board - as shown, right.
- A pair of **stocks** (1 black cube) is placed on the first (left hand) space of the 3 spaces at the bottom of the **fulling** mill.
- **15 coin** - 2 x 5 and 5 x 1 coins.
- **10 discs** in the mill colour. These discs are used for various tasks.



The player's area example:



Note: Players will be drawing and holding order and status cards during the game and it is suggested these be placed below the mill board as shown above, right.

Clothier Abilities

Clothiers each have an **ability**. They are shown top right of the mill boards. Here is a summary:

Thrupp mill Thrupp district	Brimscombe Port Mill Brimscombe District	Wimberley Mill Bourne District	Iles Mill Brownhill District	Bliss Mill Chalford District
				
<p>Once per turn you may ignore travel costs.</p> <p>Move the token left to right to record when the ability is used. Remember to reset it between turns.</p>	<p>After setup, you may swap the spinner in your district with one in either of the neighbouring districts. During play, you can bump off any pawn that uses the spinner space in your district before you.</p>	<p>At the end of each turn, you may replenish one missing wool cube in your own district (Bourne).</p>	<p>After setup, you may swap the weaver in your district with one in either of the neighbouring districts. During play, you can bump off any pawn that uses the weaver space in your district before you.</p>	<p>Once per turn you may ignore travel costs.</p> <p>Move the token left to right to record when the ability is used. Remember to reset it between turns.</p>

14. Take the **rival momentum tiles** and shuffle them, keeping them face down. Stack them nearby, as at some point, players will be drawing these

15. Place the following counters and pieces nearby, ready for use during the game:

- **Coin** denominations of 1, 3, 5 and 10
- **Wool tokens**
- **Travel tokens**
- **Blackwell Hall tokens**
- **'Any' dye tokens**
- A further supply of **wool cubes** in the 5 colours



Revealing the services

16. **Flip over all spinners and weavers.** You'll see that they have coin values on them ranging between 2 and 4 coin. These are the costs to use their services and the money is paid into the **supply**.

17. **Apply clothier abilities**

- **Thrupp** and **Bliss** mills take a **travel token** and place it top right of their mill board (left hand space).
- Those players who are managing **Brimscombe Port mill** and **Iles mill** can now swap their spinner/weaver respectively to gain a cheaper service in their district. If they already have the cheaper cost, then no need to swap.

18. **Flip over all non-player mill** counters. This will reveal which of the four **finishing** process are available at each non-player mill. Players can now **put out** those processes by visiting these mills and paying 5 coin into the supply for the privilege.

Note: one of the non-player mills does not offer any process, as indicated by the gear symbol on both sides of the counter. It is, in effect, **closed**. **Note also:** players have no monopoly or affiliation with the district they are in, nor as regards the spinner/weaver within their own district. The only significance of location is that you do not need to pay for travel to use any service within your own district.

Determining player order

19. First turn: To commence the game, randomly find a first player. Then other players will follow that player in a clockwise direction for the **first turn only**. Place a coloured disc for each player on the player order track, as shown right for a 4 player game.

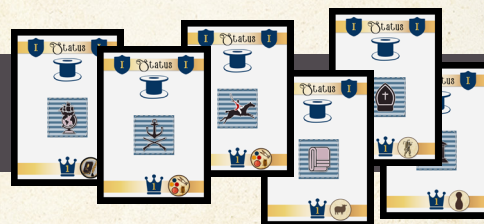
Future turns: at the end of each turn, make a **wealth check** by counting up the amount of coin each player has. The player with the **least** will go first, with the second least next, and so on. Any players tying will remain in the same respective order they were last turn. **Note**, when calculating who has the lowest wealth, it is sometimes the player with the **largest debt!**



Drawing initial status cards

20. In player order, select a Level I status card from the **3 available**, or, draw one **blind** from the deck. If you take one of the 3 available, immediately draw a new one to fill the space. Choose (or draw) a second Level I card in the same manner, then each other player does the same, in player order.

Note: resist the temptation to take a Level II status card. Level II cards require you fulfil more complex orders which require more resources and coin than you will have at the start of the game.



Players place their two selected cards below or close to their mill boards. Once all players are holding two status cards then play can begin. A **game turn** consists of the following phases:

PHASE I - PLAYER ACTIONS

Players have 4 actions each

- Player 1 takes their first action
- Player 2 takes their first action - and so on
- Player 1 takes their second action
- Player 2 takes their second action - and so on
- Repeat until all players have played their available actions

PHASE II - FREE UPGRADE/PROCUREMENT

Players have an opportunity to buy **upgrades** and/or **resources** for their mills

Costs: 10 coin for an **upgrade**

(a stock or a process installation)

and/or 2 coin for a **resource**

Note: it is called '**FREE**' since players can choose to do this as one of their **actions**.

