

Rules of Use

Access: You can use the powers of cards at your site and cards that you rule. You rule all your advisers and cards at sites you rule, even if your pawn isn't there!

Exhaustion: If a card has or on it, you cannot place more or on it for any purpose, but you **can** still use its power if it has no cost.

Payment Outside Turn: If you pay for a power outside your turn, move the favor to its bank immediately, and flip the secrets but keep them on your board.



Battle plans break these rules.

You can **only** use battle plans you rule. You **can** place favor or secrets to pay the cost of a battle plan that has favor or secrets on it already.

Psst, got the Conspiracy?

You can use it to steal someone's banner or relic—even the Grand Scepter! Get a secret to burn, travel to their pawn's site, and have at least two advisers that match any of theirs, even if two of yours match only one of theirs.

Site Reference



Opportunity Sites. At the end of your Wake Phase, if your pawn is here, you may take one favor or secret from this site.



Homeland Sites. If you play a card of this suit to this site, and you have not discarded a card here of this suit during this turn, you get what is shown—gain , or from , or 2 warbands, or take the relic here, treating this as recovering it.



Coast Sites. When traveling from here to a Coast site, the Travel cost is 1 Supply and you ignore the Narrow Pass power.



Plains, Mountain. You **must** add (*Plains*) or subtract (*Mountain*) one attack die if you declare any number of targets at this site (*even if you rule*).



River. When mustering from a card at this site, you gain one more warband if you rule this site.



Charming Valley. When traveling from here, increase the Travel cost by 1 Supply. (*For example, traveling from the Provinces costs 3 Supply, not 2 Supply.*)



Shrouded Wood. When traveling from here, the Travel cost is 2 Supply, and you **ignore** the Narrow Pass and The Hidden Place powers. If an enemy rules here, you travel to the site of the ruler's choice (*Chancellor's choice if ruled by the Empire*), even if another player is making you travel.



Narrow Pass. When traveling from another region to this region, you **must** travel to this site. When campaigning, if you declare any targets in this region and your pawn is in a different region, you **must** target this site unless you rule it.



Great Slums. When playing or moving a card to this site, you may discard a card here first.



Marshes. When searching, you **must** draw one fewer card if your pawn is here.



Buried Giant. When traveling from here, you may flip one secret on your board facedown to spend no Supply and **ignore** the Narrow Pass power. (*Facedown secrets cannot be used to pay a cost.*)



The Hidden Place. You **cannot** travel to here or declare campaign targets here unless you flip one secret on your board facedown.



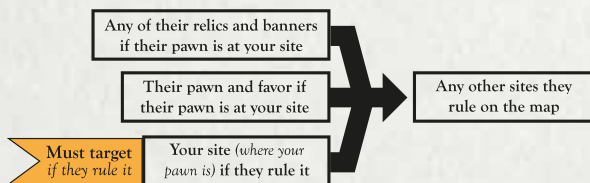
The Tribunal. ACTION: If you rule this site or your pawn is here, negotiate a binding exchange of and as well as binding actions at any future time, in any combination, with any player. (*Be as creative as you want with your agreement and your agreed-upon penalties if someone breaks it!*)

Campaign Summary

1. Spend 2 Supply and Choose Defender.

You can choose any one other player who rules your site or whose pawn is there. If no player rules your site, you can choose the bandits instead.

2. Declare Any Number of Targets. They are listed below.



Attacker collects up to warbands on their board. Defender collects shown by shields on targets.

3. Use Battle Plans. You may use battle plans you rule, once each. Then the defender may use theirs, once each.

4. Roll Defense. The defender rolls their pool and calculates their defense by adding up...

- Shields they rolled—each doubles the total
- Their warbands at targeted sites
- Their warbands on their board if their pawn is at your site or any site you targeted

5. Roll Attack. Roll pool. Each skull you roll immediately kills one warband in your force. Calculate attack by adding up...

- Swords you rolled. Count every two hollow swords as one sword, but do not count a single remaining hollow sword.
- Warbands you sacrifice from your force, one per warband.

If your attack is higher than their defense, you are victorious. Otherwise, the defender is victorious.

6. Take Losses. Kill half of the warbands in the defeated player's force, rounded down, and move the other half to their board.

7. Resolve Victory. If you are victorious, take your targets:

- If you targeted sites, you may place any number of warbands, even zero, from your force onto any targeted sites.
- If you targeted relics or banners, you take all of them.
- If you targeted their pawn and favor, you may make them travel to a site of your choice, spending no Supply, and you may burn half their favor, rounded down.

"IS THIS A GOOD IDEA?" Roughly, you'll probably win if your force is larger than the defending force plus the number of defense dice they're rolling. Four or more defense dice should terrify even a powerful attacker, though, since every defense die can double their total roll. That said, fortune favors the bold!