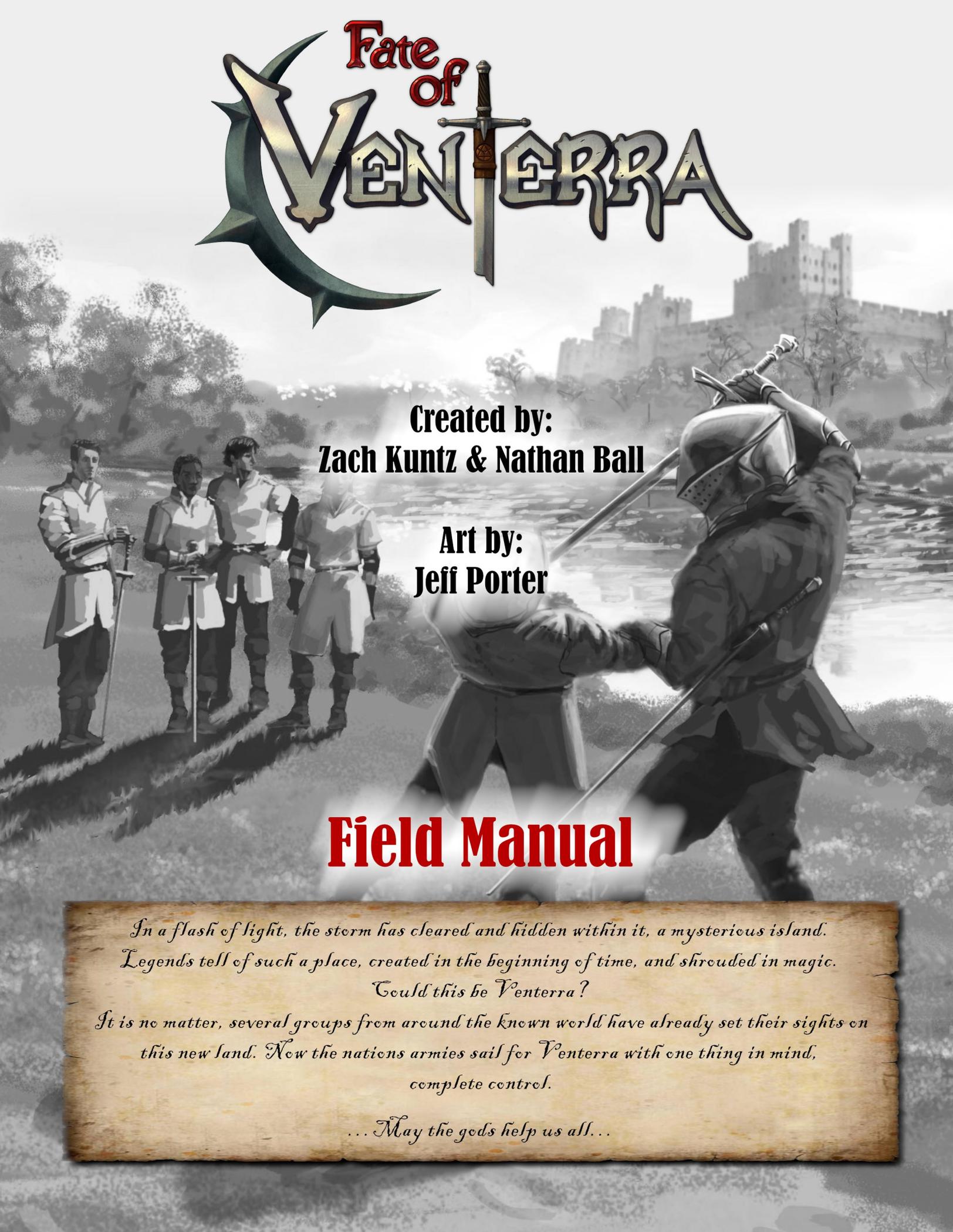


Fate of VENTERRA



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Zach Kuntz & Nathan Ball**

**Art by:
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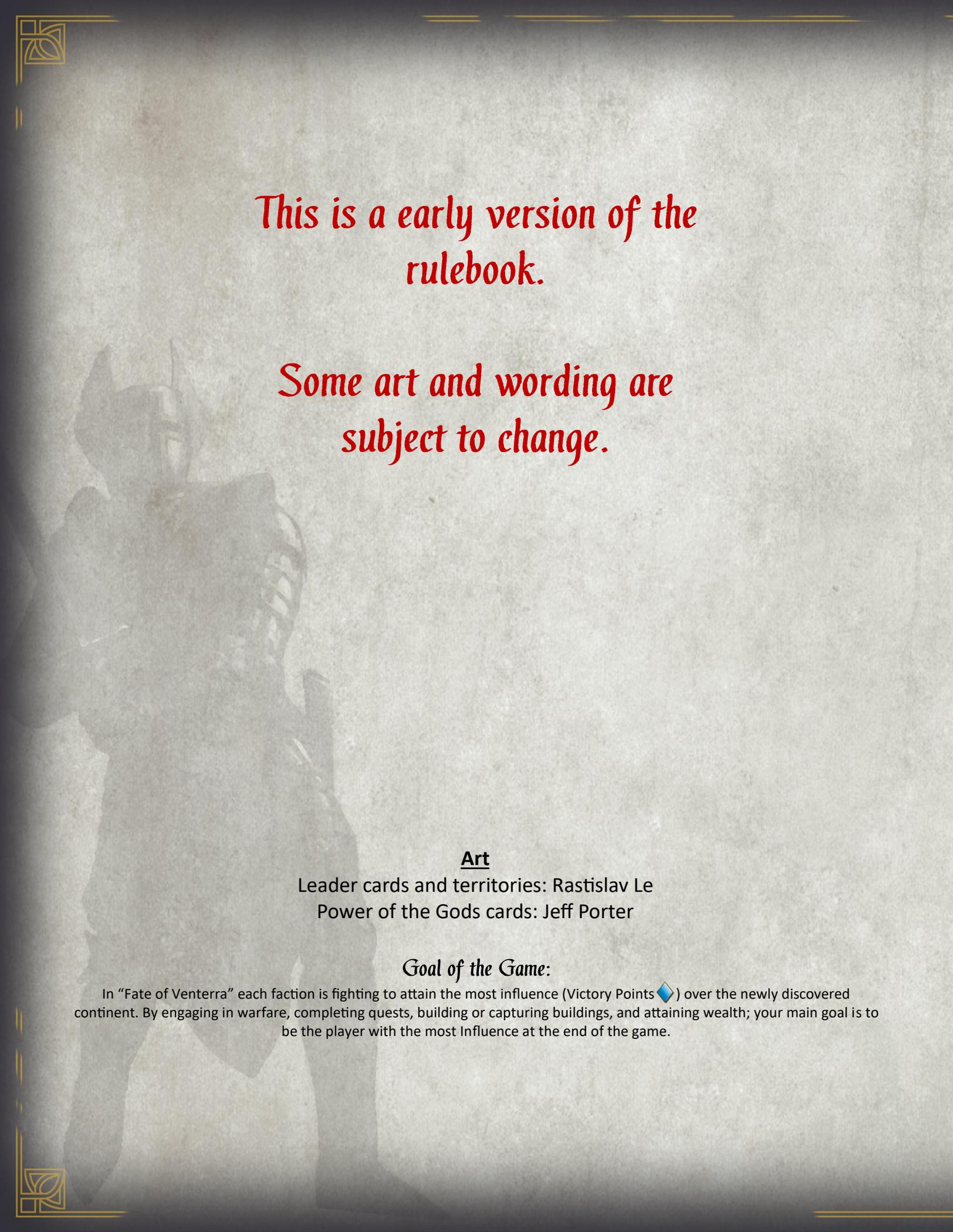
Field Manual

*In a flash of light, the storm has cleared and hidden within it, a mysterious island.
Legends tell of such a place, created in the beginning of time, and shrouded in magic.*

Could this be Venterra?

*It is no matter, several groups from around the known world have already set their sights on
this new land. Now the nations armies sail for Venterra with one thing in mind,
complete control.*

... May the gods help us all...



*This is a early version of the
rulebook.*

*Some art and wording are
subject to change.*

Art

Leader cards and territories: Rastislav Le
Power of the Gods cards: Jeff Porter

Goal of the Game:

In "Fate of Ventera" each faction is fighting to attain the most influence (Victory Points ) over the newly discovered continent. By engaging in warfare, completing quests, building or capturing buildings, and attaining wealth; your main goal is to be the player with the most Influence at the end of the game.



Table of Contents

Included Components 1

Setup 3

Choose a Faction

Round/Initiative/Battle Track

Quest Cards

Power of the Gods Cards 4

Wealth

Building the Map, Rivers

Territories 5

Starting Buildings & Units

Exploration Tokens

Command Cards

Faction Player Mats 6

Leader Cards

Faction Upgrades

Each Round 7

Income Phase

1st & 2nd Commands

Plan

Reinforce 8

