

Mercator Ex Tabriz Lev 1 / 2 / 3

			5

10

**OBJECTIVES**

1-4: SCORE 1 CARD  
 5-6: SCORE 2 CARDS AS IT HAS 3 CITIES  
 7-9: SCORE 2 CARDS

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**Contracts choice** : die roll

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**Contracts choice** : [contract icon] / [contract icon]

Mercator Ex Tabriz Lev 1

**SKILL:**  
 whenever you take the market, Kahn or 5 coins action, the Automa gains 1 resource, 1 camel or 2 coins respectively. Place the stuff on this card. At the beginning of the Automa's turn, if it has at least 1 contract to score and all spots are full, it scores the contract and all stuff goes back in the reserve.

Mercator Ex Tabriz Lev 2

**SKILL:**  
 whenever you take the market, Kahn or 5 coins action, the Automa gains 1 resource, 1 camel or 2 coins respectively. Place the stuff on this card. At the beginning of the Automa's turn, if it has at least 1 contract to score and all spots are full, it scores the contract and all stuff goes back in the reserve.

Mercator Ex Tabriz Lev 3

**SKILL:**  
 whenever you take the market, Kahn or 5 coins action, the Automa gains 1 resource, 1 camel or 2 coins respectively. Place the stuff on this card. At the beginning of the Automa's turn, if it has at least 1 contract to score and all spots are full, it scores the contract and all stuff goes back in the reserve.

Mercator Ex Tabriz  
Lev 1  
**ACTION CARD**

Mercator Ex Tabriz  
Lev 1 / 2 / 3  
**TRADING POST  
CARD**

Mercator Ex Tabriz  
Lev 1

**SKILL CARD**

Mercator Ex Tabriz  
Lev 2 / 3  
**ACTION CARD**

Mercator Ex Tabriz  
Lev 3

**SKILL CARD**

Mercator Ex Tabriz  
Lev 2

**SKILL CARD**