

CRAYNE

FRACTURED EMPIRE



Setup & Rules





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A game by Christopher Fielder



For all time Crayne has been a world enveloped in peril. Bloodthirsty monsters, fearsome armies and the unhinged madmen that wish to possess them lurk in every corner of the map.

Towns, cities and entire nations find themselves at risk in this hazardous landscape. The Damned one: Nortia Damius with his legion of Demons and Baron Sonra: ruler of the seemingly infinite undead are just some of the many threats the innocent will face.

Even the earth can turn against its inhabitants. Disasters like The Great Flood or The Tide of Dust can quickly change the fortunes of the unwary. Crayne is a cruel place.

Survival is almost impossible without the guidance of a capable Lord.

You find yourself amongst this chaos, an emerging Lord determined to protect his people. Perhaps you hope to prove yourself a worthy leader. Instead you may be a sinister villain clamouring for absolute power.

Beware! As Lords across the land compete for greatness; it is in short supply. In an environment littered with conflict, how long can you hold the favour of your people? Feeling as if the entire world opposes your every move, what will you risk to protect your legacy?

Game Components



8 Faction Decks

Each faction deck is made up of 19 cards.



18 Mercenary Cards



1 Overlord Medallion



48 Trade Cart Cards



6 Mini Hero Boards



6 Mercenary Camp Cards



12 Scoring Tokens

Game Setup

Select Factions

The number of factions in a game is determined by the number of Players. The total factions are equal to the total Players, plus two. For example: in a two Player game four(4) factions are required. With three Players, five(5) factions are used and so on.

Randomly select your factions to enjoy varied and challenging matchups.

Set aside any unused factions. These cards will not be played.

Prepare the Decks

Take the selected factions and set aside the basic cards. These cards are marked BASIC and have a value of "1". (Note: this does not include mercenary cards).

Shuffle the remaining faction cards together into one deck. This deck is called the Auxiliary Draw. Create a second deck using only the basic cards (basic deck).

Distribute Starting Cards

Distribute four (4) cards from the basic deck to each Player. Remove the remainder of the basic deck from play. These cards will not be played.

Each Player also receives eight (8) Trade Cards.

The Player now has a total of 12 cards. The Player shuffles these 12 cards together. This forms their starting deck.



Set Up the Pit

Draw the top six (6) cards from the Auxiliary Draw and place them face up in a pile near the deck. These cards form the pit. These cards can be considered out of play. However, some cards have actions that allow a Player to interact with the pit, and they are explained on the card.

Set Up the Auxiliary Market

The Auxiliary Market is where Players purchase additional cards to strengthen their deck. The number of cards in the Market varies depending on the number of Players. For example: in a two Player game five (5) cards are placed in the market. With three Players, six (6) market cards are played.

- Take the required number of market cards from the top of the Auxiliary Deck and place them face up in the center of the playing area.

The Auxiliary market should be easily reached by all Players.

In addition to the Auxiliary Market, the game has another two purchasing options that need to be placed in the playing area. These are the Mercenaries and Mercenary camps. They are also purchased to strengthen a Player's deck.

Next to the Auxiliary Market make a pile of Mercenaries, and a separate pile of Mercenary Camps. The number of Mercenaries available is triple the number of Players. For example, a two Player game has a pile of six (6) Mercenaries, and a three Player game has a pile of nine (9) Mercenaries.

The number of Mercenary Camps in the pile is always equal to the number of Players.

Set aside any remaining Mercenary and Mercenary Camp cards. These cards will not be played.

Refer to this table for easy game setup.

Number of Players	Number of Factions	Number of cards in the market.	Number of Mercenaries and Mercenary Camps.
1	3	4	3 & 1
2	4	5	6 & 2
3	5	6	9 & 3
4	6	7	12 & 4
5	7	8	15 & 5
6	8	9	18 & 6

Set Influence

The Mini Hero Boards are used to track Influence. Influence is the lifeblood of every Lord. When a Lord's Influence reaches zero, their rule is over. Give each Player a Hero Board and two Scoring Tokens (One marked with a "10" and one without).

In one and two Player games, Lords have 30 Influence and in games of three or more Players Lords have 60 Influence.

A Lord's Influence will fluctuate over the course of game. Please note that a Player can never exceed their starting total of Influence.

Decide who goes First

Randomly determine which Player will go first. We recommend rolling a die or playing rock/paper/scissors.

The Player who goes first receives the Overlord Medallion and will act first through some phases of the round. The Medallion rotates clockwise at the end of every round.

