

WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

Name _____

ASPECTS

CORE CONCEPT _____

TROUBLE _____

LEGACY _____

SEASONS ON MISSIONS

1 ☐ ☐ ☐ ☐
4 ☐ ☐ ☐ ☐

2 ☐ ☐ ☐ ☐
5 ☐ ☐ ☐ ☐

3 ☐ ☐ ☐ ☐
6 ☐ ☐ ☐ ☐

SKILLS

+7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	} Gain a Stunt in Skills of Rank 5 or higher
+6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

STUNTS

HELPING AND HINDERING ASPECTS

You may freely invoke one helpful or one hindering aspect on any skill check.
Before resolving skill check, draw one card.

Helpful Aspect: Add suns

Hindering Aspect: Subtract moons, gain skill advance

The character must be in the same scene to use these Aspects.

RELATIONSHIPS

CHARACTER	Skill	Helpful Aspect
CHARACTER	Skill	Hindering Aspect

ASSET

CORE CONCEPT _____

Burn two free invokes from campaign aspects to create asset, may add additional aspects to asset by burning more free invokes

2 INVOKES	Skill	Helpful Aspect	Skill	Hindering Aspect
4 INVOKES	Skill	Helpful Aspect	Skill	Hindering Aspect

CONSEQUENCES

	Recovery Time
<input type="checkbox"/> MILD (-2)	<input type="checkbox"/>
<input type="checkbox"/> MODERATE (-4)	<input type="checkbox"/>
<input type="checkbox"/> SEVERE (-6)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> MILD (-2)	<input type="checkbox"/>
<input type="checkbox"/> MILD (-2)	<input type="checkbox"/>

MOVEMENT ☐ 0-2: 2 ZONES ☐ 3-5: 3 ZONES ☐ 6+: 4 ZONES

STRESS

PHYSICAL (PHYSIQUE)	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/>
MENTAL (WILL)	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/>

☒ = Unlocked

REGIONS AND MANA

BOUND REGION _____ REGION MANA _____

STARTING MANA Channeling + Region Mana + Developments = _____

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STRONGHOLD _____

ASPECTS _____

WRATH _____

RULE _____

CULTURE _____

BELIEF _____

HISTORY _____

= -2 FP = = -1 FP = = - STABILITY + = = +1 FP = = +2 FP =

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
6	5	4	3	2	1	0	1	2	3	4	5	6

FACTION UNITS _____

THE EMPIRE _____

BURGAN VALE _____

CRESCENT HOLD _____

GRAVEWOOD _____

LILY MANOR _____

SUNRIDERS _____

CAMPAIGN ASPECTS _____






UNITS

MILITIA	<input type="text"/>	INFANTRY	<input type="text"/>
CAVALRY	<input type="text"/>	ARCHERS	<input type="text"/>
CATAPULTS	<input type="text"/>	BATTLE MAGES	<input type="text"/>
		CANNONS	<input type="text"/>

REGIONS

STARTING REGIONS			
NAME	KEEP	CASTLE	NOTES
<input checked="" type="checkbox"/> Obsidian Wood	<input type="checkbox"/>	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Echo Lake	<input type="checkbox"/>	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Tarrydale Farms	<input type="checkbox"/>	<input type="checkbox"/>	

NEUTRAL REGIONS			
<input type="checkbox"/> Boar's Hollow	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Cantlands	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Dusk's Ayrie	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Fennel Marshes	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Ferry's Glenn	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Gray Forest	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Green Vale	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> North Oaks	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Sunset Isles	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Sightrock	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DIFFICULTY	CONFLICT					
1		1	2	0	2	0
0		0	0	2	0	1
2		2	0	0	0	0
2	Diplomacy	2	0	1	0	0
0	Skirmish	0	1	0	0	1
0	Skirmish	0	0	0	3	1
0	Skirmish	0	0	2	0	0
2	Warfare	2	1	0	0	1
0	Skirmish	0	0	1	2	0
1	Skirmish	1	0	1	0	0
0	Skirmish	0	1	0	0	0
0	Skirmish	0	0	1	1	0
0	Infiltration	0	3	0	0	1
TOTALS:		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARCANE DEVELOPMENTS

