

















































































































Discard:	face down, near the board	Cove	 after you play a Season card:		take the Action card set aside during Assembly phase; then set aside 1 Action card	
		Forest	 after you play an Epic Tale card:		draw 1 Epic Tale card	
		Gates of Tír Na Nóg	 when resolving Gates of TNN territory effect:		draw 1 more Epic Tale card , choose 1, discard the rest	 : 
		Highlands	 at start of clash in the Highlands:		choose 1 player with 1 or more exposed clans; this player becomes clash instigator	
		Hills	 when Attack maneuver against you in Hills:		ignore the Attack ; do not remove 1 of your clans, do not discard 1 Action card	 
Keep:	kept for entire round until played; chieftain re-evaluated each round	Iron Mine	 when you perform Attack maneuver:		attacked player must BOTH remove 1 exposed clan AND discard 1 Action card	 + 
		Lost Vale	 after you play a Season card:		move any 1 clan from territory adj. to Lost Vale into it; this does not initiate clash	
		Meadows	 when you draw an Epic Tale card:		draw 1 more Epic Tale card , choose 1, discard the rest	 : 
		Misty Lands	 Season phase		discard 1 or more Action cards , draw that number of Epic Tale cards ; choose 1, discard the rest	 /  : 
		Moor	 at any time:		look at the Epic Tale cards in 1 opponent's hand	
Acquire:	each round, during Assembly phase, taken by chieftain of each territory	Mountains	 when you move 1 or more clans to there:		ignore the Mountains territory effect	 
		Plains	 Season phase		move 1 or more of your clans to 1 or more adj. territories	 
		Salt Mine	 after you play a Season card:		randomly take 1 Action card from 1 opponent; then give that player 1 of your Action cards	
		Stone Circle	 after you play an Epic Tale card:		remove 1 of your clans from Stone Circle, take back that Epic Tale card	 
		Swamp	 Season phase		no effect; but can be played instead of passing	
		Valley	 after you play a Season card:		place 1 new clan in a territory where you are present	
Discard:	face down in a discard pile; players can look at the discard pile only with a card effect	Bard	 Season phase		draw 1 Epic Tale card .	
			 after your maneuver removes opp. clan(s)		gain 1 Deed.	
		Citadel	 Season phase		place 1 Citadel in 1 territory with you present; if its Advantage card is not yet played, take it	 
		Conquest	 Season phase		choose 1 territory; move any number of your clans from adj. territories into it	 
		Craftsmen & Peasants	 Season phase		in each territory with you present, you may place 1 new clan for each Citadel in that territory	 / 
Keep:	kept for entire round until played; if not played, discarded at end of round; re-distributed/re-drafted each round	Druid	 Season phase		if Druid is your last Action card, you cannot play it ; look at the discarded Action cards , and take 1	 : 
		Emissaries <small>4 pl. only</small>	 Season phase		move 1 of your clans to any adj. territory; this does not initiate a clash	
		Exploration	 Season phase		Brenn chooses empty location adj. to 2 territories; place 1 new territory there, place 1 new clan there	 
		Festival	 Season phase		in territory with 1 or more Sanctuaries with you present, place 1 of your clans and Festival token; any player initiating clash there removes 1 of his clans; at Season end , remove Festival token	 
		Geis	 when opponent plays an Action card :		ignore the effect of that Action card , and discard it	
		Master Craftsman	 Season phase		discard 1 card if possible; draw 1 Epic Tale card	 
			 after you play an Epic Tale card:		instead of discarding that Epic Tale card , give it to any other player; gain 1 Deed	 
		Migration	 Season phase		choose 1 territory; move 1 or more of your clans from there to 1 or more adj. territories	 
		New Alliance	 Season phase		in territory with you present, place 1 new clan; OR choose opp. with 2+ clans, replace 1 with 1 of yours	 
		New Clans	 Season phase		place 2 clans in territories with you present; either together, or in 2 different territories	 2
Acquire:	each round, during Assembly phase, distributed and drafted	Raid <small>4 pl. only</small>	 during clash after your Attack maneuver:		take 1 random Action card from attacked player's hand; if not possible, remove 1 of his exposed clans	 or 
		Sanctuary	 Season phase		place 1 Sanctuary in a territory with you present; draw 1 Epic Tale card	 
		Scouts & Spies <small>4 pl. only</small>	 Season phase		look at Action cards in 1 opponent's hand; move 1 or more of your clans from 1 territory to 1 adj. territory	  
		Warlord	 Season phase		initiate clash in a territory with you present, with you as instigator	
			 during clash with you, after any maneuver:		place 1 new clan (exposed) in clashing territory; choose who performs next maneuver	 



Discard:	face up in a discard pile; players can look at the discard pile at any time	Balor's Eye	Season phase	remove 1 clan from any territory	
		Battle Frenzy	during clash, at end of Citadels step:	take all clans out of Citadels into that territory, they are now exposed clans.	
