



# THE OLD KING'S CROWN

*A Tale of Royalty, Rebels  
and Ruses.*

RULEBOOK



# The Old King is gone.

*Some say he passed peacefully in bed, ringed by the love of heirs and advisors alike. A fine end to a benevolent and compassionate reign. Others insist a terrible illness overtook him and that such an ugly end was befitting a tyrant king like him. Elsewhere come whispers of foul-play: of a knife, or poison or worse, at the hands of one of his rivals or, it is hushed in hurried tones, one of his children.*

*There are those who claim the Old King is still alive and has secreted himself abroad on a kingly quest, in the company of his most trusted retainers, or that he has been glimpsed, in the distance, wandering the wilderness, wild-eyed and quite mad.*

*All across the Kingdom rumour and hearsay are rife.*

*Regardless, the Old King is gone and the kingdom's crown has lain unclaimed and unworn for too long. In his wake four heirs have emerged as claimants to the throne. Each having allied themselves with a different faction of the land, each one at the head of a following. Now they rally and scheme, posture and march across this misty, dreamy place where time can move a little strangely. Where, a game of cards, one of wits and war they learned as children, before they were estranged, seems to play out once more.*

**You play as one of the old king's heirs, leveraging the strength and traits of your followers, as you try to outmanoeuvre your rivals. You will use hidden information, bluffs and misdirection to win control of strategic regions and locations. You will bid for the vital resources the kingdom has to offer, securing ancient artefacts, allies and strategic sites to aid you. All with the aim of accruing enough influence to claim the Old King's Crown.**

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# COMPONENTS



1 Rulebook



1 Map Board



1 Sites & Market Board



4 Faction Decks:  
(Clans x19,  
Uprising x19, Nobility x19,  
Gathering x21)



4 Herald Meeple  
(1 Per Faction)



4 Faction Boards



16 Tactic Tiles  
(4 Per Faction)



Commander Cards  
(1 Per Faction)



4 Order Discs  
(1 Per Faction)



Influence Tokens  
(x32 One-value, x12  
Five-value)



55 Kingdom Cards



8 Doubles-sided  
Attrition Tokens



1 Commander Disc



4 Double-sided Rules  
References

# SOLO MODE



1 Solo Mode  
Rulebook



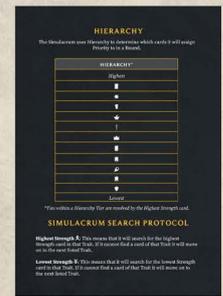
1 Simulacrum  
Meeple



18 Simulacrum  
AI Cards



3 Simulacrum  
Marker Cards



1 Solo Rules  
Reference

# SETUP

1. Place the Map board in the centre of the table, then place the Sites board directly above this. **A**
2. Each player chooses a Faction, and takes their Faction Board. They arrange their Tactic Tiles, face up in the slots indicated below the board. They place their Commander Card, face up, on the indicated space. They set their Hand Size Scroll fully recessed, so it shows no +/- values. **B**
3. They take their Faction Deck and remove their Myth (✳) card/s and place them above their Site of Power (additionally, if you are playing as the Gathering, also remove your two Ritual cards, *The Tooth* and *The Eye*, and place them below your Tactics as indicated on their Tactic Tiles). **C**
4. Players take their Faction's Heir (♠) aside, shuffle their remaining Faction Cards and make a draw pile. **D**
5. They draw four cards and add them to their hand, alongside their ♠. This makes an opening hand of five cards.  
**Note:** Five cards is also the hand size limit at the beginning of the game.
6. Players place their Order Discs on the Order Track, with the person who won the last game going in the first position and the remainder being randomly assigned. If not applicable then the oldest player goes in the first position, then descending in age. **E**
7. Players place their Herald in front of them. **F**
8. Place a pile of one and five value Influence Tokens (●) in easy reach of all players. **G**
9. Leave a space by the Map Board for the Lost Pile. **H**
10. Place the Commander Disc on the Battlefield Location. **I**
11. Players shuffle the Kingdom Card Deck. Each player draws two and looks at them. Then, in order, they may discard one and place the other face down above their Faction Board. They place a Supporter card (a card with a printed Strength value) face down underneath the facedown Kingdom Card they wish to keep. Otherwise they discard both Kingdom Cards. Once all players have done this, any chosen Kingdom Cards and Occupying Supporters are revealed simultaneously. Any cards not chosen are discarded. **J**
12. Now populate the Kingdom Card Market by drawing two cards and placing them as pictured. Then take the Kingdom Deck, shuffle it and draw 20 facedown cards. This will be the Kingdom Deck for this game. Remove the rest of the Kingdom Cards to the box, they are no longer considered in play. **K**

## KINGDOM CARD MARKET

Kingdom Discard



Kingdom Draw



Available Kingdom Cards.



At the start of the game, draw two cards from the draw pile and place them in these slots.



KINGDOM CARD MARKET

# COMMUNAL AREA

**G**

**E**

**ORDER TRACK**

**C**

**SITE OF POWER**

**COURT**

Gain 10 in Spring. Limit 1 card.

**KINGDOM CARD MARKET**

**A**

**HIGHLANDS**

**PLATEAU**

**LOWLANDS**

**H**

LOST PILE

# PLAYER AREA

**J**

**EMBOLDENED BRIGANDS**

**F**

**HEXER**

**D**

**PETRICHOR: THE UNMASKED**

**B**

**TACTICS**

**DISCARD**

**10**

**5**

**DRAW**

**DISCARD**

# ANATOMY OF A CARD

## SUPPORTER CARDS

**Strength**  
Used to determine the winner of a Clash

**Trait**  
Represents the characteristics of your followers

**Faction Icon**

**Title**

**Keywords**  
Represents the abilities of your followers

**Lore**



## STRATEGY CARDS

**Decree (D) & Ruse (R)**  
cards do not have a strength. Instead they have their rules written on them.

**Faction Icon**

**Title**

**Rules**



## KINGDOM CARDS

**Title**

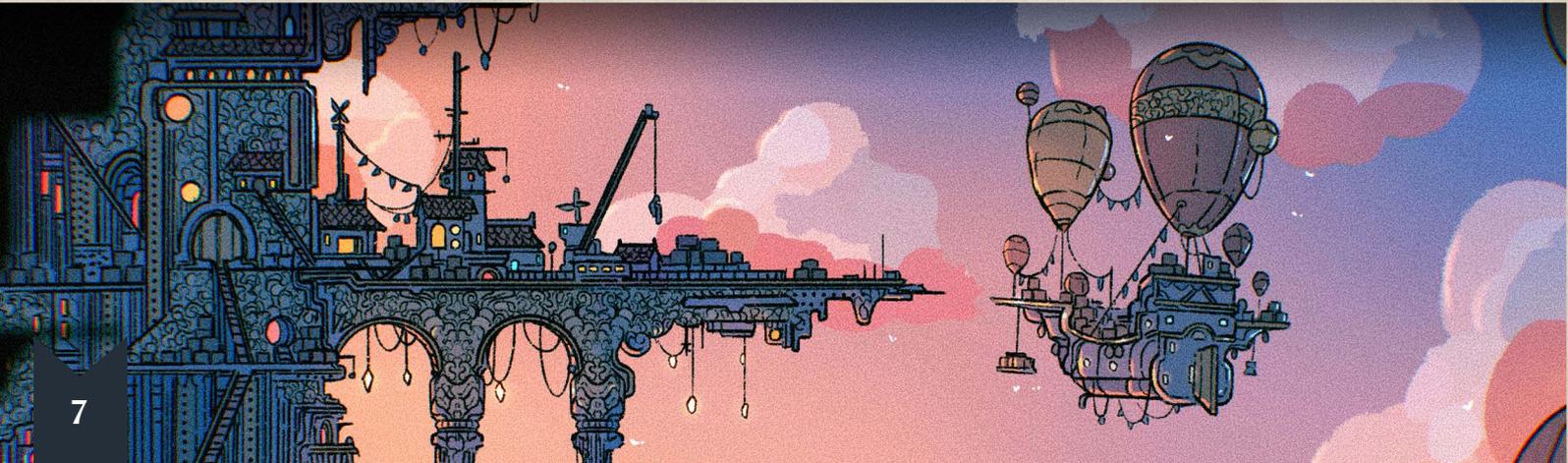
**Lore**



**Kingdom Card type**

**Rules**

Before playing your first game, we recommend you read your Tactic Tiles, Commander Ability and your  to familiarise yourself with how your Faction plays. Additionally, take the time to read those of the other Factions you are playing against. Player aids provide information about the composition of your deck and the different card Traits.



## AIM OF THE GAME

In *The Old King's Crown* players will be competing to amass enough military victories, supplies for their people, political power and renown across the kingdom. All of this is represented by a single currency, Influence (☉). To gain this, each Round, players will first Bid for a chance to Claim Kingdom Cards from a shared market or Steal them from other players. Then they'll play Heralds and Faction Cards. Heralds publicly stake player intentions, gaining extra rewards or being used as tools of misdirection. Then, Faction Cards are played facedown, one against each of the map's three Regions, bidding in secret using the Strength, Traits and Keywords on the cards. After revealing and resolving these Clashes, the winning player in each Region may be able to Claim ☉, as well as powerful Location-specific effects that further their plans. If a player can accrue a set amount of i and can hold on to it until the end of Winter then they are declared the winner. Otherwise, the Round ends and a new one begins with spring, once again.



# SEQUENCE OF PLAY

The game is played in a series of rounds, each representing a year. Actions are performed simultaneously unless specified that they are played in order (See Order Track below).

There are four phases in each round, each a season of the year. These are subdivided into Early, Mid and Late phases within each season. Tactics, Keywords and Kingdom cards state at which point during each season they may be used.

## SPRING

**NOTE: Spring is skipped in the first round of the game.**

### EARLY SPRING

Resolve any effects that trigger in Early Spring.

### MID SPRING

**1. Draw** - Draw cards from your Draw Pile, up to your hand size limit. You must draw up to your limit if able. If you are unable to, you suffer Attrition.

### ATTRITION

A player suffers Attrition when they cannot draw a full hand of cards, matching their current hand size limit, during Step 1 of **Mid Spring**, or if they ever must draw a card and are unable to do so. They draw as many cards as they can, then shuffle their Discard Pile and flip it over to make a new facedown Draw Pile where their original Draw Pile was. That player's hand limit is now reduced by **one** for the rest of the game. If they do not have enough cards in their hand, they continue to draw from this new Draw Pile up to their new hand limit.

**2. Income** - Gain ☉ for cards in the Court with the Authority Keyword. Gain any additional ☉ that may occur from Keywords, Kingdom Cards or other effects.

**3. Order** - Determine order on the Order Track. The player with the highest ☉ goes in position one, placing their Order Token there, then the player with the next highest ☉ in position 2 etc. In the case of a tie, reverse the previous order of the tied players.