DEVELOPMENTS KEY

Starting Point

Has Prerequisites

Unit

D#

Defends against
Threat of this
difficulty or less

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Great Channeling

May re-draw for backlash



3



0



4



1

Great Casting

May re-draw on spell effects



3



0



5



1

Mana Forge

Three additional mana



1



0



8



0

Superb Channeling

Draw two, keep one for backlash



8



0



12



1

Superb Casting

Draw two, keep one for spell effects



7



0



13



1

Arcane Academy

May muster battle mages



8



4



13



2

Battle Mages



5

Legendary Channeling

Draw three, keep one for backlash



9



3



15



3

Legendary Casting

Draw three, keep one for spell effects



8



5



16



4

Mages Guild

All heroes gain a Lore stunt



9



7



18



6

INFILTRATION DEVELOPMENTS

DEVELOPMENTS KEY

Starting Point

Has Prerequisites

Unit

D#

Defends against
Threat of this
difficulty or less

Thieves Guild

May re-draw on Thievery checks



0



8



4



0

Improved Thieves Guild

Draw two, keep one on Thievery checks



0



15



9



3

The Map Hall

Place two zones each turn during infiltration setup, also place all alarms



4



17



9



4

The Shadow Hall

May move through zones containing guards by taking a stress card



2



23



11



6

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Safehouses

May re-draw on Disguise checks



1



5



3



2

Improved Safehouses

Draw two, keep one on Disguise checks



2



13



7



4

Great Spy Houses

Cancel one infiltration threat of difficulty 4 or less each year

D4



3



7



4



3

Superb Spy Houses

Cancel one infiltration threat of difficulty 5 or less each year

D5



4



13



9



4

Fantastic Spy Houses

Cancel one infiltration threat of difficulty 6 or less each year

D6



6



26



16



6

SKIRMISH DEVELOPMENTS

DEVELOPMENTS KEY

Starting Point

Has Prerequisites

Unit

D#

Defends against
Threat of this
difficulty or less

□ Arcane Smith

May re-draw on Fighting checks



0



9



3



0

□ Improved Arcane Smith

Draw two, keep one for Fighting checks



