Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Officer

Command; Negotiate; Weaken

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Healer

Protect; Aid

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Bounty Hunter

Turn; Steal

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Praetor

Weaken; Protect

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Inquisitor

Manipulate; Analyze

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

General

Command; Weaken; Protect

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Ranger

Aid; Weaken; Sabotage

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Mercenary

Weaken; Sabotage; Aid

Military Operation

Subtlety 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

Strike

Guerilla

Weaken; Produce

DIPLOMATIC OPERATION — SUBTLETY 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

COUNCILOR — Leverage

Produce; Trade

DIPLOMATIC OPERATION — SUBTLETY 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

ADJUNCT — Leverage

Command; Weaken

MILITARY OPERATION — SUBTLETY 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

SAPPER — Strike

Weaken; Sabotage; Produce

DIPLOMATIC OPERATION — SUBTLETY 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

COURIER — Leverage

Trade; Collude

DIPLOMATIC OPERATION — SUBTLETY 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

AMBASSADOR — Leverage

Negotiate; Produce

MILITARY OPERATION — SUBTLETY 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

SCOUT — Strike

Analyze; Infiltrate

DIPLOMATIC OPERATION — SUBTLETY 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

EMISSARY — Leverage

Negotiate; Lobby; Trade

DIPLOMATIC OPERATION — SUBTLETY 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

BARD — Leverage

Aid; Analyze

MILITARY OPERATION — SUBTLETY 1

0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.

2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.

4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

TRAINER — Strike

Aid; Produce

Local Operation

Subtlety 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

Double Agent

Support

Turn; Infiltrate; Manipulate

Diplomatic Operation

Subtlety 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

Negotiator

Leverage

Negotiate; Turn

Diplomatic Operation

Subtlety 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

Historian

Leverage

Analyze; Lobby

Local Operation

Subtlety 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

Economist

Support

Produce; Lobby

Diplomatic Operation

Subtlety 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

Noble Scion

Leverage

Lobby; Negotiate; Protect

Diplomatic Operation

Subtlety 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

Hostage

Leverage

Produce; Manipulate; Collude

Local Operation

Subtlety 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

Informant

Support

Analyze; Produce

Diplomatic Operation

Subtlety 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

Vassal

Leverage

Negotiate; Lobby

Diplomatic Operation

Subtlety 2

0 - Move an Influence token from one region to another.

2 - Add one of your Influence tokens to a region or remove an Influence token.

4 - Add one of your Influence tokens and move an Influence token.

Mage

Leverage

Aid; Analyze; Steal

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

SMUGGLER

Support

Produce; Steal; Trade

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

RECRUIT

Support

Weaken; Aid

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

INSIDER

Support

Aid; Infiltrate

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

SUPPLIER

Support

Trade; Produce

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

RETIREE

Support

Analyze; Command

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

MERCHANT

Support

Produce; Trade; Collude

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

WATCHMAN

Support

Protect; Aid

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

REVOLUTIONARY

Support

Sabotage; Collude

LOCAL OPERATION

SUBTLETY 3

0 - Gain two resources of any one (non-Support) type.

2 - Gain four total resources of two (non-Support) types.

4 - Gain six total resources of three (non-Support) types.

POLITICIAN

Support

Negotiate; Lobby; Produce

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Provocateur

Intelligence

Manipulate; Sabotage; Infiltrate

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Mole

Intelligence

Infiltrate; Produce

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Analyst

Intelligence

Analyze; Aid

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Security

Intelligence

Protect; Analyze; Weaken

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Operator

Intelligence

Command; Manipulate; Weaken

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Deserter

Intelligence

Weaken; Steal; Sabotage

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Shapeshifter

Intelligence

Infiltrate; Sabotage

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Patrol

Intelligence

Protect; Aid

Espionage Operation

Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Infiltrator

Intelligence

Infiltrate; Manipulate; Steal

Underworld Operation Subtlety 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Enforcer

Disruption

Weaken; Aid

Underworld Operation Subtlety 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Assassin

Disruption

Weaken; Produce; Steal

Espionage Operation Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Soothsayer

Intelligence

Analyze; Aid; Turn

Underworld Operation Subtlety 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Kidnapper

Disruption

Turn; Weaken

Underworld Operation Subtlety 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Beggar

Disruption

Trade; Manipulate

Espionage Operation Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Spymaster

Intelligence

Command; Produce

Underworld Operation Subtlety 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Kingpin

Disruption

Produce; Protect; Manipulate

Underworld Operation Subtlety 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Bookkeeper

Disruption

Analyze; Produce

Espionage Operation Subtlety 4

0 - Draw two cards.