Let's Play!

Each Player draws the first three (3) cards from their starting deck and the game begins.





Anatomy of a card

Use of Faction Symbols



Each of the factions has their own circular Faction Symbol which is located in the top left corner of the card. Many cards have bonuses that activate by either playing cards of the same Faction or having them in your discard pile. These cards use the Faction Symbol in the card text box for easy reference.

For example, the Pack of Ghouls card has the text “This card gains +2 if you have at least one  card in your discard pile”. In this case  stands for a Servants of the Baron Faction card.



1. Cost Value:

Located in the top right of the card, numeric. This number represents the price a Player must pay in order to acquire this card from the Auxiliary market. Under certain conditions, discounts may apply to this number. See the Revenue Phase section for further clarification. (Page 17).

2. Card Title:

Centre of the card in bold below the original illustration. This identifies the card.

3. Title Banner:

This rectangular border surrounds the Card Title. It illustrates if the card is standard, has Teeth, is a Stronghold or has additional requirements.

4. Card Text:

Underneath the Card Title, this is where you will find any additional information needed to play this card to its full power.

5. Attack Power:

Located in the bottom left corner: inside the battle axe symbol. This number represents the card's Attack Power. You can learn more about this in the Attack Phase section (Page 11).

6. Defence Power:

Located in the bottom right corner: inside the shield symbol. This number represents the card's Defence Power. You can learn more about this in the Attack Phase section (Page 11).

7. Revenue:

Located in the bottom center: inside the coin symbol. This number represents the card's buying power. You can learn more about this in the Revenue Phase section (Page 17).

8. Stronghold:

Located in the bottom center of the card. This broad symbol looks like a castle wall. This number represents the card's Stronghold Value. This symbol only appears on cards that are Strongholds.

If you're new to Crayne, this graphic will help you through your first few games.

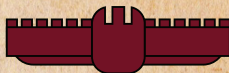
Assembly Phase



Play Five Cards



Activate Teeth Effects



Designate Strongholds

Attack Phase



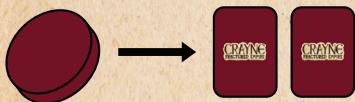
DAMAGE DEALT

Deal Damage to both your neighbours

DAMAGE DEALT

INFLUENCE LOST

Revenue Phase



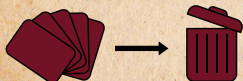
Total Revenue

Purchasing power from Auxiliary Market



Don't forget
faction discounts

Cleanup Phase



Cards move to discard pile



Strongholds that weren't
destroyed remain in play



Overlord Medallion
moves clockwise

Playing Crayne

Players, also known as Lords, play rounds until the game is won. Each round consists of four distinct phases:

- The Assembly Phase
- The Attack Phase
- The Revenue Phase
- The Cleanup Phase

The Assembly Phase

The excitement begins. Each Lord plays one (1) card face down. Once everyone has played their card, they reveal it simultaneously. Some cards have immediate effects. These are clearly marked with the “Teeth” ability, including a unique banner (see example). Those effects must be resolved before Lords move on.



If the freshly played card is a Stronghold a decision must be made. The Lord must declare whether the Stronghold will be placed against the Opponent on their left or their right. If there is only one Opponent, this declaration is not necessary. Stronghold cards are also identified by a unique castle wall symbol (see example.)

Once all Teeth effects and Strongholds have been resolved, each Player draws from their deck to refill their hand to three (3) cards.



This process is repeated five (5) times. Please note: there may be greater or fewer than five cards in front of a Player at the end of this phase depending on which cards they (or their Opponents) play.

Some cards can only be played from your hand once certain conditions are met. For example: the Charging Juggernaut (pictured) is only eligible to be played if it is the first card the Lord will play that round. Conditional cards are identified by their unique torn and cracked banner. A Lord must make sure to look at the condition before playing one of these cards.

The Attack Phase

Battle is upon us. During this phase all Lords attack and defend simultaneously.

