

⚙️ **SHEM PHILLIPS, S J MACDONALD, ZACHARY SMITH**

- SPIRITED -

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INTRODUCTION

From the halls of history comes a familiar tale of brave warriors fighting to leave their mark. With allegiances on the line, will you rise as one worthy to be followed? Forge great armies in your camps, construct wonders, and keep a watchful eye on the road ahead. Will you reign as the most spirited champion of the ancient world?

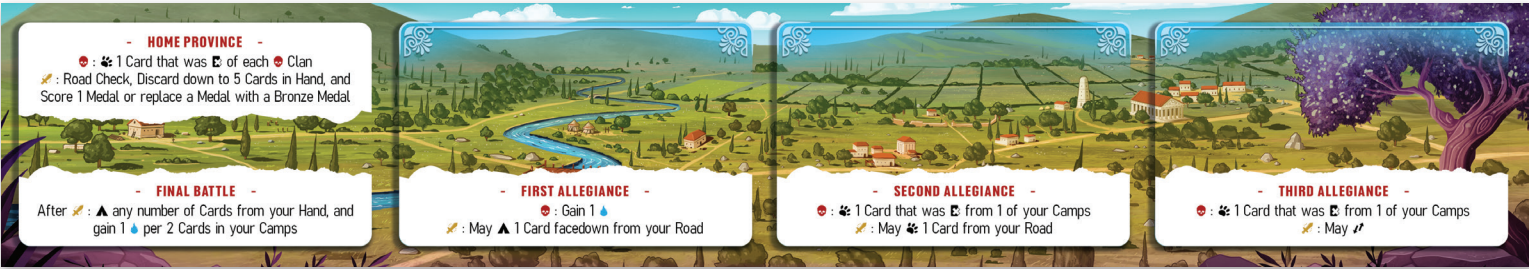
AIM OF THE GAME

The aim of Spirited is to be the player with the most Spirit after the Final Battle. Players gain Spirit through Marching with Clans to forge Allegiances, fighting in Battles, and by Building Wonders. The Clan Draw Pile contains 3 Passing of Time Cards, which when Revealed, advance the game 1 step closer towards the Final Battle.

COMPONENTS



1 Main Board



6 City Boards



4 Double-sided Time Track Tiles



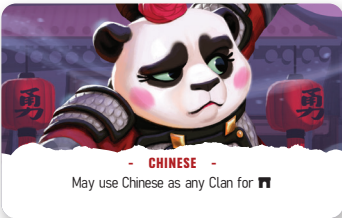
21 Medals (7 Gold, 7 Silver, 7 Bronze)



60 Spirit Tokens
(30 x 1, 20 x 3, 10 x 10)



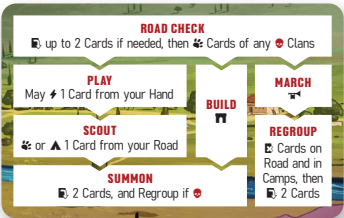
12 Clan
Discs



12 Allegiance Cards



12 Wonder Cards



6 Player Aids



120 Clan Cards
(10 per Clan)



3 Passing of Time
Cards



1 Solo Die



1 Hourglass

Also included:

14 Card Dividers for organising all Cards in the Game Box,
and 1 Bag for storing and mixing the Clan Discs

SETUP

Follow these steps to set up Spirited:

