

## OBJECTIVE

You can win in one of two ways:

- score 30 victory points or
- play and complete a dominance card.

## RULES

### CLEARINGS

- Each clearing on the map has one to three SLOTS, which hold buildings that players will place. A clearing with no open slots cannot hold more buildings.
- RUINS cannot hold buildings until the Vagabond explores them.
- Each clearing has a SUIT, representing the community living there: fox (red), bunnies (yellow), or mouse (orange).

### RULING

- You rule a clearing if you have the most combined warriors (meeples) + buildings (square tokens) there. (NOT round tokens). On a tie, no one is the ruler.

### MOVE

- A Move is along a Path, any number of Warriors.
- To move, you must rule the clearing you are moving from OR moving to. (unless you are Nimble (Vagabond+Corvids))

### DOMINANCE CARDS

The deck has four dominance cards, one in each suit. Like ambush cards, these cards cannot be crafted, but they can be spent for their suit. When you discard or spend a dominance card for its suit, do not discard it! Instead, place it near the map. Any player, during their Daylight, may pick up a dominance card near the map by spending a card of matching suit.

**Changing Your Victory Condition** = During your Daylight, if you have at least 10 victory points, you may play a dominance card into your play area to activate it. Remove your score marker from the score track. For the rest of the game, you can only win by meeting the victory condition listed on your activated dominance card. Your activated dominance card does not count against your hand size, and it cannot be removed from play or replaced.



### CARDS SUIT

- Spending a card represents calling upon animals to lend you their labor, to do you a favor, or to broker a deal.
- Just like clearings, each card has a suit. Besides the fox, rabbit, and mouse suits, cards have a fourth suit: bird (blue).
- **Birds Are Wild:** The birds live in the treetops across the whole Woodland, so you can always treat a bird card as a mouse, fox, or rabbit card. However, if you must spend a bird card, you can't substitute a card of another suit.



**BUNNIES** -   - E&P Actions, Movement & Draw



**MICE** -   - E&P Crafting Bonuses, Utility & Sustainability



**FOXES** -    - E&P Combat & Intel



**BIRDS** - WILD



### CARD CRAFTING

Most cards have a second use, you can craft the card to gain its effect, shown at the bottom. To craft a card, you must activate crafting pieces in the clearings shown in the card's bottom-left corner. You can activate each crafting piece only once per turn.

Each faction has a different crafting piece, as follows: Marquise/Workshops, Eyrie/Roosts, Alliance/Sympathy, Vagabond/Hammers...

- If the card gives you an **immediate effect** (paper box), resolve it and then discard the card. A common immediate effect is to take an item from the map's supply and place it in the Crafted Items box in the top-right corner of your faction board. If the supply does not have the matching item to take, you cannot craft the card.
- VP - Whenever you craft an item, you score the victory points listed on the card!!!!
- If the card gives a **persistent effect** (stone box), place it face up near you. You may use its effect as written. You cannot craft a persistent effect if you already have one of the same name.

## SET UP

- 1. Choose Factions.** Each player chooses a faction board and takes all of their faction's pieces. The back of each faction board lists all of its pieces and gives its basics of play. Determine the starting player and seating order randomly.
- 2. Set Scores.** Place the score marker for each faction in play on "0" on the score track.
- 3. Deal Cards.** Shuffle the shared deck of 54 cards, and **deal 3 cards** to each player.
- 4. Place Ruins.** Place the four ruin markers on the four slots on the map marked with "R." (four in total)
- 5. Make Item Supply.** Gather the 12 item markers shown to the right and place them on their matching spaces near the top of the map. 2 boots, 2 bags, 1 crossbow, 1 hammer, 2 swords, 2 tea, 2 coins.
- 6. Gather Other Pieces.** Hand out the 16 faction overview cards as desired, and place the two custom dice near the map.
- 7. Set Up Factions.** The players set up their factions, as described in Setup on the back of each faction board, in this order (A, B, C, etc.): Marquise, Eyrie, Alliance, Vagabond.

## VARIANT MAPS

**Winter Map = W1 - Raging River.** The river divides forests as if each river section linking two clearings were a path.

**Lake Map = L1 - Setup Modifications.** Place the ferry piece in the corner clearing that is also a coastal clearing. **L2 - The Lake.** The lake is in the center of the map. The lake is treated as rivers linking each coastal clearing to each other coastal clearing. **L3 - Coastal Clearings.** Clearings touching the lake (not separated by a forest) are coastal clearings. **L4 - Coastal Forests.** Forests touching the lake are coastal forests. Each coastal forest is adjacent to its two neighboring coastal forests (separated by one coastal clearing). **L5 - The Ferry.** Once per turn, a player taking a move from the coastal clearing with the ferry can move to another coastal clearing, moving the ferry as well. (This follows the normal move rules.) After taking this move, that player draws one card. The ferry cannot be battled or removed.

**Mountain Map = M1 - Setup Modifications.** Place the 6 closed path markers to cover the 6 paths of darker color with excavated ground. Place the tower piece in the central clearing showing two towers. **M2 - Closed Paths.** A path covered with a closed path marker is a closed path. Clearings linked by a closed path are not adjacent. Closed paths enclose and divide forests as if they were paths (so the Vagabond can slip across it). **M3 - Removing Closed Paths.** Once per turn in their Daylight, a player can spend a card to remove a closed path marker from the game permanently and score one victory point. To remove it, that player must have at least one piece in either clearing linked by the closed path marker. **M4 - The Pass.** The clearing marked with the tower piece is the Pass. At the end of a player's Evening, if that player rules the Pass, that player scores one victory point. **M5 - Forests.** All areas on the mountain map enclosed by paths and clearings are forests, regardless of the presence or placement of trees within.

## BATTLING

You can battle other players to remove their pieces from the map.

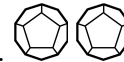
### **1. Initiate a Battle + Select Opponent.**



When you battle, choose any clearing where you have any warriors. You are the attacker, and you choose another faction with any pieces there as the defender (only 1 defender even if there are several players in the clearing).

### **2. Play AMBUSH + FOIL** (with AMBUSH cards) (optional)

- Before the roll in battle, the Defender may play an ambush card whose suit matches the clearing of battle to deal two hits immediately. Since ambushes deal hits immediately, they can reduce the maximum number of hits the attacker can roll.
- However, if the defender plays an ambush card, the attacker can foil the ambush, canceling its effect, by also playing a matching ambush card.
- Like extra hits, ambush hits are not limited by your number of warriors in the clearing of battle. You can even play an ambush card if you're defenseless! If you've got an ambush card in hand, don't be afraid to bait your enemies into attacking you where you seem weak.
- If an ambush card removes all of the attacker's warriors, the battle immediately ends.



### **3. Roll 2 Dice + Assign them.**

Attacker and Defender each roll 1 Die.

- The Attacker deals hits equal to the HIGHER ROLL (from 0 to 3).
- The Defender deals hits equal to the LOWER ROLL (from 0 to 3).

** The Woodland Alliance ALWAYS gets the HIGHER ROLL.**

### **4. Adjust Down the Results.**



(according to Warrior presence)

- Players CANNOT roll more than their number of Warriors in the clearing of battle. [if you have 1 warrior, rolling 2 or 3 will be capped to 1].


### **5. Add EXTRA HITS.**




(according to defenseless or special powers)

Some effects allow you to deal extra hits. Extra hits represent superior positioning, tactics, or leadership. They are not limited by the number of warriors in the clearing of battle, so a single warrior could deal multiple hits.

#### **ON ATTACK**

- **DEFENSELESS:** If a Defender has some buildings/tokens but no warrior, then the attacker deals an extra hit +1 (on attack).
- **EYRIE LEADER COMMANDER:**  if an Eyrie Attacker has the "Commander" leader in power, the Eyrie gets +1 (on attack).

#### **ON DEFENSE**

- **CORVID EMBEDDED AGENTS:**  if the Corvids are Defending and there's a facedown plot, they get 1 extra hit (even if Defenseless!).

### **6. Remove pieces + Score VP.**



- Both players remove pieces at the same time. The player taking hits chooses which pieces to remove, but must remove all their own warriors in the clearing of battle before removing any of their own buildings or tokens there.
- VP - Whenever you remove an enemy building or token (even outside battle) you score a victory point!

<b>IMPERIALISTS</b>  Need to expand and conquer.		<b>INFILTRATORS</b>  Slowly buildup and spread.		<b>OPPORTUNISTS</b>  Play all sides. Do their own thing.		<b>DISRUPTERS</b>  Ignite chaos and change.	
Marquise de Cat	Eyrie Dynasty	Underground Duchy	Lizard Cult	Vagabond	Riverfolk Company	Woodland Alliance	Corvid Conspiracy
Orange Cats	Blue Birds	Brown Moles	Yellow Lizards	White Raccoon	Aqua Otters	Green Mice	Purple Raven
							