		The Battle of Moytura	during clash, as a maneuver:	move 1 or more of your clans from 1 or more adj. territories to there, place 1 new clan (exposed) there	
		Breas' Tyranny	Season phase	move 1 opp. clan from 1 territory with you present to adj. territory; this does not initiate clash	
		CathBad's Word	at start of Assembly phase:	choose Action card to set aside; at end of Assembly phase, take it; then set aside 1 Action card	
		The Champion's Share	Season phase	take the Action card set aside during Assembly phase	
		Children of Dana	Season phase	place 1 new clan in any territory	
		The Dagda	when Epic Tale card or Advantage card is played:	ignore the effect of that card, and discard it; shuffle that card's deck & discard pile to create a new deck	
		Dagda's Cauldron	during clash, when 1 of your clans is removed:	play this card face up in front of you; place there all your clans removed during this clash (incl. the one just removed); at end of clash, return max. 3 of your saved clans to territory; discard this card	3
		The Dagda's Club	when 1 of your clans is removed:	that clan is not removed	
Keep:	kept until played; unlike other types of cards, NOT discarded at end of round		when you perform Attack maneuver:	you choose whether attacked player removes 1 clan or discards 1 Action card	
		Dagda's Harp	Season phase	for each other Epic Tale card in your hand, place 1 clan in territory with you present (max. 3 clans)	/ 3
		Deirdre's Beauty	Season phase	each opponent must reveal 1 random Epic Tale card; take 1 of these, discard the others; remove 1 of your clans from any territory	:
		Diarmuid and Grainne	when 1 of your clans is removed:	place that removed clan in a different territory with you present; this does not initiate clash	
		Eriu	Season phase	in each territory with 1 or more sanctuaries with you present, you may place 1 new clan (max. 3 clans)	/ 3
		The Fianna	during clash, as a maneuver:	move 1 or more of your clans (exposed or protected) from there to 1 adj. territory; does not initiate clash	
		Kernuno's Sanctuary	Season phase	in territory without Sanctuaries with you present, place 1 new clan and 1 Sanctuary	
		Lug Samildanach	after Action card has been resolved:	add that Action card to your hand	
		Lug's Spear	at start of clash:	Triskel cards cannot be played by anyone during this clash	
		Maeve's Wealth	Season phase	each player who can gives you 1 Action card; give 1 Action card to each player who gave you 1	
Acquire:	drawn through various game effects, e.g. playing other cards	Manannan's Horses	Season phase	move max. 3 of your clans from 1 territory to 1 other territory, anywhere	3
		The Morrigan	Season phase	you may flip the Crows token; you may initiate clash in any territory, choosing the instigator	
		Nuada Silverhand	Season phase	in each territory where you are chieftain, you may place 1 new clan for each opponent present	/
		Oengus's Ploy	at end of any player's turn:	you take the next turn; if Season phase would have ended, it continues instead	
		Ogma's Eloquence	during clash, as a maneuver:	clash ends immediately	
		The Other World	Season phase	in territory with you present, for each Sanctuary there place 1 new clan or remove 1 opp. clan (max. 3 such)	or / 3
		The Stone of Fal	Season phase	place 2 new clans in Capital's territory	: 2
		Streng's Resolve	after your Attack maneuver:	gain 1 Deed	
		Tailtu's Land	Season phase	draw 3 territories, place 1 in empty location adj. to 2 territories; place others at bottom of the pile; then you may move 1 of your clans from adj. territory to there	:
		Tale of Cuchulain	during clash, as maneuver with only 1 exposed clan:	remove any 2 exposed clans from this territory	2
Tuan's Memory	Season phase	draw 3 Epic Tale cards, take 1, discard others	:		