Maneuver

Charge 9

Support March

March 10

Battle

Resolving Quests 11

Large Army Tax

Bidding 12

Winning the Game



Included Components

Round/initiative/Battle Track

This track is used to track the current round, battle score of each player, and player initiative order. The track is also double sided for 2-3 player games and 4-5 player games.

Included: 1 Track



 1 Round Marker

 10 Faction Tokens (2 per player)

Exploration Tokens

These tokens are placed on each territory during set-up. When a player first conquers a territory with a token on it, they gain the reward on the revealed side of the token.

 Included: 24 Explore tokens (1 Defense)

 Included: 11 Explore tokens (0 Defense)

Reverse side

  6 Gain leader

 10 Draw Power of the Gods

 6 Gain scout

 3 Gain "2" influence

 10 Gain 1 wealth

Wealth

This is the main resource used to make all purchases in game and is also worth 1 influence for every 3 wealth.

  Included: 30 "1"s 10 "3"s

8-Hex & 4-Hex Boards

These boards are used to build the map at the beginning of the game and contain 4 different terrain types.



Included: 1 4-Hex Board
6 8-Hex Boards

Power of the Gods Cards

Power of the Gods cards are special cards that grant players one time abilities and are gained through quests, explore tokens, and bidding.

Included: 22 Power of the Gods cards



Quest Cards

One Quest card may be completed each round. Quests have listed rewards that you gain when they are completed and are worth influence at the end of the game. There are always 4 face-up quest cards available.