<i>'No time to idle, Kitten, I have an empire to run! Timber!!!'</i>	<i>'Hark! Trust the Decree, we will take our Forest back!'</i>	<i>'Our duty is to lead the Overground commoners to order. Our order.'</i>	<i>'The Dragon Lord is the Path. You WILL all see the light, one way or the other.'</i>	<i>'I will be people's champion! Where's my Hero gear?'</i>	<i>'Trust me, my friend. Just sign here, here, and here.'</i>	<i>'Scram Tyrants! REVOLUCIÓN!!!'</i>	<i>'The end justifies the means. Or does it?'</i>
The ambitious current ruler of the Woodland. Maintain a strong wood economy and buildings.	The stern vengeful former rulers of the Forest. Exiled in a corner and eager for taking the throne back.	Foreign invaders living underground, aligning their aristocracy to crush the chaos and reign everywhere.	Gentle-looking system indoctrinating discarded creatures to expand their creed through faith and will force.	A Loner with only one pawn who wants to be a Hero, doesn't care about politics. Help his allies and slay hostile foes.	Opportunistic merchants ready to profit from all crises, selling services to all sides, selling their cards, their boats, their warriors.	The common people (bunnies, mice, foxes and birds) fed up with those Tyrants. Spreading slowly but surely the Revolution seeds.	Sly and stealthy terrorists, aiming to unscrupulously cause as much chaos as possible, in the most passive -aggressive way.
CONTROL & PRODUCTION	EXPANSION & PLANNING	PRUDENCE & ORGANIZATION	CONVERT & SACRIFICE	QUESTING & ADVENTURE	SELL SELL & OVER-SELL	SPREAD + TRANSFORM	CHAOS & TERRORISM
Engine Building + Logistics	Area Control + Programming	Set Collection + Area Control	Resource Cycling + Rotating Trump Suit	Dungeon Crawling + Inventory Mgt	Negotiation + Resource Allocation	Area Control + Multi-Step Escalation	Trap Triggering
Complexity:  LOW Aggression:  MODERATE Card Wealth:  MODERATE Crafting Ability:  MODERATE	Complexity:  LOW+ Aggression:  HIGH Card Wealth:  LOW Crafting Ability:  MODERATE	Complexity:  MODERATE Aggression:  MODERATE Card Wealth:  HIGH Crafting Ability:  MODERATE	Complexity:  HIGH Aggression:  MODERATE Card Wealth:  HIGH Crafting Ability:  HIGH	Complexity:  MODERATE Aggression:  MODERATE Card Wealth:  MODERATE Crafting Ability:  LOW	Complexity:  HIGH Aggression:  LOW Card Wealth:  HIGH Crafting Ability:  MODERATE	Complexity:  HIGH Aggression:  MODERATE Card Wealth:  MODERATE Crafting Ability:  HIGH	Complexity:  LOW Aggression:  LOW Card Wealth:  MODERATE Crafting Ability:  HIGH
 Start with strong Forest Control. The Hospital can revive warriors.	 A lot of actions through the Decree. Hard to contain.	 Once unlocked, unstoppable. Private VIP lair.	 Just reveal cards to act. Gardens have supreme rule power.	 Move regardless of rule. Access to neutral Forest zone. Decide relationships.	 Swim regardless of rule. Naturally cooperative.	 Threat of Revolt. Spread easily.	 Threat of Bomb. Move regardless of rule.
 Hard to get back control when lost.	 Must complete the Decree, and lose VP when cannot.	 Slow build-up. Need careful planning. Harsh fail penalty.	 The outcast trump suit changes constantly.	 Only 1 Pawn. Partly dependent on what other craft.	 Need to observe and understand what others would need to buy.	 Start with no map presence. Long process to unlock military powers.	 Highly distrusted. Need to stay low to complete schemes.
 CRAFT with:  Workshops (building)	 CRAFT with:  Roosts (building)	 CRAFT with:  Citadels &  Markets (buildings)	 CRAFT with:  Gardens (building)	 CRAFT with:  Hammers (item)	 CRAFT with:  Funds moved to  Trading Posts (tokens)	 CRAFT with:  Sympathy (tokens)	 CRAFT with:  Plots (tokens)
 SCORING - BATTLE - CRAFT ITEMS - BUILD BUILDINGS	 SCORING - BATTLE - CRAFT ITEMS - KEEP ROOSTS - AVOID TURMOIL	 SCORING - BATTLE - CRAFT ITEMS - SWAY MINISTERS - ACTIVATE LORDS	 SCORING - BATTLE - CRAFT ITEMS - SCORE GARDENS	 SCORING - BATTLE - CRAFT ITEMS - EXPLORE RUINS - DO QUESTS - AID ALLIES - SLAY HOSTILES	 SCORING - BATTLE - CRAFT ITEMS - ADD DIVIDENDS - TRADING POSTS	 SCORING - BATTLE - CRAFT ITEMS - PLACE SYMPATHY	 SCORING - BATTLE - CRAFT ITEMS - TRIGGER PLOTS

# Marquise de Cat

The invading ambitious Marquise is the current ruler of the Woodland. She starts with an impenetrable Keep and a strong presence in the forest. She wishes to exploit the Woodland, using its vast Wood resources to fuel her economic and military machine in a logistics/engine building game while attempting to police the vast wilderness. By collecting Wood she is able to produce sawmills, workshops, and barracks. She scores Victory Points by constructing buildings in the Woodland.

**Complexity:** LOW

**Aggression:** MODERATE

**Card Wealth:** MODERATE

**Crafting Ability:** MODERATE

"CONTROL & PRODUCTION"

Engine Building + Logistics

 **CRAFT with:**  Workshops (building)

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = ?VP depending what the Card says.
- BUILD BUILDINGS = ?VP for each Building placed (need Wood to build).







## Birdsong

 You may buy RIVERFOLKS SERVICES.

**1. PLACE 1 WOOD**   at each Sawmill.

## Daylight


**1. CRAFT =**   using Workshops. (count how many Workshops on the board and activate them to craft a card from your hand [to pay 2 "fox" cost you need 2 workshops in fox clearing(s)].  Craft Card ?VP.



**2. TAKE up to 3 ACTIONS.** + 1 per  Bird Card you spent.

**BATTLE =** initiate a  Battle.  1VP per building/token removed.

**THE KEEP =** only you can place pieces in the clearing with the Keep token.


**+ FIELD HOSPITALS =** whenever a Marquise Warrior is removed, you may spend 1 card matching its clearing to move the warrior(s) lost that battle to the clearing with the Keep token.


 If the KEEP is removed, it cannot be rebuilt! And you lose the HOSPITAL!

**MARCH =** Take up to   2 moves.



 To MOVE, you must rule the clearing you are moving from OR moving to!!

**RECRUIT =** Place  1 warrior at each Recruiter. You may take this action only once per Turn.



**BUILD =** Place 1 building in a clearing you rule with an open slot by spending wood tokens equal to its cost (as shown on your board). You may spend any wood on the map connected to this clearing by any number of clearings you rule. When you place the Building, score the victory points  ?VP revealed on your faction board.

 You need to rule the **entire path** between the Wood you want to use and the spot you want to build on!!





**Sawmills =** produce  Wood every birdsong, give  VP when placed.




**Workshops =** allow better  Card Crafting, give  VP when placed.




**Recruiters =** produce  Warriors through the "Recruit" Action, help maintain the CONTROL, give less VP when placed but increase the number of cards you  draw every evening (spot #3 and #5).

**OVERWORK =** Spend 1 card to place 1 wood token at 1 sawmill in a clearing whose suit matches the card spent.

**3. TAKE EXTRA ACTIONS** (each cost 1  Blue Card)

**HAWKS FOR HIRE =** You may take any number of extra actions by spending one bird (blue) card per extra action.

## Evening

 You may expose CORVID PLOTS.

**1. DRAW 1 CARD** + 1 Card per uncovered  Draw Bonus (Recruiter Track).

**2. DISCARD DOWN**  to 5 CARDS.



# Marquise de Cat



## SETUP (A)

**Step 1: Gather Warriors and Wood.** Form supplies of 25 warriors and 8 wood tokens.

**Step 2: Place Keep.** Place the keep token in the corner clearing of your choice. (Round tokens do not fill slots in clearing).

**Step 3: Garrison.** Place a warrior in each clearing except the clearing in the diagonally opposite corner from the clearing with the keep token (place 11 warriors in total).

**Step 4: Place Starting Buildings.** Place 1 sawmill, 1 workshop, and 1 recruiter. You may place them among the clearing with the keep token and any adjacent clearings, in any combination. (Place 3 in total. Square Buildings fill slots in clearings.)

**Step 5: Fill Buildings Tracks.** Place your remaining 5 sawmills, 5 workshops, and 5 recruiters on your matching Buildings tracks from right to left. (This fills every space except the leftmost space of each track.)



## PLAYING THE MARQUISE

As the Marquise de Cat, you want to turn the Woodland into an industrial and military powerhouse. Each time you place a BUILDING on the map, you score points. The more of that building type there is on the map, the more points you score.

To fuel this construction, you must grow and protect an interconnected economy of WOOD. Building up infrastructure makes your turns more efficient and helps you draw more cards, so strike out to secure your right to expansion. Your military is legion, letting you enforce your rule with an iron fist, if necessary.












The seat of your power is the KEEP of MARQUISE DE CAT, a structure so imposing that no other faction can place pieces in its clearing. Even more, your FIELD HOSPITALS will help keep you in the fight. Whenever one of your warriors is removed, you can spend a card matching the warrior's clearing to place the warrior back at your Keep, as long as it stands. Protect it well!



## FLOW

1. > RULE  CLEARINGS to

2. > BUILD BUILDINGS

- >  SAWMILLS for  MORE BUILD 
  - >  WORKSHOPS for  CARD CRAFTING 
  - >  RECRUITER for  WARRIORS and  CARDS 
- To PROTECT AND EXPAND 



## TIPS

1. **Bunny Cards provide more actions.**
  - a. (Base Deck) Better Burrow (bb) + Cobbler (bb) + Command Warren (bb)
  - b. Place your keep on a top corner is better because closer from Bunny clearings.
  - c. Save your Bird Cards for extra actions ONLY (except Ambush cards).
2. **A classic start to place good defense is:**
  - a. 1st Turn: Build recruiter + Build recruiter + Overwork
  - b. 2nd Turn: Build sawmill + March + March
3. **Don't get too many points too fast, you'd be everybody's target.**
  - a. Don't craft items in the early game.
4. **Control is everything, once lost it is very difficult to get back.**
  - a. Balance: Recruiters give more control. Sawmills give less control.
  - b. Do not concentrate or overproduce Sawmills, too much tokens makes you a juicy target.
  - c. Overflow spots with cats. Avoid initiating battles, you'll need all your warriors on the board in the late game.
  - d. Don't fight the Alliance (you'll end up helping them), but contain them (by high control of surrounding clearings).
5. **Dominance Victory (especially the Bird Dominance as your Keep secure a corner) is doable (and especially if you are behind in points).**

# Eyrie Dynasties

The proud Eyrie Dynasties wish to reclaim the glory of their once-great aristocracy and retake the Woodland from the Marquise. Exiled in a corner, they must capture as much territory as possible and build and protect roosts before they collapse back into squabbling. The Eyrie MUST follow a strict but powerful governance system called "the Decree", if they fail their government will collapse into Turmoil and a new leader will have to start over from scratch.

