

# WRATH OF THE AUTARCH

## A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

Name \_\_\_\_\_

### ASPECTS

CORE CONCEPT \_\_\_\_\_

TROUBLE \_\_\_\_\_

LEGACY \_\_\_\_\_

### SEASONS ON MISSIONS

1 ☐ ☐ ☐ ☐

2 ☐ ☐ ☐ ☐

3 ☐ ☐ ☐ ☐

4 ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐

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

### RELATIONSHIPS

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

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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## AUTARCH THREAT POOLS



DIPLOMACY



SKIRMISH



INFILTRATION



WARFARE

# WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

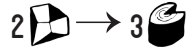
FUELED BY THE DECK OF FATE

## Faction Dispositions and Trade

### GRAVEWOOD

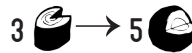
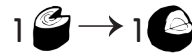
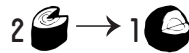
Stronghold Ally!  
(Gives military units)

Alliance  
Difficulty:  
5



### CRESCENT HOLD

Alliance  
Difficulty:  
3



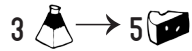
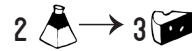
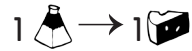
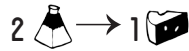
### BURGAN VALE

Alliance  
Difficulty:  
4



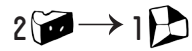
### SUNRIDERS

Alliance  
Difficulty:  
4



### LILY MANOR

Alliance  
Difficulty:  
6



A faction at  
dispositions -4 and  
-5 is an Autarch  
Military Ally!

A faction at dispo-  
sitions -2 and -3 is an  
Enemy! Check for  
campaign threats.

### THE RESISTANCE

Alliance  
Difficulty:  
5



## OTHER TRADE

### FESTIVAL

2 dice PER REGION =

(+1 STABILITY)

### PRISON BREAK

ASSIGN +1 HEROES

(THIEVERY VS. INFILTRATION)

### FEED POPULACE

2 dice PER REGION =

(-1 STABILITY IF  < 2 X TOTAL REGIONS)

(-2 STABILITY IF  < TOTAL REGIONS)

### LEFTOVER DICE

1 SPOTLIGHT PLAYER FATE POINT  
PER 2 DICE

(MAX 4 FATE POINTS)

## Faction Stability

-1 Mission Difficulty

- EMPIRE STABILITY +

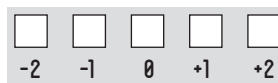
+1 Mission Difficulty



-1 Mission Difficulty

- GRAVEWOOD STABILITY +

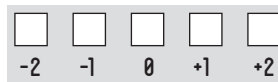
+1 Mission Difficulty



- BURGAN VALE STABILITY +



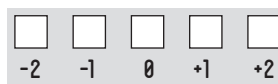
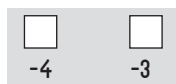
- LILY MANOR STABILITY +



