

# WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

Name \_\_\_\_\_

## ASPECTS

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

TROUBLE \_\_\_\_\_

LEGACY \_\_\_\_\_

### SEASONS ON MISSIONS

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

## 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"/>		<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

<input type="checkbox"/> MILD (-2)	_____	Recovery Time <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"/>	<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

NAME	KEEP	CASTLE	STARTING REGIONS
			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"/>	

	KEEP	CASTLE	NOTES	NEUTRAL REGIONS
				DIFFICULTY
<input type="checkbox"/> Boar's Hollow	<input type="checkbox"/>	<input type="checkbox"/>		5
<input type="checkbox"/> Cantlands	<input type="checkbox"/>	<input type="checkbox"/>		5
<input type="checkbox"/> Dusk's Ayrie	<input type="checkbox"/>	<input type="checkbox"/>		7
<input type="checkbox"/> Fennel Marshes	<input type="checkbox"/>	<input type="checkbox"/>		5
<input type="checkbox"/> Ferry's Glenn	<input type="checkbox"/>	<input type="checkbox"/>		6
<input type="checkbox"/> Gray Forest	<input type="checkbox"/>	<input type="checkbox"/>		5
<input type="checkbox"/> Green Vale	<input type="checkbox"/>	<input type="checkbox"/>		4
<input type="checkbox"/> North Oaks	<input type="checkbox"/>	<input type="checkbox"/>		3
<input type="checkbox"/> Sightrock	<input type="checkbox"/>	<input type="checkbox"/>		4
<input type="checkbox"/> Sunset Isles	<input type="checkbox"/>	<input type="checkbox"/>		6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

					
	1	2	0	2	0
	0	0	2	0	1
	2	0	0	0	0
	2	0	1	0	0
	0	1	0	0	1
	0	0	0	3	1
	0	0	2	0	0
	2	1	0	0	1
	0	0	1	2	0
	1	0	1	0	0
	0	1	0	0	0
	0	0	1	1	0
	0	3	0	0	1
TOTALS:	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