**Complexity:** LOW+  
**Aggression:** HIGH  
**Card Wealth:** LOW  
**Crafting Ability:** MODERATE



"EXPANSION & PLANNING"









Area Control + Programming

 **CRAFT with:**  Roosts (building)

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = only 1VP !!! disregarding what the Card says (unless the clan Leader is the Builder).
- **MAINTAINING ROOSTS** = every evening, ?VP according to the number of Roosts on the map.
- **TURMOIL** = if the Eyrie failed to complete the Decree, the government collapses, and -1VP per Bird / Blue card in the Decree.

## LEADERS

- **CHARISMATIC**   = you place 2 Warriors, not 1, each time you RECRUIT. (Viziers RECRUIT+BATTLE)
- **COMMANDER**   = as Attacker in BATTLE, you deal an Extra Hit (Viziers MOVE+BATTLE)
- **DESPOT**   = if you remove at least one enemy building or token in BATTLE, score 1VP. (Viziers MOVE+BUILD)
- **BUILDER**   = ignore your Disdain for Trade when you CRAFT (Viziers RECRUIT+MOVE)

## TURMOIL

- If you cannot fully take an action in the Decree for any reason...
- **1. Your regime is HUMILIATED.** Lose 1 victory point per bird card in the Decree (including Viziers).
- **2. Your court is PURGED.** Discard all of the cards in the Decree except the two Loyal Vizier bird cards.
- **3. Your leader is DEPOSED.** Flip your current leader face down and set it aside, choose a new leader from those face up, and place it on your faction board. Reassign VIZIERS (tuck them into the Decree spaces listed on your new leader).
- **4. You REST.** Immediately end Daylight and go directly to Evening.

## Birdsong

 You may buy RIVERFOLKS SERVICES.



**1. EMERGENCY ORDER** = if you have 0 cards, DRAW 1 CARD.

**2. A NEW ROOST** = If you have 0 Roost, place 1 Roost + 3 Warriors in the clearing with the fewest Warriors and where all those pieces can be placed.


**3. ADD 1 or 2 CARDS to the DECREE.**  (Max 1 Bird card)


You must add one or two cards to the Decree, but only one card added may be a bird card. You may play each card to any column, and each column can hold any number of cards.


## Daylight

**1. CRAFT** =   using Roosts. (count how many Roosts on the board and activate them to craft a card [to pay 2 "fox" cost you need a Roost in 2 "fox" clearings].

**DISDAIN FOR TRADE** = when crafting items, you score only 1VP per item (instead of the card value if any).

**2. MUST RESOLVE THE DECREE** =  from left column to right, taking 1 action per card in a matching clearing. In each column, you may resolve cards in any order. If you cannot fully take an action, you immediately fall into turmoil.

**RECRUIT** = Place  1 warrior in a matching clearing with a roost.

**MOVE** =  Move at least one warrior from a matching clearing.

 **To MOVE, you must rule the clearing you are moving from OR moving to!!**

**BATTLE** = Initiate a  Battle in a matching clearing.

 1VP per building/token removed.

**BUILD** = Place a roost in a matching clearing you rule with an open slot and no roost.




ROOSTS are how you Craft, Recruit, and Score VP.

**LORD OF THE FOREST** = you rule any clearings where you are tied in presence (warrior+buildings) (unless there's a Lizard Cult Garden...).

**VICTORY BOUNCING** = if you pass the 30VP goal (even temporarily, due to a Turmoil) you still win the game!

## Evening

**1. SCORE VP** = ?VP of rightmost uncovered space on the Roosts Track.

 You may expose CORVID PLOTS.

**2. DRAW 1 CARD** + 1 Card per uncovered  Draw Bonus (on Roosts Track).

**3. DISCARD DOWN**  to 5 CARDS.



## SETUP (B)

**Step 1: Gather Warriors.** Form a supply of 20 warriors.

**Step 2: Place Roost and Starting Warriors.** Place 1 roost and 6 warriors in the corner clearing diagonally opposite from the clearing with the keep token. If the Marquise is not playing, place those pieces in the corner clearing of your choice.

**Step 3: Choose a Leader.** Choose 1 of the 4 Eyrie leader cards and place it in your Leader Card slot. Gather the remaining leaders face up near you.

**Step 4: Tuck Viziers.** Tuck your 2 Loyal Vizier cards, showing their suit, into the Decree columns above your faction board as listed on your leader.

**Step 5: Fill Roosts Track.** Place your 6 remaining roosts on your Roosts track from right to left.

## PLAYING THE EYRIE

As the Eyrie Dynasties, you wish to restore your once-dignified kind to your former glory by retaking control of the Woodland. Each turn, you score for your ROOSTS on the map. The more roosts, the more points you score.

However, you are bound by the DECREE, a mandate from the Eyrie LEADER. Each turn, you must add cards to the decree, and then take an action for each card in it. Each action must happen in the clearing matching its card, so plan wisely. At first this is simple, but as the Decree grows to 10 or 12 cards, you'll find yourself scrambling to complete every action. If you can't complete one, you'll fall into TURMOIL, losing you points, replacing your leader, and discarding the Decree.

Above all, remember: the ground creatures tremble and scatter upon your arrival. You are the LORDS OF THE FOREST, you rule a clearing even when you tied for presence. However, your people feel DISDAIN FOR TRADE, so you'll often score fewer points for crafting items.

## FLOW

1. > RECRUIT  WARRIORS to
2. > RULE  CLEARINGS to
3. > BUILD  ROOSTS to
4. > SCORE ROOSTS 

## TIPS

1. **Manage the Decree carefully.**
  - a. Always place 2 cards in the Decree, more actions is key in this game.
  - b. Keep Birds for Recruit and Build. Use Move and Battle for unwanted suits.
  - c. Move is a great spot for non-bird cards.
2. **Use the Leader abilities**
  - a. Starts with Charismatic Leader to get more birds quickly.
  - b. To select your next leader, check your hand (points to craft > Builder), check your position (4-5 roosts > Commander, 2-3 roosts > Despot).
3. **Have a close eye on your Roosts.**
  - a. Avoid Battle if possible. You only need to tie to rule to build Roost.
  - b. Don't try to place all your Roosts, just reach 5 roosts (+4VP) and protect them well.
  - c. If you're running out of Roost, leave one undefended so someone will destroy it so you can replace it next turn.
4. **Craft cards despite the Disdain for Trade power.**
  - a. Brutal Tactics (ff) + Sappers (m) + Tax Collector (bmf)
5. **Time your Turmoils.**
  - a. Turmoil is unavoidable, if planned it won't affect you much.
  - b. Compare your Roost level (+4VP) and number of birds in decree (-3VP) to decide when to turmoil.

# Woodland Alliance

The upstart Woodland Alliance wishes to unite the creatures of the forest (mice, rabbits and foxes) and rise up against their oppressors. They hide in the shadows, start with no presence on the map, slowly gaining supporters that allow them to spread Sympathy for their cause across the Woodland. These supporters can also be put toward violent ends, inciting outright revolt, creating Bases that can train Officers, increasing their military flexibility. They begin slowly and build towards a dramatic late-game revolution. REVOLUCIÓN!!!

**Complexity:** HIGH  
**Aggression:** MODERATE  
**Card Wealth:** MODERATE  
**Crafting Ability:** HIGH



"? & ?"

Area Control + Multi-Step  
Escalation

 **CRAFT with:**  Sympathy (token)

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = ?VP depending what the Card says.
- **PLACE SYMPATHY** = ?VP for each Sympathy placed.

**GUERRILLA WAR** = in Battle as Defender, you use the higher roll and the attacker uses the lower.



**OUTRAGE** =  Whenever another player:


- removes a Sympathy token OR
- moves any warriors into a sympathetic clearing,

they must add one card matching the affected clearing from their hand to the Supporters stack. If they have no matching cards (including no birds), they must show their hand to the Alliance, and then the Alliance draws a card from the deck and adds it to the Supporters stack.

## Birdsong

 You may buy RIVERFOLKS SERVICES.

**1. REVOLT** (= Turn Sympathy into a Base)  >  (any number of times).

- Choose a sympathetic clearing whose suit Base is not built yet (if the Fox Base is already on the map, you cannot revolt in fox clearings).
- Spend 2 SUPPORTERS matching that clearing (birds are wild).
- Remove all enemy pieces there (warriors+tokens).  
[Vagabond exhaust 3 items].  1VP per building /token removed.
- Place the matching BASE + WARRIORS there equal to the total number of matching sympathetic clearings (including the revolt itself, so 1 to 3).
- Place 1 Warrior in the OFFICER BOX.

**BASE DESTRUCTION** = whenever a Base is removed (battle, bomb...), you will have to REMOVE half of your officers (rounded up), and discard all supporters matching the suit of that base, even your Bird supporters!