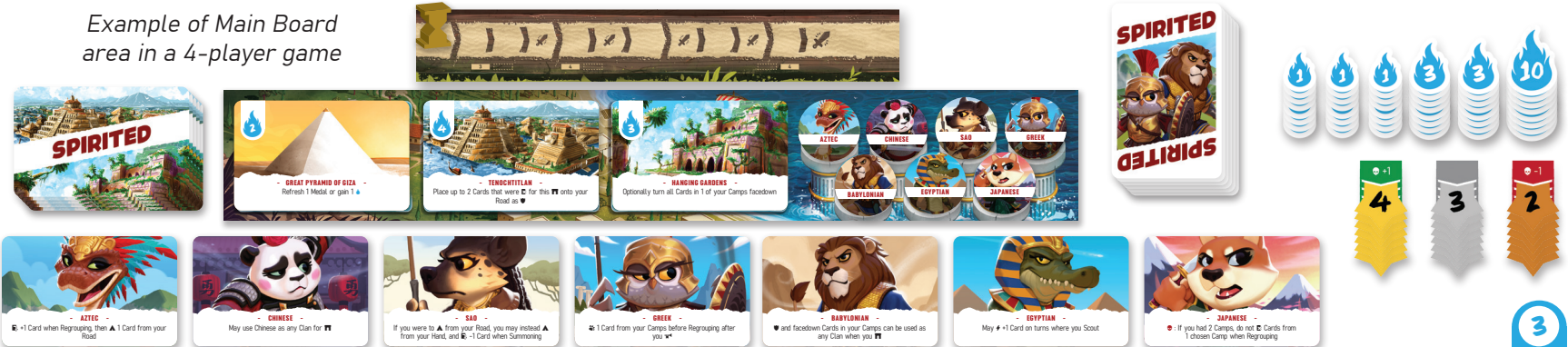
- 1. Place the Main Board in the middle of the table.
- 2. Find the Time Track Tiles required for the number of players in the game, and place them in their correct order above the Main Board. For example, the Tiles with these icons are used for 4 players:
- 3. Place the Hourglass on the left-most space of the Time Track.
- 4. Shuffle the Wonder Cards into a facedown Wonder Draw Pile, placing it to the left of the Main Board. Reveal 1 Wonder Card faceup onto each space of the Main Board.
- 5. Place all Spirit Tokens and Medals faceup in a Supply nearby the Main Board.
- 6. Give each player 1 City Board and 1 Player Aid.
- 7. Mix the Clan Discs in the Bag and randomly draw 7, placing them onto the outlined spaces of the Main Board. Alternatively, players may wish to select which 7 Clans will be used.
- 8. For the 7 Revealed Clan Discs, place the 7 associated Allegiance Cards below the Main Board. Leave all other Allegiance Cards in the box.
- 9. For these same 7 Clans, shuffle together all 10 Clan Cards of each Clan to form a facedown Clan Draw Pile, allowing space for a Discard Pile alongside it. Leave all other Clan Cards in the box.
- 10. Randomly determine a first player, then deal out Clan Cards from the top of the Clan Draw Pile to each player using the numbers shown on the chart seen here to the right. Also give players the indicated number of Spirit Tokens shown.
- 11. Shuffle all 3 Passing of Time Cards into the remaining Clan Draw Pile, setting it back facedown on the table.

Example of play area for the third player



Player	Spirit	Cards in Hand	Cards on Road	Cards in Camp
1st	0	1	2 Faceup	1 Faceup
2nd	1	1	2 Faceup	1 Faceup
3rd	1	2	2 Faceup	1 Faceup
4th	1	2	2 Faceup	1 Facedown
5th	2	2	2 Faceup	1 Facedown
6th	2	2	2 Faceup	1 Facedown

Example of Main Board area in a 4-player game



MANAGING YOUR PLAY AREA

Understanding how Cards will be used on and around your City Board is important for a lot of the rules to follow.

ROAD

Most Clan Cards enter play by being added to your Road, or your opponents' Roads. This is the area above your City Board. Your Road can be impacted by other players! But rest assured, your Camps and Hand are always safe.



- JAPANESE -
☠️ 1 Card from your Road, and
👉 +1 Card when Summoning



- CHINESE -
👉 2 Cards, and 🗑️ -2 Cards when
Summoning



- BABYLONIAN -
▲ 1 Card facedown from your
Hand



- AZTEC -
Place this Card onto your Road to
☠️ 1 Card of a different Clan from
an opponent's Road



- EGYPTIAN -
Place 1 Card from your Road into
an opponent's Hand, then ☠️ 1 Card
from their Road

CARD STACKS

When you have multiple Cards of the same Clan on your Road, be sure to stack them together like you see here.

ALLEGIANCES

Allegiance Cards and Medals are stored on your City Board, but you can hold more off your Board if you have more than 3.



SPIRIT

As you gain Spirit, keep it nearby your City Board for all players to see. You can freely exchange tokens of equal value with the Supply.



