

Draw Every Round



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

## **Draw Every Round**

Discard when you lose a soldier in combat.



Spend 2 Coins to build a Theater in a territory with your soldiers, then gain 1 Long Term Strategy card. Increase the loyalty point score on any of your Territory Control tokens by 1.

## **Draw Every Round**

Discard when you lose a soldier in combat.



Place 2 anti-combat tokens on this territory. The next two times a player kills a soldier on this territory, one of that player's soldiers must die.



## **Draw Every Round**

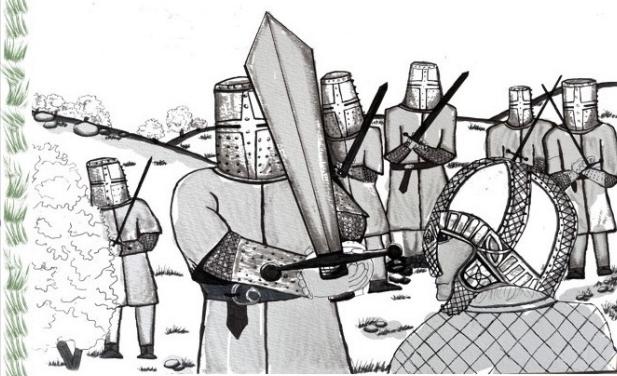
Discard when you lose a soldier in combat.



Spend 2 Coins to buy 1 Attack Plan card

## **Draw Every Round**

Discard when you lose a soldier in combat.



Begin combat in a territory where you are present.

You can play 1 additional card AND make the standard attack on your current turn in combat (now).

## Draw Every Round

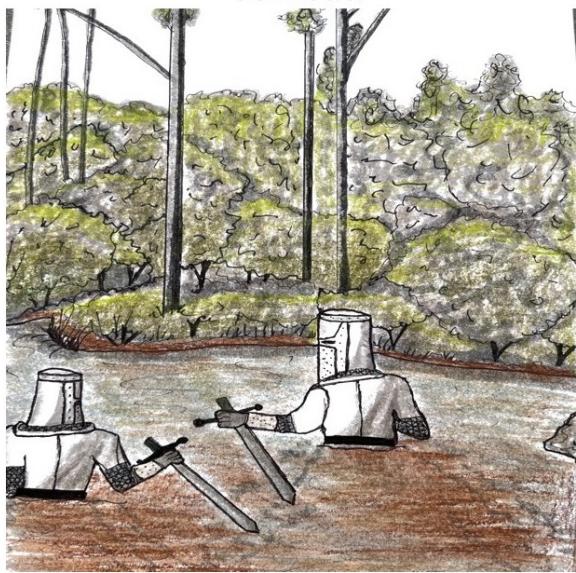
Peace



Give 1 Coin to each player you are in combat with, then combat ends in each territory where your soldiers are present. Gain 1 additional action this turn.

## Draw Every Round

Discard when you lose a soldier in combat.



Add 2 soldiers to the Bog.

## Draw Every Round

Discard when you lose a soldier in combat.



Add 1 soldier to a territory with your soldiers, then move that soldier (possibly with your others) from 1 territory to 1 adjacent territory. Begin combat there if there are opposing soldiers there.

## Draw Every Round



A disease starts in a territory where you have a soldier, but you do not have the Territory Control token.

The Territory loyalty score is reduced by 1. All soldiers in the territory roll dice against the disease, only surviving on 4, 5 or 6.

## Draw Every Round

Discard when you lose a soldier in combat.



Move your soldiers from 1 territory to 1 adjacent territory.

Begin combat there. On each of your turns this combat, make a Standard Attack, and, when you kill an opposing soldier, take 1 Coin from that soldier's player.

## Draw Every Round



### Special Ability:

After your soldiers are eliminated from a territory, and after the Combat Tokens  are returned, gain 1 soldier in that territory.

## Draw Every Round

Discard when you lose a soldier in combat.



Add 1 soldier to a territory with no soldiers.

## Draw Every Round



Add 1 soldier to a territory from which you got a Combat Token; your soldiers from the territory in combat flee to 1 adjacent territory, if another player is present there, that player immediately gets a turn and a Combat Token 

## **Draw Every Round**

Discard when you lose a soldier in combat.



Move soldiers into one territory adjacent to your soldiers; if soldiers of another color are present there, begin combat. Otherwise, if unoccupied, but claimed, you can make one **Contest Claim** attempt.

## **Draw Every Round**



### Special Ability:

If you kill at least one opponent soldier in combat, and, before the Combat Tokens were returned, there were no opposing soldiers in the territory, gain 1 Attack Plan.

## **Draw Every Round**



### Special Ability:

If you kill at least one opponent soldier in combat, and, before the Combat Tokens were returned, there were no opposing soldiers in the territory, gain 1 Long Term Strategy card.

## **Draw Every Round**

Discard when you lose a soldier in combat.



Gain 1 Coin for each territory that an opponent claims the Territory Control for, which **BOTH** has an improvement (Castle, Theater, Market) **AND** is adjacent to a territory which you claim (you have the Territory Control for it).