# ARCANE DEVELOPMENTS

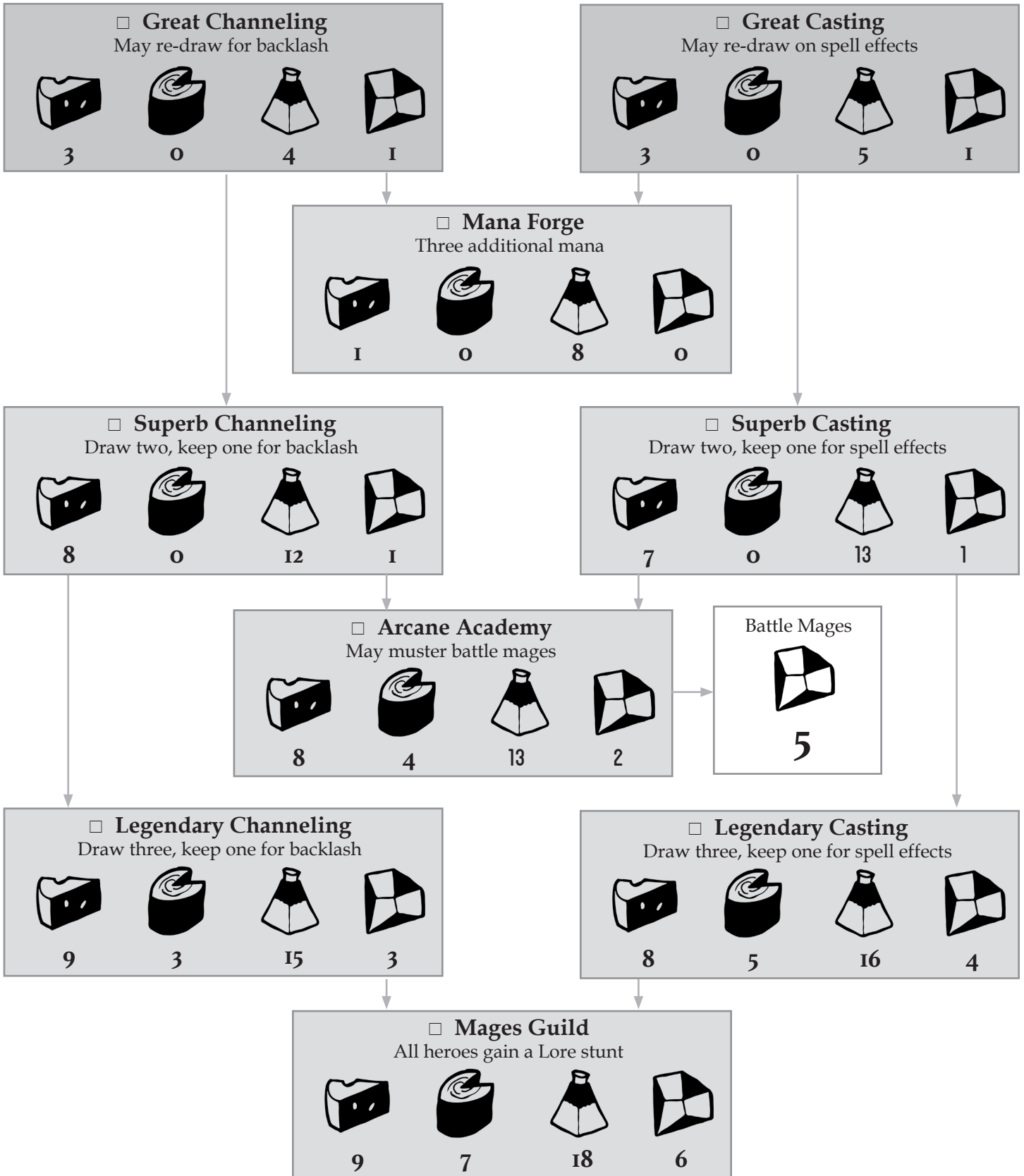
## DEVELOPMENTS KEY



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# INFILTRATION DEVELOPMENTS

## DEVELOPMENTS KEY







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**Thieves Guild**  
May re-draw on Thievery checks

0      8      4      0

**Safehouses**  
May re-draw on Disguise checks

1      5      3      2

**Improved Thieves Guild**  
Draw two, keep one on Thievery checks





0      15      9      3

**Improved Safehouses**  
Draw two, keep one on Disguise checks

2      13      7      4

**The Map Hall**  
Place two zones each turn during infiltration setup, also place all alarms





4      17      9      4

**Great Spy Houses** D4  
Cancel one infiltration threat of difficulty 4 or less each year





3      7      4      3

**The Shadow Hall**  
May move through zones containing guards by taking a stress card

2      23      11      6

**Superb Spy Houses** D5  
Cancel one infiltration threat of difficulty 5 or less each year

4      13      9      4

**Fantastic Spy Houses** D6  
Cancel one infiltration threat of difficulty 6 or less each year

6      26      16      6

# SKIRMISH DEVELOPMENTS

## DEVELOPMENTS KEY



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**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

**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** D4  
Cancel one skirmish threat of difficulty 4 or less each year