Included: 30 Quest cards

Battle Counter

This counter may be used to count strength during a battle.



Included: 1 counter

Faction Player Mats

Each player, after they choose their faction, will refer to their player board to figure out what resources they start the game with.

Included: 5 Player mats



Command Cards

Command cards are used to perform most tasks in game. On them is numbered the order in which each part of the command is performed.

Included: 20 Command Cards
(4 per-player)



Faction Upgrade Cards

Each player has 3 upgrade cards to choose from which can be bought by playing the Maneuver Command.



Included: 12 Upgrade Cards
(3 per faction)

Leader Cards

These cards are used to add defense or attack values to marching units.

Included: 30 Leader cards (6 per faction)



Units

Units are used to take and hold territory. Each faction may recruit the same types of units, but have access to different amounts of each one.

	Soldier	Ship	Scout	Siege	Knight
	7	2	8	3	3
	7	3	8	2	3
	6	2	10	2	4
	5	2	14	2	3
	6	2	12	2	3

Starting Buildings

Each player's expansion will start from these buildings.



Included: 1 Eldapriest



1 Statue of Ka'jer



3 Fortresses

Buildings

Buildings collect income each round, are worth influence, add defense to territories, and grant different bonuses.

(These are reversable)

Included: 30 Buildings (6 per faction)



Setup

Choose a Faction

Name:	The Order	The Northern Watch	Legion of the Dragon	Children of the Bear	The Pack
Color:	White	Blue	Red	Yellow	Brown
Token:					
Initiative:	1 st	2 nd	3 rd	4 th	5 th

Round, Initiative, and Battle Track

After choosing your faction, place the double sided track to the side of the play area. Choose the appropriate side, based on the number of players, and place each player's faction token on the track in the correct initiative order. When playing with less than five players, move the tokens to the left to fill in the gaps. Next, place a token for each player on the 0 score on the battle track. Finally, place the round counter on the 1st spot.

Bidding happens at the end of the 2nd, 4th, and 6th rounds.



OR



3

Quest Cards



Quest cards are completed during the "quest phase", as long as a player meets the listed requirements, and are completed in initiative order. Quests grant you immediate in-game rewards at the moment they are completed and are worth influence at the end of the game. There are always 4 face-up quest cards available, when a Quest card is completed or reserved, replace it immediately with a new one from the top of the draw pile. If a player does not like any of the quest cards in the face-up row, they may draw randomly from the top of the deck.



Shuffle the Quest cards and place the deck face down near the tracks. Draw 4 Quest cards and place them face up below the tracks, where indicated.

Note:

If a quest requires a Outpost or Shrine, a upgraded building from the same upgrade tree may also fulfill the quest requirement (i.e. a Tower may count as an Outpost or a Temple may count as a Shrine). However, if the quest calls for an upgraded building, then you must have that specific building to meet the quest requirements.

Requirements: At the top of the card is the requirements section, in order to meet these requirements, you MUST have what is listed on the card (you do not pay those resources). However, if a quest has a coin with a **red** number in the Requirements section, this does mean you must pay that amount of wealth in order to complete the quest.





Power of the Gods Cards



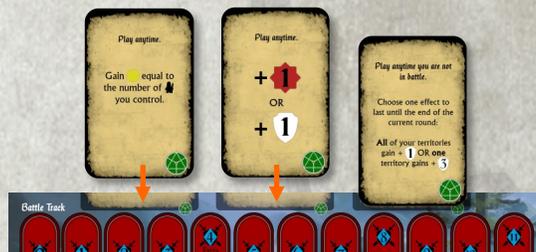
Throughout Venterra are scattered artifacts that contain power from the gods. When a god uses their powers, sometimes a nearby object will absorb a small amount of that power. These cards can be gained throughout the game through: exploration tokens, completing Quests, and winning initiative-order bids. Listed, on the card, is when to use them and also what they do.



The top of the card states when it may be played.

The middle of the card describes the immediate bonus or effect that occurs when the card is played.

Shuffle the Power of the Gods cards and place the deck face down near the Round track. Draw 3 cards and lay them out above the track. When a player gains a Power of the Gods card they must reveal their pick, **unless** they draw randomly from the top.



Wealth

Place the wealth pool within reach of all players. Wealth is used to upgrade buildings, recruit units, activate faction upgrades, buy Leader cards, and bid on initiative order. Players gain wealth at the beginning of each round based on their buildings.

Building the Map



Now each player will take part in building the map, this will be comprised of a **4-Hex board placed in the middle of the play area** and **one 8-Hex board per player**.

To build the map, place the starting 4-Hex board in the middle of the play area with the side you wish to play with face up (all of these boards are double sided).

Starting with the first player and proceeding in initiative order, each player may choose **one** 8-Hex board and place it touching the starting 4-Hex board. Each player may place their board on either side up, in any orientation they choose, with the following restriction: Each board must be placed touching the starting board (if possible).



Double-sided 4-Hex board

Double-sided 8-Hex board

Note: Gaps or “holes” in the map should be avoided **if possible**, especially for new players.