### **Draw Every Round**

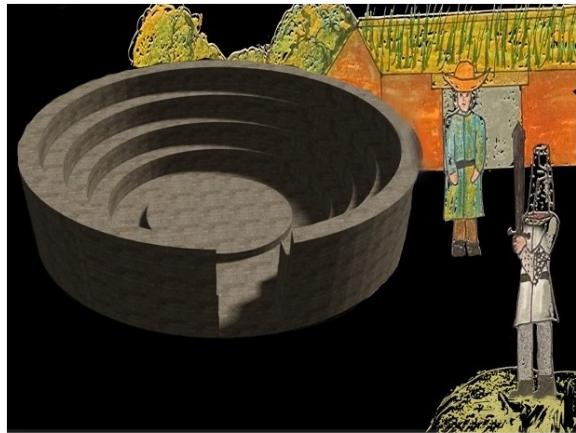
Discard when you lose a soldier in combat.



Move soldiers into one territory adjacent to your soldiers; if soldiers of another color are present there, begin combat. Otherwise, if unoccupied, but claimed, you can make one **Contest Claim** attempt.

### **Draw Every Round**

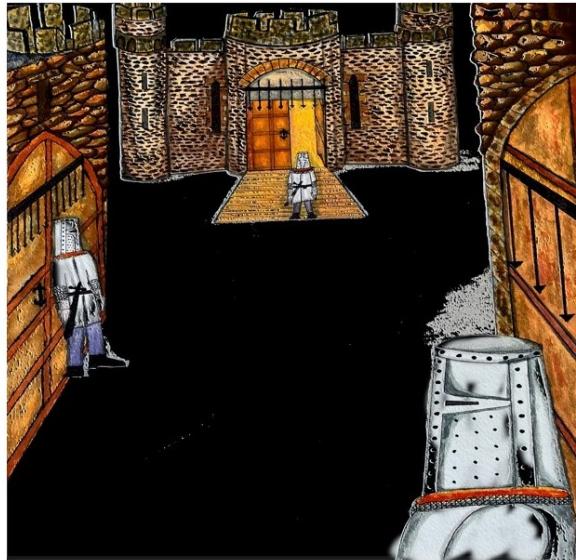
Discard when you lose a soldier in combat.



If you have a soldier in a territory with a Theater, gain 1 soldier and 1 Coin in that one territory.

### **Draw Every Round**

Discard when you lose a soldier in combat.



Gain 1 soldier in each territory where BOTH a Castle is present AND you have a soldier already present.

### **Draw Every Round**

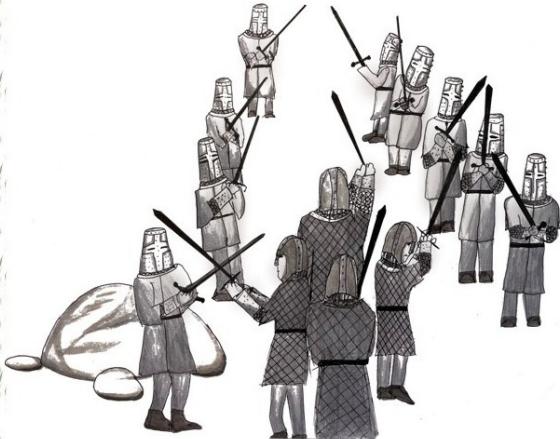
Discard when you lose a soldier in combat.



Gain 1 Coin for each territory that an opponent claims the Territory Control for, which **BOTH** has an improvement (Castle, Theater, Market) **AND** is adjacent to a territory which you claim (you have the Territory Control for it).

## Draw Every Round

Discard when you lose a soldier in combat.



Move soldiers into one territory adjacent to your soldiers; if soldiers of another color are present there, begin combat. Otherwise, if unoccupied, but claimed, you can make one **Contest Claim** attempt.

## Draw Every Round

Discard when you lose a soldier in combat.



Add 2 new soldiers to a territory (or 1 soldier each in 2 territories) where you are present. If you have no soldiers in territories, place 2 soldiers in one territory.

## Draw Every Round



Gain 2 Coins for each opponent claimed Territory (an opponent holds the Territory Control for it) that BOTH has a Market AND your soldiers are in it.

Spend 3 Coins for 2 soldiers in a territory you claim, or give 3 Coins extra to the claimant to the territory where you place your 2 soldiers.

## Draw Every Round



Spend 2 Coins to destroy 1 Castle. If you do not have the Territory Control token, reduce the loyalty score on it by 2, otherwise reduce it by 1.

### **Draw Every Round**

Discard when you lose a soldier in combat.



Spend 2 Coins to build a Castle in a territory where your soldiers are present, and put one of those soldiers in that Castle, then gain 1 Attack Plan card. Increase the loyalty point score on the Territory Control token by 1.

### **Draw Every Round**

Discard when you lose a soldier in combat.



Give 2 Coins to another player whose soldier is in a territory where your soldiers are present. Convert that soldier to your color.

### **Draw Every Round**



After a player kills a soldier or moves a soldier, play this card as your turn action afterwards to put that 1 soldier back.

Gain 1 additional action this turn.

### **Draw Every Round**



After a player kills a soldier or moves a soldier, play this card as your turn action afterwards to put that 1 soldier back.

Gain 1 additional action this turn.