

INFILTRATION DEVELOPMENTS

DEVELOPMENTS KEY







WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME





FUELED BY THE DECK OF FATE

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