### ORDER TRACK

*In this example, after the first round, the Nobility has a card in the Court so gain 1☉ at the start of Spring. The Nobility now has 6☉, the Clans have 5☉, the Gathering has 4☉ and the Uprising has 3☉.*

*The Nobility become the first player as they have the most ☉, followed by the Clans, Gathering and then the Uprising.*



*The following turn, the Uprising gains 3☉ giving them 6☉, the Clans gain 1☉, giving them 6☉, the Gathering gains 1☉ giving them 5☉ and the Nobility gain no ☉, giving them a total of 6☉.*

*The Nobility, Clans and Uprising are now all tied with 6☉. Because the Nobility was first player last round, the Uprising would now become the first player, the Clans would stay as the second player, whilst the Nobility would become third player.*



## LATE SPRING

Resolve any effects that trigger in Late Spring.

Once all any Late Spring effects have been resolved, play moves on to Summer.

## SUMMER

### EARLY SUMMER

Resolve any effects that trigger in Early Summer.

### MID SUMMER

**1. Bidding** - Players can Bid for the opportunity to Claim cards from the Kingdom Card Market (see Kingdom Cards p. 28) or Steal Kingdom Cards from their opponents. In order each player may either Bid or Pass. To Bid they play a single card from their hand, facedown in front of them. If they Pass they don't play a card and are no longer considered part of this Round's Bidding. Once all players have Bid or Passed, the bids are Revealed and Resolved (See Revealing & Resolving Bids p. 12).

**2. Place Heralds** - Players place their Herald on a Location in a Region of their choice, in order. Once the current first player in order has placed their Herald, then the next player will place theirs, until all Heralds have been placed. More than one Herald may be placed in a Location and there is no limit to the amount of Heralds played in the same Location or Region in a round.

**Note:** Certain cards or Keywords, such as **Pillage**, may prevent Heralds being played onto a Location if they are there. To learn more about keywords (Keywords, p. 30).

**Designer Note:** Heralds represent the factions posturing for power. Whether it is throwing a lavish banquet, an assembly of protestors or an army amassing menacingly on a hill. Placing a Herald in a Location acts as a statement that you aim to win the Region and choose that Location as a reward. Heralds can also be used as a tool of misdirection, tricking opponents into believing you are going to be playing to win that Region. No crown has been gained by telling the complete truth.



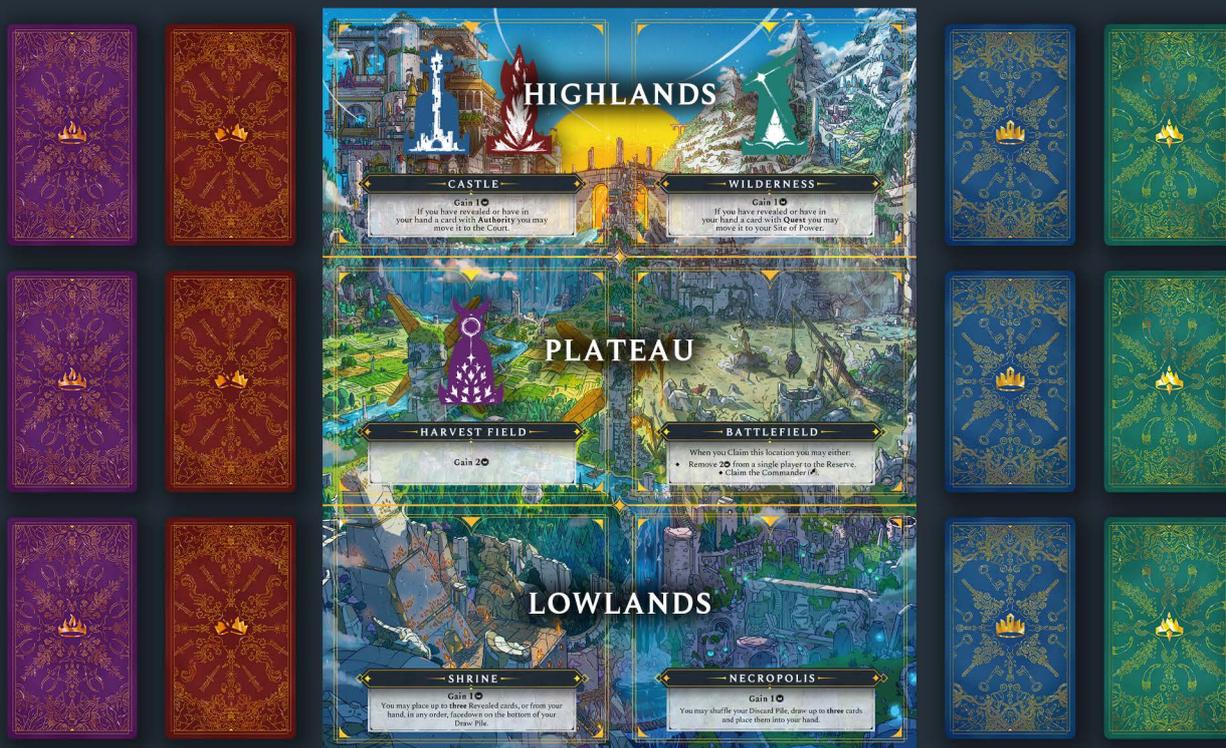
*The Uprising player is the first player so places their Herald first, followed by the Nobility player.*

## MID SUMMER CONT.

**3. Place Cards** - Players now play one card face down from their hand next to each Region. Since the information is hidden and all players will play three cards, one to each Region, this is done simultaneously. Players may look at their own facedown cards, however they may not look at the facedown cards of any opponent. Players may swap the position of any of their played cards or swap them with any cards in their hand.

**Note:** If a player is ever unable to play three cards in Summer, one to each Region, they are considered In Crisis (see In Crisis, p. 22)

**Note:** By which side of the map you place your cards has no gameplay implications and doesn't impact what Locations you Claim (p. 24). However, for clarity, we encourage players to place their cards in a single column, within easy reach.



*In this four player example, all players have placed a single card facedown beside each of the labelled Regions.*

## LATE SUMMER

Resolve any effects that trigger in Late Summer.

Once all any Late Summer effects have been resolved, play moves on to Autumn.

## REVEALING & RESOLVING BIDS

To reveal their Bids players, simultaneously flip over their face down card.  
To resolve a Bid, all players who did not Pass determine their total Strength by adding:

**A.** The Strength value of their Revealed Supporter Card. Any card Revealed without a printed Strength Value is considered to have a Strength of 0.



**B.** Any additional Strength from other sources that may contribute or remove Strength when Bidding (this may include other Kingdom Cards, Commander abilities etc).



The player with the highest Strength wins the Bid. If there are multiple players tied for the highest Strength, then, *in order*, they will each resolve a winning bid. **All other players are considered to have lost the Bid and immediately return their bidding card back to their hand.**

A player with a winning Bid must do one of the following.

- A.) Take a new Kingdom Card from the Market
- B.) Steal a Kingdom Card
- C.) Discard one or two Kingdom Cards from the Market.

### A) TAKE A NEW KINGDOM CARD FROM THE MARKET

Choose one of the two market cards and move that card to the space provided above your Faction Board. Alternatively, you may take the top card from the top of the Kingdom Card deck.

This new Kingdom Card must be Occupied by the card you used to Bid. This card is then placed faceup under the new Kingdom Card and is now considered Occupying it.

**Note:** an Occupying card is not considered Revealed.

They will remain there until they are Replaced, Stolen or otherwise removed. You may have up to a maximum of two Kingdom Cards under your control. If you wish to Claim a Kingdom Card and you already have two under your control you may replace one of them, regardless of Strength. The Kingdom Card you wish to replace is discarded and the Supporter card you had underneath it is moved to your hand.

Repopulate the market by drawing a new card for an empty 1st slot and by moving a card down if there is an empty 2nd slot. Repopulate so that there are two cards in the market.



## B) STEAL A KINGDOM CARD

You may Steal one of your opponent's occupied Kingdom Cards. To do so, the card you used in your Bid must be a higher Strength (including additional modifiers) than the Occupying card. If it is, you may add that Kingdom Card to your Faction Board, Occupying with the card you Bid with. The player who had their Kingdom Card Stolen moves their Occupying card to their hand.

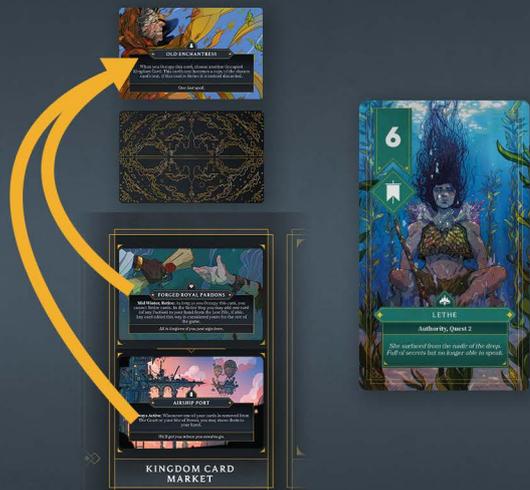


*In this example the Uprising player has Stolen from the Clans.*

## C) DISCARD KINGDOM CARDS FROM THE MARKET

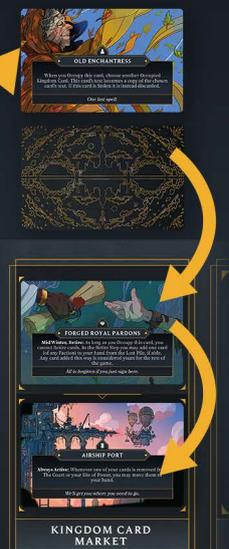
Instead of taking or stealing a Kingdom Card you may instead discard one or two Kingdom Cards in the market. The card you used to Bid remains in front of you and is considered a Revealed card for the remainder of the Round (all rules relating to Revealed cards apply, as such they will be Discarded or Retired in Winter as normal etc).

Repopulate the market by drawing a new card for an empty 1st slot and by moving a card down if there is an empty 2nd slot. Repopulate so that there are two cards in the market.



## NEW WARES!

If no card is gained/discarded from the Kingdom Card Market at the end of the Bidding Phase (if a player chose to Steal or if all players Passed on their Bids for example), then discard the Kingdom Card in the 2nd slot, slide the card in the 1st slot down and draw a new Kingdom Card, placing it in the 1st slot.



# AUTUMN

## EARLY AUTUMN

Resolve any effects that trigger in Early Autumn.

## MID AUTUMN

Reveal and Resolve Clashes in Regions. Claim any rewards.

**1. Reveal the First Region** - The player who is last, in order, chooses one of the three Regions to Reveal first this round. All players reveal their facedown Faction cards in this Region, by flipping them over at the same time. See Revealing Regions (p. 15).

**2. Resolve the first Region** - Players now resolve the resulting Clash in the first Region. See Resolving a Clash (p. 15).

**3. Claim Location rewards** - If a player wins a Clash in a Region they claim any Location rewards. See Claiming Location Rewards (p. 18).