PHASE III - PLAYER ORDER

Adjust the coloured discs on the **player order track** according to who has the least coin/highest debt.

PHASE IV - RESET MARKETS

Remove the **top market tile** of each stack and place it at the **bottom** of its stack

PHASE V - MOVE TURN MARKER

Advance the marker to the next turn. **Note:** don't do phases II to V in **turn 10**, as the game **ends**.

Employing a spinner or weaver

Note: there may be an opportunity to employ a spinner or weaver. You will place one of your coloured discs on the space below a spinner/weaver. This means the cost to use them is free to you and is reduced to 2 coin for all other players.

Wool production - the processes

In eighteenth-century wool production, several processes are required to achieve the final finished product. An understanding of the processes involved will enhance your enjoyment of the game:

Spinning

Spinning is the first main process carried out to start any order. It involves drawing out and twisting wool fibres to create **yarn**. This process is done by hand using tools like spindles and spinning wheels. You will need to '**put out**' the spinning process to a local **spinner** who works from a little cottage. There is one in each district. The spinner will draw out bits of wool fibre, twist it, and wind it onto the **spindle**, ready for weaving.



Weaving

This is the second process and involves weaving the yarn into cloth using a **loom**. Again, you will need to put out this process to a local **weaver** who works largely by hand, preparing the warp, setting up the loom, and then weaving it into a **cloth**. The weaver will then deliver the cloth to your mill ready for the next process, fulling.



The prices charged by spinners/weavers are shown on their counters. Each set of spinners/weavers is made up of one 2 coin, two x 3 coin and two x 4 coin.



Fulling

This process involves washing and thickening the cloth. This will be done at your own mill since you start the game with your own **fulling mill** and uses one or more pairs of hammers, known as **stocks**. Fulling removes oils, cleans the cloth and causes the fibres to felt together, making it denser and more water-resistant. The main resource used is called **Fuller's Earth**, a type of clay that acts as an absorbent, filter, and bleaching agent. It is used in conjunction with water and is hammered into the woollen cloth to absorb lanolin, oils, and other greasy impurities.



These 3 processes are all that are required to produce **basic** cloth. Basic cloth can be **broadcloth**, **sack cloth**, **tweed** or **flannel** as stated on each **basic order card**. For the more complex and lucrative orders, further processes are needed: we call these the **finishing** processes:

Gigging

Gigging is a process used to **raise the nap**, creating a fuzzy surface on your woollen cloth. It involves using a **gig mill** which is a contraption with revolving cylinders covered in **teasels**, the main resource for this process. Teasels are the dried flower heads of the *Dipsacus fullonum* plant, which have numerous hooked spines. The hooks on the teasels gently pull at the surface of the cloth, raising loose fibres and improving the cloth's appearance and texture, making it softer and warmer.



Shearing

This is not to be confused with the initial shearing of the sheep to obtain the wool. The finishing process of **shearing** is literally **trimming** the nap of the cloth to gain a smooth surface. While it might seem that shearing is the opposite of gigging, it is not. Gigging and shearing are complementary processes, not opposites, in the finishing of woollen cloth.



Dyeing

The **dyeing** process involves colouring the cloth by immersing it in a dye bath prepared from natural sources. In *Fleece and Fortune*, our mills use **madder** for reds, **weld** for yellows and **woad** for blues.



Pressing

Pressing is the final process, though it is not always required. It involves placing the fabric between boards and applying pressure, sometimes with the aid of weights or screws, to reduce its thickness and create a more **uniform** surface. Pressing helps improve the fabric's appearance and the way it handles, making it highly suitable for **clothing**.



GAINING STATUS

In 18th-century England, the woollen industry was a source of significant fortunes and spectacular losses. While some individuals and regions prospered through innovation and trade, others faced hardship due to competition, technological changes, and economic shifts. Woollen manufacturers who secured contracts to supply clothing for armies, particularly during wartime, experienced substantial gains.

"Without wool, what is England?"

— Attributed to a 17th-century Member of Parliament

"Every cottage hath its wheel, and every village its loom."

— Anonymous 17th-century commentator

In *Fleece and Fortune*, as a clothier, you will be managing your mill and its resources, then obtaining orders with the help of a group of middlemen or agents known as the **Blackwell Hall Factors**. After completing these orders, you will take them to market to get the best price - **if basic cloth**, or, if a more prestigious **intermediate** or **premium** order, you will be delivering them to the customer who commissioned you. Either way, you will gain the highest rewards you can, increasing your influence as you progress, accruing wealth along the way.