2 - Draw three cards, then put a card from your hand face down in any region.

4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Traitor

Intelligence

Turn; Produce

MASTERMIND

Disruption

UNDERWORLD OPERATION SUBTLETY 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Command; Negotiate; Collude

RACKETEER

Disruption

UNDERWORLD OPERATION SUBTLETY 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Steal; Protect

REBEL LEADER

Disruption

UNDERWORLD OPERATION SUBTLETY 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Negotiate; Sabotage; Collude

THIEF

Disruption

UNDERWORLD OPERATION SUBTLETY 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Steal; Infiltrate

VIGILANTE

Disruption

UNDERWORLD OPERATION SUBTLETY 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Protect; Collude

WITCH

Disruption

UNDERWORLD OPERATION SUBTLETY 5

0 - Move an influence card from one region to another.

2 - Discard a card from a region.

4 - Discard a card from a region and move a card from one region to another.

Aid; Analyze; Collude

The Northern Coalition

Cold and brutal as the arctic wind, the Northern Coalition is a loosely knit group of local tribes, exiled House scions, and ruthless warrior families intent on using their powerful military and unrelenting strength to take control of the lands of Estella.

Exhaust this card to increase the Effect of a Military Agent's special action you perform this turn.

The Coastal Territories

The many small island vassal-states off the coast of Estella who benefit from the continent's stability are combining their political know-how and skillful negotiators to gain control of the failing Empire and keep it from total collapse, protecting their own interests in the process.

Exhaust this card to increase the Effect of a Diplomatic Agent's special action you perform this turn.

The Caravanserai of Fire

In the vast deserts south of Estella, a collection of wealthy merchants and local warlords ally to use their moneyed connections and control over trade routes to multiply their wealth, and incidentally, gain control over the trading centers of the Empire.

Exhaust this card to increase the Effect of a Local Agent's special action you perform this turn.

The Lords of the Cliffs

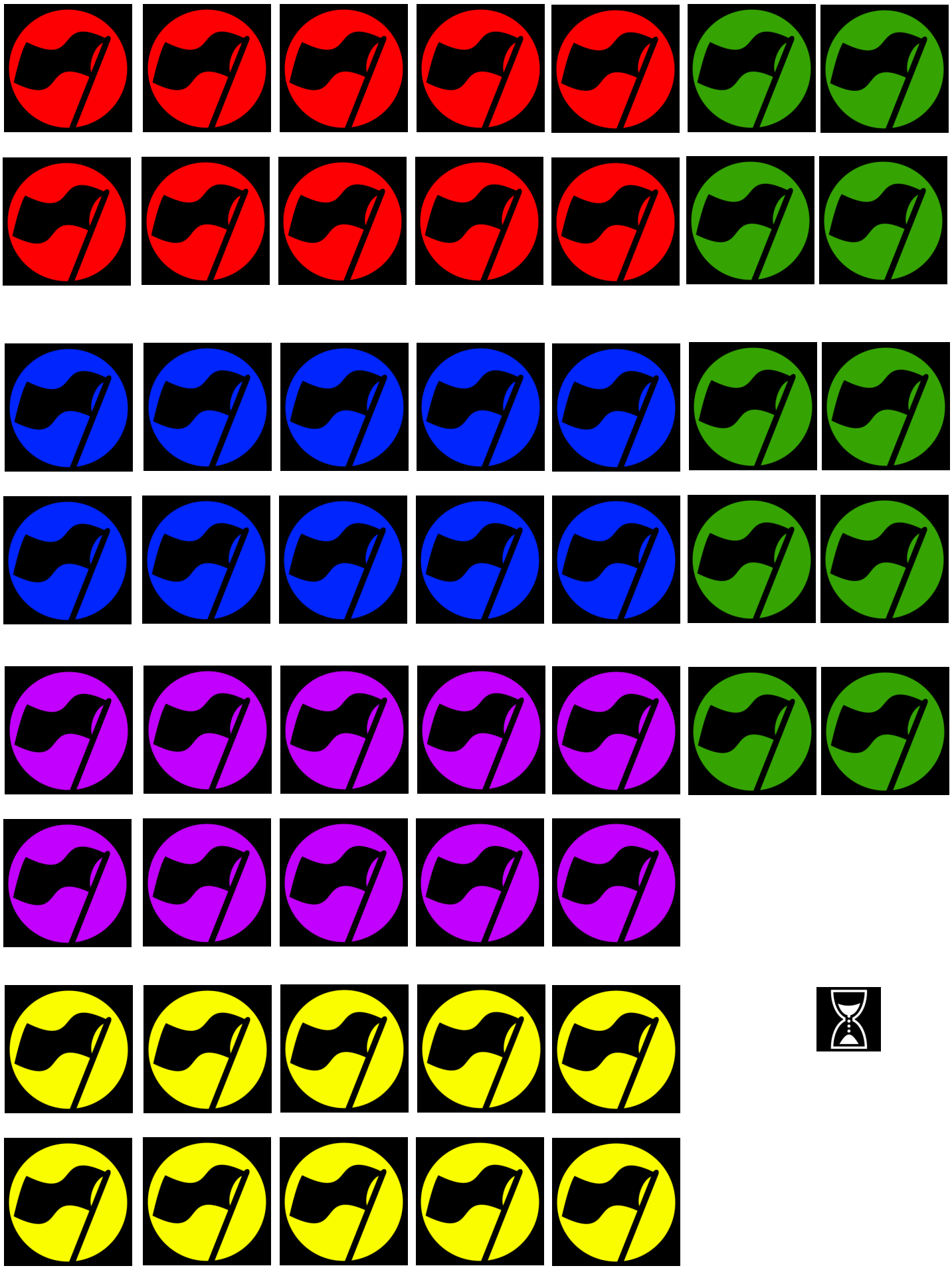
Hidden in their deep valleys and mountain villages, the Lords and their worshipers have worked for lifetimes to make records of every important event and individual in Estella. A fall now would be disastrous for their mysterious plans, and they must take control of the situation.