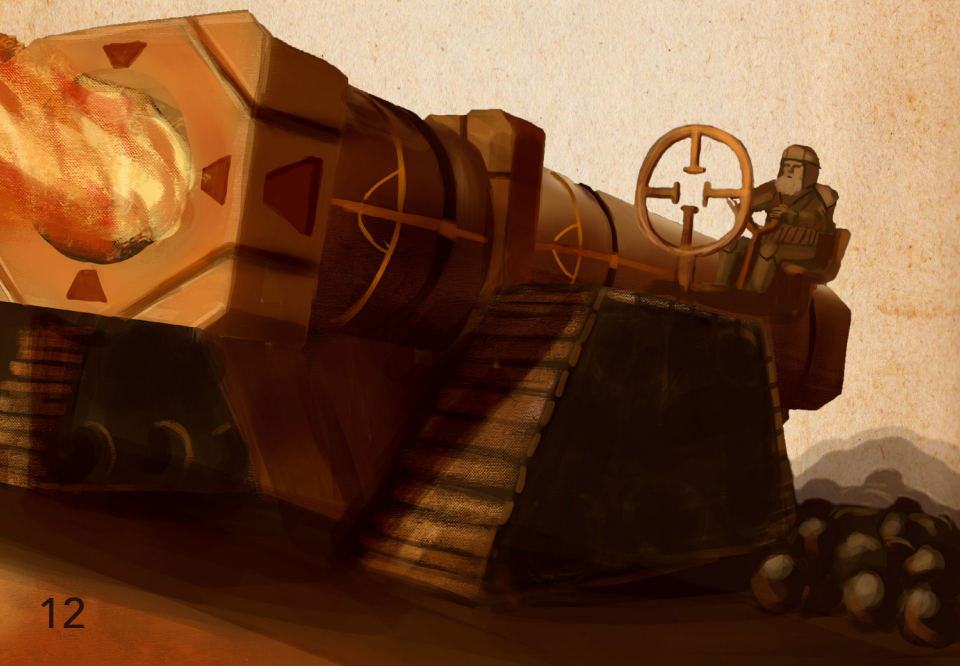
A Lord tallies their total Attack Power. Make sure to add any relevant bonuses. (Explained on page 8) This is the amount of damage a Lord will deal to each of their Opponent(s).

The Lord also tallies their Defence Power, inclusive of relevant bonuses. This is the Lord's ability to protect against damage that turn.

The formula during the attack phase is simple: Attack Power minus Opponent's Defence Power equals the amount of Influence lost by the Opponent. For example: If you have eight (8) Attack Power and your Opponent has three (3) Defence Power, they lose a total of five (5) Influence

In essence: $8 - 3 = 5$.

However, there are some additional factors that play out in the Attack Phase. These will vary slightly dependent on whether you are in a Two Player game or one with three or more Players.



Example of Play

Two Player Game

Alex and Bob are playing a game of Crayne: Fractured Empire. Players have reached the attack phase. They have tallied their Attack and Defence numbers, here are their totals:



Both Players attack simultaneously.

Alex has an Attack Power of 10. His Opponent Bob has no Strongholds, meaning that the only thing protecting him is his Defence Power. Bob's Defence Power is four (4). Bob loses six (6) Influence.

$$\begin{array}{r} 10 - 4 \\ \hline 6 \end{array}$$

Bob has an Attack Power of 14. His Opponent Alex has two Strongholds, and they both have a Stronghold value of 3. Bob must defeat Alex's Stronghold's first. Fortunately, with an Attack Power of 14, they can be destroyed leaving Bob with eight (8) remaining Attack. Alex's Defence Power is five (5). Alex loses three (3) Influence.

$$\begin{array}{r} 14 - 6 - 5 \\ \hline 3 \end{array}$$

At the end of the Attack Phase, the Lords have been weakened. Alex now has seven (7) Influence and must discard both of his Strongholds.

Bob now has 14 Influence.

Alex  7 Bob  14

Three or More Players

In this example, three Players are enjoying a game of Crayne. Alex and Bob from the first scenario are joined by Carol.

Players have reached the attack phase. They have tallied their Attack and Defence numbers, here are their totals:

two Strongholds facing Bob

 2 x 3 (6)

Each has a Stronghold Value of three (3).



All three Players attack simultaneously. Each player will attack both their Opponents once with their full strength. Remember Attack Power is doubled, not split: full force against each Opponent.

Alex: Alex is attacked by Bob and Carol. Alex has two Strongholds facing Bob but has no additional protections against Carol. Bob has an attack power of 14, enough to destroy both of Alex's Strongholds with eight (8) remaining Attack. Carol has five (5) Attack Power.

$$\begin{array}{ccccccc}
 \textcircled{14} & - & \text{[6]} & = & \textcircled{8} & & \\
 & & & & + & = & \textcircled{13} - \text{[5]} = \text{[8]} \\
 & & & & \textcircled{5} & &
 \end{array}$$

In total, Alex faces 13 Attack Power from both Bob and Carol. With his five (5) Defence Power, he loses eight (8) Influence.