However, it is **status** which is the ultimate goal, and you will need to satisfy the objectives of your **status cards** in order to advance up the **status track**. Let's take a look at the actions you as a clothier can take to achieve this.

PHASE I : PLAYER ACTIONS

Players each have four actions (plus a possible bonus action) and will take it in turns to place one of their pawns on an **action** space then resolve the action. Action spaces can be on the main **game board**, on a player's **own** mill board, or on **another players'** mill board. Possible actions are:

ACTION: Take status and/or order cards

You chose two status cards on setup. Once you have completed one or both by fulfilling orders, you can in a future action replaced the status card(s) and take new order cards. Taking orders have the following restrictions:

- A maximum of **3 orders** can be serviced at any one time
- You must have a **stock** installed for **each** order you take or hold (All players start with one). Furthermore:
 - > Up to **three basic** orders can be held
 - > A maximum of **two intermediate** orders can be held
 - > A maximum of **one premium** order can be held

The order decks represent orders from markets of **Tetbury**, **Cirencester**, **Bristol** and **London**. Each has an **intermediate** and **premium** deck. In the middle of the row is the **basic order** deck which is affiliated to no specific market since players will choose where to go to sell their cloth.



take status/order cards space

Players may purchase up to **two** finishing processes and bring them **in-house**.

Note: beware of taking on the higher tier of orders - *intermediate* or *premium* - when you do not have enough *wealth* to do so. You must do a rough calculation of the cost of the wool, plus the cost of all the processes and resources involved. Although there is limited *credit* available, as we will see later, you need to be wary not to take on *too much too soon!*

ACTION: Acquire wool

Acquiring raw wool from local sheep farms is required to start your orders. To acquire wool:

a) **Check on your order card** to see which *wool type* you need. Note: premium orders require *two types* of wool. In the example below right, the order requires *Romney Marsh* (orange) and *Ryeland* (green). If you look on the game board, you can see the *cost* of the wool for each sheep breed above the farm wool boxes, with the *sheep breed names* below the boxes.

b) **Place an action pawn on the 'acquire wool' space**, then spend coin to buy your wool. If you buy from the farm in your own district, you pay only the cost of the wool. If there is no wool of the type you need in your own district, you must travel to another district to buy it.

- If you travel, you also pay *travel costs* of 1 coin for every district entered as well as the wool cost. Note, if you get wool from two different neighbouring districts *in the same direction*, you pay only one journey (to the furthest farm/district) since you pass through one district to get to the furthest! If, however, you were in the centre district and went to one each side of you, then that would obviously be *two* travelling costs.

- You may spend a *travel token* in lieu of paying for one journey.

- All payments are made into the *supply* unless the farm has been acquired by a clothier via a rival momentum tile, in which case the coin goes to the owner/player

- Acquired wool is placed in the box bottom left of a player's *mill board* where it remains until the order is started.

The game starts with *one of each* wool type at the top of each district. As the game progresses, the wool stocks will be depleted and wool can get more expensive to acquire because it will be necessary to *travel* to another district. When a wool type completely runs out across all farms, simply place one cube of that type on each district again. You can do this whenever convenient - either when noticed or when a player needs to buy a type of wool and realises there is none available.

ACTION: Process - spinning

To start an order and make it active, the first process to carry out is *spinning*. You can do this using any of the five spinners on the game board in any district. The cost is as shown on the spinner counter, plus any travel costs of 1 coin per district entered. Obviously, you want the cheapest spinner you can get but this is not always possible. Only one pawn can ever be on the spinner/weaver spaces. This is the exception since all other spaces allow more than one pawn. There is *no bumping off* of pawns on spinner spaces - first come first served. The exception to this rule is the clothier at *Brimscombe Port mill* who has the *clothier ability* to bump off any pawn which occupies the spinner space in their district. In such an instance, the bumped off pawn is returned to the owner who cannot use it again that turn.

To carry out spinning, an action pawn is placed directly on the *spinner counter* and the coin paid to the *supply*. The wool cubes (there are *two* required for *premium* orders) are placed in the first boxes on the card to signify the process has been carried out.

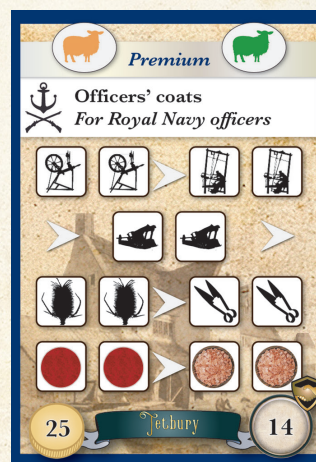
In our example right, the Romney Marsh and Ryeland wool have been placed to show spinning has been done. From now on, the wool cubes will be moved *left to right, then down* through the boxes, as each process is carried out. In our example, once *pressing* has been done, the order card will be *complete* and ready to be *fulfilled* in a *subsequent* action.



to the *weave* boxes.