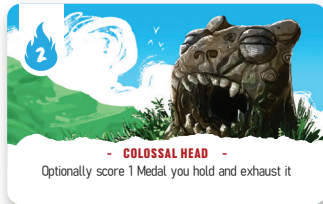
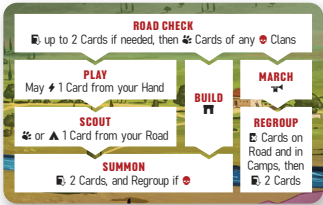
- EGYPTIAN -
Place 1 Card from your Road into
an opponent's Hand, then ☠️ 1 Card
from their Road



- JAPANESE -
☠️ 1 Card from your Road, and
👉 +1 Card when Summoning

CAMPS

Below your City Board is where you place Clan Cards into Camps. You can have up to 2 Camps. Each Camp must be for Cards of a single Clan, but some effects can place Cards facedown into Camps, which act as wilds. Once placed into a Camp, you cannot freely move Cards between Camps, or combine them.



- COLOSSAL HEAD -
Optionally score 1 Medal you hold and exhaust it



- TAQ KASRA -
Each opponent may ♥️ 1 Card on their Road using another
Card from their Road

HAND

Clan Cards can also be held in Hand. There is no Hand Limit, but you will be forced to discard down to 5 any time there is a Battle. Opponents cannot examine what Cards you have in Hand.

WONDERS

Wonders give you Spirit, and an immediate effect when Built. Once resolved, keep them faceup near your City Board.

GAMEPLAY OVERVIEW

Spirited is played over an undetermined number of turns. Starting from the first player, and continuing clockwise around the table, each player takes their turn in full, followed by the player to their left. This continues, turn after turn, until the Final Battle.

There are a few steps to go through on each turn, but generally speaking, on each turn you will either Scout, Build, or March.



ROAD CHECK

At the start of your turns, first perform a Road Check.

- If you have fewer than 2 faceup Cards (not Shields) on your Road, Reveal Cards from the top of the Clan Draw Pile onto your Road until you have exactly 2.
- After this, check for Clans on your Road that have reached or exceeded their Overrun Limit. If any Clans qualify for this, Rally (draw to Hand) the minimum number of Cards from those Clans so that they no longer reach their Overrun Limit.

Clans reach their Overrun Limit on your Road if they have 3 or more faceup Cards on your Road. However, this number can be increased or decreased by Medals and Card effects.



For example, if you have a Gold Allegiance with a Clan, they require 1 additional Card to Overrun. This means they'll only Overrun you if they have 4 or more Cards of their Clan on your Road.

After your Road Check, choose to Scout, Build a Wonder, or March.

PLAY

If you choose to Scout, you may first Play 1 Card from your Hand. To do so, Play the Card down in front of you and resolve its printed effect. Unless the Card states that it must be placed somewhere else, place it onto the Clan Discard Pile.

Clan Cards come with a wide range of effects to let you Rally, Recruit, Shield, and more. You will find a list of all icons, keywords, and some examples near the back of this Rulebook.

SCOUT

If you have no Cards on your Road after the Play step, Reveal exactly 2 Cards from the top of the Clan Draw Pile onto your Road. To Scout, you must either Rally or Recruit 1 faceup Card from your Road.

- Rally = Take a Card from your Road, and place it into your Hand.
- Recruit = Take a Card from your Road, and place it into 1 of your Camps, granted it was previously empty, contained only facedown Cards, or at least 1 Card of the same Clan being Recruited.

After this, you must Summon.

SUMMON

To do this, Reveal 2 Cards from the top of the Clan Draw Pile, and place them faceup onto your Road. Remember to stack Cards of the same Clan together. Then you must check for Overrunning Clans. If no Clans are Overrunning, your turn is over, and play continues with the next player. If 1 or more Clans are Overrunning, you must resolve being Overrun.

BUILD

To Build a Wonder, you must use 1 Card of each of the 7 Clans. The Clan Discs on the Main Board serve as a reminder for what Clans are in the game.

These Cards may be used from your Road, Camps, or Hand. Only faceup Cards may be used from your Road or Camps (not Shields or wilds).

Remove the Cards being used, placing them to the Clan Discard Pile. Select 1 of the 3 Wonders from the Main Board, and place it near your City Board. Gain the Spirit indicated on the Wonder Card, and resolve its printed effect.

Reveal a new Wonder Card from the top of the Wonder Draw Pile to replace the Card that was taken.