Rivers

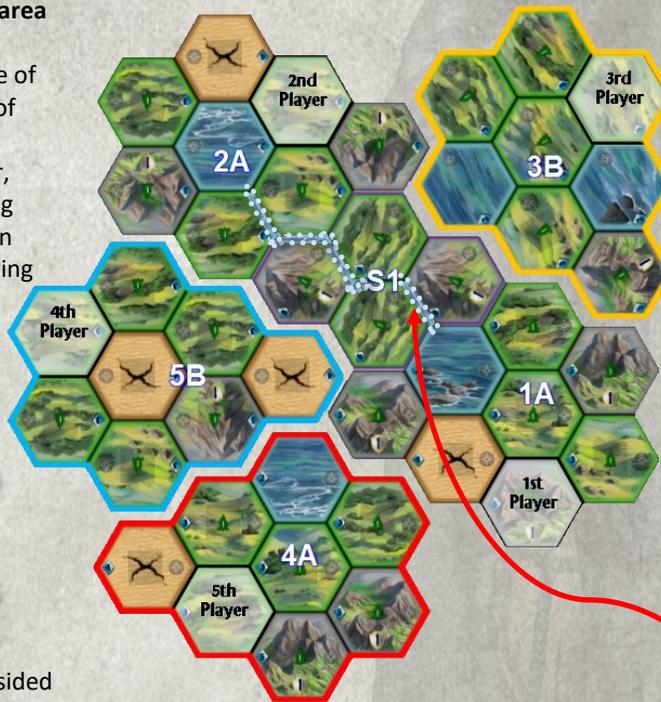


As players place their tiles, connect water territories as they appear. River tokens connect along the edges of each territory, they do not disrupt movement, or block anything off.

Pre-Built Map

For a quick setup or for a first play through, you may follow the layout below:

(Each board is labeled on both sides with a number and letter)



Players:	Boards:
2	1S, 1A, 2A
3	1S, 1A, 2A, 3B
4	1S, 1A, 2A, 3B, 5B
5	1S, 1A, 2A, 3B, 5B, 4A

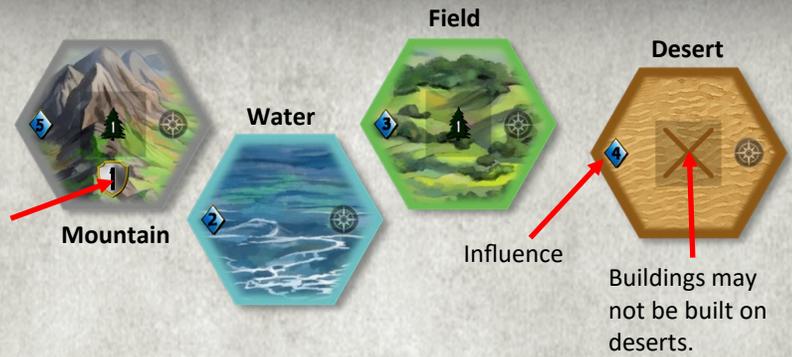
In the above example, if 1A was the first tile placed and then 2A, rivers would connect from the water territory on 1A to the one on 2A. Then from 2A to the next water that appears, and etc.



Territories

There are four different territory types and they are one of the largest ways to gain influence.

Adds +1 to any other defense on the territory. (including explore tokens)



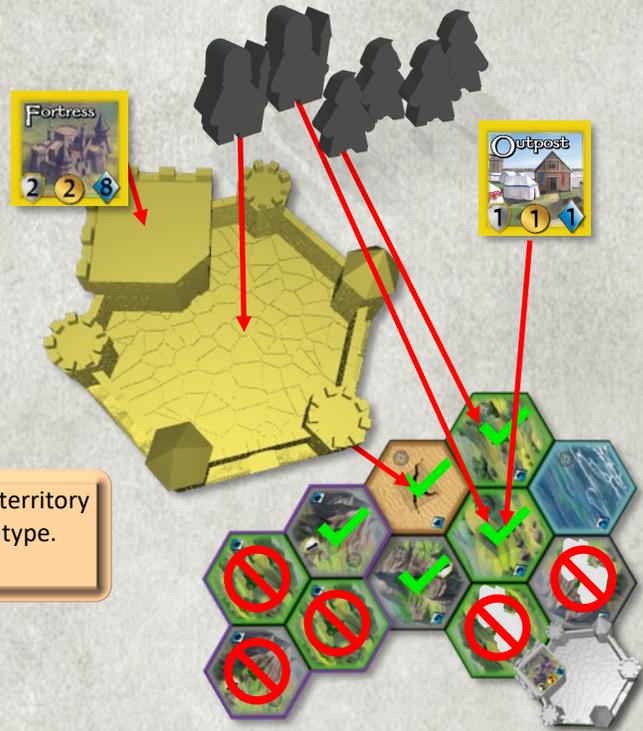
Placing Starting Buildings & Units

After all players have finished building the map, in initiative order, they may place their Starting building, units, and outpost. This is the place from which each player will start their conquest.

Starting buildings must be placed as follows:

1. On any territory on the edge of the map. (the Eldapriest and Ka'jer may not be placed on water)
2. At least 3 spaces away from any other Starting buildings.
3. Cannot be placed on the starting 4-Hex board.

