

This page represents the backs of 4 Cards. on 8.5" by 11" paper.

Territory Control

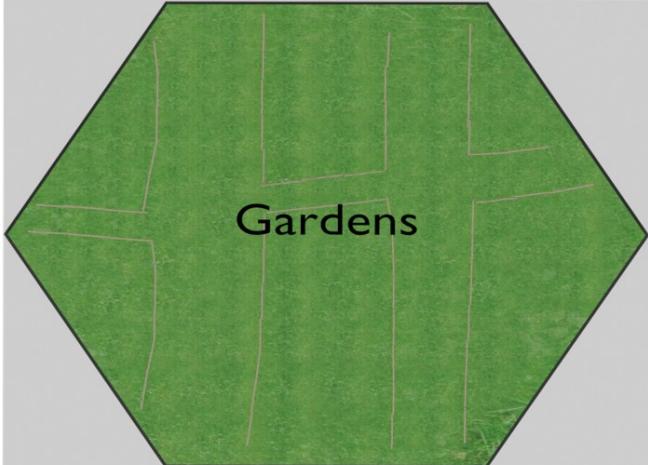
Territory Control

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DO NOT DISCARD

Territory Control of Gardens
This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5

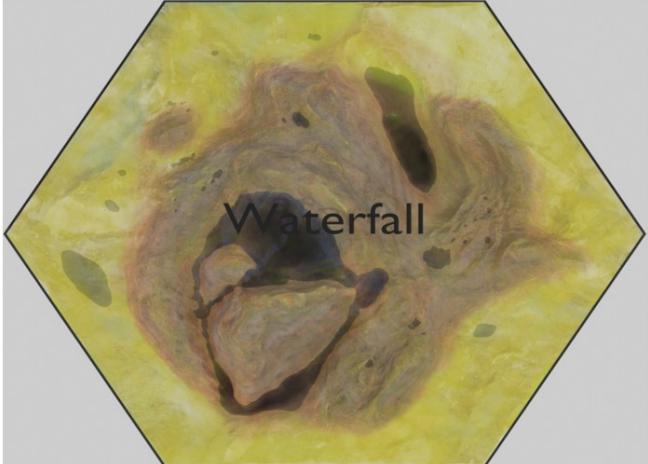


Discard 1 Card to Gain 1 Coin.

You have the ability to trade Cards and Coins with players as a free action (does not use up your turn).

DO NOT DISCARD

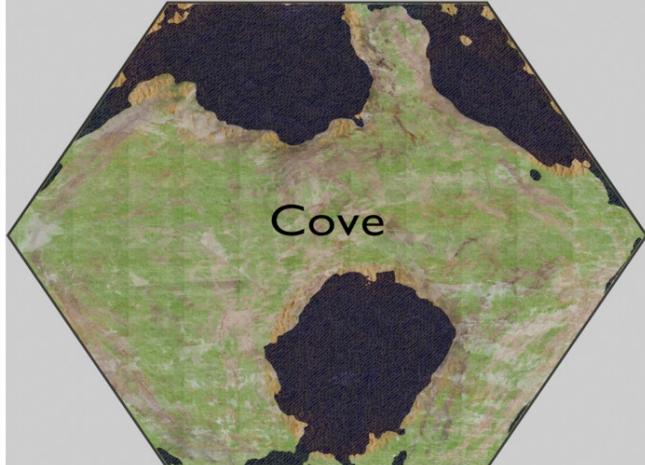
Territory Control of Waterfall
This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5



Spend 1 Coin to get 1 Long Term Strategy Card.

DO NOT DISCARD

Territory Control of Cove
This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5

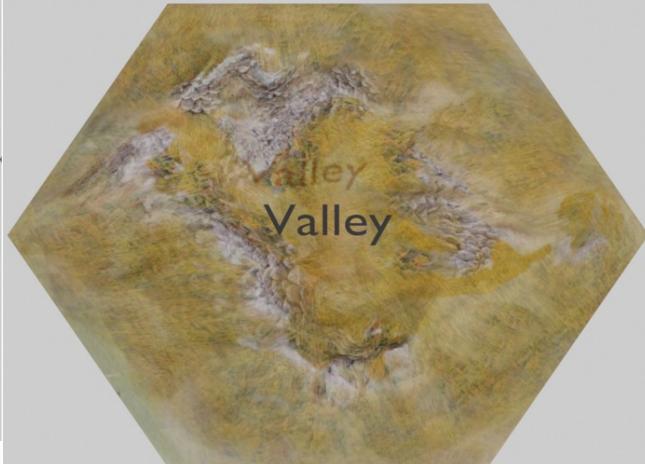


Discard 1 Card to Gain 1 Coin.