3 5 3 0

**Superb Guard Force** D5  
Cancel one skirmish threat of difficulty 5 or less each year

5 13 5 1

**Fantastic Guard Force** D6  
Cancel one skirmish threat of difficulty 6 or less each year

6 20 8 4

# WARFARE DEVELOPMENTS

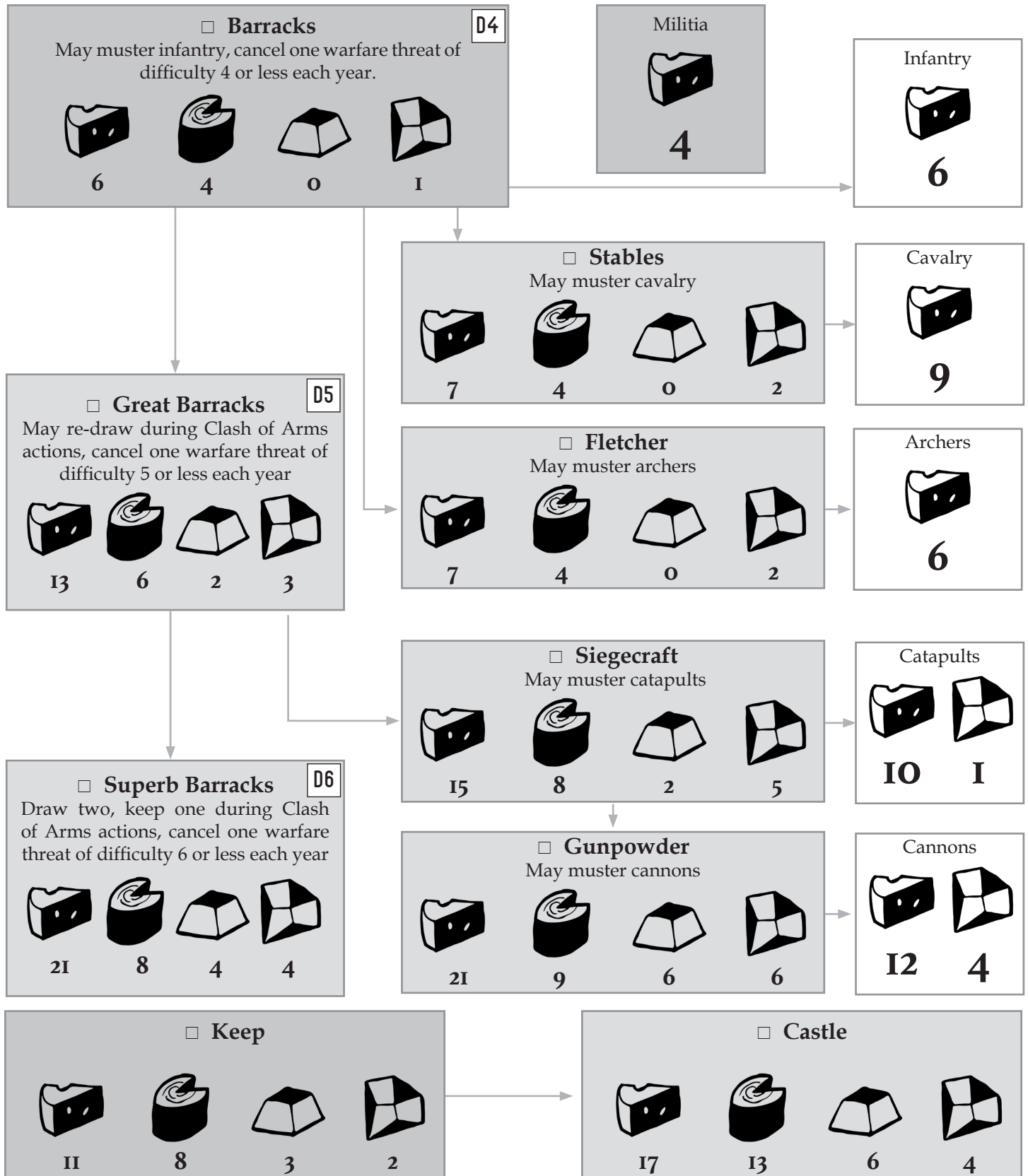
## DEVELOPMENTS KEY



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# DIPLOMACY DEVELOPMENTS

# WRATH OF THE AUTARCH

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## DEVELOPMENTS KEY



**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

**Arts & Entertainment**  
May re-draw for Society checks

8 2 1 8

**Trading Capital**  
Gain one additional disposition on Alliance missions

10 6 5 11

**Center of Culture**  
Draw two, keep one for Society checks

3 5 3 14

**Great Diplomats** D4  
Cancel one diplomacy threat of difficulty 4 or less each year

5 0 0 2

**Superb Diplomats** D5  
Cancel one diplomacy threat of difficulty 5 or less each year

7 5 0 7

**Fantastic Diplomats** D6  
Cancel one diplomacy threat of difficulty 6 or less each year

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
- Fantastic 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 Spy Houses (Defense)** - Cancel one infiltration threat of difficulty 4 or less each year, extra die for Heist missions  USED
- Superb Spy Houses (Defense)** - Cancel one infiltration threat of difficulty 5 or less each year, extra stability for Sabotage missions  USED
- Fantastic Spy Houses (Defense)** - Cancel one infiltration threat of difficulty 6 or less each year, extra die for Heist missions  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
- Fantastic Guards (Defense)** - Cancel one skirmish threat of difficulty 6 or less each year  USED