**IF ZERO BASE** = if you have 0 Base on the Map, discard Supporters down to 5.


**2. SPREAD SYMPATHY** (=Add a Sympathie token)  (any number of times).

- Choose a non-sympathetic clearing adjacent to a sympathetic clearing. There can be only 1 Sympathy token per clearing.

**IF ZERO SYMPATHY** = If there are 0 Sympathy on the Map, you can place your first one in any clearing for free.




- Spend as many supporters as listed on Sympathy track (1 to 3) they must match the suit of the target clearing.

**MARSHALL LAW** = If the target clearing has 3 or more warriors of another player, you **MUST SPEND** an additional Supporter to place sympathy there.

- Place a Sympathy token there. Get the  VP shown on the spot on the Sympathy track.

## Daylight

**1. USE HAND CARDS** (any number of times) (do not use supporters!).

**CRAFT** =   using Sympathy (count how many Sympathy on the board and activate them to craft a card [to pay 2 "fox" cost you need a token in 2 fox clearings].  Craft Card ?VP.


**MOBILIZE** = Add (any) card from your Hand to your Supporter stack.

**TRAIN** = Spend a Card from your Hand matching a built Base to place a

Warrior in the Officers Box. This Warrior is now an  OFFICER.

[Your officers determine the number of military operations you can take during Evening. Without officers, you can't move or battle! Training officers will also let you recruit new warriors and place sympathy without spending supporters.]

## Evening




**1. MILITARY OPERATIONS** (up to your number of officers!!  )


**MOVE** = Take a  move.

 To MOVE, you must rule the clearing you are moving from OR moving to!!

**BATTLE** = Initiate a  Battle.  1VP per building/token removed.

**RECRUIT** = Place  1 Warrior in a clearing with a Base.

**ORGANIZE** =  >  Remove 1 Warrior from an unsympathetic clearing and place a Sympathy there. Get the  VP shown on the spot on the Sympathy track.

 You may expose CORVID PLOTS.

**2. DRAW 1 CARD** + 1 Card per uncovered  Draw Bonus (on Base track).

**3. DISCARD DOWN**  to 5 CARDS.

# Woodland Alliance



## SETUP (C)

**Step 1: Gather Warriors.** Form a supply of 10 warriors.

**Step 2: Place Bases.** Place 3 bases on the matching spaces in your Bases box.

**Step 3: Fill Sympathy Track.** Place 10 sympathy tokens on your Sympathy track.

**Step 4: Gain Supporters.** Draw 3 cards and place them face down on your Supporters stack.



## PLAYING THE ALLIANCE

As the Woodland Alliance, you work to gain the sympathy of the oppressed forest creatures. Each time you place a SYMPATHY TOKEN on the map, you score points. The more sympathy tokens on the map, the more points you score.








To gain sympathy, though, you will need SUPPORTERS, cards placed on your faction board, matching the clearings where you want sympathy. While you can add your own cards to your supporters, you can goad your enemies into doing the same by provoking OUTRAGE: whenever another faction removes sympathy or moves warriors into a sympathetic clearing, they must add one of their own cards to your supporters.

Don't be afraid to set up chokepoints, as you are experts in GUERRILLA WAR: when defending in battle, you use the higher die. Place your sympathy in clearings where conflict is likely, and force your opponent to faceyou!

Supporters can also be put toward violent REVOLT, which destroy ALL of your enemies' pieces in a clearing and places warriors and a new BASE there. Bases not only increase your card draw, but also let you train OFFICERS, which give you free actions each turn. Protect your bases well! If you lose a base, you'll lose many supporters and officers too.



## FLOW

1. > MOBILIZE  SUPPORTERS (cards) to
2. > SPREAD  SYMPATHY (round tokens) to 
3. > REVOLT  BASE (square buildings) to
4. > RECRUIT  WARRIORS (meeples on map) to
5. > TRAIN  OFFICERS (meeples on board) to
6. > ACCESS  MILITARY CAPABILITIES (FINALLY!!!)



## TIPS

1. **Get your first Base down asap (2nd turn).**
  - a. Protect the Bases at all cost.
2. **Place Sympathy in clearings with a lot of connexions (4-5) to maximise Outrage.**
3. **Great crafting potential.**
  - a. (Base Deck) Armorerers (f) + Tax Collector (bmf) + Better Burrow (bb)
  - b. Drawing more cards is the key for the Alliance.
4. **Don't score too fast, don't be perceived as a threat in early game.**
5. **Guerrilla War is the best skill in the game.**
  - a. Lure people to attack you.
  - b. Ambush cards are the best cards for the Alliance.
  - c. Craft Scouting Party + Codebreakers as the combo protect you from your worst threat: ambush cards.
  - d. Be friends with the Vagabond (his crossbow negates Guerrilla war).
6. **Get 3 Officers asap.**
  - a. Military actions cycle: Move 1 warrior, Organize it into Sympathy, then Recruit it back in a Base.
7. **Play a psychological war.**
  - a. Convince others that the revolution is just a clearing party, that you don't really have a main priority target.
  - b. Keep a base on your board to threaten the other players by doing a Revolt.



# Vagabond

The wily versatile looner Vagabond has only one pawn. He wishes to gain fame (or infamy) in the midst of this brewing war and plays all sides of the conflict. He scores by exploring ruins, collecting gear, completing quests for the creatures of the Woodland, by aiding his allied friends, and by harming his hostile enemies. He can also decide to partner with the underdog to share the victory. He can choose his Identity and special power at the beginning of the game to adjust to a certain game style.

Complexity: MODERATE  
Aggression: MODERATE  
Card Wealth: MODERATE  
Crafting Ability: LOW



Dungeon Crawling  
Questing + Inventory Management































**CRAFT with:** Hammers (item)

## SCORING

- BATTLE/STRIKE = 1VP for each enemy Building or Token removed\*.
- CRAFT ITEMS = ?VP depending what the Card says.
- EXPLORE =, 1VP per Ruin explored
- QUESTS = ?VP completing and specializing in Quest suits.
- AID = ?VP improved relationship with another faction.
- ALLY AID = 2VP for each Aid given to an Allied faction.
- HOSTILE SLAY = 1VP per Hostile piece removed (additional to \*).

## QUESTS

4 RUINS (1 BAG + 1 SWORD + 1 BOOT + 1 HAMMER)

MICE QUESTS	RABBIT QUESTS	FOX QUESTS
Escort  	Errand  	Errand  
Logistics Help  	Guard Duty  	Logistics Help  
Guard Duty  	Give a Speech  	Give a Speech  
Fend off a Bear  	Fend off a Bear  	Repair a Shield  
Expel Bandits  	Expel Bandit  	Fundraising  

**LONE WANDERER** = Your pawn is NOT a Warrior, therefore it cannot be removed from the map or rule any clearing.

**FULL REMOVAL** = Whenever an effect says it "removes all enemy pieces" from a clearing (such as Alliance revolts, Favor of the Mice cards, Conspiracy bombs...) with the Vagabond, the Vagabond damages 3 items.

## Birdsong

You may buy RIVERFOLKS SERVICES.

1. **REFRESH ITEMS** (2 per Tea + 3 free)

- Flip 2 exhausted items face-up (from grey to white) for each TEA face up at the start of Birdsong.

2. **SLIP** = you may move to an adjacent clearing or forest at no cost (no boot exhausted). [Slip is the only way to enter a Forest.][Immune to Corvids' Snare].

## Daylight

You can exhaust items (flipping them to grey/exhausted side) to take the following actions, in any order and number. If you exhaust a (UTILITY items) on the left track, move it to the Satchel.

● **MOVE** = Exhaust one BOOT to move, plus one if the destination clearing has any Hostile warriors. You cannot move into a forest. If in a forest, you may only move into an adjacent clearing.

**NIMBLE** = You ignore rules while moving [can go from any clearing to any clearing without spending any card or ruling any clearings].

**HOSTILE GUARDS** = moving to a clearing with any HOSTILE warrior(s) exhaust 2 BOOTS, not 1.

You canNOT move into a Forest with MOVE, only with SLIP.

● **EXPLORE** = Exhaust a TORCH to take one item from a Ruin in your clearing, put it face-up in your satchel /left track and score 1VP. If empty remove the ruin from the map.

● **AID** = Exhaust any one item, and give one of your cards matching your clearing to any player with at least one piece in your clearing (even Hostile). Then, you may take 1 item, if any, from that player's Crafted Items box, and place it face up in your Satchel or on its matching track. (Check your relationship with that player.)

Get the ?VP of the ending Relationship Level.

● **QUEST** = Claim a QUEST CARD whose suit matches your clearing by:

- Exhaust the two items listed on the quest.
- Place the claimed quest into your play area. Draw a new one.
- Then, you may draw 2 cards from the deck, OR you may score 1VP per quest of this suit that you have completed, including this one.

● **BATTLE** = Exhaust a SWORD to initiate a Battle.

● **STRIKE** = Exhaust a CROSSBOW to remove a warrior. If a player has no warriors there, you can instead remove a building or token of that player.

FOR BATTLE / STRIKE: 1VP per building/token removed.

If it was not already, your target is now HOSTILE permanently.

**HOSTILE SLAY** = score 1VP for each Warrior and 2VP for each token removed.

● **REPAIR** = Exhaust a HAMMER to repair a damaged item [shift it from the Damaged Box to the Satchel, keep it on its current side (white or grey)].

● **CRAFT** = Exhaust as many HAMMER(s) as cost shown on a card's crafting cost. All of your HAMMERS automatically match the suit of your clearing. Place the item face-up in your Satchel. Craft Card ?VP.

You can only craft items that match your current clearing (eg. fox).

You canNOT craft mixed items (eg. fox+rabbit).

You canNOT craft while in the Forest.

● **SPECIAL ACTION** = Take the action listed on your character card.

There is only 1 TORCH in the entire game and you start with it.