You have the ability to trade Cards and Coins with players as a free action (does not use up your turn).

DO NOT DISCARD

Territory Control of Valley
This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5

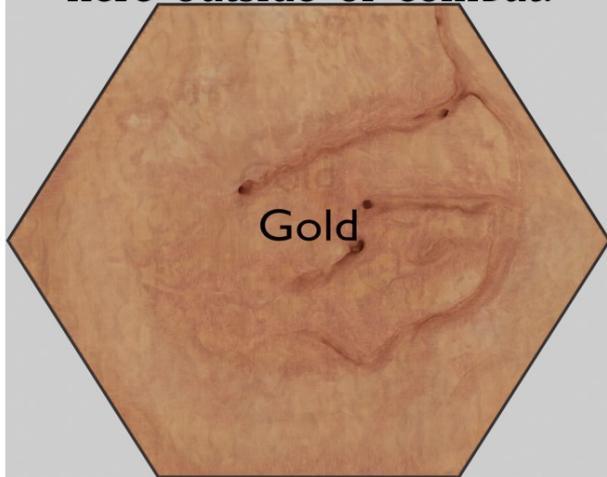


Spend 1 Coin to get 1 soldier in the Valley.

DO NOT DISCARD

Territory Control of Gold

Keep face-up in front of the player with the most soldiers here outside of combat.



Discard 1 card and add 2 coins.

DO NOT DISCARD

Territory Control of Maze

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5



Each soldier in the Maze (all colors) must roll a die, where, on a 1, 2 or 3 the soldier is trapped on this token, and cannot leave except by both playing a card AND getting a 4, 5 or 6. Trapped soldiers still engage combat normally.

DO NOT DISCARD

Territory Control of Desert

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5

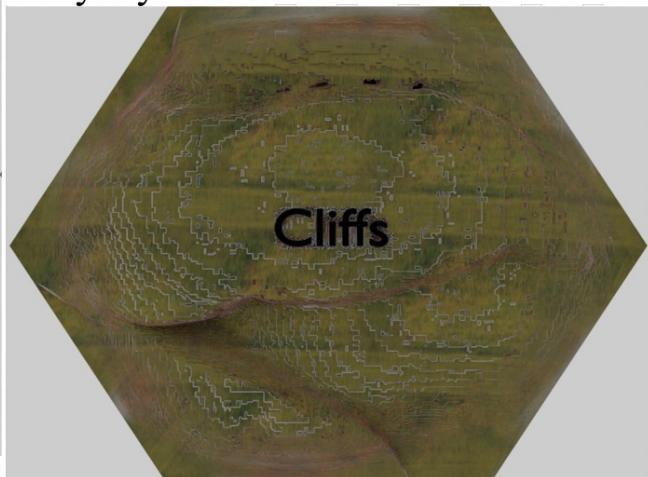


All soldiers in the Desert (all colors) flee from the Desert to adjacent territories chosen by the soldiers' players. Combat begins in each entered territory, with the next player having the first turn in combat.

