

CARDS (142)

There are three types of cards in Pax Pamir: event cards (16), court cards (100), and Wakhan cards (24 AI and 2 aid).

Event cards are fairly straightforward. Each has two effects. The bottom effect is triggered if it is purchased by a player. The top effect is triggered if the card is automatically discarded during the cleanup phase at the end of a player's turn. Players should note that four of these event cards feature the same picture of the throne room of the Bala Hissar; these are special event cards called Dominance Checks that determine when and how victory points are awarded.

The vast majority of the cards in the game are called court cards. Court cards hold a lot of information and understanding them is critical to playing Pax Pamir. Their anatomy is described below.

Wakhan AI cards are used only when playing with Wakhan (page 16). Wakhan aid cards are used to store her gifts and provide reminders about important rules.

Core Anatomy

All court cards have these features.



Patriots

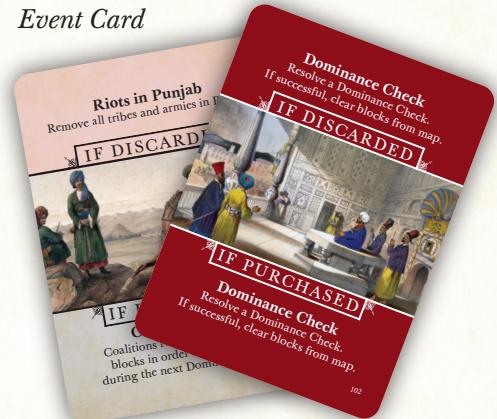
Some court cards hold strong opinions.

Patriots will only serve in your court if your loyalties align!

Patriot (colored bar)



Event Card



Dominance Check Event Card

Advanced Anatomy

Some court cards have these features.



Wakhan Cards
Ignore these cards unless you are playing with Wakhan.



Key Terms and Concepts

THE FOUR SUITS

The vast majority of the cards in Pax Pamir are divided into four suits that each correspond to a different mode of power: economic, military, political, and intelligence. Each suit has its own advantages. Generally speaking...



The economic suit controls the flow of rupees and the movement of pieces. It also protects wealth from taxation in the game.



The military suit commands armies and helps secure a coalition's dominance.



The political suit consolidates power and controls which cards are able to be played.



The intelligence suit grants diplomatic flexibility and the ability to compromise enemies.

The Favored Suit

One suit is always considered favored. This suit determines which cards take bonus actions (page 12) and may make cards more expensive (page 10). The favored suit changes when certain cards are played (page 11).

YOUR COURT

Each player is associated with a single row of cards called a court. Players begin the game without any cards in their court, but will gradually add cards to and remove cards from their court over the course of the game. Cards in a court **cannot** be freely rearranged. While your court can grow to any size during your turn, during cleanup you must discard cards from your court so that you do not have more court cards than three plus the sum of purple stars on cards in your court.

YOUR HAND

Each player is associated with a hand of cards. While your hand can grow to any size during your turn, during cleanup you must discard cards from your hand so that you do not have more hand cards than two plus the sum of blue stars on cards in your court.

RANK AND PRIVILEGE

Each court card has a rank from one to three stars. Rank has two important consequences. First, a card's rank determines the strength of some of its actions. These actions feature additional symbols to help players remember which actions depend on rank. Second, a card's rank is also added to your total stars in a specific suit. Each sum of stars in a suit expands an important privilege, as indicated here:



Rank one
March

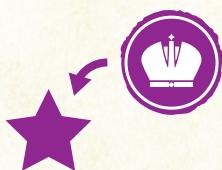
Rank three
March



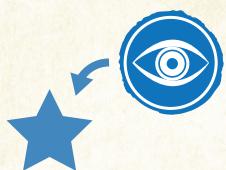
Economic Stars prevent your rupees from being taxed.



Military Stars serve as a final score tie-breaker.



Political Stars enable you to maintain a larger court.



Intelligence Stars allow you to hold more cards in your hand.

PLAY

Play any card from your hand to your court.

In order to play a card, first reveal that card to everyone and announce its name and region. If you are the ruler of that card's region or if no one rules the region, you can freely play the card. If someone else is that region's ruler, you must pay a bribe of rupees to them that is equal to the number of the ruler's tribes in that region. Any portion of this cost can be waived with the permission of the ruler. If the bribe is not paid (or waived), play continues as if the action had never been taken.

The played card may be added to either the left or right end of your court.

If the card is a patriot that does not match your loyalty, discard all of your patriots and prizes, and remove any gifts. Then adjust your loyalty dial to match that of the patriot.

After a card is played, resolve each impact icon on the right side of the card from top to bottom. The effects of impact icons are described below:



Place one coalition block of your loyalty on any border of this region. This piece is now a **road**.



Place one of your cylinders on a card in any player's court that matches the played card's region. This piece is now a **spy**.



Place one coalition block of your loyalty in this region. This piece is now an **army**.



Place one of your cylinders in this region. This piece is now a **tribe**.



Take two rupees from the bank. This card is leveraged. *Reminder: If you ever discard this card, you must pay back the rupees (page 8).*



Move the favored suit marker to the suit indicated. *Reminder: If the favored suit is military, the cost to take the purchase action is doubled.*

PLAY EXAMPLE

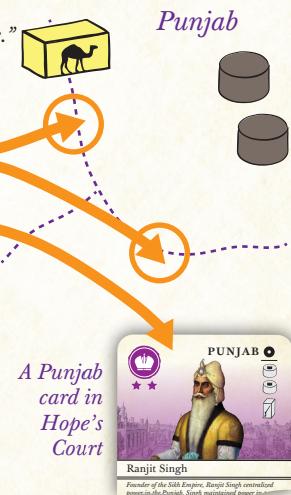
Cati (blue) is loyal to the British coalition. She wants to play the card "Sikh Merchants in Lahore." That card is based in Punjab, so to play the card she will first need to pay a bribe to the ruler of the Punjab, Hope (gray). Since Hope has two tribes in the region, she can command a bribe of up to two rupees, which she does.