ACTION: Process - weaving

The second process for all orders is *weaving*. Similar to spinning, this process is carried out by weavers in each district and the procedure is exactly the same. The action pawn is placed on the weaver used and the coin for the service (plus any travel) is paid. The wool cubes are moved



No bumping off is allowed when weaving, with the exception of *Iles mill* which is part of their *clothier ability*. See weaving at Brownshill, right.

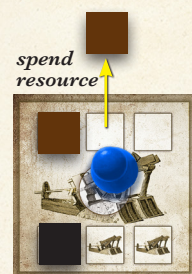


So far, the first two processes have been put out (outsourced) to local workers. The next process will be carried out at a players' own mill, in-house.

ACTION: Process - fulling

All players start the game with a *fulling* mill capability and *two* resources of *Fuller's Earth*. To carry out fulling, an action pawn is placed on the *fulling mill* space. There is no cost involved as you *own* the fulling mill. However, it does cost you a *Fuller's Earth* resource. If you go to do this process but you do not have a Fuller's Earth, you can buy one at the time of doing the process, but you must pay *double* i.e. *4 coin* for the privilege.

To complete the process, the wool cube is moved to the fulling box on the order card to signify fulling is done. If your order was a *basic* order, then you have *completed* it. In the example for *Broadcloth*, below, when you come to fulfil this order, you will check to see which market has the *best price* for Broadcloth. Note: all basic orders have a *fixed pp* reward of either *7* or *8pp* but the *coin* reward and *market* destination is *unknown*, since *you* will be choosing which market to go to.



Before we look at the *finishing* processes required by the more complex orders, we must look at a *'combo'* opportunity in Fleece and Fortune.

Servicing multiple orders

When choosing orders, particularly *intermediate* and *premium* orders, it is useful to try and take orders which have *matching processes*. This is because you can complete processes on all matching cards using *just one action and one resource*.

For example, if you have three orders, you can do the spinning on all three cards *in one action* and *in unison with one payment*. Same for the *weaving* - all one action with one payment. Same for the *fulling*: you spend only *one Fuller's Earth* to service *all three orders*. Achieving this efficiency is a fun part of the game. Sometimes you might have to carry out a solitary process to bring cards back into sync. In the example below right, the processes required for these two *intermediate* orders differ after the *fulling* has been done.



Gigging is required on the *left order* in order to bring the cards back into *sync* so they can be *dyeed* together. *Dyeing* will then be carried out to *both* orders with *one action* and one payment. However, in this instance, we would need *two* resources: a blue *woad* dye and a yellow *weld* dye. After dyeing, the left hand card is complete. The right hand card still requires *pressing*, using another action, after which the right hand order will be complete and ready for fulfilling at Tetbury.



ACTION: The finishing processes - gigging, shearing, dyeing and pressing

The four finishing processes will need to be *put out* to a *non-player* mill until such time as you choose to bring *up to two* of them in-house. Each non-player mill (apart from one) offers *one* of the four *finishing* processes and you can travel to the mill to have your order(s) serviced at the cost of *5 coin* paid into the supply. Travel costs the usual 1 coin per district entered (or a travel token).

To put out to a *non-player mill* just place your action pawn *directly on the non-player mill process counter*. As mentioned, any number of players can use the space. You must also spend a matching resource (or purchase one on site for 4 coin, then move your wool cubes to the next box on the card to record the process done.

In the image right, the processes on offer at the non-player mills seen are: *dyeing* at Bourne mill, *gigging* at St. Mary's mill and *pressing* at Tayloe's mill. Note the space next to each process space containing two wedding rings. Players may have an opportunity to enter into a *marriage alliance* with a non-player mill, giving them free use of the mill and also making it cheaper for other players to use the service.



Using another player's mill

Players can **upgrade** their mills by purchasing **up to two** of the finishing processes and bringing them **in-house**. When this happens, these capabilities now become available to other players to use **instead** of the non-player mills. The incentive is **cheaper** processes since players must charge a flat rate of **2 coin** rather than the usual 5 coin. To use **another player's in-house capability**, just place your pawn directly on the player's process tile **on their mill board**. The fixed cost of **2 coin** is paid **directly to the player** who is supplying the service. **Travel costs** are still paid into the **supply**. Again, any number of players can use another player's capabilities. Resources must be supplied (or purchased at the time) by the player using the service.



The Brimscombe Port Mill player is using the shear shop belonging to Wimberley Mill. He pays 2 coin to Wimberley Mill, 1 coin for travel to the supply, and one shear resource.