The units and Outpost each faction starts with are split between their Starting building and any 2 territories adjacent to their starting building. (excluding water)



Note: When a Fortress is placed, it completely covers the territory it is placed on and no longer counts as the original terrain type. (Does not apply to Eldapriest or Statue of Ka'jer)

Explore Tokens



Explore tokens are double sided and placed on the map after starting buildings have been placed. When a player conquers a territory with an explore token on it, they pick up the face down token and collect the reward on the other side.

Place an Explore token on every un-occupied territory.
0's are placed on desert and water.
1's are placed on mountains and fields.

To the right is a list of each explore token and it's reward.

- Discard the token and immediately gain a scout to any territory you control.
- Discard the token and immediately choose a Power of the Gods cards from the row or randomly from the draw pile.
- Take the token and add it to your wealth.
- Discard the token and immediately gain one Leader card costing up to 1 wealth and add it to your hand.
- Take the token as influence.

Command Cards

Each player has 4 command cards each with their faction sigil on the back of the card. Place these cards in your hand.





Faction Player Mats

Each player should gather the player mat and all cards marked with their faction's sigil, along with all units of their color.



Referring to the back side of the player mat:

Collect all items of the player's color listed on each mat and set them aside. These are resources each player will start the game with.

For "The Watchers" that player would:

- ◆ Place their faction token in the 2nd place spot on the initiative track.
- ◆ Collect the "Fortress" and "Outpost" buildings of their color.
- ◆ Collect a "Rank 1" and "Rank 2" Leader card.
- ◆ Collect 2 soldiers and 4 scouts from their available units.

Leader Cards



Each player has 6 Leader cards; 3 rank 1 cards, 2 rank 2 cards, and 1 rank 3 card. Each Leader card has a cost associated with it, shown on the bottom left of the card. Leader cards may be played from the hand, during any march, to add to the attack or defense value of a player's units (Leader cards do not cost anything to play from the hand). Only **one** Leader card may be played for **each** march. If a player has **no** units involved in a Battle, that player may not play any Leader cards for that battle. After a Leader card is played, it is returned face down to the Leader card supply of the player that played it. A player may buy Leader cards from their Leader supply pile only when playing a Charge command action 2 (see **Charge Action** section). Players gain Leader cards by paying the cost shown on the bottom of the card and then placing it into their hand. Any number of Leader cards may be purchased during a single Charge command. Players must reveal and declare which Leader cards they are purchasing. However, after they have been purchased, players are not required to reveal which leader cards are in their hand or which ones are in their supply pile.

Faction Upgrade Cards



Faction Upgrade Cards are bought during a Maneuver Command (Action 2) and activated by flipping the card over to the colored side. For most upgrade cards, once they are activated, they stay activated as a permanent bonus to the player it belongs to.

When you reserve a Quest, place it here.

Cost to build or upgrade

When you complete a Quest, place it here face-down.

Leader card supply (face-down)

Cost to recruit



Referring to the front side of the player mat, each player will:

- ◆ Place all available buildings over their matching picture.
- ◆ Place the three faction upgrade cards with their cost side up. (each player starts the game with the upgrade printed on the mat.)
- ◆ Finally place all unused Leader cards, face down, near the "Leader Cards" area.



Each player starts with the Leader cards shown on the back of their faction player mat. The remaining Leader cards make up the Leader card supply pile for each player and are placed face down to the left of the mat.



Each Round

Each round of the game will follow these **6** phases.

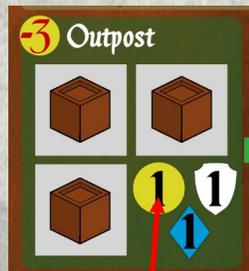
- **1. Income:** All players collect wealth based on buildings they control.
 - **2. Declare:** All players choose two Command cards, and **reveal both of them simultaneously**.
 - **3. 1st Command:** Each player, in initiative order, resolves one of their chosen command cards (flip over the card when finished to signify that command card has been used).
 - **4. 2nd Command:** Each player, in initiative order, then resolves their remaining command and collects both used command cards into their hand.
 - **5. Resolve Quests:** In initiative order, each player may complete **one** reserved Quest.
 - **6. Large Army:** All players check for and pay large army tax. -1 wealth, per unit over 3 on a territory.
- Bidding:** Bid for initiative order (Only on rounds; 2, 4, and 6)

Income Phase

When collecting wealth during the Income phase, each player adds up all the income values on each building they control and immediately collects wealth equal to that amount.

Players control a building if:

1. The building is the same color as their faction and **no** enemy units occupy that territory.
2. The building is in a territory controlled by that player's units.



Income

1st & 2nd Command Cards

All players have four command cards in their hand to choose from; Plan, Reinforce, Charge, and Maneuver. During the command phases, each player first plays one of their two selected commands in initiative order, before resolving their second command likewise. Players may choose to not perform some of the steps on a command card, however all commands must be performed in numerical order. (these numbers are "actions")



All command cards have actions numbered on them to determine in what order the card must be completed.

Plan

Action 1: Reserve up to 2 Quest cards.

Reserving Quests: You may reserve up to 2 Quest cards from the four displayed face up below the tracks **and/or** randomly from the Quest card draw pile. When you reserve a Quest replace it immediately with a card from the draw pile. Place the Quest you reserved in your reserved Quest section on your player mat. Each player may reserve as many Quests as they would like during the course of the game, however uncompleted Quests are not worth anything at the end of the game.