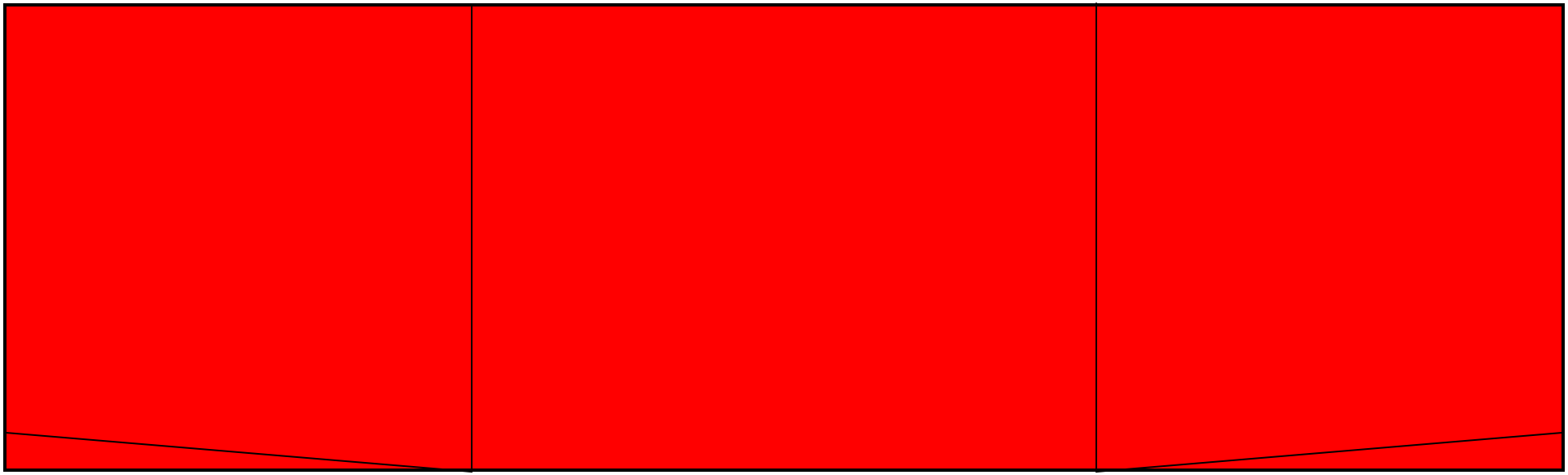
Exhaust this card to increase the Effect of an Espionage Agent's special action you perform this turn.