**4. Reveal and resolve the second Region** - The player who is second last in order, now chooses the second Region to Reveal. Follow the same steps as revealing and resolving the first Region.

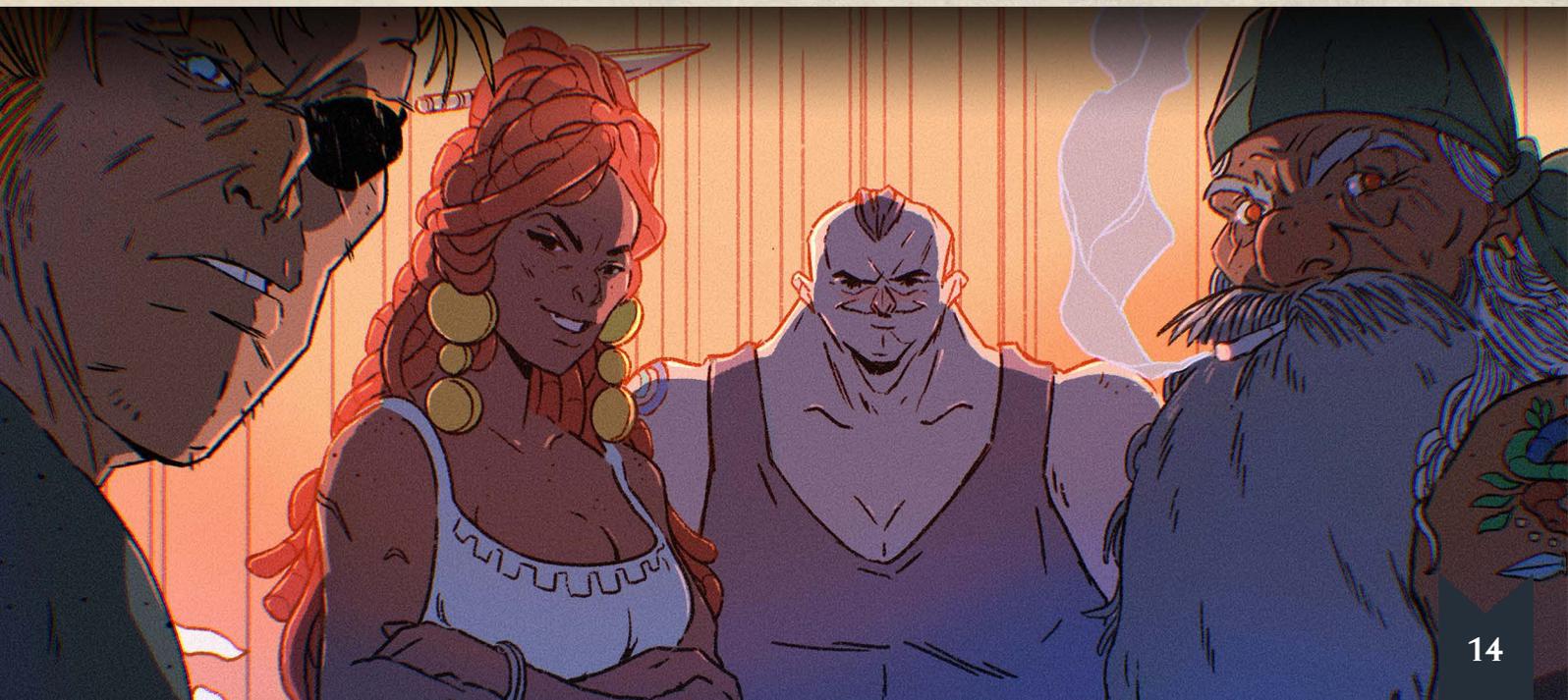
**5. Reveal and resolve the final remaining Region** - Players now reveal and resolve the final remaining Region using the same steps as revealing and resolving the first and second Region.

**Note:** When playing in a game with 3 or more players, the players who are first in order, will not get a choice of a Region to reveal in a Round.

## LATE AUTUMN

Resolve any effects that trigger in Late Autumn.

Once all any Late Autumn effects have been resolved, play moves on to Winter.



## REVEALING REGIONS

To reveal a Region, all players reveal their facedown Faction cards in this Region, by flipping them over simultaneously.



If a player wishes to Activate a Deployed card, or use effects that specify unrevealed cards (e.g. an Ambush Tactic), they must Declare (See Declarations p. 21) this before revealing the card in that Region.



In this example, the Uprising player had deployed a War Machine (Deploy) in a previous round. They are first in the turn order so declare, before revealing any facedown faction cards in this Region, that they will use its **Deploy** Keyword to add its Strength to this Clash. All players then reveal their Faction cards as normal.

**Designer Note: The Flip!** Since this is done simultaneously we recommend doing a quick countdown before each flip. Not only does it keep things pacy but it allows the reveal to take centre stage.

## RESOLVING A CLASH

1. To resolve a Clash, all players resolve their combined total Strength in the Clash by determining:

**A: The Strength value of their Revealed Faction Card.**



+

**B: The Strength value of any Deployed Cards that were Activated.**



+

**C: Any additional Strength from other sources, such as Tactic Tiles, Kingdom Cards etc.**

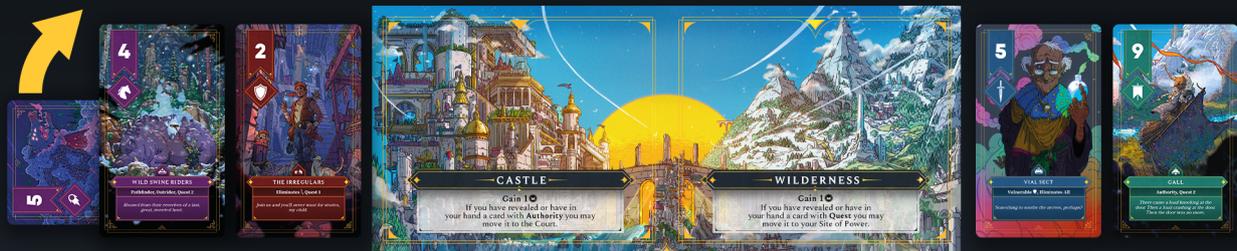


2. Then apply any additional Keywords or effects that may affect the outcome of the Clash.

3. Resolve any Revealed Decrees , following the instructions on the cards.



**Example 1:** In this three player game, the Gathering revealed a card with a Strength of 1, the Uprising revealed a card with a Strength of 2 and the Nobility revealed a card with a Strength of 10. No **Deploy** cards have been activated and there are no Keywords that affect the outcome of this Clash. Therefore, the Nobility win this Clash.



**Example 2:** In this four player game, the Gathering player chooses to activate a previously Deployed  before all cards are Revealed. The Gathering reveals a Strength of 4, the Uprising reveals a Strength of 2, the Nobility reveals a Strength of 5 and the Clans reveal a Strength of 9.

The Gathering adds the Strength of 5 from their  to their revealed 4 for a total of 9. Although The Nobility only has a total of 5, their agent (†) has the Keyword **Eliminate All**. Unfortunately for them, it also has the Keyword **Vulnerable** , and it is eliminated from the game by the Uprising . The Gathering and the Clans now tie for highest Strength with 9.

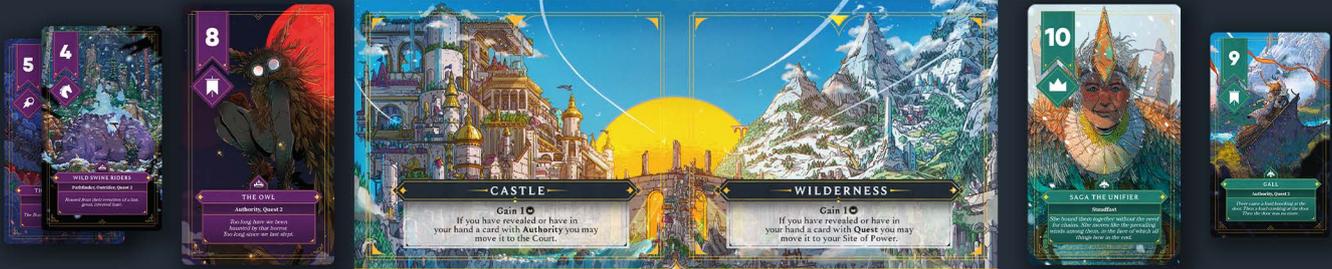
Once cards have been revealed next to a Region they are considered part of an “active” Clash. Certain cards and Tactics can affect an active Clash, while others affect “resolved Clashes”. Clashes are considered “resolved” in one of three ways for each player: a win, a loss or a tie.

- **Win:** A player who has the most combined Strength/has fulfilled a specific win condition on their  card in a Resolved Clash. Only one player may win a Clash. Any other opponents are considered to have lost the Clash.
- **Loss:** If a winner is declared in a Clash, then any other players in that Region are considered to have lost a Clash.
- **Tie:** If players have an equal combined Strength/have fulfilled some Tie condition on a  then the Clash is resolved as a Tie. (see Resolving Ties, p. 17)

**Note:** Keywords such as **Retreat** (see **Retreat**, p. 35) may also affect how a Clash resolves for a player.

## TIES IN CLASHES

If after following the steps **1 - 3** of Resolving a Clash, the Clash results in the players with the highest Strength being tied, then another Clash begins. *In order*, the players who are tied can elect to play another Faction Card from their hand face down. If a player chooses not to play a card to the new Clash, they are considered to be participating with a Strength of **0**. Once all the players involved in the tie have opted in or out then those players who played cards reveal them simultaneously.



*Following from the previous example, Both the Gathering and Clans have a Strength of 9, The Gathering is first on the Order Track and elects to play another card facedown. The Clans player chooses to do the same. Both cards are simultaneously revealed as a new Clash. The Gathering reveals a Strength of 8 while the Clans reveal a Strength of 10. The Clans win this Clash.*

This continues until either a winner is declared or the result is a tie (either by all tied players refusing or unable to play another card).



**Note:** A tie creates a new Clash. In this Clash the Strength, Traits and Keywords of any previously played cards, Revealed Deployed cards or Tactic Tiles etc, do not count towards this new result.