Bob: Bob is attacked by Alex and Carol. Bob has no Strongholds. Alex has an attack power of 10. Carol has five (5) Attack Power.

$$\begin{array}{ccccccc}
 \textcircled{10} & & & & & & \\
 + & = & \textcircled{15} & - & \text{[4]} & = & \text{[11]} \\
 \textcircled{5} & & & & & &
 \end{array}$$

In total, Bob faces 15 Attack Power from both Alex and Carol. With his four (4) Defence Power, he loses 11 Influence.

Carol: Carol is attacked by Alex and Bob, Carol has no Strongholds. Alex has an attack power of 10.

Bob has 14 Attack Power.

$$\begin{array}{c} 10 \\ + \\ 14 \end{array} = 24 - 10 = 14$$

In total, Carol faces 24 Attack Power from both Alex and Bob. With her 10 Defence Power, she loses 14 Influence.

At the end of the Attack Phase, the Lords have been weakened.

Alex now has two (2) Influence and must discard both of his Strongholds.

Bob now has nine (9) Influence.

Carol now has sixteen (16) Influence.

Alex  **2** **Bob**  **9** **Carol**  **16**

Creators Note: In these two examples, you may have noticed a stark difference in the amount of damage being dealt. Players are weakened much faster in multiplayer games compared to heads-up matches. This is why Lords in this format start with 60 Influence instead of the usual 30.

The Revenue Phase

During the Revenue Phase Lords take turns to purchase new cards from the Auxiliary Market. Purchasing starts with the Overlord. Once they have completed all their acquisitions, purchasing advances clockwise to the next Lord. This continues until all Players have completed the phase.

Players calculate their total revenue for the round as displayed on their played cards.

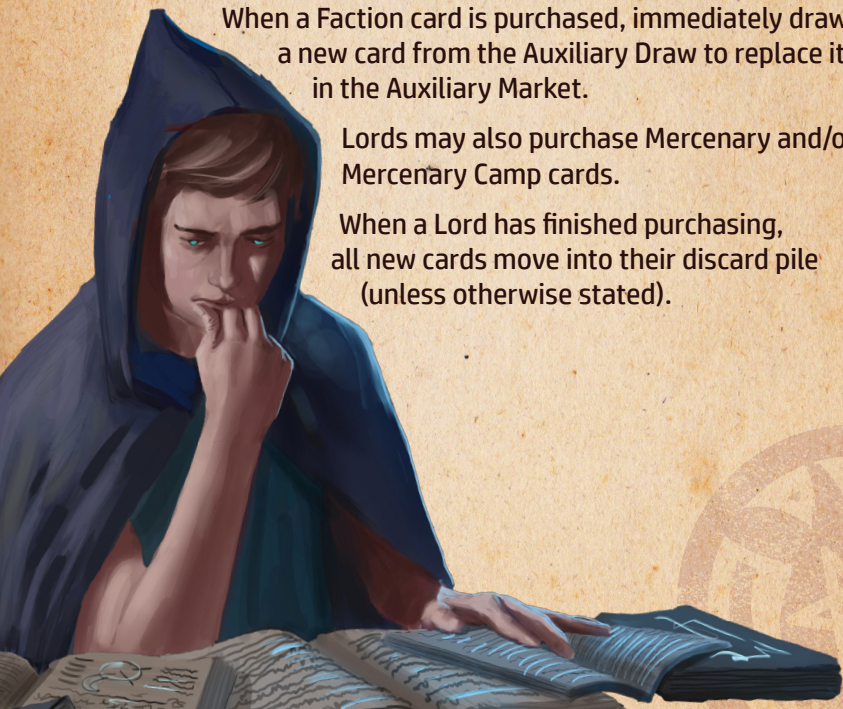
The total revenue required to purchase each card is written in the circle at the card's top-right. Players may be eligible to reduce the cost of certain cards, as discussed in "Using Faction Discounts" (See section below.)

When a card is purchased the Lord's revenue is reduced by the card's cost. A Lord can continue to purchase until they exhaust their revenue or simply decide to stop. A Lord does not have to use all their revenue, but any unused revenue is lost.

When a Faction card is purchased, immediately draw a new card from the Auxiliary Draw to replace it in the Auxiliary Market.

Lords may also purchase Mercenary and/or Mercenary Camp cards.