DO NOT DISCARD

Territory Control of Cliffs

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".
Loyalty score: 0 1 2 3 4 5



Special Ability:

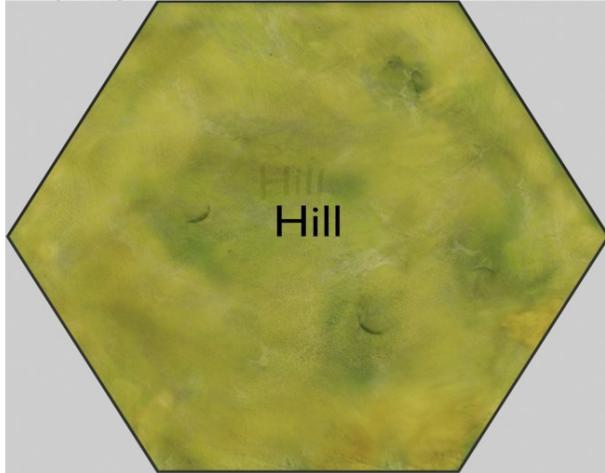
When your soldiers are eliminated from the Cliffs in combat, after the combat tokens are returned, gain 1 soldier out of hiding in the Cliffs.

DO NOT DISCARD

Territory Control of Hill

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



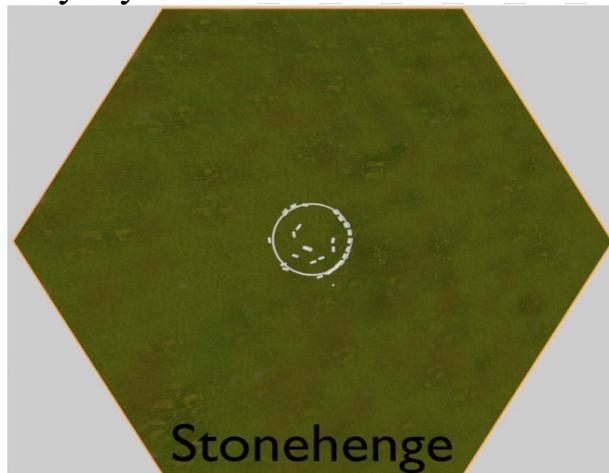
When you play a card as your turn in combat in the Hills, use this territory ability to also make 1 Standard Attack and kill two opposing soldiers in the Hills when successful.

DO NOT DISCARD

Territory Control of Stonehenge

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



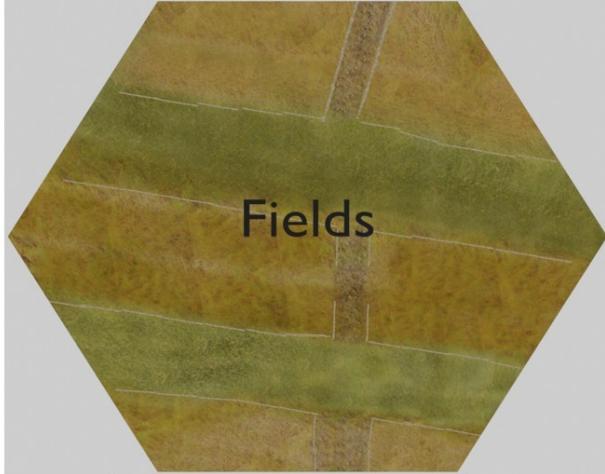
Discard 4 cards to take a combination of the following actions: build a Theater in Stonehenge (+1 to loyalty score), gain 1 Long Term Strategy card, gain 1 soldier in Stonehenge.

DO NOT DISCARD

Territory Control of Fields

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



Discard 2 Cards to get 1 Coin.

Or:

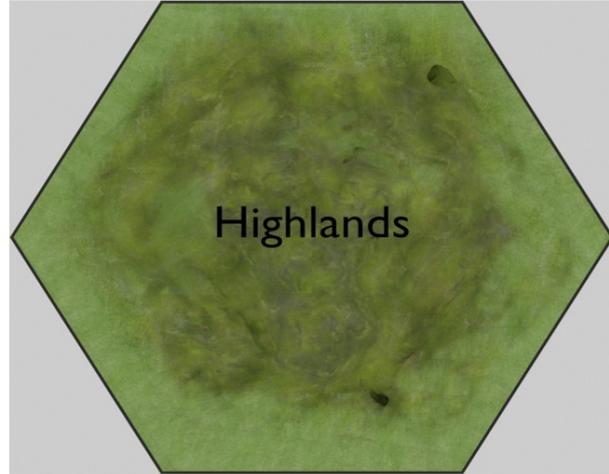
Move soldiers from the fields to begin combat in 1 adjacent territory.