## Evening

1. **FOREST REST** = If you are in a Forest, repair ALL items (shift all items from Damaged box to Satchel and flip them face-up).

You may expose CORVID PLOTS.

2. **DRAW 1 CARD** + 1 Card per COIN STACK (must be face-up).

3. **DISCARD DOWN** to 5 CARDS.

4. **REMOVE ITEMS** in Satchel down to 6 + 2 per BAG (must be face-up).

**UTILITY ITEMS SHIFT** = At any time you may shift a Utility item (Tea(s), Coin(s), Bag(s)) that is face-up to the left side track. There, they don't count as part of your Satchel number. That said, you **MUST** move those items from the left track if they get exhausted (to the Satchel), or if they get damaged (to the Damage Box).

# Vagabond



## SETUP (D+E)

**Step 1: Choose Character.** Choose a character card and place it in your Character slot.

**Step 2: Place Pawn.** Place your Vagabond pawn in any forest (zone between paths).

**Step 3: Get Quests.** Shuffle your quest deck, draw 3 quest cards, and place them face up near you.

**Step 4: Populate Ruins.** Take the 4 ruins token, and take the and items marked with an "R." Place one beneath each ruin tokens and then shuffle each ruin stack. Then, return each stack to an empty ruin slot on the map.

**Step 5: Take Starting Items.** Take the items marked with "S" listed on your character card.

If any, place any listed Utility items: , and face up on the matching tracks of your faction board (left section). Place all other listed items face up in your Satchel. Return any remaining "S" items to the box.

**Step 6: Set Relationships.** Take a relationship marker for each non-Vagabond faction and place them all on the Indifferent space of your Relationships chart.

**(\*)PLAYING WITH 2 VAGABONDS:** Put 2 R items under each Ruins (one cannot have 2 identical R items). They both compete for the 3 face-up Quests.



## PLAYING THE VAGABOND

As the Vagabond, you will play all sides of the conflict, making friends or foes as it suits you. You score points through your RELATIONSHIPS, as you aid friendly factions by giving them cards, and as you grow your infantry with hostile factions by removing their pieces in battle. You'll also score points as you go on QUESTS to spread your good name amongst the creatures of the Woodland.

And act effectively, you'll need to manage your satchel of ITEMS, expanding your select-By exploring ancient RUINS and providing To other factions. Being a LONE WANDERER, Rule a clearing or stop another faction Exhibiting one, but you are NIMBLE, so you can Regardless of who rules your clearing.

## CHARACTERS

Special action	Starts with
<b>HARRIER</b> - <i>GLIDE</i> = exhaust a TORCH  to <u>move</u> to any clearing, without exhausting boots.	
<b>VAGRANT</b> - <i>INSTIGATE</i> = exhaust a TORCH  to <u>initiate a battle</u> in your clearing. You choose and remove pieces for both attacker and defender [chaos, use coalition and aid].	
<b>ADVENTURER</b> <i>IMPROVISE</i> = once per turn, you may damage any item to treat it as another item for a <u>quest</u> .	
<b>TINKER</b> - <i>DAY LABOR</i> = exhaust a TORCH  to take a <u>card from the Discard pile</u> matching your clearing (including the Favor cards!). Best at crafting points under the radar.	
<b>THIEF</b> - <i>STEAL</i> = exhaust a TORCH  to <u>steal</u> a random card from a player in your clearing. [MOST BALANCED] (steal then give card back with aid).	
<b>RANGER</b> - <i>HIDEOUT</i> = exhaust a TORCH  to <u>repair</u> 3 items, then immediately end Daylight. [Infamy points]	
<b>ARBITRER</b> - <i>PROTECT</i> = before rolling in Battle, the defender may <u>enlist</u> the Arbiter if in same clearing. The Arbiter scores 1VP and adds undamaged Swords to the defender's max rolled hits. (Choose hostile quickly)	
<b>RONIN</b> - <i>SWIFT STRIKE</i> = after rolling in battle, you may exhaust a SWORD to deal an <u>extra hit</u> .	
<b>SCOUNDREL</b> - <i>SCORCHED EARTH</i> = exhaust a  TORCH to place this torch in your clearing to <u>burn it all</u> . Remove all enemy pieces there. Pieces can no longer be placed in or moved into this clearing. [extreme chaos!]	



## FLOW

> EXHAUST ITEMS to DO ACTIONS

> MOVE, BATTLE , QUEST , SLAY HOSTILES

> GAIN ITEMS to GAIN MORE ACTIONS:

> EXPLORE , CRAFT CARDS , AID ALLIES



## TIPS

1. **Constantly look at all the boards and cards.**
  - a. Check your options every turn (craft, quest, aid, infamy?)
  - b. Identify what items are available to you this turn.
  - c. Don't help players who are in the lead.
2. **Aid generates a lot of points.**
  - a. When aiding, don't give bird cards to anyone.
  - b. Give item cards to people who can craft and trade the item later.
3. **Delay removing Ruins so others have less space and fight each other more.**
4. **Your character is key for your play style strategy.**

**BATTLING:** Because you don't have warriors, you follow different rules in battle.

- **Defenseless.** The Vagabond is defenseless if he has no SWORD face-up (undamaged), taking an extra hit.
- **Maximum Rolled Hits.** In battle, the Vagabond's maximum rolled hits equals his undamaged SWORDS (face up or face down in his Satchel).
- **Taking Hits.** Whenever the Vagabond takes a hit, he must damage one undamaged item, moving it to his Damaged box. If all his items are damaged, the Vagabond ignores any remaining hits.

**RELATIONSHIPS:** Your faction board shows a Relationships chart, which has four spaces on the Allied track and one Hostile box. It holds a relationship marker for each on-Vagabond player. All Clans start at the INDIFFERENT level.

**Improving Relationships.** You can improve a relationship with a non-Hostile player by taking the AID action.

- **Cost.** Aid a non-Hostile player the number of times listed between their current Allied space and their next Allied space during the same turn. (A given Aid action counts toward only one improvement in a relationship.)
- **Effect.** Advance that player's relationship marker one space right on the track. Score the victory points listed in the new space.

**Allied Status.** If a relationship marker reaches the final space on the Allied track, you are now Allied with the player shown by that relationship marker. (Their warriors trust you!)

- **Aiding Ally.** Each time you Aid an Allied player, score two victory points.
- **Moving with Ally.** Whenever you move to a clearing, you may also move warriors of one Allied player from your origin clearing to your destination clearing.
- **Attacking with Ally.** Whenever you initiate a battle, you may treat Allied warriors of one player in the clearing of battle as your own. The maximum hits you can roll equals the number of that Ally's warriors there plus your total undamaged SWORD. You cannot treat Allied warriors as your own if that Ally is the defender.
- **Taking Hits with Ally.** In a battle where you treat Allied warriors as your own, you can take hits by removing Allied warriors. However, if you take more hits by removing Allied warriors than by damaging items during the same battle, that Allied player becomes Hostile at the end of the battle. This rule overrides the condition for becoming Hostile.

**Hostile Status.** If you ever remove a warrior of a non-Hostile player, their relationship marker immediately moves to the Hostile box. This player is now Hostile.

- **Infamy.** Whenever you remove a piece of a Hostile player in battle during your turn, score one victory point. (Add this to points scored for enemy buildings and tokens. Do not score a point for removing the warrior that made the player Hostile.)
- **Moving into Hostile Clearings.** You must exhaust an extra BOOT to move into a clearing with any warriors of any Hostile players.
- **Aiding Hostile Players.** You cannot move a relationship marker out of the Hostile box by using Aid, but you can still Aid a Hostile player to take crafted items.
- **Coalition with Hostile Player.** You can form a coalition with a Hostile player. If you do, move their relationship marker to the Indifferent space.

**COALITION:** In games with four or more players, the Vagabond can activate a dominance card to form a coalition with the player with the fewest victory points other than himself, placing his score marker on the chosen player's faction board. If there is a tie for fewest, he chooses one tied player. If the chosen player wins the game, the Vagabond shares the Victory. (The Vagabond no longer scores victory points. He cannot form a coalition with a player who has already activated a dominance card.)

# Lizard Cult

Catering to the most discarded and hated Outcasts of the Woodland, the Lizard Cult seeks to indoctrinate its foes through sheer force of will. Wherever the Cult rules clearings, it can build gardens, using word of mouth and beak to score everytime they spread its gospel to the animals living there. The firmer its hold over the hearts of its followers, the more victory points the Cult can score by completing the proper rituals.

While other factions spend cards to achieve their aims, the Cult acts by merely revealing cards and gradually gathering a set of ideal followers. However, as this spiritual gentler approach makes movement and battle difficult, the Cult can only take these actions with its most radicalized Acolytes, gained as the Cult's martyred warriors are slaughtered while defending in battle or plainly through sacrificing their bird Followers. People will see the True Path, whether they want it or not!

**Complexity:** HIGH  
**Aggression:** MODERATE  
**Card Wealth:** HIGH  
**Crafting Ability:** HIGH



"CONVERT & SACRIFICE"

Resource Cycling +  
 Rotating Trump Suit

**CRAFT with:** Gardens (building)

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = ?VP depending what the Card says.
- **SCORE GARDENS** = ?VP for each Outcast Garden.

**REVENGE** = Your removed defending warrior(s) become Acolytes.

## Birdsong

You may buy **RIVERFOLKS SERVICES**.

**1. ADJUST THE OUTCAST** = Look at the cards in the Lost Souls pile, ignoring birds. The suit with the most cards becomes the new Outcast. Move the outcast marker, showing its Outcast side, to that suit. If that suit was already the Outcast, flip the marker to Hated. If no one suit had the most cards, the marker stays on its current suit and, if it is not Hated, flips to its Hated side.