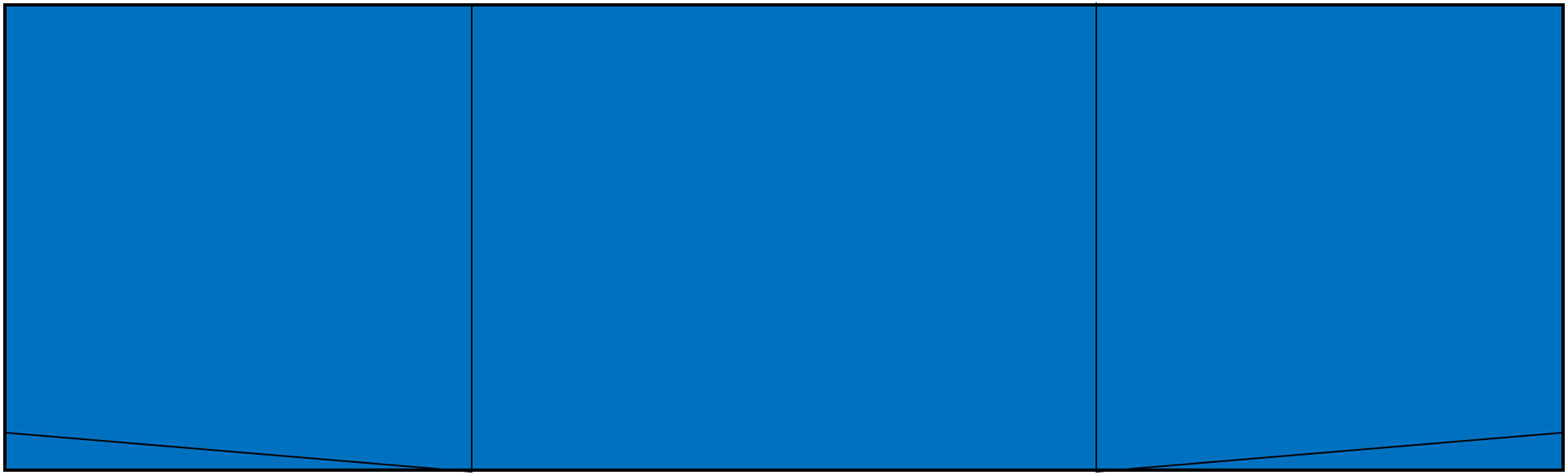
The Magnificent Rift

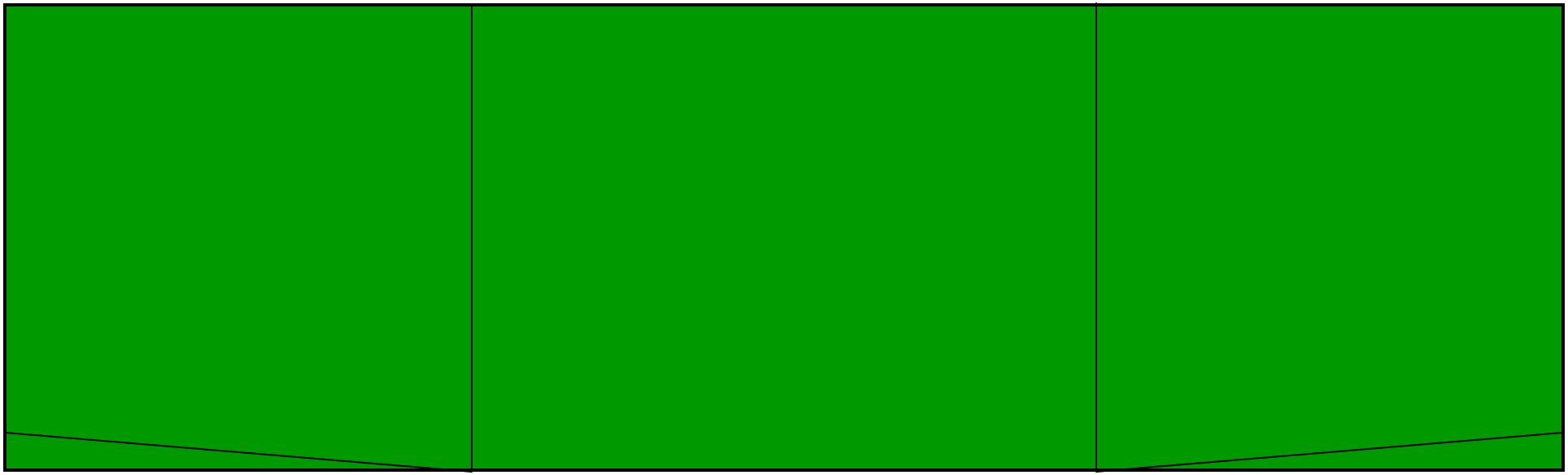
The multinational criminal organization at the center of the destabilization of Estella, but the conflict they induced has spiraled out of control. With a subtle hand, they can activate sleeper cells to regain their power in the land and make sure their investments continue to pay.