DO NOT DISCARD

Territory Control of Highlands

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



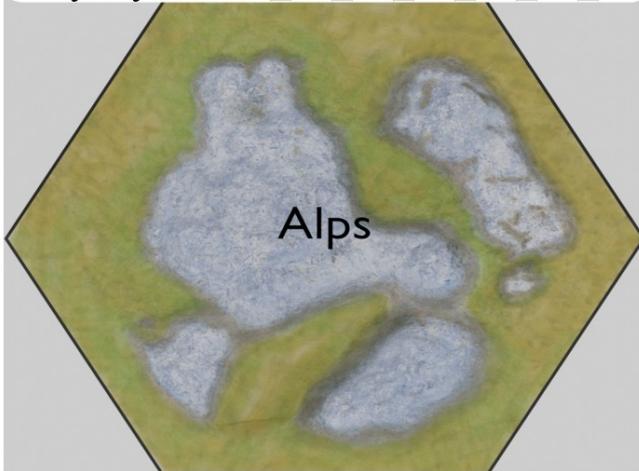
Special Ability: After the combat tokens are returned, 1 opponent soldier in the Highlands dies under mysterious circumstances, and each opponent player rolls for the allegiance of the opposing soldiers (change colors).

DO NOT DISCARD

Territory Control of Alps

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



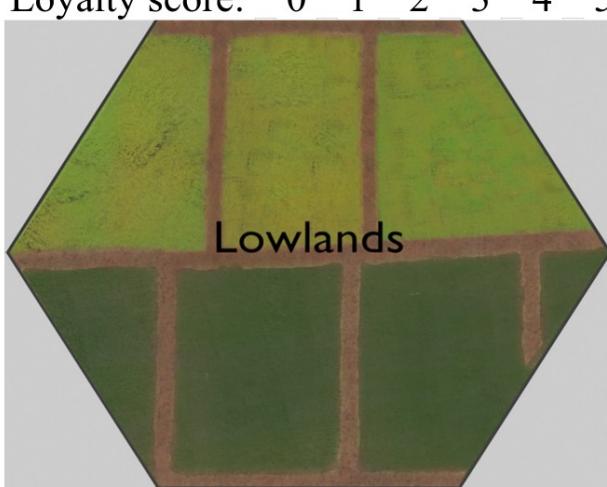
Roll dice against each opponent soldier in the Alps (1d6 v. 1d6), each soldier that rolls lower dies from the cold or an avalanche (do not give a Coin to the claimant of Cemetery).

DO NOT DISCARD

Territory Control of Lowlands

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



Discard 2 cards to gain 1 Coin.

Or:

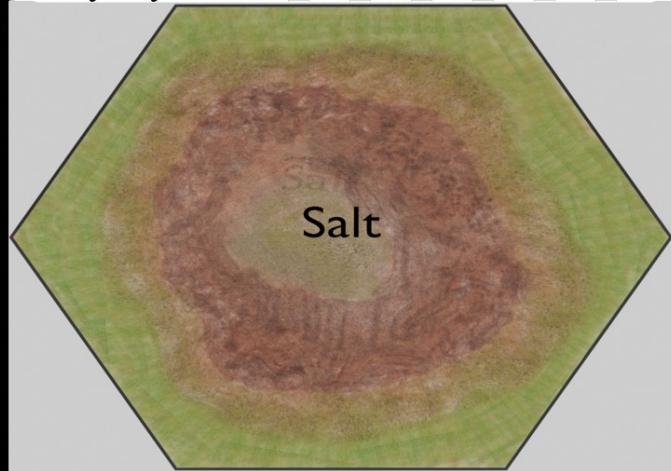
Spend 2 Coins to gain 1 soldier in Lowlands.

