

CLAIMS

Each faction has a map of claims available to be seized. These claims could range from bizarre artifacts waiting to be discovered to turf just sitting open.

You may attempt to seize any claim on your map, ignoring the paths (or even seek out a special claim not on your map) but these operations will always be especially difficult and require exceptional efforts to discover and achieve.

Seizing a Claim:

Every claim is already controlled by a faction. To acquire one for yourself, you have to take it from someone else. To seize a claim, tell the GM which claim on your map your crew intends to capture. The GM will detail the claim with a location and a description and will tell you which faction currently controls that claim. Or the GM might offer you a choice of a few options if they're available.

If you choose to ignore the roadmap paths when seizing a claim, the GM might tell you that you'll need to investigate and gather information in order to discover a claim of that type before you can attempt to seize it.

Execute the operation like any other score, and if you succeed, you seize the claim and the targeted faction loses the claim.

Seizing a claim is a serious attack on a faction, usually resulting in -2 faction status with the target, and potentially +1 status with its enemies.

As soon as you seize a claim, you enjoy the listed benefit for as long as you hold the claim. Some claims count as turf. Others provide special benefits to the crew, such as bonus dice in certain circumstances, extra coin generated for the crew's treasury, or new opportunities for action.

Losing a claim:

An enemy faction may try to seize a claim that your crew holds. You can fight to defend it, or negotiate a deal with the faction, depending on the situation. If you lose a claim, you lose all the benefits of that claim. If your lair is lost, you lose the benefits of all of your claims until you can restore your lair or establish a new one. To restore or establish a new lair, accomplish a score to do so.