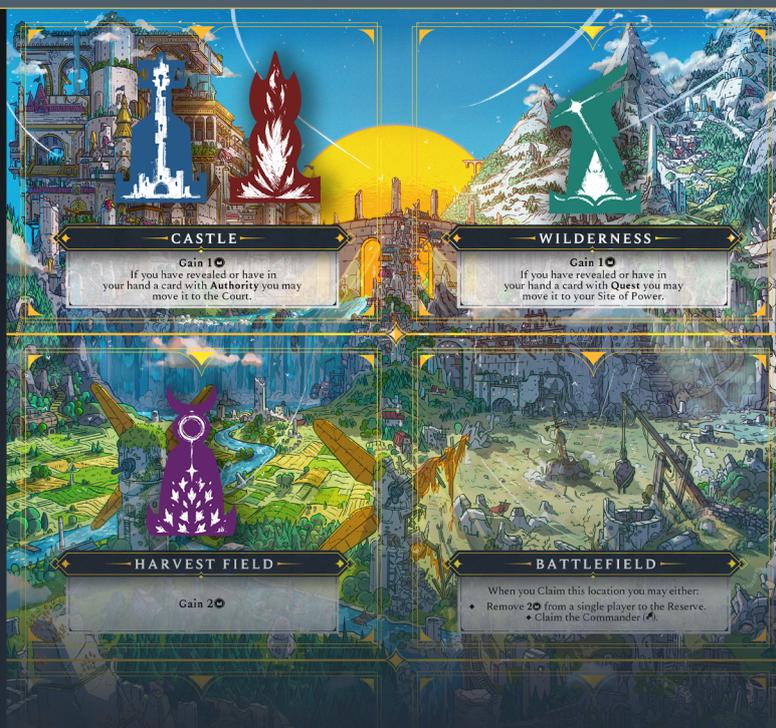


**Gathering Note:** A Clash that is resolved as a Tie does not count as a Loss. This is an important distinction for both your Rituals and fulfilling your .

## CLAIMING LOCATION REWARDS

If a player wins a Clash in a Region they claim their rewards in this sequence:

- A. They pick a single Location in that Region and gain any  stated on that Location, taking it from the Reserve.
- B. If their Herald is on the chosen Location they gain +1 , taking it from the Reserve.  
**Note:** Players do not need to Claim the Location their Herald is on. However they will not receive the additional .
- C. If their Herald is on the chosen Location along with any other opponent Heralds, then the player who won the Clash may Steal 1  from each opponent who has their Herald in that Location, taking it from that player and adding it to their supply.  
**Note:** If an opponent has no  you may not Steal anything.
- D. They may choose to resolve any other printed effects on the chosen Location (for full details of these see Location Rewards p. 24).



*In this example, the Nobility are first on the Order Track and place their Herald on the Castle. The Clans and the Gathering place their Heralds in the Wilderness and Harvest Field respectively. The Uprising also place their Herald on the Castle, hoping to steal influence from the Nobility.*

*The Uprising win the Clash in the Highlands Region and choose to claim the Castle. They gain 1  from the Castle, 1  from their Herald and they Steal 1  from the Nobility. Finally, they resolve the printed effect of the Castle.*

*The Clan's Herald is not affected as the Uprising's Herald is not in their Location. Similarly the Gathering's Herald is in a different Region and could not be stolen from either.*

# WINTER

## EARLY WINTER

Resolve any effects that trigger in Early Winter.

## MID WINTER

**1. Retire** - Players may choose to Retire one of the cards they Revealed and that remain by Regions this round. They may also Retire any Revealed card that remained after Bidding. To do this they place that Revealed card in the Lost Pile. You may only Retire a single card per round.

**2. Discard** - Players discard the cards they Revealed and that remain by Regions this round to their Discard Pile. Players may return any card with the Keyword **Loyal** that they played that round to their hand so long as it is not currently in their Discard Pile or in the Lost Pile.

**3. Remove Heralds** - Players remove their Heralds from the board back to their Faction boards.

**4. Deploy** - Players may, *in order*, Declare they are playing a card with the **Deploy** Keyword.

**5. Check for a winner** - Players check to see if they have equal to/or more than the winning ☉ threshold.

When Retiring and/or Discarding cards in Winter they may not Retire and/or Discard:



- Cards in the Court.
- Cards in their Site of Power.
- Cards Blockading on the map.
- Cards in their Discard Pile.
- Cards in their Hand.
- Cards Occupying Kingdom Cards

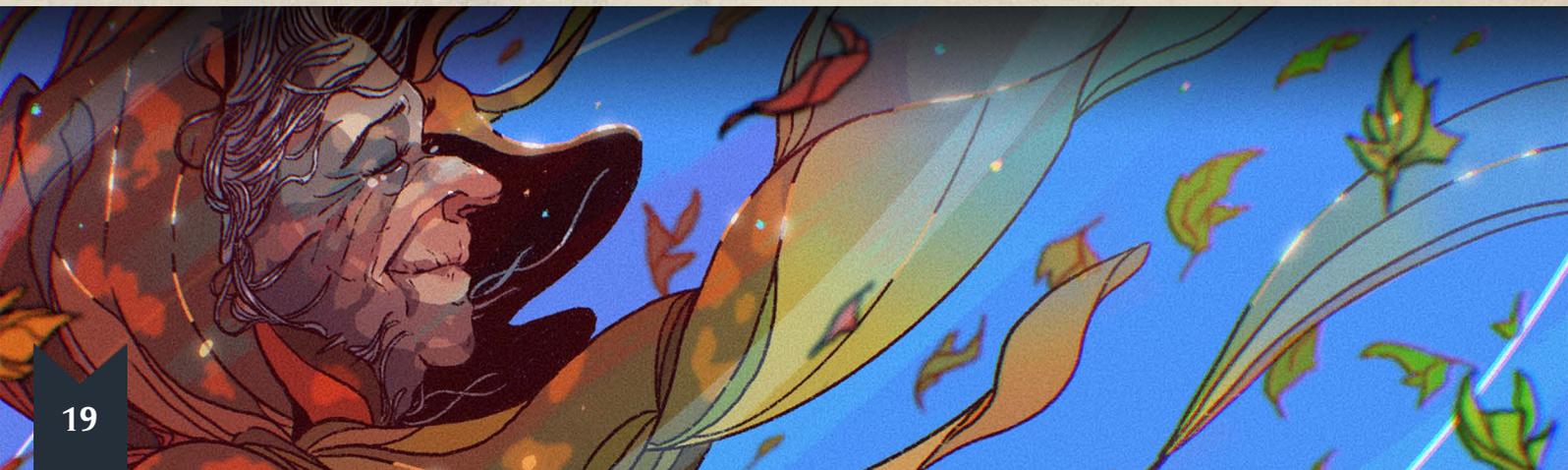
**Designer Note:** The ♠ represents the leader of your Faction. Since they begin the game in your hand and the **Loyal** keyword allows them to return to your hand instead of being discarded in Winter, they are a powerful asset that return to your hand, Round after Round. Adding to their survivability and utility, the **Resilient** keyword gives them limited protection after elimination.

## LATE WINTER

Resolve any effects that trigger in Late Autumn.

**Note:** Players do not draw up to their hand limit now. This is done in the Spring Phase.

If no players have reached the required ☉ to win the game, a new round begins with Spring.



# WINNING THE GAME

To win the game a player must have the ☉ total required in their supply, at the end of **Mid Winter**.

2 PLAYER GAME	3 - 4 PLAYER GAME
20☉	15☉

## TIEBREAKER

If more than one player reaches or exceeds the goal amount of ☉ by the end of a round then the player with the most ☉ wins. If players are still tied, then whichever of the tied players has a card in the Court is declared the winner.

Otherwise the game ends in a draw for those players. Perhaps they usher in a new age of cooperation, ruling as a coalition of equals. Or perhaps the Old King's Crown stays unclaimed and the kingdom remains divided. It's up to you to decide.

You have reached the end of the core rules. Having read this far should allow you to begin playing the game. Beyond this point is additional information as well as expanded descriptions of the Locations, Traits, Keywords, Factions and more found in the game.



## ADDITIONAL RULES

### THE GOLDEN RULE

If text on a card contradicts the rules in the book, for example with each faction's  or the text on a Kingdom Card, then the text on the card takes precedence.

### TIMINGS & DECLARATIONS

Many of the phases and actions in the game are played simultaneously, unless otherwise stated. In which case they are resolved *in order*. Additionally, there may be times when a player needs to announce to the table that they wish to use an ability or resolve an effect. This announcement is called a Declaration. When a Declaration is made, the player who made the Declaration checks to see if any other players also wish to play a card or effect with the same timing trigger (ie **Early Spring**). If they do, then all players who wish to participate perform their effects, *in order*.

**Designer Note:** We encourage all players to help keep track of the timing windows within a phase or a round, especially to help newer or less experienced players. Some groups like to have a more experienced player call out the changes in the phases or have the player who is first in order take turns to help with this. It's not essential and even though you are competing, this is a communal game with fluid shifts in timing and we believe it benefits from all players moving through the phases and timing triggers together.

### TABLE TALK

Table talk is not binding. You are free to discuss your cards openly, so long as you don't show your hand or other hidden information. Players may need to work together to stop a runaway player, or a player with a particularly dangerous set of Kingdom Cards. You are encouraged to use as much bluffing, misdirection and table talk as all players round the table are comfortable with.

### PUBLIC, PRIVATE & HIDDEN INFORMATION

- Draw Piles are displayed facedown and are hidden information. Players may not look through their own or other players' Draw Piles, unless otherwise stated.
- Discard Piles are displayed faceup and are public information. They may be looked through at any time, by any player.
- The communal Lost Pile is displayed faceup and is public information. It may be looked through at any time, by any player.
- Any cards in the Court or Sites of Power are public information.
- The faceup cards in the Kingdom Card Market, the Kingdom Card Discard Pile and any Occupied Kingdom Cards are public information.
- A player's  supply is public information.
- A player's hand is private information and may not be shown to other players.

## HAND SIZE LIMIT

If you ever draw or receive a card and you're already at your hand size limit, place that card on top of your Draw Pile.

## REMOVING FROM YOUR SUPPLY

You may only lose ☹ if there is any in your Supply to lose. If more would be removed than you currently have, remove as much as you are able, the rest goes unresolved. You do not go into negative values. PHEW!

## IN CRISIS

If a player is unable to play a card to each of the three Regions in **Mid Summer**, they are considered to be In Crisis. A player who is In Crisis must place their facedown cards before other players, indicating which Regions are remaining empty. For each Region they cannot place a card at, they must remove an ☹ from their Supply to the Reserve, if able. If multiple players are In Crisis, resolve each *in order*.



## REGIONS, LOCATIONS & SITES

Regions represent the vast stretches of land that make up the primary portions of the kingdom. Locations are notable and distinct areas within those larger regions. Sites are specific places of regard, reached by travelling through certain locations.

When you win a Clash in a Region, you may choose a single available Location in that Region and claim its Location Rewards. Cards can be moved to Sites and are accessed by claiming certain Location Rewards.

### THE HIGHLANDS

*An immense, ancient castle. Loud ceaseless cities and tumbledown-towns. Past the salt-shot, spray-soaked coast, where the gulls wheel amidst the chimney smoke, the buildings eventually end, giving way to the country. Roadsides and waysides, copses and old hidden places of power. The deep, sleeping slopes of pine that rest under the wild heights of the cloud-piercing peaks.*

#### THE CASTLE



*A hierarchy of rule and stone, strata rising above the smoke. No-one now recalls who ordered those reaching arches, turrets and domes.*

- The Castle allows you to move a card with the keyword **Authority** to the Court (see Sites p. 26).
- You may use your cards that are Revealed in the Highlands Region, have been Revealed elsewhere previously in this Round or that come from your hand.
- Revealed cards in this Region include any cards involved in ties, or if they had been added with **Reinforce** keyword etc.
- You may only move a single card.