Using your own in-house process

When taking a process action where you have the process in house, as with fulling, simply place your pawn on the central space on the **process tile**. Note, each tile also has 3 spaces for **resources**.

ACTION: Upgrade mill

The **upgrade** action space allows players to buy improvements to their mill during the player action phase, plus any resources. All coin is paid into the supply. There are 4 types of items on offer:

1. Another pair of **stocks** (you start with one black cube and can have up to three) for **10 coin** each.
2. Up to **two** of the four **finishing** processes, thus bringing them **in-house** for **10 coin** each.
3. **Resources** (**Fuller's Earth, teasels, shears, dye** or **potash**) for **2 coin** each. Note: You can purchase resources at the time of doing the process but you pay double - 4 coin!

Note: Installations (finishing processes and stocks) **cannot** be purchased using **credit**: Only resources or outsourcing of processes.



upgrade mill space

ACTION: Fulfil orders/status cards

Orders are fulfilled in conjunction with **status cards** and players do this in the order most beneficial to them, since taking new cards is part of the strategy. Fulfilling **basic** orders is slightly different to fulfilling **intermediate** and **premium** orders.



fulfil orders space

Basic orders

Basic orders are pieces of **cloth** which you as a clothier will make using the first three processes - **spinning, weaving** and **fulling**. You will then try to get the best price and rewards you can.

There are four types of basic cloth: **Broadcloth, Flannel, Sack cloth** and **Tweed**. They are colour coded, as seen on both the **basic order cards** and the **market tiles**. You can see the current prices offered at each market for your type of cloth as the market tiles are always face up. Note: The prices are kept fluctuating by placing the top tiles on the bottom of their stacks during **PHASE IV** of a turn.



In the example right, we have made an **ecclesiastical** category product and produced **Sack cloth**. We want to sell at **London** as that has the highest price (15). So, we place our action pawn on the **Take-Fulfil** action space, then place one of our coloured discs on the shield at the side of the London market to record our **basic cloth sale**. Note: on doing this a third time at London, we will gain an **influence** point and our 3 discs will then be removed. Note also: you only place a disc for **basic** orders; NOT for intermediate or premium orders. The significance is to show your reputation growing as you complete sales at the markets.

Continuing with our example: at London we take **15 coin** reward, plus the **fixed progress point** reward - in this case **7 pp**. We also can take **one** of the four **bonuses** available at London. These are:

- **6 pp** scored immediately on the pp score track
- **A Blackwell Hall token** - this gives various benefits, as we shall see later
- **An 'any dye' token** (can be used as either a **madder, woad** or **weld** dye resource)
- **1 Influence point**

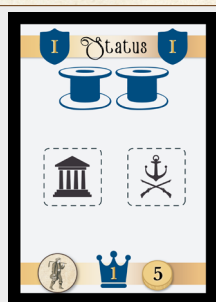


Level I status cards

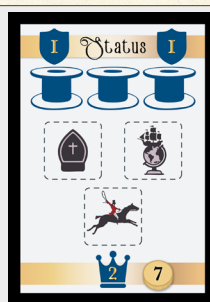
Level I status card objectives provide basic challenges, for instance, they may require that you fulfil orders of a particular *tier*, *category*, *cloth or market*. When you complete an order and it satisfies one or more objectives, you place a marker cube (or the wool cube from the fulfilled order) on the relevant space on the card to signify that it is satisfied. Once *all* objectives have been met, you can *immediately* cash in that status card to gain the status points by moving your disc along the *status track*.



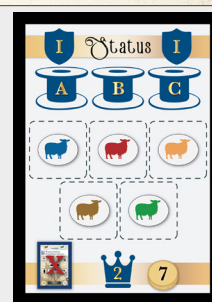
This card requires you to **fulfil two basic orders** of the same **cloth type** (A-A). A marker cube (or the wool cube from the fulfilled order) can be placed on the cloth type you choose to make. Besides the status point and 5 coin reward, you also gain a Blackwell Hall token.



This card requires you to **fulfil a government order and a military order** (they can be any tier i.e. basic, intermediate or premium). Besides the status point and 5 coin reward, you also gain a travel token.



This card requires you to complete **three orders** (they can be any tier): an ecclesiastical, a hunt and an export order. Place marker cubes on the boxes as you satisfy them. Three orders takes longer to achieve - unless you have three stocks! The reward is 2 status points.



This card requires you to **fulfil 3 orders** using 3 different types of wool. Note : you cannot use a premium order which would give you 2 different wool types. Only intermediate and basic orders are counted, meaning you will have to complete 3 orders.

Selecting orders to satisfy status cards

Order cards can be selected from any market when the time comes to take on a new order, as all the markets are interconnected through the *Blackwell Hall factors*.

