





Basic Deck	0			AMBUSH or RETREAT			
	0			RALLY(2)			
	1						
	2						
	3						
	4						
	5			FLANK			
	5			DEADLY			Eliminated by enemy FOLLOWERS
	5			DEPLOY(1)			
	6						
	7						
	8						
	9						
	10			RALLY(SELF)			
	3			DEPLOY(1)			AUTUMN: Increase deploy if 2 or more Supporters
	5						AUTUMN: Move to another Council
	10			RALLY(SELF)			Govern each council (3) when acquired
	11						Steal kingdom cards
	5						Eliminates HEIRS & CAPTAINS to gain 1 INFLUENCE or LORE
	5			AMBUSH			Treats non-HEIR as BLANK NIGHT: eliminated by HEIRS
	11						Steal kingdom cards
	3			FLANK & DEADLY			Moves supporters when flanking
	11			FLANK			Gain 1 INFLUENCE when it wins a Clash.
	11						Steal kingdom cards
	3						AUTUMN: Add vote tokens to occupied council
	3						This clash, lowest STR (above 0) wins instead
	5						DAY: Burn lost card and copy it this round
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Source	Name	Faction	Uses	Lore	Effect
Player Board	Supporters	All			 Place supporters in regions.
Tactic	Martial Law	Nobility	2		 Lock down a region with an active WAR MACHINE
Tactic	School of the Stones	Nobility	1		 Supporters get +1 strength and remain on the map at end-of-round.
Tactic	Witch Trial	Nobility	1		 Remove opponents cards from ONE council and gain LORE for moving your COUNCIL members to deck.
Tactic	Royal Seal	Nobility	1		BID: Set all opponents' bid strength to zero.
Kingdom's Favor	Regal Guard	Nobility			 Gain 1 INFLUENCE OR HEIR gains INVULNERABLE
HQ	Royal Bank	Nobility		3	Faction cards with no printed VOTES gain +1 VOTE.
HQ	Royal Bank	Nobility		3	 Choose: Move one CAPTAIN from discard to Hand OR gain 1 INFLUENCE. If not first on turn order, do both.
Tactic	False Orders	Uprising	1		 Swap two face-down faction cards, once per opponent.
Tactic	Night Raids	Uprising	1		 Your opponents discard one card per occupied kingdom card
Tactic	School of the Streets	Uprising	1		 HEIR gains DEADLY. Deadly cards that eliminate at least on opponents gives +1 INFLUENCE and +1 LORE
Tactic	Safehouses	Uprising	3		 Faction card gains RETREAT
Kingdom's Favor	Spy Network	Uprising			 Peek at a region. In ANY region, swap one of your face-down cards with either occupying card or your hand.
HQ	Moonshine Cove	Uprising		2	Extra kingdom card space.
HQ	Moonshine Cove	Uprising		2	 Acquire kingdom card using CAPTAIN/CHAMPION from Hand (this space only)
HQ	The Syndicate	Uprising		2	Gain +1 Vote (max 2 per council) when acquiring Kingdom Cards
Tactic	School of the Storms	Clans	1		 Place Clash Markers this round. Gain Lore for most supporters, and Influence for most faction carfds
Tactic	Sea Lanes	Clans	3		 HEIR/CAPTAIN/WAR MACHINE gains FLANK until end of the Round
Tactic	River Runners	Clans	1		 Steal an occupied kingdom card
Tactic	Salt Toughness	Clans	1		 Move active/discards to hand.
Kingdom's Favor	Prophet of the Waves	Clans			 Move HERALD and 2 SUPPORTERS from other REGIONS to current REGION
HQ	New Havens Harbour	Clans		2	All cards without RESILIENT gain RESILIENT
HQ	New Havens Harbour	Clans		2	 Move 2 supporters from LOST to region.
HQ	Wandering Embassy	Clans		2	TRADER gains FLANK. Cards removed from council go to hand.
HQ	Wandering Embassy	Clans		2	 Move Active cards with FLANK to a Council.
Tactic	Moonlight Foragers	Gathering	1		 Acquire a discarded kingdom card.
Tactic	Out Beyond the Lights	Gathering	1		 Swap two of your active cards
Tactic	School of the Stars	Gathering	1		 Replace two supporters with LOST card.
Tactic	Ritual Sacrifice	Gathering	1		 Gain LORE by moving active/discards to LOST pile. Recover one discard.
Kingdom's Favor	Herald of the Moon	Gathering			 Move Active card w/ HERALD to Hand.
HQ	The Door in the Night	Gathering	3	2	 Card gains AMBUSH. Pay additional use to use card from discard.