#### THE WILDERNESS



*Where the last lonely roads end. In heather and pine. Spruce, ash and bone. Zephyrs blow. Stones that recall so many days and so many bright, wild nights, so long ago.*

- The Wilderness allows you to move cards with the keyword **Quest** to your Site of Power (see Sites p. 26).
- You may use your cards that are Revealed in the Highlands Region, have been Revealed elsewhere previously in this round or that come from your hand.
- Revealed cards in this Region include any cards involved in ties, or if they had been added with **Reinforce** keyword etc.
- You may only move a single card.

## THE PLATEAU

Summer's heat cradled deep beneath the earth as it sleeps. The threshing song. The borders of forgotten feuds and fiefs patchwork the fields. Rivers run through meadows and fugitive creeks. What idles doesn't grow. The wealth of work and the work of war, side-by-uneasy-side. Above it all, the music of the scythe continues to sing.

### THE HARVEST FIELD



Under blue arches of sky roll the plains of that plateau. Fringed with gold, that rivers and pools, jewelled in the tousled green of leaves.

- Has the highest printed  gain on the map.
- The Harvest Field is not considered to have any additional text/effects (see Autumn, Claiming Location Rewards, Step 3, D p.18)

### THE BATTLEFIELD



Some ground was gained, some ground was lost, for all we claimed came at such a cost.

- Removing  moves it immediately to the Reserve.
- Any  not in an opponent's Supply may not be Removed, for example  on a Ritual Tactic Tile or a Kingdom Card.
- You may only remove  from a single player.
- Instead of removing  from a player, you may instead claim the Commander Disc.
- You may claim the Commander Disc even if it is currently controlled by another player (See Commander Disc p.29).



## THE LOWLANDS

*The sunken, loam-buried grottos sitting in slow water and deep banks of moss. Fleeting moments in the sun. The flitting, distant glow of windows at night. Melodies move through the reeds, in turns gentle or fierce. Ruins claimed by the country.*

### THE SHRINE



*The candles' slow sway. Palimpsests written in wax. Relics and idols and altars, the fen or kiln, everyone goes their own way, in the end.*

- You may select from any of your Revealed Cards or any cards in your hand.
- The cards may be placed in any order on the bottom of the Draw Pile.
- You may select up to three cards to place facedown on the bottom of your Draw Pile.
- If there are no cards in your Draw Pile you may still use the Shrine's effect.
- Depending on when the Lowlands is Revealed and Resolved, along with how many cards you have in your hand, or have been Revealed by other means, you may not have three Revealed cards when you come to Claim the Shrine Location Rewards.

### THE NECROPOLIS



*Evening falls, an edge of frost, the late fireflies alight on overgrowth. The last green gathers round.*

- You may draw up to three cards from the Discard Pile. You are able to draw less if you wish. These must be chosen at random, after shuffling your Discard Pile.
- After shuffling your Discard Pile you may choose to draw less than three cards, however you must draw them all at once. You may not draw a card from the Discard Pile, examine it and then decide to draw another.
- Once you have looked at the cards you may choose to keep any number of them in your hand, or move any number of cards up to the amount you drew, from any of the cards in your hand, including cards you did not draw, to the Discard Pile.
- The cards left in your hand, after resolving this effect, must not exceed your Hand Size Limit.

## SITES

Sites are the smallest of the subdivisions of the kingdom and represent places of great importance within a Location or the surrounding land. These sites hold a special significance to a specific faction or the kingdom as a whole.

Sites can hold cards, depending on their specific role.

### THE COURT



COURT

Gain 1 in Spring. Limit 1 card.

- Only cards with the **Authority** Keyword may enter the Court.
- There is a one-card limit in the Court (however there may be exceptions such as The Nobility's *The House Endures* Tactic Tile).
- If a player plays a card to the Court it immediately removes all other cards in the Court to their owners' Discard Piles, this includes their own Faction's card(s).
- In **Mid Spring**, Income (see p.9) a player will gain equal to the total amount of **Authority** in the Court.
- You cannot remove a card from the Court by voluntarily Retiring or discarding it in **Mid Winter**.



## SITES OF POWER



When Quest = 3 Claim \* / Flip a used Tactic Tile.

- A player's Site of Power can be accessed by winning a Clash in the Highlands Region and Claiming the Wilderness as a Location Reward.
- Only cards with the **Quest** Keyword may travel to a Site of Power.
- When Claiming the Wilderness Location Reward you may only move a single Revealed card/card from your hand.
- You may only play cards to your own Site of Power.
- There may be multiple cards in your Site of Power at once.
- Once a card is at your Site of Power it contributes its **Quest X** value (where **x** is the printed value). If you place a card in Site of Power and this brings the total combined **Quest** value of all the cards up to 3 or higher you immediately:
  - A) Claim a \* card and place it directly into your hand.
  - B) Flip over a single used Tactic Tile. That Tactic Tile may now be activated again.
- Then, all Questing cards at your Site of Power are immediately removed to your Lost Pile (unless they have the **Pathfinder** Keyword). Any excess **Quest** over the 3 threshold does not carry over and is lost.
- There is no limit to the amount of times you can activate your Site of Power.
- You cannot remove cards from your Site of Power by voluntarily Retiring or discarding it in Winter.

# TACTIC TILES

These represent notable strategies and powerful abilities that characterise your Faction in times of conflict.



- Each player begins with all their Tactic Tiles face up and available to use.
- All Tactic Tiles have a timing window in which they can be used. This is listed on the Tactic. If two or more players wish to play a Tactic Tile at the same time, Declarations are made (Declarations p.21) and are resolved *in order*.
- When a Tactic Tile is activated, it is flipped over. It is now considered used. It may not be activated again unless you flip it once more using your Site of Power (see Sites p.26) or some other effect.
- There is no limit to how many times a Tactic Tile may be used and flipped.

# THE KINGDOM DECK & KINGDOM CARDS

This deck of 55 cards represents neutral resources, characters, artefacts or wider ideas that your faction can leverage to further their agendas. Glimpses of the larger workings of the kingdom beyond the locations and regions that the players will be contesting.

At the start game each player is given the option to begin with a Kingdom Card. This may be an important area they seized before beginning their campaign, or perhaps an ancient heirloom that they hope to use in the coming conflict.

To secure further valuable assets they will out-bid their rivals and ensure that their own cards are well defended.

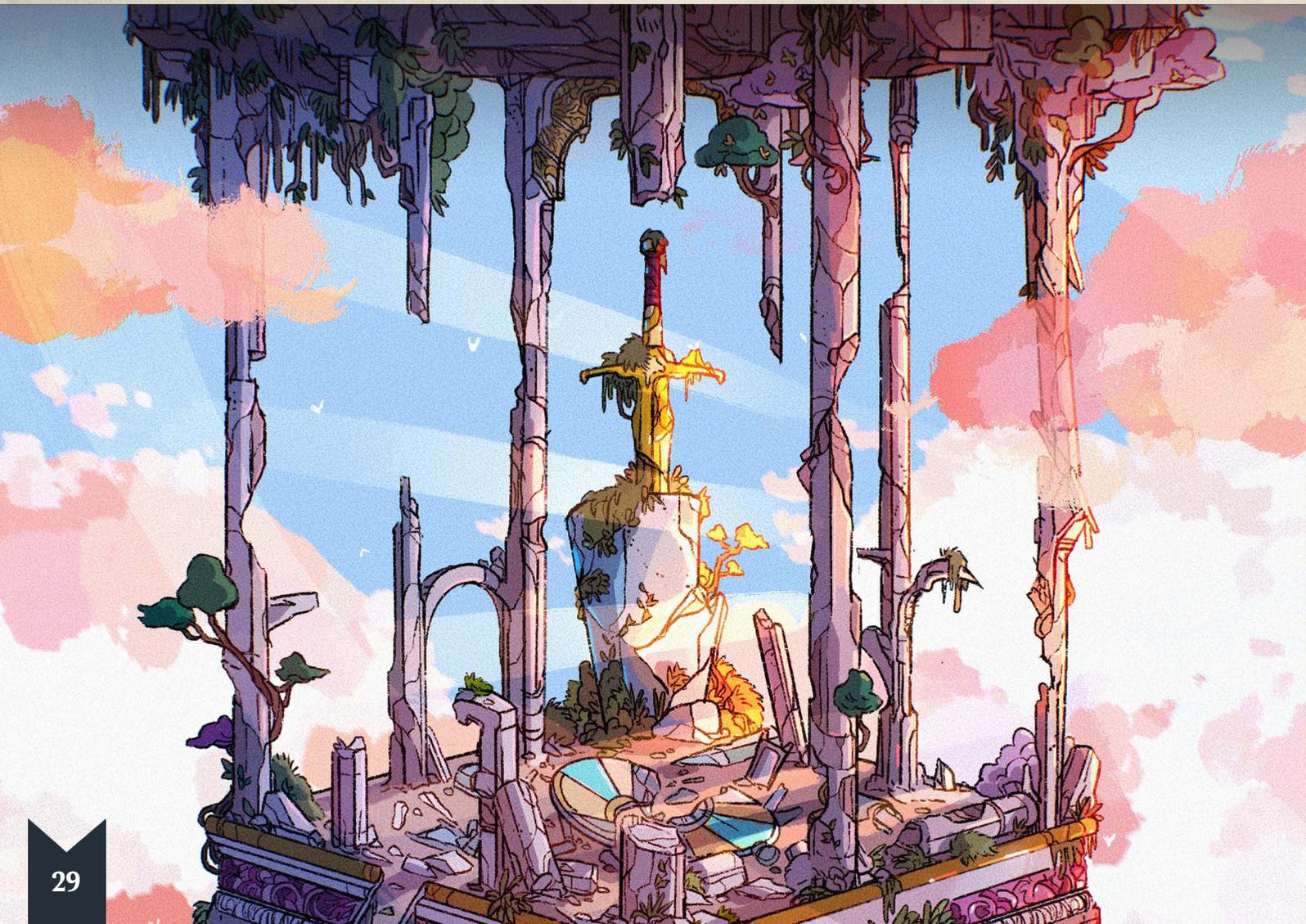


- A player may control a maximum of two Kingdom Cards at any one time.
- A Kingdom Card must be Occupied by a Supporter Card (See Faction Cards p.7). This represents the person or people who are currently guarding, researching, employing or otherwise interacting with that Kingdom Card, giving you use of it.
- If a Kingdom Card that you Occupy would ever be discarded, shuffled back into the deck or stolen or otherwise removed, move the Occupying Supporter to your hand.

## THE COMMANDER DISC

Renowned retired commanders and advisors, witnesses to countless battles and changes across the kingdom, may be encouraged to join you in your cause, fulfilling a vital role within your faction. However, be aware, as the wind is fickle, so too is fate, and another may rise to prominence, as your own time in the sun fades.