The infamous *Blackwell Hall Factors* were a collective of *agents* or *intermediaries* who handled the sale of wool and cloth in the Blackwell Hall market in London during the seventeenth and eighteenth centuries. Their monopoly meant they had power and influence in *all* markets. The Factors are in attendance to help you get the orders you want, BUT for a price!

Because of the relationship between *status cards* and the *orders* you will need to take on satisfy them, it is important you find the exact commission you need. This means you may well have to go through a deck to find it. There are *two* methods for 'digging down' into an order deck to find your order:

Method 1: 'Greasing palms'

Greasing palms means using informal persuasion when talking to customers, or what is commonly known as bribes!

- For **basic** orders you will pay **1 coin** for **each card** you remove from the top of an order deck. Just pick up the deck and take off the top card, placing it on the bottom of the deck if it is not the card you want - counting as you do so. If you are looking for more than one card, don't count the cards to keep - only the cards you do not want. Don't panic though: you will pay a **maximum limit of 5 coin**, even if you flip more than 5 cards.
- For **intermediate** orders you will pay **2 coin** per card drawn with a **maximum limit of 10**.
- For **premium** orders, **3 coin** per card drawn with a **maximum limit of 15 coin**.
- These costs only apply to one Deck of your choice. If you wish to access another Deck, you must treat it as two **separate** payments.

For example, you take 3 cards from one intermediate deck, the fourth card being the one you want. Bribe owed = 6 coin. You then switch to another deck. This time you have to discard 6 intermediate cards to get to the card you want. For this deck you pay the maximum 10 coin. So in total, to get the two order cards you needed, it cost you a total of 16 coin.

- Coin is payable to the **supply**.

Method 2: 'Call in a favour'

A **Blackwell Hall token** is a very useful bonus that is available only from the **London Market**. We will discuss these in length later, but for now, one of its uses is to help you get the orders you need. You simply spend the token and avoid the cost of greasing of palms. It can save you up to 5 coin for basic orders, 10 coin for intermediate orders and 15 coin for premium orders. Furthermore, you do not have to commit to spending the token up front. You simply see how much the greasing palms is going to cost you, and if you don't wish to lose the coin and you hold a Blackwell Hall token, choose to spend the token instead and let the Factors take care of business for you.

For a full summary of what you can do with Blackwell Hall tokens, see page 13.



Level II status cards



This card requires you to fulfil **any two intermediate orders**. You have three options when you come to fulfil the order, allowing you to part with coin, pp and influence according to your means at the time.



This card requires you to fulfil **two government intermediate orders**. You have three options when you come to fulfil the order, allowing you to part with coin, pp and influence according to your means at the time.



This card requires you to fulfil a **basic, an intermediate and a premium ecclesiastical order**. You have three options when you come to fulfil the order, allowing you to part with coin, pp and influence according to your means at the time.



This card requires you to fulfil **two export intermediate orders and an export premium order**. You have three options when you come to fulfil the order, allowing you to part with coin, pp and influence according to your means at the time.

Satisfying the objectives

When fulfilling orders and trying to satisfy status cards, it may transpire that you cannot immediately satisfy all aspects of the status card. For instance, you may need to have two installations (as in the two cards above right) but you only have one. This means you have to retain the status card until such time as you upgrade and purchase the required installation. The moment you do, you can cash in the status card, gain the rewards. Here is a summary of the relationship between fulfilling orders and satisfying status cards:

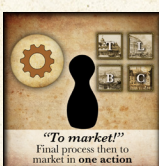
- You can fulfil orders and status cards **in any order** you want: whatever is most **beneficial** to you.
- Provided you **satisfy** all objectives on a status card, simply discard the card and cubes, and gain the **status points** (plus a bonus if applicable) stated on the bottom of the card. Advance your coloured disc up the **status track**.
- If by fulfilling an order you satisfy **only a part** of the status card make sure you **record** this by placing a cube on the relevant **space on the card**.
- You cannot take a new status card and then immediately satisfy it by an order you have already **completed** and are due to fulfil. You can, however, take a status card which will be satisfied by an **order in progress** with at least one process to be done.

Taking new status cards

After completing both or one of your status cards, you will need to wait until a subsequent action to renew the cards by taking the **Take orders** action. You will have had some time to look at the status cards available and the orders on offer on the top of the decks. However, you will often have to grease palms to find the orders you want. Always try to go for the maximum status points but be very careful not to take on orders you cannot afford to complete.