After this, you must Summon, as described above.

MARCH

To March, use the Cards in your Camps to forge Allegiances. To forge an Allegiance, you must have enough Cards of a chosen Clan in a Camp to gain a Medal. You may forge multiple Allegiances during the same March if possible.

FORGE AN ALLEGIANCE

If the Allegiance Card you wish to gain is still below the Main Board, you must have either 2, 3, or 4+ Cards of that Clan in your Camps to gain a Bronze, Silver, or Gold Medal.

Collect the highest Medal you qualify for, and place it with the Allegiance Card on the left-most empty space of your City Board, or to the right if you already have 3 or more Allegiances.

You may also March for an Allegiance held by any player, including yourself. In order to March, you must use at least 1 more Card than the value of the Medal on that Allegiance Card. If this Allegiance was held by an opponent, place 1 faceup Card from your Camps of the Clan used to gain the Allegiance into that opponent's Hand.



Your opponent already holds the Japanese Allegiance with an exhausted (facedown) Gold Medal. You'll need to March with at least 4 Japanese Cards to forge an Allegiance with the Japanese.

When a player loses an Allegiance (even to themselves), the Allegiance's previous Medal is returned to the Supply before a new Medal is claimed. When losing Allegiances, slide those remaining on your City (and any off your City Board) to the left to fill any empty spaces if needed.

GAIN SPIRIT

After forging 1 or more Allegiances, gain Spirit from the Supply equal to the value of the Medals you just collected.

REGROUP

After Marching, you must Regroup. To do this, remove all Cards from your Road and Camps, placing them into the Clan Discard Pile. Then Reveal 2 Cards from the top of the Clan Draw Pile onto your Road. Note that you do not check for Overrunning Clans after this.



Marching with 4 Egyptians (including the facedown wild) has earned a Gold Medal and 4 Spirit!

OVERRUN

Any time you are Overrun after Summoning, resolve all effects on your City Board, and on your Allegiance Cards. The Home Province on your City Board always provides the following effect: Rally 1 Card of each Overrunning Clan from your Road.

If you have no Allegiance Cards, you will also gain 1 Spirit, and Rally up to 2 Cards (this may include facedown Cards) that will be removed from your Camps when Regrouping. With 1 Allegiance Card you will not gain any Spirit, and with 2 Allegiance Cards you will only Rally 1 of the Removed Cards.

After resolving any Overrun effects, you then Regroup as explained in the previous column.

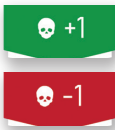


The player above would be Overrun by Egyptians if they Revealed at least 1 more Egyptian Clan Card (reaching the Overrun Limit of 3).

Because of their Bronze Allegiance with the Chinese, they will also be Overrun by them if even 1 more Chinese Clan Card is Revealed onto their Road (reaching the Overrun Limit of 2).

They have a Shield on their Road for the Babylonians. The next Babylonian Clan Card to be Revealed onto their Road could safely be placed beneath the Shield, but if they Reveal another Babylonian after that, their Shield would need to be Broken to prevent them from being Overrun.

With only 1 Clan Card each for the Japanese and Aztecs, they should be safe... unless 2 of either Clan Card were to be Revealed on the same turn, of course.



This effect increases a Clan's Overrun Limit by 1 (good)

This effect decreases a Clan's Overrun Limit by 1 (bad)

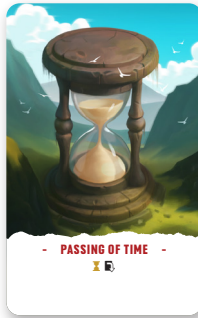
You may also find similar effects like this on Cards, which follow the same rules for increasing and decreasing Overrun Limits.

PASSING OF TIME

Any time you Reveal a Passing of Time Card from the Clan Draw Pile, place it into the Clan Discard Pile. The Hourglass must then immediately be moved 1 space to the right along the Time Track.

After this, Reveal 1 more Card onto your Road (the Passing of Time Card does not reduce how many Cards are Revealed onto your Road).

If the Hourglass moved onto a space with a 🗡️, a Battle will be resolved at the end of the current turn.