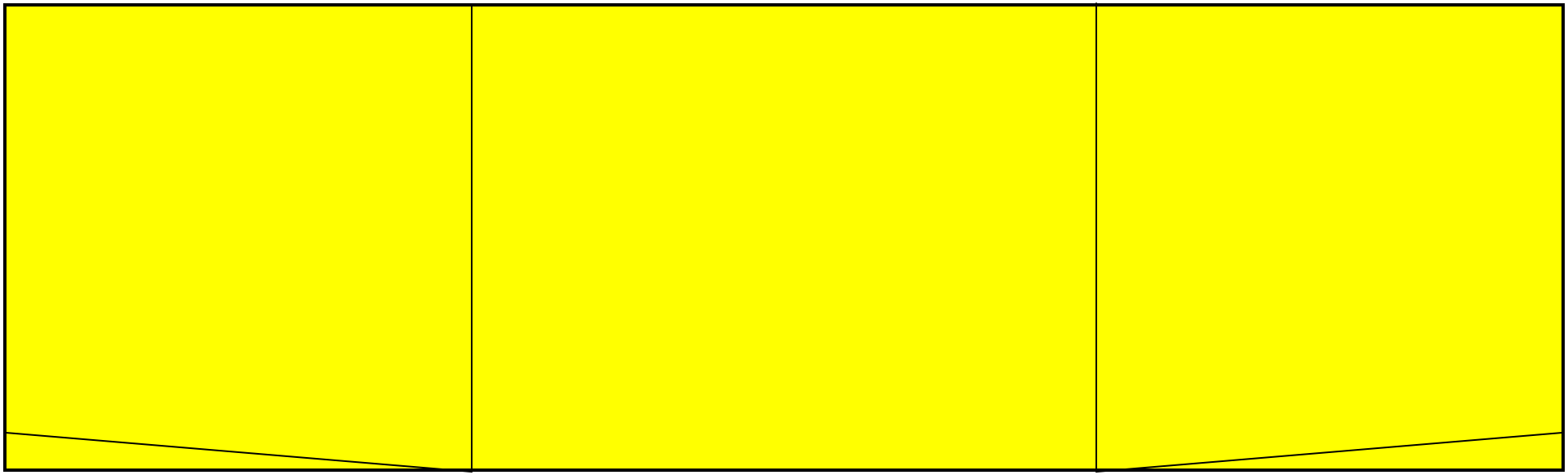
Exhaust this card to increase the Effect of an Underworld Agent's special action you perform this turn.

