

EMPIRE MISSION DIFFICULTIES

<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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	DIPLOMACY		SKIRMISH		INFILTRATION		WARFARE

WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

Faction Dispositions and Trade

	Stronghold Ally (May trade)				Quest Ally (May go on quest)		Military Ally (Gives military units)					
GRAVEWOOD	<input type="checkbox"/> -5	<input type="checkbox"/> 4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
Alliance Difficulty: 5					2 → 3	1 → 2	2 → 5	3 → 8				
CRESCENT HOLD	<input type="checkbox"/> -5	<input type="checkbox"/> 4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
Alliance Difficulty: 3					2 → 1	1 → 1	2 → 3	3 → 5				
BURGAN VALE	<input type="checkbox"/> -5	<input type="checkbox"/> 4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
Alliance Difficulty: 4					2 → 1	1 → 1	2 → 3	3 → 5				
SUNRIDERS	<input type="checkbox"/> -5	<input type="checkbox"/> 4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
Alliance Difficulty: 4					2 → 1	1 → 1	2 → 3	3 → 5				
LILY MANOR	<input type="checkbox"/> -5	<input type="checkbox"/> 4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
Alliance Difficulty: 6					4 → 1	2 → 1	4 → 3	6 → 5				
	<p>A faction at dispositions -4 and -5 is an Autarch Military Ally!</p>		<p>A faction at dispositions -2 and -3 is an Enemy! Check for Enemy Faction Threats</p>		THE RESISTANCE Alliance Difficulty: 5							
	1	2	3	3	STABILITY -1	3	3	STABILITY -2				
	2	2	4	4	STABILITY -1	4	4	STABILITY -3				

OTHER TRADE

FESTIVAL 1 PER REGION = <input type="text"/> (+1 STABILITY)	PRISON BREAK ASSIGN +1 HEROES (THIEVERY U.S. INFILTRATION)	FEED POPULACE 2 PER REGION = <input type="text"/> (-1 STABILITY IF < 2 X TOTAL REGIONS) (-2 STABILITY IF < TOTAL REGIONS)	LEFTOVER DICE 1 SPOTLIGHT PLAYER FATE POINT PER 2 DICE (MAX 2 FATE POINTS)
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Faction Stability

-1 Mission Difficulty	- EMPIRE STABILITY +	+1 Mission Difficulty	-1 Mission Difficulty	- GRAVEWOOD STABILITY +	+1 Mission Difficulty												
<input type="checkbox"/> -4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	<input type="checkbox"/> -4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
- BURGAN VALE STABILITY +	- LILY MANOR STABILITY +	- CRESCEND HOLD STABILITY +	- SUNRIDERS STABILITY +														
<input type="checkbox"/> -4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	<input type="checkbox"/> -4	<input type="checkbox"/> -3	<input type="checkbox"/> -2	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4