When a Lord has finished purchasing, all new cards move into their discard pile (unless otherwise stated).



Using Faction Card Discounts

Faction cards (identified by the faction symbol in the left) in a Player's discard pile provide a discount to purchases from the Auxiliary Market. The cost of purchasing a faction card is reduced by the number of cards in a Player's discard pile that belong to the same faction.

Example: A Player that has three (3) Kalimas faction cards in their discard pile would receive a discount of three (3) on any purchase of a Knights of Kalimas card that round. A card with a purchase value of five (5) could be had for two (2) Revenue, a card with a value of six (6) can be bought for three (3) and so on. However, this discount would not apply to Greenskins or Demons, for example, as they are different factions.

The discount applies to all relevant purchases. A Player with a Faction Discount of three (3) applies it to every eligible purchase that round.

The minimum cost of a card is always one (1), regardless of the number of cards in your discard pile.

Mercenary cards are not part of a faction and are ineligible for discounts.

A card purchased this round is not applied for additional discounts. To avoid confusion newly purchased cards are placed into the Player's discard pile after they have finished all purchasing.

The Cleanup Phase

In the Cleanup Phase enact any end of round effects on your played cards. Once these take effect, all played cards are discarded (except Strongholds that were not destroyed and cards that state otherwise).

The Overlord Medallion moves clockwise to the next Lord. This ends the Cleanup Phase and a new Round begins.

End Game

The game ends when all but one Lord is eliminated. If all remaining Lords are eliminated in the same Round, then the Lord who has the highest (i.e. least negative) Influence is the winner. If it is a tie then all Players lose.

Crayne is a cruel place.



More Rules and Clarifications

The Player's Deck

Whenever a Lord needs to draw a card and their deck is depleted (this happens often), the Lord will shuffle their discard pile to create their new deck.

Note: The Player only shuffles IF they need to draw a card. You are allowed to have an empty deck at the end of the Assembly Phase. This allows a Player to take advantage of all available discounts during the Revenue Phase.

Order of Events

When revealing cards during the Assembly Phase, a Player will sometimes have effects on their cards that conflict with the effects from another Player.

For example: the “discard” effect on the Assassin will clash with the “draw and discard” effect on the Elf Ranger card.

If this happens, effects are resolved starting with the Overlord and moving clockwise.

Sacrificed Trade Carts

Remove sacrificed Trade Carts from play. They do not go to the Pit.

Eliminated Lords

When a Lord is eliminated from the game, their Opponents become adversaries. For example: if the Opponent on a Player's left is eliminated then the Lord to the fallen Lord's left is the Player's new Opponent.

Any Strongholds the Player had facing the eliminated Lord now face the new Opponent.

This sequence repeats until the game is heads-up; there are only two Lords left.

Sacrificing from the Market

Some Greenskins of Chak have the ability to sacrifice cards from the Auxiliary Market. The sacrificed card is chosen randomly and cannot be from the Greenskins Faction. One way to determine which card will be sacrificed is to take all cards in the Market that are not Greenskins (they stay in place), shuffle them together and select one at random. The remaining cards return to the Market, along with a card from the Auxiliary Draw to replace the one that has been sacrificed. If the Market only contains Greenskins the ability cannot be used.

Ignore Strongholds

Some cards such as Wraiths and Hungry Ghosts ignore Strongholds. When this feature is played it applies to all cards used by that Lord that round and not just the card with this ability. This means that the Lord's attack power will not be affected by their Opponent's Strongholds. Of course, as the Stronghold takes no damage, it will also not be destroyed.

Strongholds always count as Played

A Stronghold that was not destroyed in a previous round remains in play. The card regenerates its full defence value for every round. Additionally, the card counts as played for the purpose of Faction bonuses.

Example: Spearmen Battalion (Knights of Kalimas) receives a +2 Defence bonus when another card of the same Faction is played that round. If that Player has Magnificent Castle (Also Knights of Kalimas) still in play from a previous round, it would count as "Played" and the Spearman have met the requirements for the bonus

Bonus against Strongholds

Some cards receive a bonus against an Opponent's Stronghold.

This bonus only applies when:

- A) The Opponent has a Stronghold in play
- B) The Stronghold has been played against you. Remember that in games with three (3) or more Players, a Lord must declare which of their Opponent's will be affected by the new Stronghold.

If those conditions are not met, then a played card would not receive the relevant bonus.

The Assassin Card

When played, the Assassin reduces the Opponent's hand to two (2) cards for one Round.