The Time Track is broken up into sections of 3, with each section separated by taller lines between spaces. Each section represents 1 full cycle of the Clan Draw Pile. As there are 3 Passing of Time Cards, you can begin to anticipate how likely it will be for 1 of these Cards to be Revealed.

BATTLE

Battles occur at the end of turns where the Hourglass moves onto a space with a 🗡️ on the Time Track. All players resolve Battle effects simultaneously (or in turn order from the current player if there are any disputes).

Resolve all Battle effects from your Home Province first, then any effects from your Allegiances (both on your City Board and from Allegiance Cards).

For your Home Province, you must first perform a Road Check (just as on page 5), then Discard down to 5 Cards in Hand, and score 1 Medal or replace an exhausted Medal with a refreshed Bronze Medal.

- To score a Medal, it must currently be refreshed (faceup). Gain Spirit equal to its printed value from the Supply, then exhaust the Medal (turn it facedown). Exhausting a Medal always decreases its value by 1.
- If you did not score a Medal, you must instead replace an exhausted Medal with a Bronze Medal if possible. Return the exhausted Medal to the Supply faceup, and place a new refreshed Bronze Medal on the Allegiance Card. This does not provide any immediate Spirit.

If you have no Allegiance Cards, you may also Recruit 1 Card facedown from your Road, Rally 1 Card from your Road, and Manoeuvre. With 1 Allegiance Card you may Rally 1 Card from your Road, and Manoeuvre, and with 2 Allegiance Cards you may only Manoeuvre.

Once all players have finished resolving their Battle effects, play continues to the next turn.



This player has an Exhausted Silver Medal on their Greek Allegiance Card, and a refreshed Bronze Medal on their Chinese Allegiance Card.

- *They could score the Chinese Medal, gaining 2 Spirit, and exhausting their Bronze Medal.*
- *They could instead not score the Chinese Medal, and return the Medal from the Greeks to gain a new refreshed Bronze Medal for that Allegiance.*

As their Home Province demands, they must Discard down to 5 Cards if they have more than that in Hand. With only 2 Allegiance Cards, the third Allegiance space on their City Board is visible. This allows them to make 1 Manoeuvre if they wish, swapping out a Card on their Road with 1 from their Hand.

ALLEGIANCES

Each Allegiance Card has its own unique ability for the player that holds it. Some of these abilities are activated from certain events, as outlined below.

- Overrun effects activate any time you are Overrun by Clans on your Road.
- Regrouping and Marching effects may be resolved on the same turn that they are gained (unless stated otherwise).
- Battle effects are resolved in any order during a Battle.

EMPTY CLAN DRAW PILE

If you ever need to Reveal a Card from the Clan Draw Pile, but there are no Cards left to Reveal, shuffle all Cards in the Clan Discard Pile to form a new Clan Draw Pile, then continue Revealing Cards as needed.

Important edge case rule: If when needing to shuffle, there are 5 or less Cards in the Clan Discard Pile, all players must Remove 3 Cards each if possible in turn order from the current player. These Cards can come from their Road or Hand (not from their Camps). Processed with the required shuffle after this is complete.

FINAL BATTLE

When the Hourglass reaches the last space of the Time Track, a Final Battle will occur at the end of the current turn. Carry out all normal Battle effects, then Recruit any number of Cards from your Hand into your Camps that you can legally place. After this gain 1 Spirit Token from the Supply for every 2 Cards in your Camps.

END OF THE GAME

The game ends immediately after the Final Battle. The player with the most Spirit is the winner. In the case of a tie, the tied player with the most refreshed Medals (those not facedown) is the winner. If still tied, the tied player with the most Cards still in Hand is the winner. And if still tied, all tied players share the victory.

ICONOGRAPHY

Many Cards in the game substitute keywords with icons. Depending on the context, these icons could represent different tenses. For example, “Play” may instead be “Playing” or “Played”.

	Play		Remove
	Rally		Shield
	Recruit		Overrun
	Build		Passing of Time
	March		Battle
	Reveal		Spirit
	Manoeuvre		

When a sentence starts with an icon, followed by a colon, then more text and icons, that indicates an “if/when” trigger. For example:



The Scythian Allegiance triggers “when” a Battle occurs.



The Japanese Allegiance triggers “if” you are Overrun.

KEYWORDS

Battle: Steps to be resolved during a Battle. Unless specified, these may be resolved in any chosen order.