- CRESCEND HOLD STABILITY +



- SUNRIDERS STABILITY +



# WRATH OF THE AUTARCH

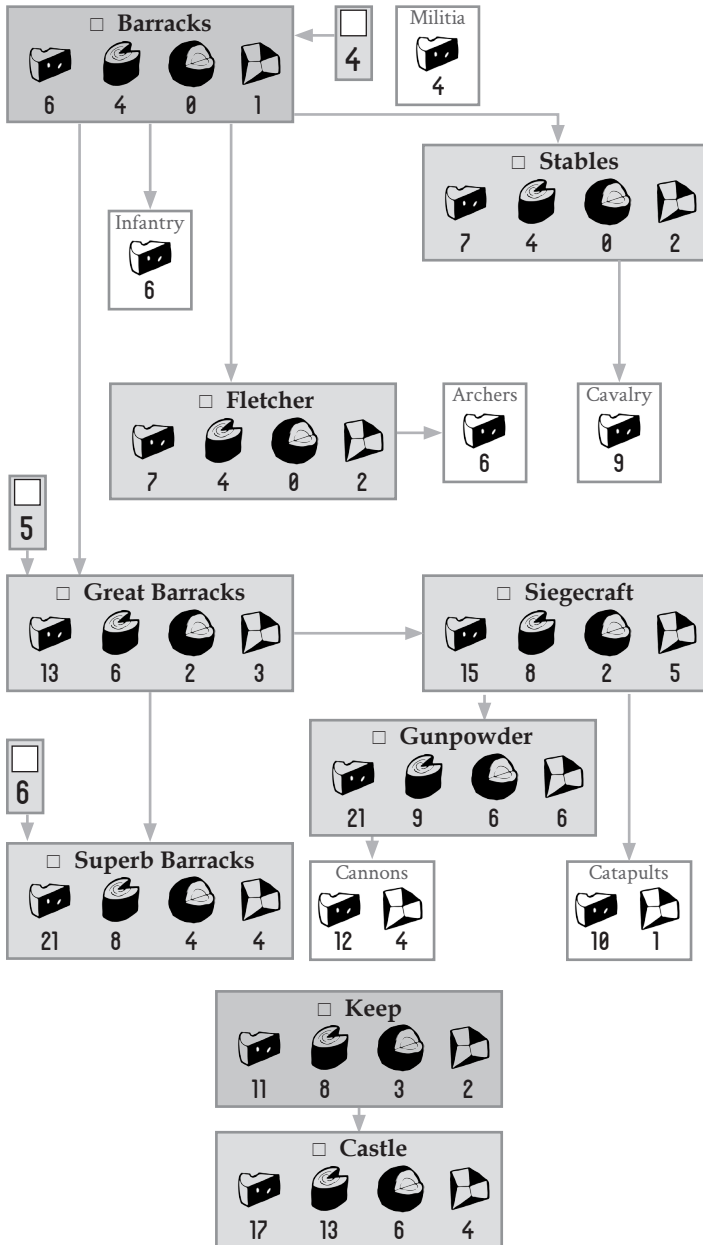
## A KINGDOM BUILDING GAME

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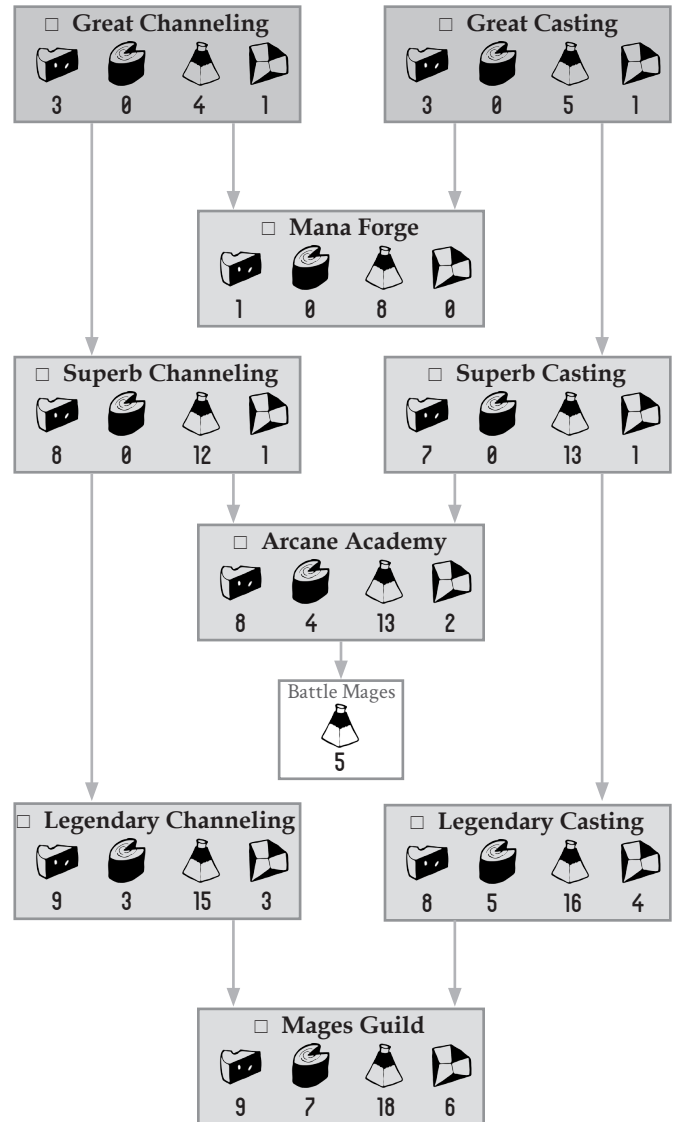
### DEVELOPMENTS KEY