Affected Players return to three (3) cards in the Cleanup Phase: before the next round begins.

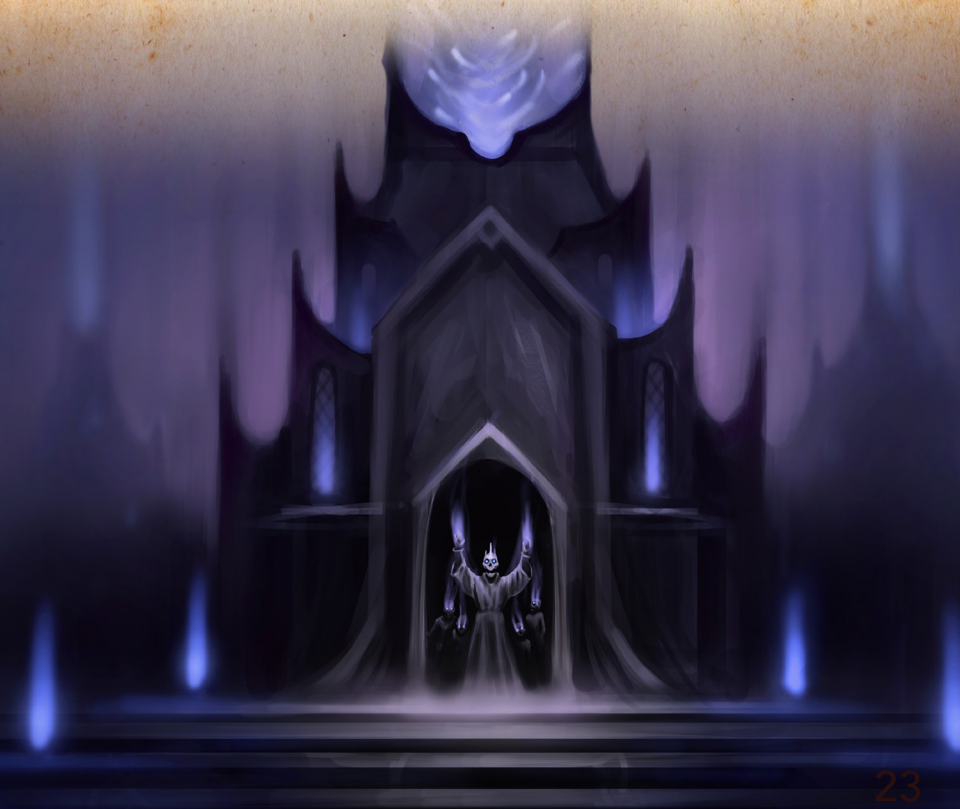
Choices: Colossal Golem and other cards

Several cards from the Mages of Illiban-Sina and all Mercenaries allow the Player to choose from several attack options. Unless stated otherwise, these decisions are made at the start of the Attack Phase, starting with the Overlord and moving clockwise.

If a Player elects to play the Colossal Golem as “Stronghold 6”, they must also declare which Opponent it shall be facing

Help, I Cannot Play a Card!

Although exceptionally rare, a Player may be unable to play a card. This may occur if every card in a Player’s hand requires special conditions they cannot meet. If this happens the Lord plays the top card of their deck. The card comes in to play even if it has special conditions that have not been satisfied.



Variant: Single-Player Deathmatch

The Single-Player Deathmatch is similar to a two-player game. In this variation there is one Player against an automated Opponent.

Deathmatch Setup

The game is played with three (3) Factions. Both sides start with 30 Influence. Shuffle the Faction cards to create the Auxiliary Draw and place the top four (4) cards into the Market. For this variant, the Auxiliary Market should be randomly arranged in a single horizontal line. Three (3) Mercenaries and one (1) Mercenary Camp are also available for purchase. The Player starts with Four Basic cards and eight trade carts.

The automated Opponent starts with six (6) Basic cards.

Choose their remaining cards depending on the difficulty you wish to play:

- Easy – six (6) trade carts
- Normal – four (4) trade carts, one (1) mercenary
- Hard – two (2) trade carts, two (2) mercenaries
- Challenging – two (2) trade carts, two (2) mercenaries. The Player starts with 25 Influence and the Automated Opponent starts with 30 Influence.

Note: Feel free to alter the card numbers to make the game easier or harder as desired.

Assembly Phase: Automated Opponent

As normal, the Lord plays cards one at a time. Each time they play a card, the top card from the Opponent's deck is also played. Do this five (5) times.

