

# 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)			
<b>GRAVEWOOD</b>	<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: <b>5</b>					2  → 3	1  → 2	2  → 5	3  → 8				
<b>CRESCENT HOLD</b>	<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: <b>3</b>					2  → 1	1  → 1	2  → 3	3  → 5				
<b>BURGAN VALE</b>	<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: <b>4</b>					2  → 1	1  → 1	2  → 3	3  → 5				
<b>SUNRIDERS</b>	<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: <b>4</b>					2  → 1	1  → 1	2  → 3	3  → 5				
<b>LILY MANOR</b>	<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: <b>6</b>					4  → 1	2  → 1	4  → 3	6  → 5				
	 A faction at dispositions -4 and -5 is an Autarch Military Ally!		 A faction at dispositions -2 and -3 is an Enemy! Check for Enemy Faction Threats		<b>THE RESISTANCE</b> Alliance Difficulty: <b>5</b>							
	1	2	3	3	STABILITY -1	3	3	STABILITY -2				
	2	2	4	4	STABILITY -1	4	4	STABILITY -3				

### OTHER TRADE

<b>FESTIVAL</b> 1  PER REGION = <input type="text"/> (+1 STABILITY)	<b>PRISON BREAK</b> ASSIGN +1 HEROES (THIEVERY U.S. INFILTRATION)	<b>FEED POPULACE</b> 2  PER REGION = <input type="text"/> (-1 STABILITY IF  < 2 X TOTAL REGIONS) (-2 STABILITY IF  < TOTAL REGIONS)	<b>LEFTOVER DICE</b> 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