- When you Claim the Battlefield as a Location Reward, instead of removing 🗳️ you can Claim the Commander Disc (🚩) regardless of where it is, whether on the Battlefield or under the control of another player.
- Move the Commander 🚩 into your Commander Tile slot, with the **III** value facing the indicating arrow.
- Controlling the Commander 🚩 allows use of the printed Commander ability. Each time you use the Commander's Ability, rotate the Commander 🚩 clockwise to its next value. If you would ever rotate the 🚩 beyond the **I** value, return the Commander 🚩 back to the Battlefield (ignoring any cards or effects that would otherwise prevent you placing pieces on a Location, such as **Pillage**).
- You may not use your Commander Ability if you do not currently control the Commander 🚩.



# KEYWORDS

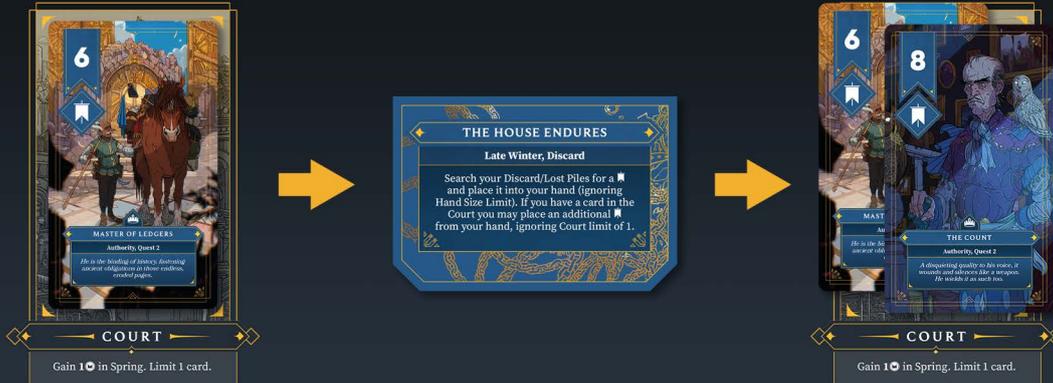
**Note: All keywords resolve simultaneously, unless otherwise noted**

## AUTHORITY

A card with this Keyword is able to be placed in the Court.

**Mid Spring, Income** - If this card is in the Court, gain ☹ = X.

(For further rules on how cards with **Authority** interact with the Court see p.26).



The Nobility player currently has a 6 Strength in the Court. This means they will gain 1 ☹ in the Income step, since they have the **Authority 1** Keyword. However, by flipping their House Endures Tactic Tile, they use its ability to bypass the one card limit of the Court and add a second card, an 8 Strength. Now, since have two cards with the **Authority 1** Keyword there, the Nobility player would gain 2 ☹ in the Income step.

## BOLSTER

**Mid Autumn, Resolving Regions** - This card contributes Strength = X to your Strength total in any subsequent Clashes in adjacent Regions, so long as it remains Revealed and Adjacent.

- You may have multiple cards bolstering the same Clash at once.
- **Bolster** has no effect in a Clash that you **Retreat** from.
- A card with **Bolster** does not apply its **Bolster** effect in the Region it is in.
- **Bolster** does not apply retroactively to previously Resolved Clashes.

In this 2-player example the Uprising player is second on the Order Track and so chooses which Region to Reveal first in **Mid Autumn**.

They choose the Plateau. Since the Plateau is Adjacent to both the Highlands and the Lowlands it will add its **Bolster** effect to Clashes in those Regions.



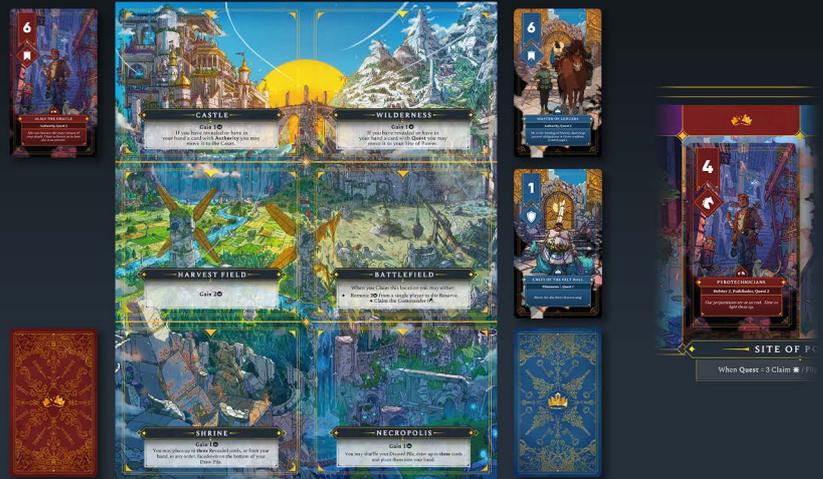
The Clans player has chosen to Reveal the Highlands. Both players have played Strength 6 .

However, the Uprising player's **Bolster** effect in the Plateau adds an additional 2 Strength.



The Uprising chooses the Wilderness as a Location Reward and decides to move their Revealed  from the Plateau to their Site of Power.

Since they are no longer at the Plateau and cards in Sites of Power are not considered Revealed, the Uprising  will no longer apply their **Bolster** Keyword to any Clashes in the yet to be resolved Lowlands Region.



## DEPLOY

**Mid Winter, Deploy** - You may Reveal a card with **Deploy** from your hand and place it next to a Region. If there are multiple players wishing to **Deploy** a card, you must do this *in order*.



*A Deployed card is played at 90°.*

A Deployed card will remain there, inactive until on a future round you choose to Activate it.

**Mid Autumn, Before Revealing a Region with a Deployed Card** - You must Declare you are Activating your Deployed card. If there are multiple Deployed cards in the Region you must do this *in order*.



When a Deployed card is Activated it is turned 90° to show it is now Revealed.

A Deployed card that has been Activated is considered Revealed and now adds its Strength to the current Clash.

**Note:** A Deployed card does not need to be Activated the round after it is Deployed, it may remain inactive round after round.

## ELIMINATE

**Mid Autumn, Resolving Clashes** - When Revealed in a Region, you may remove one card of the listed Trait from each opponent in that Clash, to the Lost Pile. **Eliminate All** applies to all Traits. All eliminations resolve simultaneously.

An Eliminated card contributes Strength 0 to a Clash.



In this three-player example of a Clash, The Nobility player Declared they were Activating a Deployed ♁. Then all players Revealed their cards. The Gathering player has Revealed an †. They choose to **Eliminate** The Uprising's ♣ and then must pick between the Nobility player's Revealed ♁ and their ♠. They choose to **Eliminate** the ♠ leaving the current Clash in a Tie.

## FORTIFY

If you **Fortify** as the result of a Clash, place this card on an available Location in the current Region. Next time you lose in this Region and an opponent Claims the Location this card is on, instead of gaining any Location Rewards they may instead remove the card to your Discard Pile.

**Note:** The owner of the **Fortify** card may continue to Claim Location Rewards from the Location that it is Fortifying. Any player's Herald may still be played to a Fortified Location.



*In this 2-player example The Clans player has won a Clash in a Region where the Nobility player placed a **Fortify** card in a previous Round. The Clans player can choose to either Claim the Harvest Field and gain 2 or Claim the Battlefield. In which case they will gain 1 for their Herald and they remove the Gilded Wall to the Nobility player's Discard Pile.*

## INVULNERABLE

This card is not affected by the keyword **Eliminate** or any other effects that say this card would be eliminated.

## LOYAL

Instead of discarding this card in **Mid Winter**, Discard, you may return it to your hand.

**Note:** This does not apply if the card would not be eligible to be discarded (in the Lost Pile or Occupying a Kingdom Card, for example).

## PATHFINDER

If this card is at a Site of Power and would be removed to the Lost Pile after activating a Site of Power, you may instead move it to the bottom of your Draw Pile.

## PILLAGE

If you **Pillage** as the result of a Clash, place this card on an available Location after Location Rewards have been claimed there.

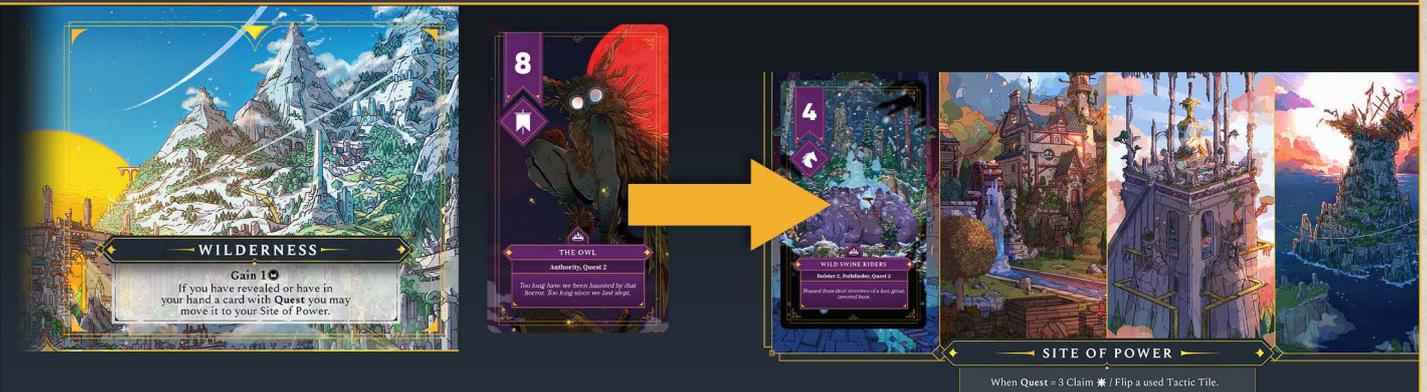
**Mid Spring, Income** - Gain 1☹ and move this card to an available Location in a different Region. No players may place their Heralds or Claim Location Rewards if this card is on that Location. Discard the **Pillage** card after Location Rewards are Resolved, if you Lose or Retreat from the Region that contains this card.

The Clans player's **Raid & Raze** was successfully activated in a previous Round. It begins the Round pillaging the Necropolis. In the Income Step of **Mid Spring** The Clans player gains 1☹ and must now move their pillaging card. Since Necropolis is in the Lowlands Region they must move to a Location in either the Plateau or the Highlands. There is a fortifying card on the Battlefield so they may not move their **Raid & Raze** there. They decide to move it to the Harvest Field. So long as this card remains on this Location no Heralds or Location Rewards may be placed and claimed this Round.



## QUEST

A card with the **Quest** Keyword is able to be placed in your Site of Power. That card contributes a **Quest** value = X. Once the combined **Quest** total of cards Site of Power equals 3, the Site of Power is activated and all cards you used to activate it are removed to the Lost Pile. Any excess **Quest** value is not carried over and is lost.