Ignore the text on the Opponent's cards: only their Attack and Defence values matter. The exception is when the card must choose between Attack and Defence (Eg: the Lesser Golem card). In the case of cards that require a choice the Opponent always selects the most aggressive option. Opponent mercenaries always have one (1) Attack and one (1) Defence

Attack Phase

The Attack Phase plays out the same as a standard game.

Revenue Phase: Automated Purchasing

The Player always buys first using standard rules.

After the Player is finished, take the left-most card from the Auxiliary Market and place it in the Opponent's discard pile, regardless of its cost. The remaining cards are moved to the left and a new card from the top of the Auxiliary Draw is added to the market on the far right. This concludes the Revenue Phase.

Victory

Just like a regular game, action continues until either the Player or Opponent's Influence reaches zero.

Variant: Single-Player Missions

This solo mission variant works in a similar way to the Deathmatch. The difference is that in order to win, you must fulfil a certain requirement as opposed to slaying your Opponent. In fact, you may lose if the Opponent is hit too hard!

Because we intend to add more missions over time, they are not included in this booklet. Instead they can be found on the Krunchy Games website:

www.krunchygames.com/crayne-missions

Variant: Team Games

There are three varieties of Crayne: Fractured Empire team games: 2v2, 3v3, and 2v2v2.

All three have a similar dynamic to a standard two-player game because each Player has only one Opponent and starts the game with 30 Influence.

Per normal rules the number of Factions used is equal to the number of Players, plus two. Refer to page 5 for this table.

In the team variant, gameplay changes through the addition of Allies and the new rule: Aiding Your Ally. An Ally is one of your teammates. You and your Allies must conquer your Opponents by working together.

When you form a team, decide who the Team Leader is. It is the Team Leader's role to settle any disputes that may occur, such as which team member can purchase first in the Revenue Phase.

In the starting round randomly decide which team is first to purchase. This team starts with the Overlord Medallion.

Team Variant: 2v2

Four Players pair up in two teams of two (2v2). Players sit next to their Ally and across from one Player from the opposing team. The Player opposite you is your Opponent.

Team Variant: 3v3

Six Players are divided into two teams of three. The teams sit on opposing sides of the table with each Player facing a member of the competing team. The Player opposite you is your Opponent

Team Variant: 2v2v2

Lords are divided into three teams of two Players each. Players sit with their Ally on one side, and their Opponent on the other. For example: if a Lord's Ally is on their left, then the Player on their right is their Opponent.

Aiding Your Ally

At the beginning of the Attack Phase, each Player has the option of aiding their Ally. Starting with the Overlord Team and moving clockwise, each Player can gift one of their played cards to one of their Allies. Strongholds count as played, even if they were activated in a previous Round. The gifted card counts as if the new owner had played it. They gain its Attack and Defence during the Attack Phase, the Revenue during the Revenue Phase, and any other relevant rules on the card. However they do not receive its "Teeth" effect, as gameplay has already passed that Phase.

Note: The Team Leader cannot force a Player to gift a card. Aiding an Ally is completely your choice.

Once a card has been gifted, that card becomes part of the new Owner's deck. During the Cleanup Phase, the card goes into their discard pile. It is not returned to its previous owner. However their Ally can choose to give the card back at a later time.

Purchasing as a Team

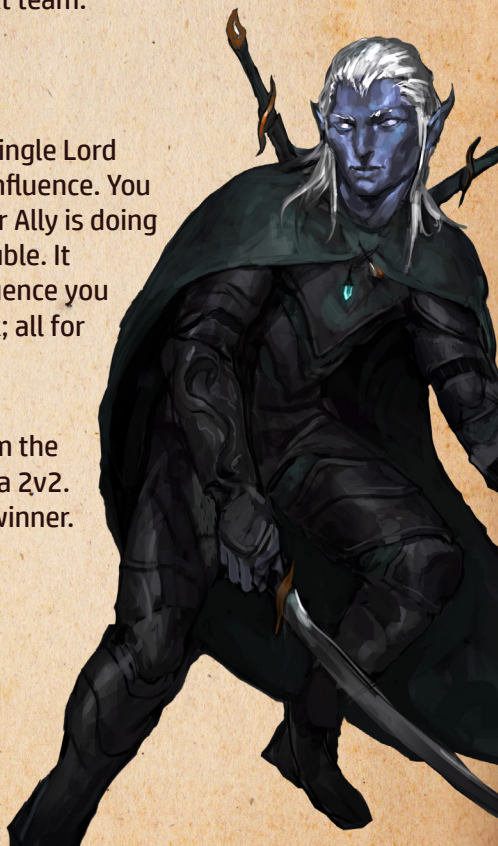
During the Revenue Phase, purchasing starts with the Overlord Team. The team makes all of their purchases before the next team can do the same. As a team, you decide the order your Players will purchase cards.