**LOST SOULS PILE** = when the cult is in play, whenever any card is spent or discarded (even a dominance card), place it in the Lost Souls pile instead of the discard pile. The Lost Souls pile can be inspected by any player at any time.

**2. DISCARD the Lost Souls pile** = Discard all of the cards in the Lost Souls pile to the discard pile. (Dominance cards become available to take.)

**3. PERFORM CONSPIRACIES** = (in Outcast Clearings).

You can spend acolytes, returning them to your supply, to perform conspiracies in clearings matching the Outcast, in any order and number, as follows.

**HATED BOOST** = If the outcast is HATED, all conspiracies cost 1 less Acolyte.

## CONSPIRACIES (spend Acolytes, targeting Outcast clearings)

● **CRUSADE** = ( ● ) Spend 2 Acolytes to:

- Battle in an Outcast clearing OR
- MOVE from an Outcast clearing and then (if you wish) Battle in the destination clearing. 1VP per building/token removed.

**To MOVE, you must rule the clearing you are moving from OR moving to!!**

● **CONVERT** = ( ● > ) Spend 2 Acolytes to:

- Remove an enemy warrior from an Outcast clearing and then
- Place 1 Lizard warrior there.

● **SANCTIFY** = ( ● > ) Spend 3 Acolytes to:

- Remove an enemy building from an Outcast clearing and then
- Place a Garden there.

## Daylight

You may reveal any number of cards from your hand (into your play area) and perform one ritual per card revealed, in any order and number, as follows. (Revealed cards cannot be used for any other purposes during Daylight.)

**HATRED OF BIRDS** = Bird cards are not wild when performing rituals!

## RITUALS (reveal Card)

**SACRIFICE** = Reveal a bird card to place a warrior in Acolytes box.

**RECRUIT** = Reveal a card to place a warrior in a matching clearing.

**BUILD** = Reveal a card matching a clearing you rule, place a matching Garden there. (a clearing can have several gardens).

**PILGRIMS** = You rule ANY clearings where you have a Garden [even to Eyrie].

**FEAR OF THE FAITHFUL** = Whenever a garden is removed, the Cult must discard a random card.

## INDOCTRINATE (spend Card)

**SCORE** = SPEND a card (placing it in the Lost Souls Pile) to score the victory points ?VP listed by the Gardens column of the rightmost empty space matching the card spent. (only once per Turn per Suit).

## Evening

**1. RETURN revealed cards** to Hand.

**2. CRAFT** using Gardens matching OUTCAST SUITS. Card ?VP.

You may expose **CORVID PLOTS**.

**3. DRAW 1 CARD** + 1 Card per uncovered Draw Bonus (#2, #4 on track).

**4. DISCARD DOWN** to 5 CARDS.

# Lizard Cult



## SETUP (F)

**Step 1: Gather Warriors.** Form a supply of 25 warriors.

**Step 2: Place Warriors.** In the corner clearing diagonally opposite from the Marquise's keep or Eyrie's starting roost, place 4 warriors and 1 garden matching the clearing; if both the Marquise and Eyrie are in play, choose one of the two other corners. Then place 1 warrior in each adjacent clearing.

**Step 3: Choose Outcast.** Place the outcast marker on any suit space in the Outcast box. The suit of this space is called the Outcast.

**Step 4: Fill Gardens Tracks.** Place your 14 remaining gardens on the matching spaces of your Gardens tracks from right to left.



## PLAYING THE LIZARD CULT

As the Lizard Cult, you cater to those creatures who have been discarded by the other factions. You score victory points by performing the proper RITUALS, revealing cards from your hand matching clearings where you have GARDENS, and discarding cards to complete the rite. The more gardens you have in clearings matching the revealed card, the more points you score.

Your gentler approach means you cannot battle your foes at first: to do so, you must radicalize your followers into ACOLYTES. By doing so, you can perform CONSPIRACIES in clearings of the OUTCAST, the suit discarded the most over the prior round.

Your HATRED OF BIRDS means your bird cards are not wild in your rituals. Your gardens spread the news of your dragon lord, drawing throngs of PILGRIMS, so you rule a clearing if you have even a single garden there. Finally, your acolytes always get REVENGE on the wicked: whenever one of your warriors is removed while defending, you gain another acolyte.



## FLOW

- > COLLECT OUTCAST CARDS to  
> RECRUIT WARRIORS to  
> RULE CLEARINGS
- > SACRIFICE BIRD CARDS to  
> RECRUIT ACOLYTES to  
> BATTLE / CONVERT
- > BUILD GARDENS
- > SCORE GARDENS



## TIPS

- Cards that give extra actions are the best for the Cult.**
  - (Base Deck) Command Warren (bb) + Cobbler (bb) + Better Burrow (bb) + Stand and Deliver (mmm)
  - (E&P Deck) Best cards are the Partisans cards (b/m/f) rewarding you to be loyal to a suit.
- Balance the suits (in hand, gardens...) to adjust to the Outcast.**
  - Try to build 2 Gardens of each suit fast to get the 3 Draw Bonus asap.
  - Try to balance your hand with each suit in case the Outcast changes.
  - Score as much as you can now, you never know what the outcast will be next turn.
- Turtle and protect your Gardens at all cost.**
  - Fill the clearing with several Gardens and defend them well.
- Influence the Lost Soul Pile.**
  - If you draw a lot, you can discard cards toward your favorite Outcast.
  - Try to convince players to discard /use cards of the suit that favors the Outcast you want.
  - Destroying an Alliance base will force them to discard all their supporters of that suit in the Lost Souls pile.
  - Watch out for the Eyrie Turmoil, they dump a lot of cards when they bust.
- Annoy other players as much as possible to slow down the game as your Gardens take time to kick in.**
  - Convert forces enemies in their home to force them to fight (wasting their action and giving you acolytes).
  - Set your warriors to force enemies to battle and kill them, so you can get Acolytes.
- Use Acolytes as Leverage and Threat (but avoid spending them)**
  - Save your Acolytes for HATED Outcast turns.
  - Threat to use Acolyte (convert and sanctify) to convince people to spend the cards with the right suit.
  - SCORE only when your Gardens are well protected.
- Riverfolks are great allies, they give you the cards you need and you can hire them to place Gardens in inaccessible spots.**
- Dominance Victory is possible as the Cult can pop up and convert easily.**



# Riverfolk Company

When news arrived that the Woodland on the shore of the great lake was descending into all-out war, the opportunistic Riverfolk Company quickly dispatched its officers to set up shop to capitalize on the crisis. As other factions purchase their services, the Riverfolk can further entrench their commercial interests and secure their status as a merchant king, by establishing trade posts along the river, scoring victory points. So too can they score points by raw accumulation of funds, but a big treasury makes for an easy target, so the Riverfolk must take care in expanding their operations across the dangerous forest.

**Complexity:** HIGH  
**Aggression:** LOW  
**Card Wealth:** HIGH  
**Crafting Ability:** MODERATE



"SELL, SELL & OVER-SELL"

Negotiation + Resource Allocation

**CRAFT with:** moving Funds to empty Trading Posts

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = ?VP depending what the Card says.
- **SCORE DIVIDENDS** = every Birdsong, 1VP per 2 Funds you have.
- **PLACE TRADING POSTS** = ?VP for each Trading Post placed.

## SERVICES

The Riverfolk Company is a commercial faction that offers services to the other players. They set the costs of their services during their Evening.

Any other player, at the start of their Birdsong, may buy Riverfolk services.

- **Cost.** The buyer must place warriors from their supply into the Riverfolk's Payments box equal in number to the cost of that service listed on the Riverfolk's Services track.
- **Number of Services.** Each turn, a player may buy 1 service plus 1 per clearing with a trade post and at least one piece of that player.
- **Vagabond Funds.** The Vagabond pays for services by exhausting items, for each item he exhausts to do so, the Riverfolk place one of their own warriors in the Payments box.

<b>Hand Card</b>	The <u>buyer takes any card</u> from the Riverfolk's hand and adds it to their hand. (The buyer may buy this service multiple times as long as they have access to enough trade posts.) <b>FOR SALE</b> = you have a PUBLIC hand.
<b>Riverboats</b>	The <u>buyer treats rivers as paths</u> until the end of their turn.
<b>Mercenaries</b>	During Daylight and Evening of this turn, the <u>buyer treats Riverfolk warriors as their own</u> only for rule and for battle against factions other than the Riverfolk. (The buyer cannot move them, count them toward dominance, or remove them except by taking hits.) <b>Taking Hits.</b> The buyer must split hits, taking odd hits by removing owned (not Riverfolk) warriors, if any, or owned buildings or tokens only if they have no warriors (including Riverfolk) in the battle clearing. <b>Vagabond.</b> The Vagabond cannot buy mercenaries.

## Birdsong



**1. PROTECTIONISM** = if the Payment Box is empty, place 2 Warriors in it.

**2. SCORE DIVIDENDS** = if you have at least 1 Trade Post on the map, score 1VP per 2 Funds [only warriors in your Fund, not in Payment/Committed].

**3. GATHER FUNDS** = move all Warriors on the faction board to the Fund Box (basically empty the Payment, Commitments, and the Trade Posts boxes).

## Daylight



When you **COMMIT a FUND**, move 1 warrior from Fund to Commitment box.

**MOVE** = > Commit 1 Fund to take a Move.

**SWIMMERS** = you treat rivers as paths, and may move along rivers regardless of who rules their origin or destination.

**To MOVE INLAND to INLAND**, you must rule the clearing you are moving from OR moving to!!

**BATTLE** = > Commit 1 fund to battle. 1VP per building/token removed.

**CRAFT** = > Commit fund(s) to craft a card from your hand. Instead of moving these warriors to the Committed box, you must place them on empty spaces of the Trade Posts tracks matching the suits listed on the crafting cost. [so you won't be able to craft unless you build several trading posts]. Card ?VP.