4



14



7



2

□ Kinetic Greaves

May move one additional zone in
skirmish or infiltration



5



18



7



3

□ Kinetic Armor

All heroes add two boxes to their
physical stress track



6



24



12



4

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□ Arcane Bowyer

May re-draw on Marksmanship checks



0



5



3



0

□ Improved Arcane Bowyer

Draw two, keep one for Marksmanship checks



4



11



7



2

□ Great Guard Force

Cancel one skirmish threat of difficulty 4 or less each year

D4



3



5



3



0

□ Superb Guard Force

Cancel one skirmish threat of difficulty 5 or less each year

D5



5



13



5



1

□ Fantastic Guard Force

Cancel one skirmish threat of difficulty 6 or less each year

D6



6



20



8



4

WARFARE DEVELOPMENTS

DEVELOPMENTS KEY

Starting Point

Has Prerequisites

Unit

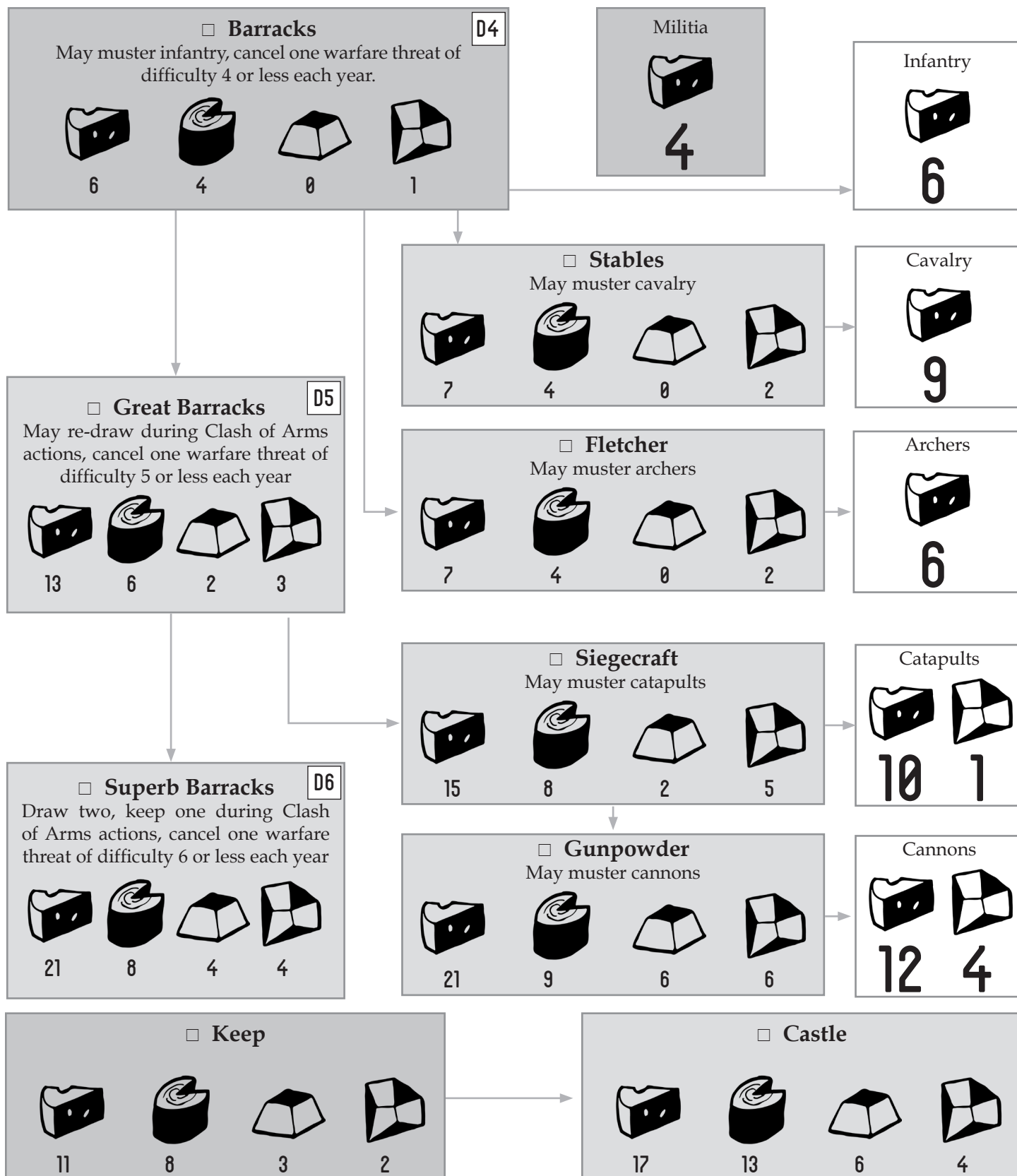
D#

Defends against
Threat of this
difficulty or less

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DIPLOMACY DEVELOPMENTS

DEVELOPMENTS KEY

Starting Point

Has Prerequisites

Unit

D#

Defends against
Threat of this
difficulty or less

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Trade Guild

May re-draw on Rapport checks



5



0



0



2

Trade Outposts

Draw two, keep one for Rapport checks



7



5



0



7

Trading Capital

Gain one additional disposition on Alliance missions



10



6



5



11

Arts & Entertainment

May re-draw for Society checks



8



2



1



8

Center of Culture

Draw two, keep one for Society checks



3



5



3



14

Great Diplomats

Cancel one diplomacy threat of difficulty 4 or less each year

D4



5



0



0



2

Superb Diplomats

Cancel one diplomacy threat of difficulty 5 or less each year

D5



7



5



0



7

Fantastic Diplomats

Cancel one diplomacy threat of difficulty 6 or less each year

D6



10



6



4



11

DEVELOPMENTS SUMMARIES

Use this sheet to reference the effects of and plan Developments.
Check off Developments as you gain them.
Check the USED box if you've used that Defensive Development in the current year.