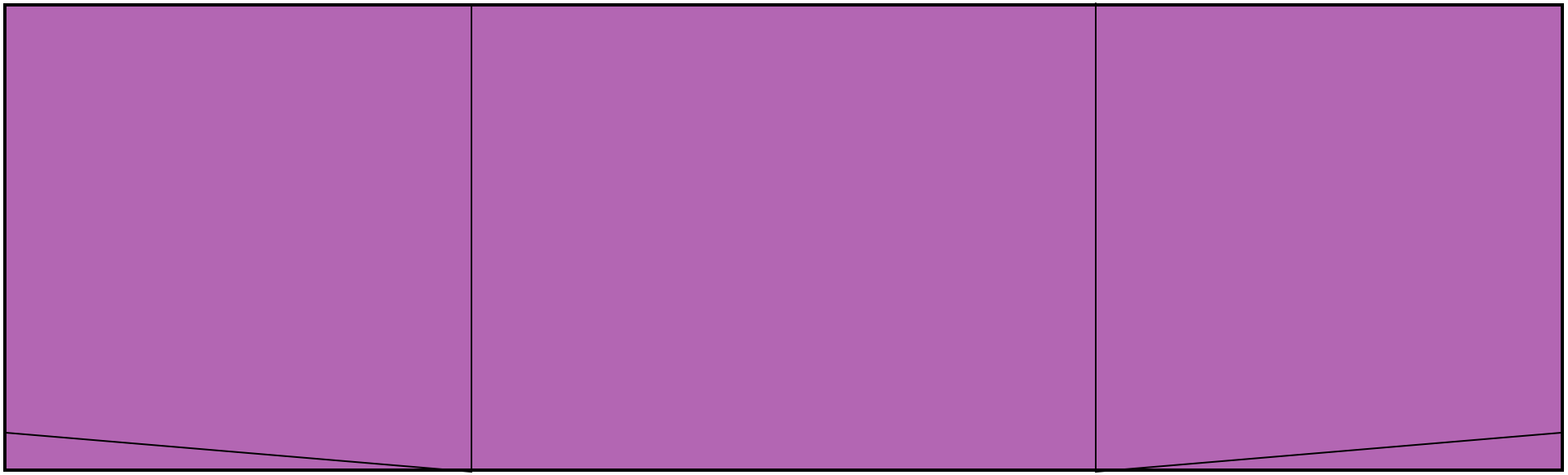




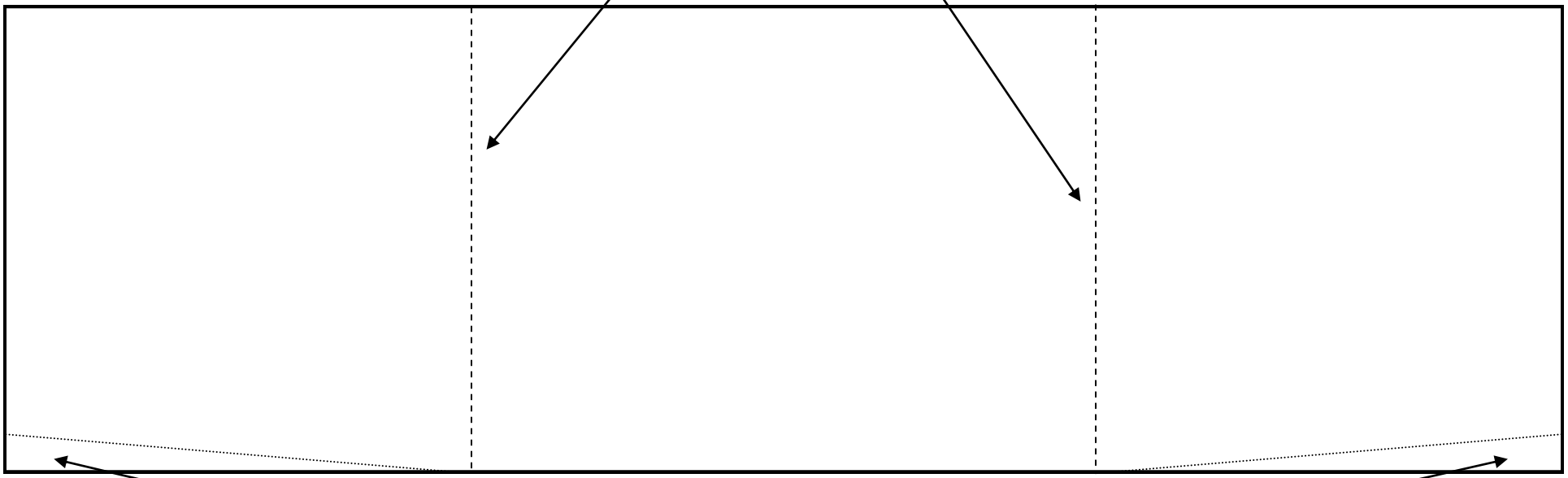








Fold along these lines to allow the screen to stand.



Cut these triangles off to improve screen stability.

Standard Actions

(Perform 2 different actions per turn, Standard or Special)

Perform Operation - Pay cost, perform effect, place Operation, place Influence, distribute Resources.