Cati decides it is worth the expense. If she had declined to pay, Cati would not lose an action.

First, Cati can place a road on either of the connections adjacent to Punjab (even if there are other roads there!). As she is loyal to the British, the road will be pink.

Then Cati will place a spy on any court card associated with Punjab. She opts to place the spy on one of Hope's court cards. Perhaps she can blackmail her in the future!

Finally, as the played card is leveraged, Cati will take two rupees from the bank.



No Stacking Limit

In general, there is no limit to the number of pieces that can exist in any particular region, border, or court card. Pieces may also coexist with those belonging to different players and coalitions.



TAX

Take rupees up to the acting card's rank from players with at least one court card associated with a region you rule or any card(s) in the market (regardless of their region). You may take rupees from several sources so long as the total taken does not exceed the rank of the acting card.

Tax Shelter. The total number of gold stars in your court indicates the amount of rupees you can shelter from the Tax Action. Only rupees you hold in excess of your Tax Shelter are vulnerable to the Tax Action.



GIFT

Place one of your cylinders on one of your empty gift spaces on your loyalty dial. Each gift will count as one influence point in your current coalition. The cost of this action is equal to the marked price of the gift placed (2, 4, or 6).

Reminder: Gifts are lost whenever you change loyalty!



2 | 4 | 6

BUILD

Place up to three armies and/or roads among any regions that you rule. Roads may be placed on any adjacent borders. Any combination of different units may be purchased. The cost of this action is equal to two rupees per unit placed.

TAX EXAMPLE

Cati takes a tax action with a rank two card. She rules Kabul.

Since Cati rules Kabul, she can take one rupee from Brooke who has a court card in that region. Brooke's other rupees are protected by her Money Lender's Tax Shelter.

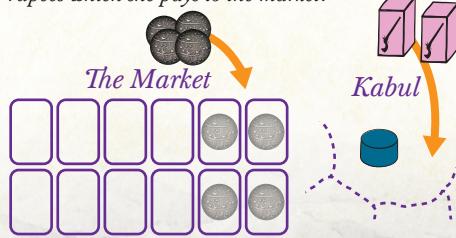
Cati takes the other rupee from the market.



BUILD EXAMPLE

Cati takes a build action. She rules Kabul and is loyal to the British coalition.

Since Cati rules only Kabul, she can build armies in Kabul or roads on any of its four borders. She can place up to three blocks with this action, but decides to only place two armies. This costs a total of four rupees which she pays to the market.



MOVE

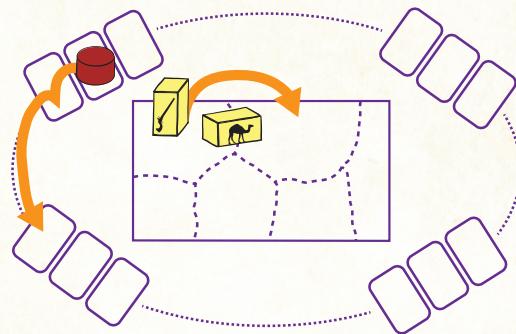
For each rank of the acting card you may move one loyal army or spy. The same unit can be moved multiple times on a single turn. Likewise, multiple moves may be split across several of your spies and loyal armies.

To move an army from one region to an adjacent region there must be a road matching the loyalty of the moving army on the border being crossed.

Spies move along cards in the players' courts (clockwise or counter-clockwise), as if they formed a single continuous track around the area of play.

MOVE EXAMPLE

Blake (red) takes a rank three move action. He is loyal to the Russian coalition. With his first two moves, he moves his spy two cards counter-clockwise. Then, with his final move, he moves his army to an adjacent region using a yellow road.



BETRAY

Discard one card where you have a Spy (including cards in your own court). Any spies on the betrayed card are lost and returned to their owner's supply. This action always costs two.



After the betrayed card is discarded, you **may** accept it as a prize, tucking it partially behind your loyalty dial. If this prize is different from your current loyalty, first remove all gifts, prizes, and patriots in your court matching your previous loyalty, and rotate your loyalty dial to match the prize taken.

Reminder: Betrayals may trigger leveraged icons and The Overthrow Rule (page 8).

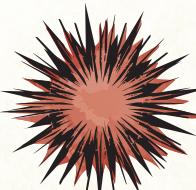
BATTLE EXAMPLES

Cati is loyal to the British coalition and uses a rank two battle action. She must first decide the site of the battle.

BATTLE

Start a battle in a single region or on a court card. At the site of the battle, remove any combination of tribes, spies, roads, or armies equal to the acting card's rank. There are three restrictions to this rule:

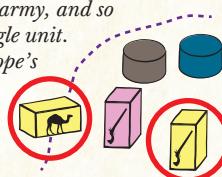
- ─ You cannot remove more units than you yourself have armies or spies in that battle.
- ─ You cannot remove armies or roads that are of your loyalty.
- ─ You cannot remove tribes belonging to players that share your loyalty. *However, their spies may be removed!*



Cati selects a region. In this region she only has one loyal army, and so can only remove a single unit. She cannot remove Hope's tribe (gray) because they share a loyalty.

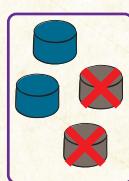
Instead, she may eliminate the enemy road or the enemy army.

IN A REGION



— OR —

Cati (blue) selects a card on Hope's court. She removes two of Hope's spies—despite the fact that they share the same loyalty!



ON A COURT CARD

Cati now holds the actions on this card hostage.

