

# 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

I      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