Action 2: Choose one; march up to 2 different units **or** gain 2 wealth.





Reinforce

Action 1: You may recruit any one unit by paying the cost (shown on the player mat). Anytime you recruit, all land units must be recruited **on** a territory with a building you control and ships must be placed in water territory **adjacent** to a building you control.

Action 2: You may pay the cost (shown on the player mat) to upgrade an existing building you control. (Buildings, in most cases, are unable to be upgraded the same turn they are built) (you may upgrade enemy buildings you control)

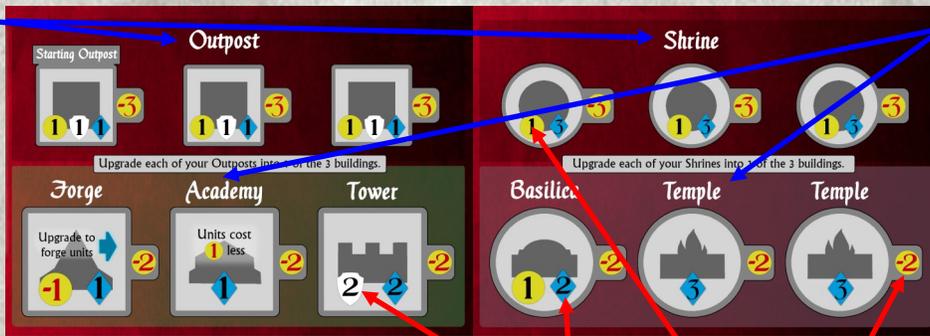
Action 3: You may pay the cost (shown on the player mat) to build a new basic building.

When building new basic buildings:

- They must be placed in a land territory you currently have units in.
- They may not be placed in a territory with an existing building.
- They may not be built on water or desert territories.

Buildings

Basic Buildings:
When building a building, all buildings must start as a basic one. Basic buildings cost 3 wealth and can be built where a player has occupying units.



Upgraded Buildings:
After you have built a basic building, you may upgrade your building further (for a cost of 2 wealth). When a building is upgraded, stats are added to the basic buildings own stats.

Note:

Even without units, a building may still control a territory for the player it belongs to. All buildings have a defense value that adds to the defense of a territory.

Defense Influence Income

Unit Reference

Soldier 0 1 1 1	Ship 0 1 1 1 -1 to add 1 or 1 to any adjacent territory. (once per action)
Scout -1 0 1 1 gain an additional to the same territory.	Siege -2 0 2 1 +2 vs Counts as 2 units for large army tax.
Knight -3 1 1 2	

Units

Special Abilities:

Soldier: None	Brute: When <u>one or more</u> brutes win a battle, they kill <u>one</u> extra unit.
Ship: Pay 1 wealth to add one attack or defense to an adjacent territory. (once per-command card) This unit also acts as a bridge for your marching units over water territories.	Longship: support no longer has a cost, but still may only be used once per command card.
Scout: When you recruit a scout, gain a second scout <u>to the same territory.</u>	Scout: when you recruit a scout, gain a second scout <u>to any territory you control.</u>
Siege: Attack is increased to 2 when attacking a territory with a building.	Golem: special ability is unchanged, but they gain an extra attack stat.
Knight: None	Paladin: may now carry one scout (per Paladin) with them when they move.

Forge Unit Reference

Brute 0 1 1 1	Longship 0 1 1 1 -0 to add 1 or 1 to any adjacent territory. (once per action)
Ranger -1 0 1 1 gain an additional to any structure you control.	Golem -2 0 2 1 +2 vs Counts as 2 units for large army tax.
Paladin -3 1 1 2 May carry one when moving	

All players units start following these stats.

All of a player's units are upgraded to "Forge Units" the moment that player builds a Forge.





Maneuver

Action 1: March any number of units on one territory to any number of territories they can reach. (may only start 1 battle)
In addition, you may march one support unit.

The soldier and scout have a movement of "1" so if they use the ship while moving, they can both make it to this field territory.

This Siege unit is not in the selected space and may not be moved

Ships act like bridges for other units. (moving through a ship does not expend that unit's movement)

The Knight has a movement of 2, so they are able to move through 2 territories.

Move all units in a single territory.



Action 2: Choose to buy a faction upgrade or recruit one unit.

Buy 1 Faction Upgrade [hammer and pickaxe icon]: Each player should have four faction upgrades in front of them with 3 available for purchase, the price is clearly displayed within the wealth symbol. When you purchase a faction upgrade, pay its price and flip the card over to the colored side. Unless it is a one time ability, this card is now active for you to use for the remainder of the game.

Recruit 1 Unit: Referring to the unit reference on the player mat, recruit one unit to a building you control.

Charge



Action 1: March any number of units from any number of territories into a single territory they can reach. (may only start 1 battle)
In addition, you may march a support unit.

Action 2: Choose to buy Leader card(s) or gain 2 wealth.

