

SKIRMISH DEVELOPMENTS

DEVELOPMENTS KEY



WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

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