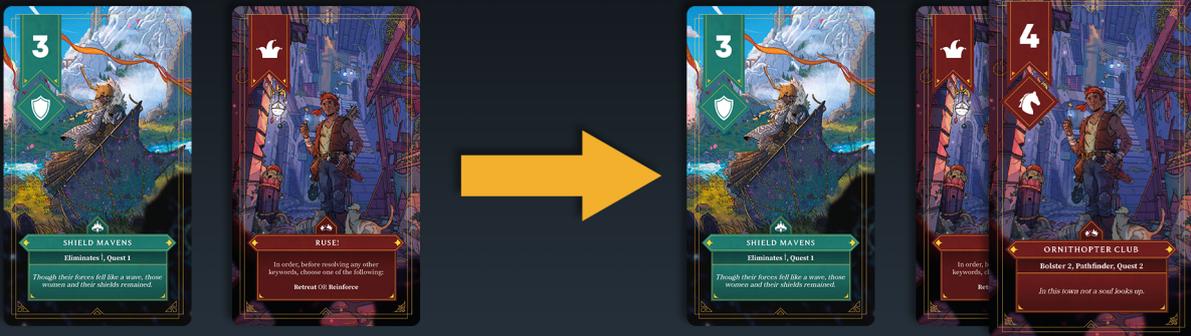


The Gathering player has just claimed the Wilderness Location Reward. They move their **THE OWL** to their Site of Power. This adds 2 **Quest**, in addition to the **WILD SWINE RIDERS** that is already there, which is also contributing 2 **Quest**. Since there is more than a total of 3 **Quest** in their Site of Power, the Gathering player activates it. The **THE OWL** is removed to the Lost Pile. They decide to use their **Pathfinder** keyword, to move that card to the bottom of their Draw Pile. The Gathering Player is now free to either Claim their **\*** cards or flip over one of their used Tactic Tiles.

## REINFORCE

You may add an additional card from your hand to the Bid or Clash, facedown. Once all cards with **Reinforce** have been resolved, the card is revealed.

**Note:** Resolves in order, before any other keywords. This Keyword may be used in the Bidding step.



In this 3-player example the players are in **Mid Summer**, in the Bidding step. The Gathering player chose to Pass, whilst the Clans and the Uprising players both Bid with a facedown card. They both Reveal their Bids. The Clans have Bid with a Strength of **3**. The Uprising have played a Ruse, which although it doesn't have a printed Strength value has the **Reinforce** keyword. The Uprising player then plays a **4** from their hand, winning the Bid.

## RETREAT

You remove this card from a Bid or Clash, either back to your hand or to your Discard Pile. You may remove your Herald from the map if retreating from a Clash. You are no longer considered part of the Bid or the Clash.

- You may remove your Herald from any Location or Region on the map, even if it is in a Region that has yet to be resolved.
- A **Retreat** is not treated as a loss in a Clash.
- A **Retreat** is treated as a Pass in a Bid.
- Note:** **Retreat** resolves in order, before any other keywords. This Keyword may be used in the Bidding step.



In this 2-player example both players have just Revealed their cards in a Clash in the Lowlands, where both their Heralds are placed on the Shrine. The Gathering player has Revealed an **†** and the Nobility player has Revealed a Ruse. Since the Nobility player has no answer to the **†** in their hand they decide not to **Reinforce** and instead **Retreat**, returning the Ruse to their hand. Additionally, they remove their Herald to avoid having their **☹** Stolen. The Gathering player is then declared the winner of the Region.

## RESILIENT

If this card would be moved to the Lost Pile in a Clash, as a result of **Eliminate**, you may instead move it to your Discard Pile.

## VULNERABLE

This keyword must be resolved if able.

A card with **Vulnerable** is eliminated if a card with the listed Trait is Revealed in the same Clash. Importantly, **Vulnerable** resolves before the Keyword **Eliminate** on any cards triggers.



In this 3-player example all players have just Revealed their cards in a Clash in the Highlands. The Nobility's † has **Eliminate All**, however since The Uprising played a ♠ the † must resolve its **Vulnerable** Keyword. It is removed to the Lost Pile before its **Eliminate All** triggers. Now the Clash between the remaining Gathering ♣ and the Uprising ♠ resolves as normal.



# FACTION CARDS

Each Faction Deck is made up of a variety of Supporters and Strategies, each with their own Traits and Keywords which can affect gameplay. These cards will be used to Bid against and Clash with your rivals.

## SUPPORTER CARDS

Whether trusted advisors, powerful martial figures or simply the people who have joined your banner because they believe in you, these cards are used throughout the seasons to further your cause. They have a printed Strength value and a range of Traits and Keywords.



**Followers (Strength 1 - 3, QTY x6):** These make up the bulk of the loyal members of your cause, each card representing a whole group of individuals. They may not have the impact of other cards but their ability to quest to sites of power and also to uncover agents in their midst gives them valuable versatility.



**Cavalry (Strength 4, QTY x2):** Mobile and fast-moving, they are able to provide support across multiple regions. Or perhaps you'll have them ride out to quest across the wilderness, covering the lonely miles in search of sites of power.



**War Machine (Strength 5, QTY 1):** Devices of siege and deterrent. If given enough time to deploy into position they are able to menace a region with their presence alone, leaving opponents to second-guess when the decisive blow will be struck.



**Captains (Strength 6 - 9, QTY 4):** These are the notable names and charismatic personalities that support your cause. They are able to sway and influence from cloud-ringed heights of the court or else they may be sent alone into the wilderness, sights-set on distant points of power.



**Heir (Strength 10, QTY 1):** With their plans drawn and ambitions declared, the head of your faction now moves to claim the crown. As each heir looks to shape the future of the kingdom and make its history their own, they eye their rivals' movements warily.



**Agent (Strength 5, QTY 1):** The quieter corridors, the subtler gait. A loosened latch, a trust betrayed. A sudden silence. Agents are as powerful as they are brittle, and would prefer to never be caught out in the open.



**Champion (Strength 11, QTY 1):** Your Heir's trusted right hand and their most powerful ally, able to sway the day in all but the most exceptional of circumstances. Will they remain by your side to help wrest regions from your opponents or will you send them further afield, safe in the knowledge their quest will return what you seek.



**Myth (Strength 12, QTY 1):** A story or song, an idea or ideal, that threads through your people's history. Out across the wilderness are places of old importance, where myths still reside, waiting for you to send souls enough to seek them out.

## STRATEGY CARDS

Unlike your Supporters these cards don't have printed Strength values and instead allow you to manipulate Clashes in other ways. Each Faction has access to a Ruse card and a unique Decree.



**Ruse! (STR N/A, QTY 1):** *A deceiving fake! Allows you to potentially wrongfoot your rivals to deliver a crucial blow or else hot-foot it out of danger with a well-timed...er...discretionary detour.*

All revealed Ruse cards in a Clash are resolved, in order, by picking one of the following keywords to immediately trigger: **Reinforce** or **Retreat**.



**Decree (STR N/A, QTY 1):** *Your faction's character distilled down into a single, advantageous action that you're able to enact. These are able to subvert and surpass your opponents' expectations, changing the landscape of the conflict in a single gambit.*

- Decrees resolve after Keywords in a Clash.
- For further clarification on certain interactions between different Decree cards see the FAQ (pg TBC)
- Each faction has their own specific Decree which grants powerful abilities when used correctly.
- To get the most out of them make sure to see how they might be supported and enhanced by the use of certain Tactic Tiles.



# GLOSSARY

- **Activated** - A Deployed card must be Activated before it can contribute to a Clash.
- **Active Clash** - A Clash where cards have been Revealed but a result has yet to be decided.
- **Adjacent** - Regions and the cards there are considered Adjacent if they share a border on the map. The Highlands is Adjacent to the Plateau. The Plateau is adjacent to the Highlands and the Lowlands. The Lowlands is Adjacent to the Plateau.
- **Attrition** - Players suffer Attrition when they have to draw a card from their Draw Pile and are unable to (p.9). That player must then create a new Draw Pile by taking their Discard Pile and shuffling it. Each time a player suffers Attrition their Hand Size Limit is reduced by one.
- **Available Location** - An Available Location is one that does not have a Blockading card on it, or some other effect that prevents cards being placed there.
- **Autumn** - The third season in a Round, the focus of which is on revealing and resolving Clashes in Regions and Claiming Location Rewards (p.18)
- **Bid/Bidding** - Players can Bid for access to Kingdom Cards during the Bidding phase, in **Mid Summer** (p.12). Each player Bids using one card. Bids use the printed Strength on a Card to determine a winner. Traits and Keywords do not affect Bids unless specifically stated.
- **Blockading** - Any card which is placed on a Location is termed Blockading. Examples might be cards with the keywords **Fortify** or **Pillage**. Blockading has no special effect in of itself. A Location with a Blockading card is not considered available.
- **Clash** - A conflict between players in a Region. This may be a contest of wits or wealth, open warfare or the schemes of spies. Clashes use a mixture of Strength values, Traits and Keywords to determine if they end in wins, losses or ties (p.16).
- **Declaration** - Used by players when Deploying cards, Activating Deployed Cards, using abilities on Kingdom Cards or Tactic Tiles, or some other effect that uses a specific timing trigger. (p.21)
- **Discard Pile** - Is open, face up information, available to all players. Cards in the Discard Pile can be accessed via the Necropolis or other effects. Cards in the Discard Pile are not considered Revealed.
- **Draw Pile** - Is face down and is secret information to all players. Cards in the Draw Pile are not considered Revealed.
- **Faction** - Each player commands a Faction. Each Faction is drawn from a particular part of the kingdom, under the banner of a charismatic and capable heir to the throne. Each has their own distinct ambitions, ideals of rule and ways of conducting negotiations, intrigue and warfare. Each Faction has their own deck made up of Supporter and Strategy cards. Each Faction has a unique , , Commander and set of Tactic Tiles.
- **Hand** - Each player has a private hand of cards. Cards in your hand are not considered Revealed.