Buy Leader Card(s): You may purchase as many Leader cards (from your Leader supply pile) as you can afford, or have available to buy. The price of each Leader card is listed on the bottom left of the card. When you buy the cards you must announce and present which cards you have purchased to the other players, but after that you do not have to inform other players of which Leader cards you currently have or how many you have. After you have purchased Leader cards, return the unpurchased Leader cards to your supply to the left of your player mat, and add the purchased card(s) to your hand.

Gain 2 Wealth: Add "2" wealth to your supply.



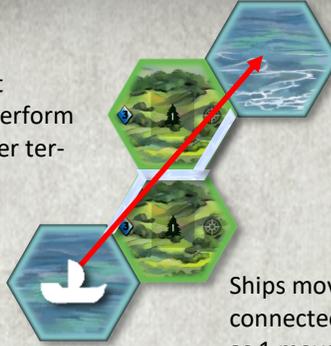
All of these units can move to this territory on a Charge action 1.



Support March



This symbol means that, in addition to the normal movement action, any units marked with the support symbol may also perform a march. For this, you may move one support unit to any other territory they can reach, according to their movement value. You may perform this movement either before the normal move **or** after, but you may not split the action. Support units may offer support to enemy units during a battle and may be chosen as a loss.



Note: You may use the normal move action to move support units, in addition to the support move. Units **not** marked with the support icon may not be used during the support move.

Ships move to the nearest, river connected, water territory. This counts as 1 movement.

March

When a player “marches” their units they move their units in accordance to the Command card played and the movement value of each unit they are moving. Units may enter friendly territory, unoccupied territory where no units are present, or enemy territory. If a player enters a territory with an enemy building or unit present, a battle occurs (battles are explained in the next section and are limited to once per action). If a player enters friendly territory or unoccupied territory without an explore token, no further action must be taken. Finally, If a player enters an un-occupied territory with an explore token, they must defeat the explore token.

Marching resolves as follows:

1. Player moves their units.
2. Explore defense and Battles are resolved in any order.
3. Exploration tokens, rewards, and anything else is obtained.

Note: unlike battles, a player may march into as many un-occupied territories as they wish.

◆ Marching into a territory with an explore token:

1. The attacking player declares which units they are attacking with.
2. Add up the attacker’s “attack” value  from units and other bonuses. (if the player has support units, they must declare if they are using them at this time)
3. Add up the explore token defense value  from the number on the token and any applicable territory bonuses, like mountains.

◆ Resolving the march:

4. At this time, if they want to, the player may play one Leader card to augment their final attack value.
5. Finally compare the attack value to the defense value and which ever number is higher, is the winner. If the explore token won or tied, then the player must lose one unit of their choice and retreat into an adjacent territory. If the player won, then they may keep their units in the territory and they now control it.



Battle

A battle occurs anytime a player marches units into a territory with another player's units or buildings. Players may only start **one** battle per action (numbered action) and move up 1 spot on the battle track for **each** battle they start. Battle track rewards are collected after all battles are concluded.

Starting a battle:

1. The attacking player declares which units they are attacking with and moves their token one space forward on the battle track. (if the attacker has support units, they must declare if they are using them at this time)
2. Abilities or effects that occur "When you start a battle," happen now.
3. If the **defender** has support units, they must declare if they are using them at this time.
4. Add up the attacker's  value from units and bonuses.
5. Add up the defender's  value from units, buildings, and bonuses.
6. Abilities or effects that occur "before resolving a battle," happen now.

Resolving a battle:

7. Each player **with units involved in the battle** may play one Leader card from their hand to add to their defense or attack values.

In a battle each player secretly chooses **one** card they want to play (players may bluff and play unused Command cards in their hand instead of Leader cards) and reveals them simultaneously.

(If a player has only support units involved in the battle, they may still play a Leader card)

8. Determine a winner by comparing the final attack value to the defense value of each player, including any bonuses, Leader cards, and Power of the Gods cards used. The player with the higher value wins the battle.

Battle Track Rewards

After initiating a battle, the attacking player moves their token up the battle track 1 space per battle they start. If their token lands on or passes a specially marked area, they collect that reward after all battles have been resolved and before the turn has been passed.



1 Extra battle during a future maneuver.



Gain a Power of the Gods card.



Gain 3 extra influence

Resolving Quests

In initiative order, each player may complete a quest from their reserved quest cards. First make sure that you currently have, or can pay all requirements. Once the requirements have been met, collect/perform the reward listed on the "reward" section. After completing the reward, turn the card over face-down, and place the quest card on the left side of your player mat.

Note: There are some cards that allow players to perform an additional march action. Since this is a new movement action, they are also able to start a new battle.

Declaring the victor:

- If the defender won, then the attacking player must lose one unit (of their choice) and retreat their remaining unit(s) to any adjacent territory(s).
- If the values are the same, then it is a tie. Each player loses one unit (of their choice) and the attacker must retreat their remaining units.
- If the attacker won, then the defender must lose one unit (of their choice) and retreat their remaining unit(s) in the territory, to an adjacent territory(s).

If there is a building in the territory when it is conquered, then the attacking player may choose to do one of the following:

- Immediately destroy the building and remove it from the territory. (it is returned to the player and able to be built again)
- Convert the building by replacing it with their own, of the same type.
- Keep that player's building. It still returns to the defender if it is destroyed later and if the attacking player moves off of it, it will revert back to the control of the original player. But for now, the attacking player's units control it. This option may only be done if the attacking player **cannot** convert the building.