RIVAL MOMENTUM CARDS

When a clothier's mill expands and orders from prestigious clients flood in, other clothiers will be spurred on to innovate, diversify, and expand their own operations. Therefore, when one player is **the first to cross over** into a new **status tier**, i.e. **apprentice to master**, all trailing players may select a rival momentum card from the four visible - in player order. After a card is drawn, refill the space with a newly drawn card. Players use the card when it is their turn/action and they do not count as an action. Note: do **not** draw cards when someone passes from **0 to the novice** level.



Tiles vary in opportunities such as:

- Do a process for **no action**
- Do two processes for **one action**
- Gain one or more **bonuses**
- Enter into a **marriage alliance** with a non-player mill and gain access to the process for **free** (still pay travel). Other players using the process **pay you** 2 coin instead of 5 to the supply

- Inherit a farm means you can choose a farm where you can obtain **free wool** and other players acquiring wool there **pay you** for the wool
- Employ a spinner or weaver: you get the service for **free**, other players **pay you** to use the service

Any number of cards can be held and once used, they are placed on the bottom of the stack

The BLACKWELL HALL FACTORS



Blackwell Hall tokens are available as a bonus *only* from the *London* Market. You can spend a token to do *many* things (*none* count as an action but must be done on your turn/action):



- 1. The Factors grease palms on your behalf:** When playing the *Take/Fulfil orders* action, spend your Blackwell Hall token and find the exact order you want *without paying to grease palms*. Go through any *one* order deck of your choice. If you wish to access other decks as well, you will need either to grease palms in the usual manner, or spend a *second* Blackwell Hall token.
- 2. Any bonus:** When you fulfil an order, you *must* take a bonus from the market you are fulfilling that order at. However, you may spend a Blackwell Hall token to take a bonus from *any market*.
- 3. Change status cards:** You may spend your token to discard *one or both* of your status cards and *take replacements*.
- 4. Refresh either level I or Level II status cards:** If you can't see a status card you like, on your turn/action, discard the visible three cards of *either* level, then draw three new ones to fill the gaps.
- 5. Refresh one market:** When considering which market at which to fulfil your *basic* order, you can try to force a better price by paying a Blackwell Hall token to remove the top tile of one market and place it on the bottom of the stack: exactly like you do at the end of each turn - only to just *one* market of your choice.
- 6. Change one or all of your rival momentum tiles for new ones.** Exchange them one at a time, drawing one blind from the deck, or, take one of those visible (then replacing it with a new one). Discarded tiles are placed on the bottom of the stack.



Debt track: obtaining credit

Loans, such as we can obtain today from a bank or other lender, were not available in the eighteenth-century woollen industry. However, the *Blackwell Hall Factors* in London did offer *limited credit* by way of up front payments for cloth which they would sell on behalf of the clothiers they represented. In *Fleece and Fortune*, as in the volatile industry at the time, fortunes can be quickly won and lost but we want players to enjoy being clothiers. Accordingly, we have created a debt system to allow players to obtain *credit* to keep them in the game:

- The credit can only be taken when you hold *no coin* at all and need to do a *process* or buy *resources*. You simply move your red debt cube along the debt track. If you reach the end and need to spend again, simply take the spend off your progress points by moving your counter back along the track.
- If you need to spend progress points and you do not have any, simply move your marker disc backwards along the progress track i.e. creating negative points (99 backwards).
- The credit allows you to purchase *processes* (spinning, weaving, gigging, shearing, dyeing and pressing), any *resource* (including *wool*), and any *travelling* connected with doing a process). It cannot be used to purchase mill *upgrades* such as *stocks* or *installations* and it cannot be used for the coin payment when satisfying *Level II status cards*.
- After going into debt, any coin subsequently earned must be taken off the *debt track first*, before taking any coin itself.



Upgrade



Acquire wool

PHASE II - UPGRADE/PROCUREMENT

After players have carried out their available actions, we move onto phase two of the game turn - the procurement phase. All players in player order have an opportunity to upgrade their mills and to purchase resources. This phase is exactly the same as the **upgrade action** except it is FREE in that it does not cost an action. Accordingly, we refer you to the rules for the **upgrade action** rather than repeat them here.

PHASE III - ADJUST PLAYER ORDER

After buying anything they need, players now determine the player order for the **next** turn. Make a **wealth check**: the player with the **least** amount of coin (or **most debt**) will go first. If there are any ties, those tying players remain in the same order as they were last turn. Once determined, where applicable, rearrange the discs on the **player order track**.

PHASE IV - RESET MARKETS

Remove the top tile of each market and place it on the bottom of its deck. This keeps the prices fluctuating.

PHASE V - MOVE TURN MARKER

Return all action pawns to players, then move the turn marker to the next number.

Note: Turn ten is the **last** turn. Phases II to V are **NOT** carried out.

Special bonus for turn ten - all hands on deck!