- **Hand Size Limit** - Players begin with a Hand Size Limit of 5 cards. Suffering Attrition will make your Hand Size Limit decrease. Tactic Tiles, Kingdom Cards or other effects aside from Attrition may also affect your Hand Size, both positively and negatively. If you draw a card and are at your Hand Size Limit it instead goes on top of your Draw Pile.
- **Heralds** - Represents a posturing for power, through various means. They allow you to gain more ☹ when Claiming a Location Reward and can Steal ☹ from your rivals (p.18). They are placed on Locations on the map in the **Mid Summer**, Heralds phase and can be removed from the map using the **Retreat** Keyword.
- **Highlands** - The topmost Region of the map, containing the Castle and the Wilderness Locations. By winning Clashes in this Region you can potentially send cards to different Sites. The Highlands is Adjacent to the Plateau.
- **Influence** - Influence, represented by ☹ is an abstraction of all the wealth, political power, military might and social favour that you accrue throughout the game. Reaching a certain threshold, depending on the game's player count, will determine a winner. Influence tokens come in denominations of one and five. Influence is either kept in the Reserve or in a player's Supply. Additionally, Influence tokens are used to track various abilities and effects on cards and the board.
- **Keywords** - Cover specific effects and abilities that cards may have. Some keywords are sometimes followed by a qualifier, such as a number or Trait. They are written in bold (p.30).
- **Kingdom Cards** - These cards represent the broader notable people, places and objects that you may ally with or acquire in your bid to claim the crown. They require a Supporter Card to Occupy them and you may only Occupy two at a time. They may be gained from the Kingdom Card Market, or by Stealing them from your rivals (pp.12-13).
- **Kingdom Card Deck and Market** - Is accessed in **Mid Summer, Bidding**. Players who win Bids may gain Kingdom Cards from the market - either by taking one of the two faceup cards or taking the top facedown card of the Kingdom Card Deck. The Kingdom Card Deck is facedown and is hidden information. The Kingdom Card Discard Pile is faceup and is public information.
- **Location** - A distinct half of a Region. Heralds are placed on Locations in **Mid Summer**, Heralds. When a player wins a Clash in a Region they may Claim Location Rewards.
- **Location Rewards** - Allow players to gain ☹ and typically use a special effect, specific to that Location. Whether it is sending cards to Sites, claiming Commanders or manipulating your decks, winning specific Locations at the right time is crucial to victory. Any ☹ gained is mandatory but Location specific effects are optional.
- **Lost Pile** - Cards which have been Eliminated, Retired or used to successfully **Quest** to a Site of Power are removed to the Lost Pile. The Lost Pile is face up and public information. Cards in the Lost Pile are not shuffled back into your deck when you suffer Attrition and unless otherwise stated are considered removed from the game.
- **Lowlands** - The bottom Region of the map, containing the Shrine and the Necropolis Locations. By winning Clashes here you're able to manipulate the cards in your hand and decks. The Lowlands is Adjacent to the Plateau.
- **Map** - The board that shows the Regions and Locations of the kingdom. Players will place their Heralds on Locations and cards by Regions during the **Mid Summer**.

- **Occupy** - Supporter Cards can Occupy Kingdom Cards. The Supporter's Strength is used as a defence value against that card being Stolen. If a player wishes to Steal a Kingdom Card from a player their winning Bid must be higher than the Occupying Card. Cards which are Occupying a Kingdom Card are not considered Revealed. You may only have a single Supporter card Occupying a Kingdom Card at any one time.
- **Order** - Players will use the Order Track to determine the order in which players will resolve certain actions throughout the Round. Whenever a rule or effect says in order players consult the Order Track, starting with the highest player first. The only exception to this is the Revealing of Regions, which is done in reverse order (p.15)
- **Phase** - A portion of a season and are used to mark when specific actions occur and effects can be played. Early and Late Phases of a season are exclusively for abilities and effects that use that timing trigger, whilst the Mid Phase of each season is where the bulk of the main sequence of play is contained.
- **Plateau** - The middle Region of the map, containing the Harvest Field and the Battlefield Locations. By winning Clashes here you're able to gain and remove 🗳️.
- **Region** - A row of two Locations separated into the Highlands, Plateau and Lowlands.
- **Remove** 🗳️ - When you Remove 🗳️ from a player's Supply, return it to the Reserve. You may not remove 🗳️ if a player's Supply is empty.
- **Reserve** - A communal bank of 🗳️ for the game. It represents the potential public support, plunder, valuable intelligence, martial victories and diplomatic favour that the players will be looking to earn. There is no limit to the amount held in the Reserve. In the unlikely event that players run out of 🗳️ tokens, players should use proxies to signify 🗳️.
- **Resolved Clash** - A Clash that has resulted in a Win, Loss or Tie.
- **Revealed** - A state a card may be in. Cards which have been played to a Region and have been flipped face up are considered Revealed. A Deployed card which has been Activated is also considered Revealed, as are cards that were used to win a Bid in a Round but chose to discard cards from the Kingdom Card market. Various effects and abilities require a card to be Revealed. Revealed cards can be Retired in **Mid Winter, Retire** and must be discarded in **Mid Winter, Discard**.
- **Round** - A Round is made up of four seasons, beginning with Spring and ending with Winter. There is no limit to the amount of Rounds there are in a game.
- **Site** - Sites are areas separate from the Map that can be accessed via certain Locations. The Court is accessed via the Castle and the Sites of Power are accessed through the Wilderness. Like Locations, Sites have special effects associated with them. The Court allows you to gain 🗳️ each round and the Sites of Power allow players to gain cards that begin the game outside their Draw Pile, or activate used Tactic Tiles. Sites hold cards and are triggered using certain Keywords, such as **Authority** and **Quest** (p.30). Sites are not considered Adjacent to each other or other parts of the Map.
- **Spring** - The first season of a Round, the focus of which is in drawing cards, earning income and using the Order Track to determine player order for the Round. Spring is skipped in the first Round of the game.
- **Steal** 🗳️ - 🗳️ that is Stolen is moved from one player's Supply to another's. No 🗳️ can be Stolen if a player's Supply is empty.

- **Strategy Cards** - Cards in your Faction Deck with no printed Strength value. They represent the tricks and ploys your Faction will use to get ahead. They can be used in Clashes. They may also be used in Bidding, however they Bid with a Strength of **0**. They have Traits and Keywords. Decrees, a type of Strategy Card, trigger last when Resolving a Clash (p.15).
- **Strength** - The number on a Supporter card that appears above its Trait. The Strength of a card contributes to help in winning Clashes, making Bids and helping defend Kingdom Cards that are Occupied. Additionally, Strength may be added to Clashes in a number of different ways, including Tactic Tiles and Deployed cards that have been Activated.
- **Summer** - The second season in a Round, the focus of which is on Bidding for Kingdom Cards, placing Heralds and placing facedown cards in each Region.
- **Supply** - Is where players keep the ☉ they gain in the course of a game. A player's Supply may never go into negative values. If a player has a set amount of ☉ in their Supply at the end of **Mid Winter**, they will trigger the end of the game. A player's Supply is open information. Certain effects or conditions may Steal or Remove ☉ from a Supply. ☉ that is on cards, tracking various states and effects, is not considered in a player's Supply and as such cannot be Removed or Stolen by their opponents.
- **Supporter Cards** - Cards in your Faction Deck that have a printed Strength value. They represent the people who have rallied to your cause. They have Traits and Keywords. They can be used in Clashes, Bids and to Occupy Kingdom Cards.
- **Traits** - Traits represent the defining characteristics of your Supporters and Faction Cards. Traits themselves do not have special rules but certain Keywords, Tactics, Locations etc may directly interact with them.
- **Unrevealed** - A state a card may be in. Cards which have been played to a Region and are face down are considered Unrevealed. Cards in your Draw Pile, Discard Pile, Lost Pile, Occupying Kingdom Cards and in your hand are also considered Unrevealed.
- **Winter** - The fourth and last season in a Round, the focus of which is on Retiring Cards, Discarding Revealed Cards, Deploying Cards and checking to see if a winner has been declared.



# FAQs

## LOCATIONS

### Q) Do I have to use a Location's printed ability?

A) No, they are optional. For example you may claim the Necropolis but decide not to trigger its printed ability if you have no or low value cards in your Discard Pile. However, any ☉ gain is mandatory.

### Q) If I win a Clash in a Region where my Herald is, do I need to Claim that Location?

A) No, you are free to choose either Location. However, you'll only receive the Herald ☉ gain if you choose the Location it is on. Similarly, you will only Steal ☹ from an opponent if you choose to claim a Location where both your Herald and there's are placed.

## CLASHES

### Q) What happens when two or more players have cards with the Deploy keyword deployed in the same Region?

A) Before cards are Revealed, any players with deployed cards in that Region must, in order, Declare whether they are Activating their deployed card.

### Q) What happens if no player can play a card to resolve a tie?

A) No Location Rewards are gained by any player, the outcome of the Region is declared a Tie and play moves on to the resolving the next Region.

### Q) What happens if I choose not to play a card to a Clash after a Tie?

A) You count as having a Strength of 0 for that Clash.

### Q) If I Retreat from a Clash, does it count as a loss?

A) No, **Retreat** is a separate resolution state to a Win, Loss, or Tie for the Retreating player.

### Q) What happens if I don't have a card to play from my hand and I want to Reinforce with the Ruse?

A) If you do not have the cards then you cannot **Reinforce** and so must **Retreat**.

### Q) If more than one player has played a card with the Eliminate Keyword, in what order do we resolve the multiple Eliminations.

A) The Keyword **Eliminate** resolves simultaneously. In this way a card that Eliminates a card may also be Eliminated by that same card. An important note to remember is that the **Vulnerable** Keyword resolves before **Eliminate**.

### Q) If I have no card in a Region - they have been eliminated for example, do other effects that contribute Strength to that Region still apply.

A) Yes. So long as you placed an initial card (see In Crisis p.22) or did not **Retreat** (p.35), then having no card, because you have been eliminated or you cannot play another card from your hand after a tie for example, you still count as part of the Clash, contributing a Strength of 0. Other effects that may increase Strength still apply. If you had a card with **Bolster** Revealed in an Adjacent Region for example, your total Strength would be 2.

## DECREES

**Q) If both *The Gilded Wall* and *Raid and Raze* are revealed in the same Clash, which one takes precedence?**

A) *The Gilded Wall* creates an unalterable Tie and therefore *Raid and Raze* cannot win the tie.

**Q) If both *The Gilded Wall* and the *Black Powder Ploy* are played when there are 1 cards in the Clash, which wins?**

A) As *The Gilded Wall* creates an unalterable tie, the Clash Resolves as a Tie. However, any 1 played will still be removed to the Lost Pile, potentially triggering the Uprising's *Take The Power Back* Tactic Tile.

**Q) If the *Raid and Raze* and the *Black Powder Ploy* are played when there are 1 cards in the Clash, which wins?**

A) The *Raid and Raze* creates a tie with the highest Strength value in the Clash. However, the *Black Powder Ploy* states that it Wins a Clash if its condition is met. Therefore, the *Black Powder Ploy* would remove any 1 cards and win the Clash.

## TACTICS

**Q) If the current clash is tied and the Clans player wants to play *Startling Battlecry*, but another player wants to change the current Strength total using a Faction's Tactic Tile (*School of the Sap*, for example, which applies -2 Strength to a single player) so that it is no longer a Tie, which Tactic takes precedence?**

A) The *School of the Sap* Tactic. This is because it is affecting the Active Clash, whereas *Startling Battlecry* applies to a Clash that has been Resolved as a Tie.

**Q) If I trigger *Take the Power Back*, do I draw the extra card immediately?**

A) No, it will increase your hand size starting in the following Spring phase.

**Q) What happens if two or more players wish to play a Tactic that affects the active Clash at the same time? For example: the *School of the Sap* and the *School of the Stones*?**

A) If both players had made a Declaration with the same timing trigger, then you would resolve them *in order*.