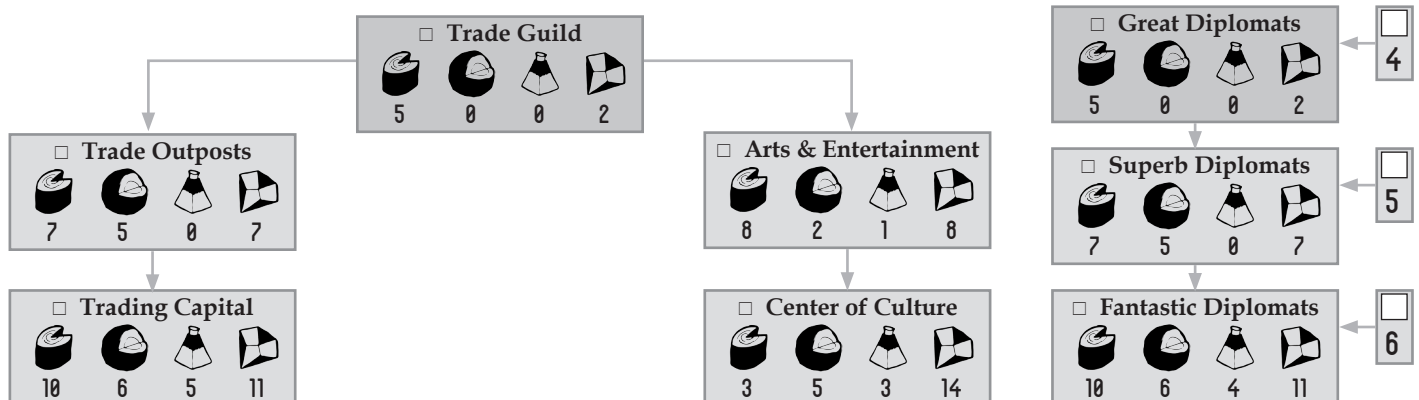
### WARFARE



### ARCANE



### DIPLOMACY



# WRATH OF THE AUTARCH

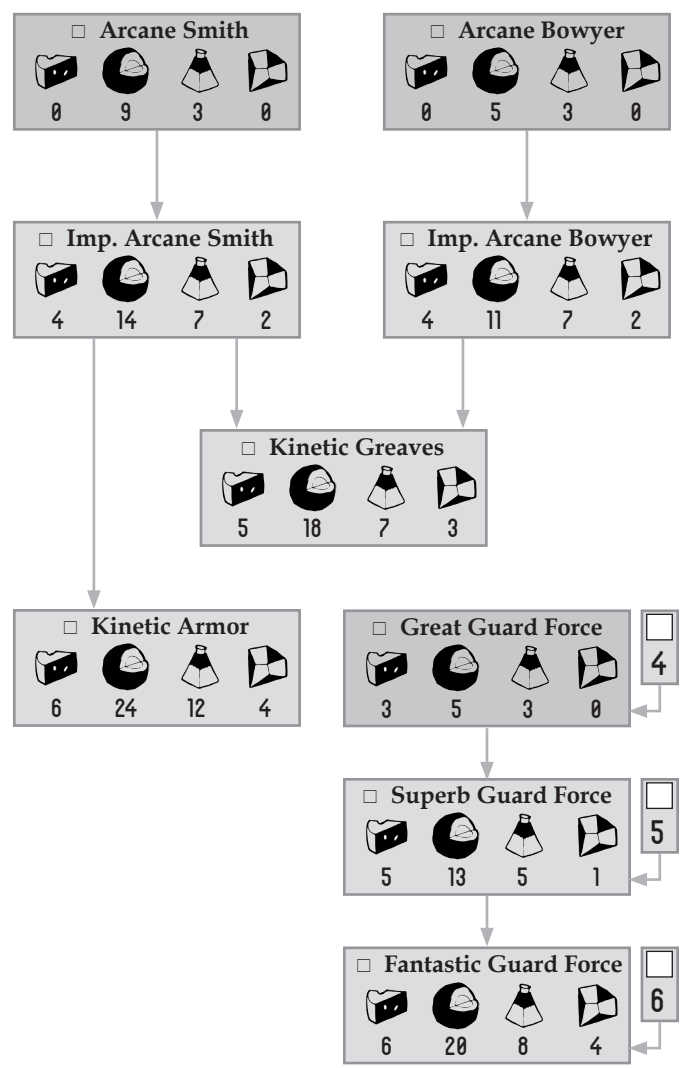
## A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

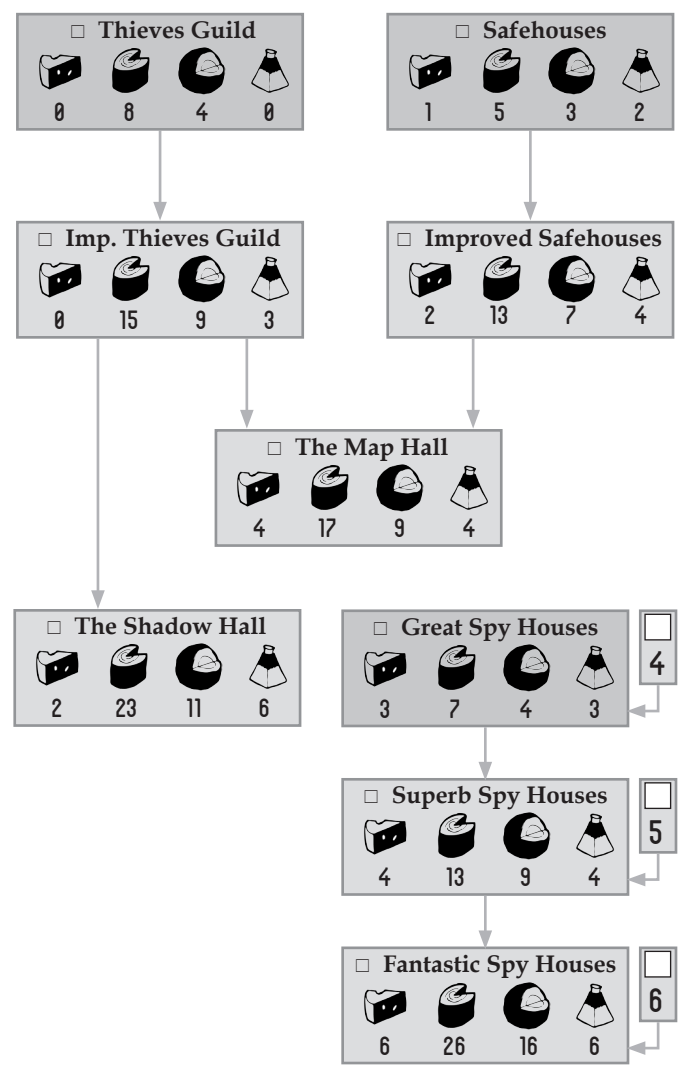
### DEVELOPMENTS KEY



### SKIRMISH



### INFILTRATION



### NOTES

## 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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## A KINGDOM BUILDING GAME

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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**