When the final turn arrives, all players will need their whole complement of staff to make that final dash for victory! Therefore, for the final turn **all players may use their extra action pawn** to ensure their best performance. Be sure not to take it as a bonus when fulfilling at Cirencester in turn 9 - as you will get it for free in turn 10!

ENDING THE GAME

After all actions have been taken in **turn 10**, if one player **alone** has the highest status score i.e. is not tied, that player wins Fleece and Fortune. In the event more than one player is tied for highest status, the following **priority list** determines the winner:

1. Player with highest **influence** wins. If still tied:
2. Player with most **progress points** wins. Before consulting the pp track, players may claim additional pp as follows:
 - **1 pp** for each **process** completed on any orders in progress
 - **1 pp** for any cube on a **status card** in progress. If still tied:
3. Player with highest **wealth** wins.



EXAMPLE of FULFIL ORDERS

Here is an example of a FULFIL ORDERS action. It is turn 5 and the current score has Wimberley mill on 10 status points, trailing behind Brimscombe (11) and Thrupp (12):

Fulfilling the orders

Looking at the Wimberley player's mill board overleaf top right, they have 3 orders to fulfil: 2 **intermediate military** orders and 1 **utility premium** order.



- 1 Firstly, add up the total amount of coin to be earned: $20 + 20 + 23 = 63$
However, Wimberley has **debt** to the tune of 8 as seen on the debt track. Therefore, deduct 8 from this total, by completely removing the red debt cube from the debt track, **then** take **55** coin.
- 2 Next, add up the total **progress points (pp)** earned: $10 + 10 + 12 = 32$. These are added to Wimberley's score on the pp track around the game board. Moving from 43 pp to 75 pp means Wimberley achieves three pp **thresholds** (at 45, 60 and 75 pp) rewarding Wimberley **3 influence** which is added to their influence track.
- 3

4 The **premium** order card also awards another influence point, bringing the current total to 7.



5 Next, Wimberley takes a **bonus** for each of their orders: two from Tetbury one from London. From Tetbury they take two wool tokens which can be exchanged any time for wool cubes for no cost. For the London bonus, Wimberley takes yet another **influence point** - total now 8.

6 Next, Wimberley applies his fulfilled orders to his status cards: For fulfilling the two military intermediate cards, they put a marker cube on the both the **two military intermediate boxes** on the first status card, plus the **two (any category) intermediate boxes** on the second status card.

7 Next, Wimberley places a marker cube on the premium box of the second status card as the **premium utility order** satisfies this 'any' category premium order.

8 Now to cash in the status cards: Wimberley only has one installation (a shear shop) and the right hand Level II card requires two installations, therefore this card cannot be satisfied at this point. Only the first card can be satisfied.

9 Wimberley pays 25 coin, loses 4 influence, loses 25 progress points, and as they have one installation, they can satisfy all the objectives of the first status card. The card is discarded along with the marker cubes. Wimberley gains **4 status points** which are added to the status track. This advances Wimberley to 14 points and into the next level of status (Gentleman Clothier).

Whenever a player advances into a **new status level** ahead of other players, **all trailing players pick a rival momentum** tile from one of the four available (or draws one blind from the stack. Any removed from those visible are immediately replaced with a new tile. Thrupp and Brimscombe will now do this.

Wimberley's action is now over buty with unfinished business. Before they play the 'Take orders' action to gain new status and order cards, Wimberley needs to purchase that second installation so that the other Level II status card can be put to bed.

While they are waiting for their next action, Wimberley surveys the status cards and order cards currently on offer and tries to form a strategy of what might work well together. They are looking to find some synergy between them which will maximise scoring potential.

After the other players have had their next actions, Wimberley's next action is to purchase the second installation. The moment they do this, the other status card is now satisfied. However, after spending 25 of the 55 coin to cash in the first status card, Wimberley had 30 coin left. They have just spent another 10 coin to purchase the second installation and now have only 20 coin left (credit cannot be used to purchase installations and cannot be used when satisfying Level II status cards*).

10 This means Wimberley will only be able to satisfy the first and lowest option for the outstanding status card: spending 20 coin, losing 2 influence and losing 20 pp to gain just 2 status points.

This illustrates the delicate relationship between currencies and satisfying status cards. Satisfying Level II cards of the high end require a lot of wealth, influence and forward thinking to

**No clothier would ever consider directly boosting his or her status by going into debt!*



*Is not comely to wear,
Till it be fulled under fote,
or in fulling stocks;
Washen well with water,
and with teasels scratched,
Towked and teynted,
and under talour's hands.*

Langland, circa 1380

Fleece & Fortune

*The Cotswold Woollen Industry
in 18th Century Gloucestershire*

*Game and graphic design
by Martin White
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