WARFARE

- ☐ **Fletcher** - May muster archers
- ☐ **Stables** - May muster cavalry
- ☐ **Siegecraft** - May muster catapults
- ☐ **Gunpowder** - May muster cannons
- ☐ **Barracks (Defense)** - May muster infantry, cancel one warfare threat of difficulty 4 or less each year. ☐ **USED**
- ☐ **Great Barracks (Defense)** - May re-draw during Clash of Arms actions, cancel one warfare threat of difficulty 5 or less each year. ☐ **USED**
- ☐ **Superb Barracks (Defense)** - Draw two, keep one during Clash of Arms actions, cancel one warfare threat of difficulty 6 or less each year. ☐ **USED**

DIPLOMACY

- ☐ **Trade Guild** - May re-draw on Rapport checks
- ☐ **Trade Outposts** - Draw two, keep one for Rapport checks
- ☐ **Arts and Entertainment** - May re-draw for Society checks
- ☐ **Center of Culture** - Draw two, keep one for Society checks
- ☐ **Trade Capital** - Gain one additional disposition on Alliance missions
- ☐ **Great Diplomats (Defense)** - Cancel one diplomacy threat of difficulty 4 or less each year. ☐ **USED**
- ☐ **Superb Diplomats (Defense)** - Cancel one diplomacy threat of difficulty 5 or less each year. ☐ **USED**
- ☐ **Fantastics Diplomats (Defense)** - Cancel one diplomacy threat of difficulty 6 or less each year. ☐ **USED**

ARCANE

- ☐ **Great Casting** - May re-draw on spell effects
- ☐ **Superb Casting** - Draw two, keep one for spell effects
- ☐ **Legendary Casting** - Draw three, keep one for spell effects
- ☐ **Great Channeling** - May re-draw for backlash
- ☐ **Superb Channeling** - Draw two, keep one for backlash
- ☐ **Legendary Channeling** - Draw three, keep one for backlash
- ☐ **Arcane Academy** - May muster battle mages
- ☐ **Mana Forge** - Three additional mana
- ☐ **Mages Guild** - All heroes gain a Lore stunt

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STRONGHOLD

Notes:

INFILTRATION

- ☐ **Safehouses** - May re-draw on Disguise checks
- ☐ **Improved Safehouses** - Draw two, keep one on Disguise checks
- ☐ **Thieves Guild** - May re-draw on Thievery checks
- ☐ **Improved Thieves Tools** - Draw two, keep one on Thievery checks
- ☐ **Map Hall** - Place two zones each turn during infiltration setup, also place all alarms
- ☐ **Shadow Hall** - May move through zones containing guards by taking a stress card
- ☐ **Great Spies (Defense)** - Cancel one infiltration threat of difficulty 4 or less each year. ☐ **USED**
- ☐ **Superb Spies (Defense)** - Cancel one infiltration threat of difficulty 5 or less each year. ☐ **USED**
- ☐ **Fantastics Spies (Defense)** - Cancel one infiltration threat of difficulty 6 or less each year. ☐ **USED**

SKIRMISH

- ☐ **Arcane Smith** - May re-draw on Fighting checks
- ☐ **Improved Arcane Smith** - Draw two, keep one for Fighting checks
- ☐ **Kinetic Armor** - All heroes add two boxes to their physical stress track
- ☐ **Kinetic Greaves** - May move one additional zone in skirmish or infiltration
- ☐ **Arcane Bowyer** - May re-draw on Marksmanship checks
- ☐ **Improved Arcane Bowyer** - Draw two, keep one for Marksmanship checks
- ☐ **Great Guards (Defense)** - Cancel one skirmish threat of difficulty 4 or less each year. ☐ **USED**
- ☐ **Superb Guards (Defense)** - Cancel one skirmish threat of difficulty 5 or less each year. ☐ **USED**
- ☐ **Fantastics Guards (Defense)** - Cancel one skirmish threat of difficulty 6 or less each year. ☐ **USED**