DO NOT DISCARD

Territory Control of Salt

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



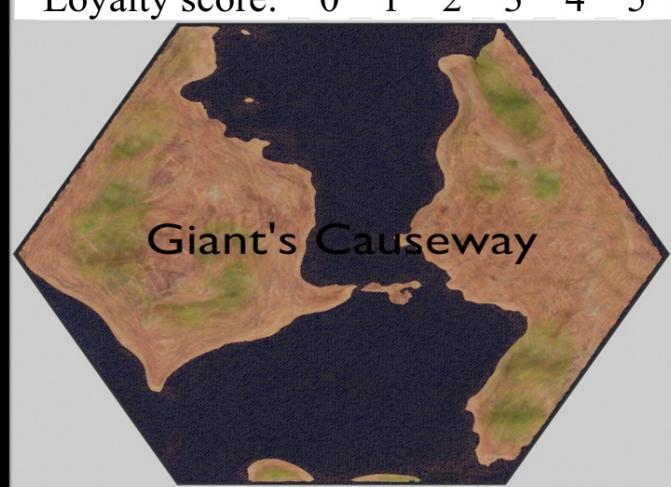
Discard 2 cards to gain 1 Coin.
Or: If you have 2 or more soldiers in Fields, Lowlands, or Gardens, spend 2 Coins to "salt the land" there, Discard that Territory Control for the remainder of the game.

DO NOT DISCARD

Territory Control of Giant's Causeway

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



Spend 2 Coins to build a Castle in a territory with your soldiers, place one of your soldiers there inside the Castle, and add 1 to the loyalty score either in Giant's Causeway or that territory.

DO NOT DISCARD

Territory Control of Iron

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



Discard 2 Cards to get 1 Coin.

Or:

When you play a card as your turn in combat, use this territory ability to also roll a Standard Attack, killing 2 opposing soldiers on a success.

DO NOT DISCARD

Territory Control of Lonely Hollow

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5



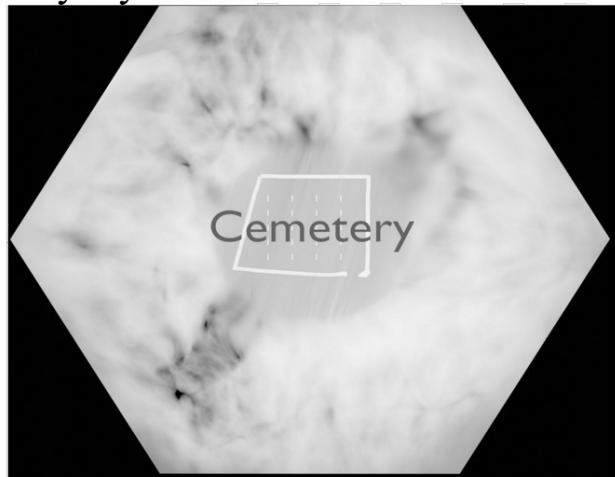
If you moved a soldier out of Lonely Hollow this turn or in a previous turn, move a soldier of your choice (any color, but not in a Castle) from 1 adjacent territory to here.

DO NOT DISCARD

Territory Control of Cemetery

This claim token goes to the first player to enter this territory. It is transferred only by a "Contest Claim".

Loyalty score: 0 1 2 3 4 5

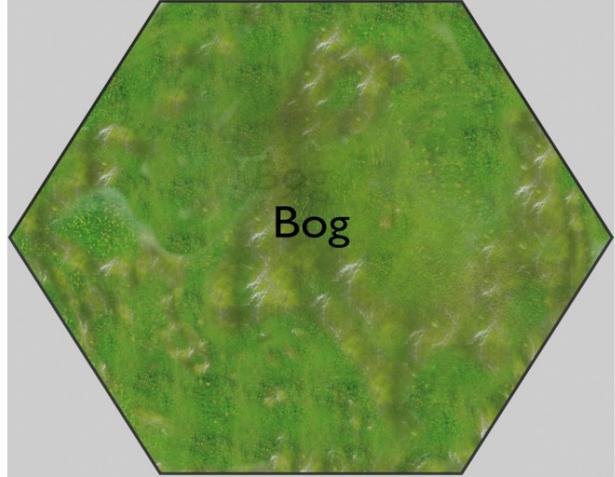


If an opponent player has killed one of your soldiers since your previous turn, use this territory ability to take one of their coins.

DO NOT DISCARD

Territory Control of Bog

Keep face-up in front of the player with the most soldiers here outside of combat.



No improvements can be built on the Bog.
No Castles.
No Theaters.
No Markets.