**EXPORTING** = Instead of gaining a card's listed crafting effect, you may discard the card and place 1 warrior in your Payments box ( NO VP then).

**DRAW** = > Commit 1 fund to draw 1 card.

When you **SPEND a FUND**, return the warrior from the Fund box to its owner.

**RECRUIT** = > Spend 1 fund to place 1 warrior in any clearing with a river.

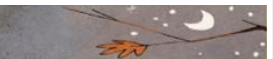
**ESTABLISH TRADE POST** = >

- Choose any clearing with 0 Trade Post (it may be ruled by any player, can be inland).
- Spend 2 Funds of the player who rules the chosen clearing (might be you).
- Place 1 matching trade post + 1 warrior in the chosen clearing.
- Score the ?VP listed on the space uncovered on your faction board.

**TRADE DISRUPTION** = Whenever a trade post is removed, remove half of your funds (rounded up) and discard that trade post. It cannot be rebuilt! But you can still use the spots for crafting.

**A Trade Post is a round TOKEN (not a Building), does not count for rule!**

## Evening



You may expose **CORVID PLOTS**.

**1. DISCARD DOWN** to 5 CARDS.

**2. SET SERVICE COSTS** = You may move each service marker to any space on its track, setting it to a new cost.





## SETUP (G)

**Step 1: Gather Warriors.** Form a supply of 15 warriors.

**Step 2: Place Warriors.** Place 4 warriors in any clearings touching the river.

**Step 3: Fill Trade Posts Tracks.** Place 9 trade posts on the matching spaces of your Trade Posts tracks.

**Step 4: Gain Starting Funds.** Place 3 warriors in your Payments box.

**Step 5: Set Starting Prices.** Place 1 service marker on any space of each of your Services tracks.



## PLAYING THE RIVERFOLKS

As the Riverfolk Company, you ply the rivers winding through the great Woodland, offering your services to any faction who can pay. You score victory points by establishing TRADE POSTS throughout the clearings. The more trade posts in clearings of the same suit, the more points you score.












Though the construction of trade posts is a viable way to score points, so too is the raw accumulation of wealth. Each Birdsong, you score points depending on how many FUNDS you've saved up and earned over the last round. However, you'll also need to commit and spend your funds to expand and trade network, striking a balance between dividends and growth.

You'll earn funds as other factions buy your SERVICES, whether the use of your riverboats or mercenary warriors, or even one of the cards in your public hand, which is FOR SALE. You can set the prices of your services each turn, so try to predict which services the other factions will need.

Building trade posts helps you expand your ????????? and sell more services, as a faction can buy more services from you as they expand into more clearings where you have trade posts. But be careful, when your trade posts are destroyed they cannot be rebuilt! While you may not rule many clearings, you can always move along River paths since you're a faction of SWIMMERS.



## FLOW

1. > SELL SERVICES to:
2. > COMMIT  FUNDS to
  - >  MOVE /  BATTLE
  - >  DRAW /  CRAFT
3. > SPEND  FUNDS to
  - > RECRUIT  WARRIORS
  - > ESTABLISH  TRADE POST 
4. > SAVE  FUNDS 



## TIPS

1. **Be very versatile, according to the board (trade, craft, combat, alliance).**
2. **Sell, Sell, Sell.**
  - a. Remind people frequently and demonstrate why they should buy services before someone else does.
  - b. If you have a card you want to keep (great power) or a high demand card (ambush, favors), make sure you raise your prices to 4 so no-one will buy it.
  - c. Selling Riverboats is difficult, make sure to demonstrate to people how many moves they could save using that service.
  - d. Place your warriors so they entice to be hired (3 in an Alliance Base clearing or a Cat Sawmill clearing).
  - e. If people buy your services: Be friendly to everyone to not miss a sale, if someone is leading tell the others it is thanks to your services.
  - f. If people don't buy: get troops on the map and "force" people to hire your mercenaries.
3. **Have a close eyes on lightly defended clearings along the river. Do mini raids for tokens.**
4. **Place Trading Posts consistently, that's how you improve crafting and VP.**
5. **Best cards are: Swap Meet**
6. **Count your scoring potential each turn. Early game is slow but late game can see big scoring moves (surprise 10pts to pass others and win).**

# Underground Duchy

The once vast wealth of the Underground is now dwindling. The self-righteous Duchy is looking to the great overground Woodland for crucial expansion. The prudent Duchy has its own underground lair, the "Burrow". It will need to establish foreign frontier outposts like Citadels and Markets to justify their conquest, sway one by one its own Ministers to slowly build up more actions, and ultimately become an unstoppable force. But be careful, a reversal of fortune could spell public humiliation, leading ministers to abandon the task.

**Complexity:** MODERATE  
**Aggression:** MODERATE  
**Card Wealth:** HIGH  
**Crafting Ability:** MODERATE

"SLOW BUILD-UP & PLANNING"

Set Collection + Area Control
































 **CRAFT with:**  Citadels &  Markets (buildings)

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = ?VP depending what the Card says.
- SWAY MINISTERS = ?VP for each Minister swayed to your cause.
- ACTIVATE LORDS = 1 or 2VP per Turn.




## MINISTERS

-   **Marshal** = Take a MOVE.
-   **Captain** = Initiate a BATTLE.
-   **Foremole** = Reveal any card to place a CITADEL or MARKET in any clearing (matching or not) you rule.
-    **Brigadier** = Take up to 2 MOVES OR initiate up to 2 BATTLES.
-    **Mayor** = Take the action of any swayed noble or squire.
-    **Banker** =  Spend any number of cards (even 1) of the same suit to score VP in equal number.
-    **Earl of Stone** =   Score 1 VP per CITADEL on the map.
-    **Baron of Dirt** =   Score 1 VP per MARKET on the map.
-    **Duchess of Mud** =   Score 2 VP if all 3 TUNNELS are on the map.

## Birdsong



 You may buy RIVERFOLKS SERVICES.

**1. GATHERING** = place  1 Warrior + 1 Warrior for each uncovered warrior icon on the CITADEL track, in the Burrow

**THE BURROW** = special clearing only accessible and always ruled by the Duchy, adjacent to every overground clearings through TUNNEL tokens.

## Daylight


**1. ASSEMBLY** = take up to 2 ACTIONS of the following:

 **MOVE** = Take one  move.

 **To MOVE**, you must rule the clearing you are moving from OR moving to!!


 **BATTLE** = initiate a  Battle.  1VP per building/token removed.

 **RECRUIT** = Place  1 Warrior in the Burrow.

 **DIG** = Spend 1 card to place a TUNNEL token in a matching clearing with no tunnel, then move up to 4 warriors from the Burrow into that clearing. [If all of the tunnels are already on the map, you may move one to a different clearing.]



TUNNELS (max 3) gives you paths from/to the Burrow.

 **BUILD** = Reveal 1 Card [just place face up in front of you, don't spend] to place a CITADEL or MARKET in a matching clearing you rule.



CITADELS gives you more  Warriors during Birdsong



MARKETS gives you more  Cards during the Evening

**THE PRICE OF FAILURE** = Whenever any number of Duchy buildings are removed, the Duchy discards a random card, returns their swayed minister card of highest rank (lord, then noble, then squire) to their Unswayed Ministers pile, and removes its crown from the game permanently. If they have multiple swayed ministers of highest rank, the Duchy chooses which to return.

**2. PARLIAMENT** = take SWAYED MINISTERS ACTIONS in any order.

**3. SWAY 1 MINISTER.** To do so:





- **Choose a Minister.** Choose a minister card in your Unswayed Ministers pile. You must have a crown on your faction board matching the rank (squire, noble, lord) of that minister.
- **Reveal Cards.** Reveal (not spend) the number of cards listed on the chosen minister (squires need 2 cards, nobles need 3, Lords need 4). For each card you wish to reveal, you must have at least one piece in a clearing matching the suit of that card. Each clearing with any of your pieces only allows you to reveal one matching card [1 card max per clearing]. [i.e you have pieces /presence in 2 fox and 2 mice clearings, if you reveal 2 fox and 2 mice cards you can sway a Lord]
- **Sway Minister.** Take the chosen minister card and place it above your faction board.
- **Score.** Take a crown of that minister's rank from your faction board and place it on the minister card. Score the VP listed on the space uncovered on your faction board.


 **Crowns never come back to the Board.**

## Evening

**1a. DISCARD ALL Bird cards** [blue] revealed this turn,

**1b. RETURN ALL OTHERS** to your hand.

**2. CRAFT** =    using Citadels/Markets (count how many you have on the map and activate them to craft a card [to pay 2 "fox" cost you need a building in 2 fox clearing].  Craft Card ?VP.

 You may expose CORVID PLOTS.

**3. DRAW 1 CARD** + 1 Card per uncovered  Draw Bonus (on Market track).

**4. DISCARD DOWN**  to 5 CARDS.

# Underground Duchy



## SETUP (F)

**Step 1: Gather Warriors and Tunnels.** Form supplies of 20 warriors and 3 tunnel tokens.

**Step 2: Prepare the Burrow.** Place the Burrow board near the map.

**Step 3: Surface.** Place 2 warriors and 1 tunnel in a corner clearing that does not have the Marquise's keep, Eyrie's starting roost, or Cult's starting garden, and is diagonally opposite from one of those starting clearings if possible. Then place 2 warriors in each clearing adjacent to the chosen corner clearing, except the Burrow.