Recruit Agent - Place Agent, place Defense resources.

Refill Hand - Draw until you have five cards in your hand.

Special Actions

(Discard cards matching the Agent to increase the number in brackets)

(Actions associated with a Region you control are free and can be repeated)

Aid - Increase the Effect of a special action you take this turn by [1].

Analyze - Draw [1] card from the deck, then discard one card.

Collude - Exchange [1] of your Agents with another player's.

Command - Perform the level 0 Operation of one of your unexhausted Agents with Defense [1] or less, then exhaust that agent.

Infiltrate - an Operation you place this turn counts as [1] less Subtlety.

Lobby - Discard one of your Influence tokens from a region and gain [1] Stability.

Manipulate - Perform the level 0 Operation of an opponent's unexhausted Agent with Defense [1] or less, then exhaust that agent.

Negotiate - Reduce the cost of an Operation you play this turn by [1].

Produce - Gain [1] of this Agent's associated resource.

Protect - Add one of the associated resource from the bank to [1] agent.

Sabotage - Flip [1] card in any region face up or face down.

Steal - Take one resource from [1] player. They choose the resource you take.

Trade - Give [1] resource to another player. They must give you the same number of resources of your choice.

Turn - Take an Agent with Defense [1] or less from another player. You may not control more than 4 Agents.

Weaken - Remove [1] resource from an Agent. If you would remove a resource, and there are none, discard the Agent instead.

Standard Actions

(Perform 2 different actions per turn, Standard or Special)

Perform Operation - Pay cost, perform effect, place Operation, place Influence, distribute Resources.

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(Actions associated with a Region you control are free and can be repeated)

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(Discard cards matching the Agent to increase the number in brackets)

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Turn - Take an Agent with Defense [1] or less from another player. You may not control more than 4 Agents.

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Standard Actions

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Perform Operation - Pay cost, perform effect, place Operation, place Influence, distribute Resources.

Recruit Agent - Place Agent, place Defense resources.

Refill Hand - Draw until you have five cards in your hand.

Special Actions

(Discard cards matching the Agent to increase the number in brackets)

(Actions associated with a Region you control are free and can be repeated)

Aid - Increase the Effect of a special action you take this turn by [1].

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Negotiate - Reduce the cost of an Operation you play this turn by [1].

Produce - Gain [1] of this Agent's associated resource.

Protect - Add one of the associated resource from the bank to [1] agent.

Sabotage - Flip [1] card in any region face up or face down.

Steal - Take one resource from [1] player. They choose the resource you take.

Trade - Give [1] resource to another player. They must give you the same number of resources of your choice.

Turn - Take an Agent with Defense [1] or less from another player. You may not control more than 4 Agents.

Weaken - Remove [1] resource from an Agent. If you would remove a resource, and there are none, discard the Agent instead.

Perform an Operation

1) Pay for the Operation (0, 2, or 4 of the associated resource)
2) Resolve the Operation
3) Place card into a Region (Equal or lower Subtlety)
4) Place Influence token in Region
5) Distribute Resources (One for each Op there for you, one for each opponent with Influence in the Region)

Resolve Upheaval

1) Form Alliances (Players with Influence or Control in the Region)
2) Bid for Control (Raise with resources matching Ops in Region, or pass)
3) Region Stabilizes (Winners take turns discarding Ops from Region to gain Stability points)
4) Establish Control (Winners each place Control token, losers remove Control token)
5) Epoch Progresses (One space, plus each player chooses or not)

Endgame

After the sixteenth space on the Epoch track is reached, Regions that have an upheaval Close and cannot be affected any longer. When a fourth region Region closes, the player with Control of the most Regions, or the most Stability in case of a tie, wins.

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Control

Rebel Outpost

Steal—Sabotage—Collude

Influence

Control

Trading Post

Trade—Produce—Aid

Influence

Control

Capital City

Negotiate—Lobby—Turn

Influence

Control

University

Manipulate—Infitrate—Analyze

Influence

Control

Border Garrison

Weaken—Command—Protect

Influence

Epoch Track

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	End

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Trading Post

Trade—Produce—Aid

Control

Rebel Outpost

Steal—Sabotage—Collude

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University

Manipulate—Infitrate—Analyze

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Capital City

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Weaken—Command—Protect