Retreating:

When retreating, **all units** retreat at a movement of "1."

They are not required to retreat to the same territory they came from or even all into the same territory. However, if they were defending units, they may not retreat into a territory attacking units just moved from. Retreating units may also march into an un-occupied territory, but may **never** retreat across ships/water. If there are no places to retreat to, then all of the units are killed.





Large Army Tax

Any amount of units in a single territory **over** 3 is considered a large army.

During the large army phase, if a player has more than 3 units in a territory, they must pay 1 wealth per additional unit over 3, in order to sustain their large army.

If the player does not have the needed wealth or chooses not to pay, then they must lose units down to the amount they are willing to pay.

Example:

If a player has 6 units on a territory, their large army tax would be 3 wealth. They could pay 3 wealth to keep all of the units there, but if they only had 1 wealth or only wanted to pay 1 wealth, they would have to remove 2 units (of their choice) from the territory.



Bidding

Bidding for initiative order happens at the end of the 2nd, 4th, and 6th rounds.

Before starting the bid, each player must declare the amount of wealth they currently have on hand.

To bid, each player takes all of their wealth in their hands and secretly places any amount of wealth they wish to bid in their right hand, hiding it in a closed fist. Players keep all of their remaining wealth not being bid hidden in their left hand. Once all players have made their selections, everyone **simultaneously** reveals their bid by holding out and opening their right hand for all players to see.

The player with the highest bid places their faction token on the 1st position on the track. The player with the second highest bid places their faction token on the 2nd position and so on until all players have placed their faction tokens in the correct order.

The outcome of all ties in bidding is decided by the player who is currently in the 1st initiative position on the track. If there is a tie for the highest bid, then the player that was previously 1st decides the outcome of that tie.

All wealth bid by players, **regardless of outcome**, is spent after the bid. Remember to move round counter to the next round.

Winning the Game

At the end of the 8th round, after all actions and bonuses have taken effect, the game will end. Each player then adds all of their influence, any number within a blue diamond , including 1 influence for every 3 wealth (this will be their final score).

Make sure to look for any bonuses and alternative ways each player has gained influence. Included in the game is a score sheet with picture references for each category and ways to gain influence.

Bidding Rewards

Once bidding has been completed and the track has been adjusted accordingly, players may collect the rewards listed on the initiative track.



For example:

In a 5 player game; the first and second place players would each gain 1 Power of the gods card, the third place player would gain 1 wealth, lastly the fourth and fifth place players would get nothing.



Starting Upgrade

Skilled Tacticians



At the beginning of each round, before commands are chosen, you may perform a (action 1) without starting a battle. During this march you may also move buildings.

Children of the Bear

Ambush



When you start a land battle, you may pay **1** to kill one defending unit before adding up the defense. (defender's choice) **1**

Tribal Nomads



When you recruit units, you may place them into any territory you control. If it's a territory without a , gain a to Ka'jer. **2**

Warders of the King



Your gain + **1**

Starting Upgrade

Tithes of the Faithful



Your Shrines and Temples generate + **1** income.

The Order

Divine Protectorate



At the start of battle, you may pay **1** for + **1**. Pay **2** for each additional + **1**, up to a max of + **5** **2**

Holy Commission



This card is + **2** for each quest you have completed. **4**

Convert



When you recruit a or you may remove an enemy unit of the same type from a territory adjacent to any of your territories. **1**

Starting Upgrade

Imperial Conscripts



When playing you may perform your recruit (action 1) twice.

Legion of the Dragon

Press the Attack



After performing a (action 1), before taking action 2, you may perform action 1 again using **only** your , no other units. **1**

Surplus Supply



You may have up to 4 units on a territory before needing to pay the large army cost. **3**

War Tax



Collect equal to the number of you control when you activate this upgrade. **2**

Starting Upgrade

Seasoned Hunters



Gain + when marching your units into territories with no defending units.

The Pack

Hidden Support



Your land territories gain + **1** for **each** adjacent land territory you have units in. **2**

Battle-Sworn



When you recruit a unit, gain one in addition to your normal recruitment. **1**

Wild Raiders



After winning one battle, you may perform a single (action 1) with any number of your or involved in the battle. **1**



Starting Upgrade

The Northern Watch

Syphon Magic




Each time another player plays a , you may:
Recruit a unit with a printed cost of 0
OR
Gain a  cost 2 or less.

Fortify




Shrines and Temples you control gain + **1**

De-activate this upgrade at any time to cancel the effects of a  card. 

Frontal Assault




When marching into a territory, gain + **1** for each  your units start their march from. 

Rally the Watch




At the end of each round, before checking for large army, you may move any number of your units from any where, to any **one**  you control. 



Symbol Reference Sheet

	Plan Command		Soldier (Brute)		Gain Gain Wealth = X
	Reinforce Command		Ship (Long Ship)		Pay Pay Wealth = X
	Charge Command		Scout		Attack
	Maneuver Command		Siege (Golem)		Defense
	Faction Upgrade		Knight (Paladin)		Movement
	Leader Card		Building		Influence (Victory Points)
	Favor Card		Battle Score		Explore Token
	Quest Cards				Support Units