**Step 4: Fill Buildings Tracks.** Place 3 citadels and 3 markets on your matching Buildings spaces.

**Step 5: Collect Ministers.** Place 9 minister cards face up on your Unswayed Ministers pile.

**Step 6: Fill Crown Spaces.** Place 9 crowns on the spaces with victory points on your faction board.

## PLAYING THE DUCHY

As the Underground Duchy, you want to show the foreign creatures of the Woodland that they would be better off as subjects. Each time you sway one of your MINISTERS to the cause of pacifying and unifying the land above, you score points. The higher the rank of the minister you sway, the more points you score.

To sway a minister you must reveal cards, representing your support among Woodland separatists. The higher the minister's rank, the more cards you must reveal. However, you can only reveal cards that match clearings with any number of Duchy pieces, showing your foothold in the swirling chaos. Each swayed minister gives you an extra action every turn. Some ministers even let you score victory points by touting your investments in the Woodland.

You moles are well protected in THE BURROW, a clearing only you can enter and which you always rule. From the Burrow, you can move out to any TUNNEL you dig, throughout the Woodland. Once you've pacified clearings and established rule, you can build CITADELS and MARKETS to draw more creatures to your cause. However, whenever you lose buildings, you must pay the PRICE OF FAILURE by losing sway with the minister of highest rank and by discarding a random card.

## FLOW

- > BUILD  CITADELS for  WARRIORS to:
  - > RULE  CLEARINGS to Build more
  - > OCCUPY  CLEARINGS to Sway Ministers
- > BUILD  MARKETS for  CARDS to:
  - > COLLECT  RULED-CLEARINGS CARDS
- > SWAY MINISTERS  to 
- > UNLOCK ACTIONS and LORDS 

## TIPS

- Prioritize and protect Buildings.**
  - Slow buildup faction. Turtle into 2-3 clearings and protect your buildings.
  - Aim for the 2 slots clearings. Get BFF with Vagabond to have an eye on the clearings with Ruins.
  - Start by building 2 Citadels (to get warriors) then building 2 Markets, then fill in.
- Get more actions.**
  - The best card for you is "League of Adventurous Mice" (m) to get extra actions.
  - You have very few actions, craft cards that give you more actions:
    - (Base Deck) Command Warren (bb) + Cobbler (bb).
    - (E&P Deck) Eyrie Emigre (ff) + Charm Offensive (b)
- Do not neglect side VP.**
  - VP from swaying takes too long, you also need to craft items as much as possible to get those crafting VP.
  - After securing your buildings, do mini-raids using tunnels on lightly defended tokens. You can use the tunnel back to the Borrow.
- Have a Swaying plan.**
  - Unlock the 3 Squires first to get the actions asap.
  - The Mayor (copy another noble) is a great combo with Brigadier (2 moves or 2 battles) and later with Lords (score VP).
- The Dig action is perfect for a Dominance Victory.**

# Corvid Conspiracy

Thriving in the chaos of outright war and anarchy, the sly and stealthy Corvid Conspiracy hatches plots to fund their criminal operations. Whenever a secret plot is revealed, the Corvids score victory points. The more successfully revealed plots on the map, the more they score. Misdirection is critical, if their plans are too obvious, the Corvids risk exposure. To avoid this, they must recruit carefully and look for any opportunities for subterfuge and extortion to maintain the suspense and terrorise their opponents.

**Complexity:** LOW  
**Aggression:** MODERATE  
**Card Wealth:** MODERATE  
**Crafting Ability:** HIGH



"PASSIVE-AGGRESSION  
TERRORISM

Trap Triggering

**CRAFT with:** Plots (token)

## SCORING

- BATTLE = 1VP for each enemy Building or Token removed.
- CRAFT ITEMS = ?VP depending what the Card says.
- **TRIGGER PLOTS** = each time you flip a Plot token, 1VP per face-up Plot on the Map.

## PLOTS

Plot tokens can be removed by enemy players through:

- **BATTLE**, like any other token (Warriors get removed before tokens though).
- **EXPOSURE** = [anytime on their turn, but before drawing any cards in their Evening], an enemy player with at least one piece in a clearing with a facedown plot token may show the Corvids a matching card to guess the type of plot token in that clearing.
  - **If incorrect**, the Corvids say "no," and the enemy player gives that card to the Corvids (they may try again).
  - **If correct**, the enemy player removes the plot token (scoring 1VP) and ignores its effect.

	<b>BOMB</b> (x2)	<b>WHEN FLIPPED</b> , BOOM!!!! remove ALL enemy pieces in this clearing, then remove this token. (Vagabond exhaust 3 items)
	<b>EXTORTION</b> (x2)	<b>WHEN FLIPPED</b> , steal a random card from each enemy with any pieces in its clearing. <b>WHILE FACE-UP</b> , you draw an extra Card in Evenings.
	<b>SNARE</b> (x2)	<b>WHILE FACE-UP</b> , enemy pieces cannot be placed in or move out from its clearing.
	<b>RAID</b> (x2)	<b>WHEN REMOVED</b> , place 1 Corvid Warrior in each adjacent clearings. (Ignore this effect if it was removed by Exposure).

**EMBEDDED AGENTS** = in Battle as Defender, in a clearing with a face-down plot token, you deal an extra hit (+1 on die) [even if the plot token is defenseless!].

## Birdsong

You may buy **RIVERFOLKS SERVICES**.

**1. CRAFT** = using plots (count how many plot tokens on the board (face-up or face-down) and activate them to craft a card [to pay 2 "fox" cost you need a token in 2 fox clearings]. **Craft Card ?VP.**

**2. FLIP PLOT(s)** of your choice face-up in clearings with at LEAST 1 Corvid Warrior. For each flip, score **1VP per face-up plot** on the map (including the one just flipped), then resolve its effect if it is a Bomb or Extortion.

**3. RECRUIT** = Once per round, spend any card to place 1 Warrior in each matching clearing [you pay 1 "fox" card, you place 4 warriors, 1 in each fox location].

## Daylight

**1. TAKE up to 3 ACTIONS** of the following:

**MOVE** = Take a Move.

**NIMBLE** = You ignore rules while moving [can go from any clearing to any clearing without spending any card or ruling any clearings].

**BATTLE** = initiate a Battle. **1VP per building/token removed.**

**PLOT** = > Remove 1 Corvid Warrior + 1 Corvid Warrior per plot token you have already placed this turn (so 1, 2, 3...), from a clearing to place a face-down plot token there. [max 1 plot per clearing] [all the warriors you remove have to come from the clearing you are placing the plot in].

**TRICK** = ↔ Swap 2 plot tokens on the map [both tokens must be either face-up or face-down].

## Evening

**1. EXERT** = you may take an extra Daylight Action.  
If you do so, you do NOT Draw card(s) during the next step.

**2. DRAW 1 CARD** + 1 Card per face-up EXTORTION on the map.

**3. DISCARD DOWN** to 5 CARDS.

# CORVID CONSPIRACY



## SETUP (I)

**Step 1: Gather Warriors +Plots.** Supplies of 15 warriors and 8 plot tokens face down.

**Step 2: Scatter.** Place 1 warrior in any clearing of each suit (total of 3).



## PLAYING THE CORVIDS

As the Corvid Conspiracy, you want to show that you are the true power behind the scenes, controlling the titles of the Woodland war. Each time you flip a PLOT token you've placed on the map, you score points. The more face-up plots on the map when you do, the more points you score.

To place and flip plots, you must recruit and position your warriors wisely. Your faction is among the best at recruiting warriors to your cause, but they'll be spread thin, and you'll be hard pressed to move too often. Even more, you can't afford to battle too much, as placing a plot requires you to remove one or more Corvid warriors, and you cannot flip a plot unless its clearing has a Corvid warrior.

Thankfully, your warriors are exceedingly NIMBLE, letting them move regardless of rule. Additionally, your EMBEDDED AGENTS make your plots dangerous to quash with brute force, when defending in battle with a facedown plot token, you deal an extra hit.

However, take care in leaving your plots open to EXPOSURE. Any enemy faction in a clearing with a facedown plot can show you a matching card to guess which plot it is. If they're right, they've infiltrated you and foiled your plot! They remove the plot and ignore its effect. If they're wrong, though, you catch their spy red-handed. Your plot remains, and they give you the card they showed you. Bluff well.



## FLOW

1. > RECRUIT  WARRIORS to
2. > PLACE  PLOTS to
3. > FLIP PLOTS 



## TIPS

1. **Appear unpredictable.**
  - a. Stay under the radar, don't appear as a threat, especially at the beginning as you need to build presence.
  - b. Act like you "randomly" select which plot you place so people don't try to EXPOSE them.
  - c. Let people think you're using BOMB (bluff) to scare them and make them give you cards with failed exposure.
2. **Don't spread too wide.**
  - a. Don't spread yourself too much, you need to keep warriors to protect your plots (place 1 plot per turn max at beginning).
  - b. Try to create team(s) of 3 warriors to move around, to easily place and protect the plots.
3. **Target weak spots.**
  - a. Playing RAIDS early and in clearings with a lot of connexions is very powerful.
  - b. Low-Warrior-count faction (Alliance, Riverfolks...) are your best targets as they will think twice before risking their troops.
  - c. Try to focus on one faction (if you place several plots on Marquise they won't have enough actions to clean everything up).
  - d. Corvids are Nimble, do mini raids on clearings with a lot of building/tokens lightly defended.
4. **Corvids are great at crafting cards. Some great ones are:**
  - a. (Base Deck) Sapper (m) + Stand and Deliver (mmm) + all the Favor cards (b/m/f).
  - b. (E&P Deck) Master Engravers (mm) + Coffin Makers (bb) + Swap Meet (b).
5. **Plots can do surprise cascade scoring chain.**
  - a. For example, if you manage to get 5 clearings with each 1 facedown plot + 1 warrior, in 1 turn you can flip them all one by one for 1+2+3+4+5 = 15VP, half of the score track!