Once purchasing is complete for all teams, move the Overlord Medallion clockwise to the next team.

Ending a Team Game

A team is defeated when any single Lord on the team loses all of their Influence. You always have to watch how your Ally is doing and aid them if they are in trouble. It doesn't matter how much Influence you have if your Ally is on the brink; all for one and one for all.

In the 2v2v2 variant the first defeated team is removed from the game. The game continues as a 2v2. The last team standing is the winner.



Variant: Co-operative Deathmatch

Like a 2v2 team game, both Players sit next together with their Opponents' cards on the opposite side of the table.

The game starts with 5 Factions. Both human Players start with 30 Influence. The two Automated Opponents share a combined total of 60 Influence. The Auxiliary Market consists of six (6) cards. Six (6) Mercenaries and two (2) Mercenary Camps are also available for purchase. Each Player starts with Four (4) Basic cards and eight (8) trade cards.

Both Automated Opponents each start with six (6) Basic cards.

Choose their remaining cards depending on the difficulty you wish to play:

- Easy – six (6) trade cards
- Normal – four (4) trade cards, one (1) mercenary
- Hard – two (2) trade cards, two (2) mercenaries
- Challenging – two (2) trade cards, two (2) mercenaries. The Player starts with 25 Influence and the Automated Opponents starts with a shared 60 Influence.

Note: Feel free to alter the card numbers to make the game easier or harder as desired.

Co-operative Rules

This version of the game combines several metrics from previous single and multiplayer variants. The game employs the Automated Opponent (Page 25) and Automated Purchasing (Page 25) rules found in Single-Player Deathmatch. Additionally, Aiding Your Ally (Page 27) and Purchasing as a Team (Page 28) features from Team Games are also used.

During Automated Purchasing your enemy receives the left-most card in the Auxiliary Market one Opponent at a time (One card each). Players can choose which Opponent will purchase first.

Ending a Co-operative Game

The two Automated Opponents have a shared Influence total (60). If this total reaches 0 or less, then the Players win the game. But if either Lord reaches 0 Influence or less, both Players lose the game. Remember to protect your Ally!

Glossary:

- | | |
|--------------------|---|
| Basic Card: | Each Faction has four (4) Basic cards that are clearly labelled. They have a cost of 1. |
| Discard: | To remove a card from your hand and place it in your discard pile. Occasionally played cards are also discarded. |
| Faction: | Faction cards represent Crayne's various races. They are indentified by their coloured borders and can be purchased or played to help the Lord. There are eight (8) Factions, each having a total of 19 cards. Four (4) of these are Basic cards. |
| Influence: | Your life total. Influence represents how much sway you have in the world of Crayne. |
| Lord: | A Player. The words Lord and Player are used interchangeably. |

Opponent:	Your Opponents are the two Lords to your immediate left and right. These are the people you will interact with and wage battle against. In two-player and team games Players only have one Opponent.
Played Card	Cards you have played in the current Round. Strongholds that have survived from previous Rounds are also played cards
Revenue:	The amount of purchasing power a Lord has in each round. Used for taking advantage of the market.
Sacrifice:	A sacrificed card goes into The Pit (except for trade cards). You can only Sacrifice a card when that card (or a different card) says so.
Stronghold:	Any card that has a Stronghold Value, shown at the bottom center of the card. Strongholds that are not destroyed stay in play for subsequent rounds.
Teeth:	This ability sparks an immediate action. These cards are identified by the “Teeth” keyword and a special border. The action takes place before the turn continues.
The Auxiliary Draw:	Most Faction cards are shuffled together into one deck called the Auxiliary Draw. It is used to replenish cards to the Auxiliary Market as required.

The Auxiliary Market:

Where Lords can purchase new cards for their deck.

The Pit:

Where Sacrificed cards go. These cards do not count as being discarded, and are not fully removed from the game. Certain cards will interact with the Pit.

Trade Card:

A Trade Card card is a Basic card that does not belong to any Faction.

Your Deck:

Lords have their own deck from which to draw and play cards.



Credits

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Developed



Down Under