Build: Build a Wonder by using 1 Card of each of the 7 Clans. This icon can also refer to “when Building” to indicate a discount or similar effect tied to Building a Wonder.

Manoeuvre: Swap 1 faceup Card on your Road with 1 Card in your Hand. Shields are never abandoned from this (they stay with the Card that was swapped onto your Road).

March: Use Cards in your Camps to forge Allegiances. This icon can also refer to “when Marching” to indicate a discount or similar effect tied to Marching.

Overrun: When a Clan has too many Cards on your Road (usually 3 or more). Cards causing a Clan to Overrun are Rallied during a Road Check. Otherwise, Overrunning Clans will cause you to Regroup after Summoning.

Play: Play 1 Card. Unless stated otherwise, this is always played from your Hand to the Clan Discard Pile.

Rally: Place 1 Card into your Hand. Unless stated otherwise, this is always a faceup Card from your Road.

Recruit: Place 1 Card into your Camps. Unless stated otherwise, this is always a faceup Card from your Road.

Regroup: Remove all Cards from your Road and Camps, then Reveal 2 Cards.

Remove: Place 1 Card into the Clan Discard Pile.

Reveal: Reveal the specified number of Cards from the top of the Clan Draw Pile onto your Road.

Scout: Rally or Recruit 1 faceup Card from your Road before Summoning.

Shield: A facedown Card on your Road. Shields are placed over faceup Clan Cards to protect them. Clans may have multiple Shields. Opponents cannot interact in any way with your Shielded Cards. When Revealing Cards onto your Road of a Shielded Clan, you may choose to Break the Shield to prevent placing the Card. If you choose to Break the Shield, place the Shield and Revealed Clan Card into the Discard Pile. Shields can also be Removed when Regrouping, or when Rallying or Recruiting the the last Card of the Shielded Clan from your Road. This is called Abandoning Shields.

Summon: Reveal 2 Cards onto your Road, then check for Overrunning Clans.

TURN EXAMPLE: SCOUT

ROAD CHECK

This player has 3 Japanese Clan Cards on their Road, and therefore must Rally 1 of them so that they are no longer at their Overrun Limit. They also have 3 Egyptian Cards, but due to their Gold Allegiance with the Egyptians, the Overrun Limit is 4, and therefore they do not Rally any Egyptian Cards.



PLAY 1 CARD

They decide to Scout, and will Play 1 Card before doing so. After Rallying the Japanese Card during their Road Check, they now have 2 Cards in Hand, the other being a Sao.

They decide to Play their Sao, which is placed onto their Road. This allows them to Rally 1 Card from their Road, and optionally Play another Card. They decide to Rally the Roman Card, and then immediately Play it as well.

Playing the Roman allows them to Recruit 1 Card from their Road. They use this ability to Recruit a Japanese, starting a new Camp next to their Sao Camp. The Roman Card they Played is Removed to the Discard Pile.

Because of their Allegiance with the Egyptians, they may now choose to play another Card. They decide to Play their Japanese Card.



Playing their Japanese Card has allowed them to Rally 1 Card from their Road. With the Egyptians close to Overrunning, they use this to Rally 1 of them to their Hand.

The downside to Playing this Card is that now they have to Reveal 1 additional Card when Summoning.

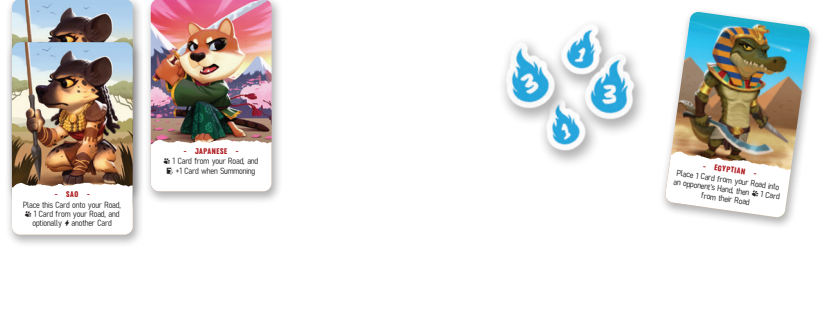
The Japanese Card they Played is Removed to the Discard Pile.

RALLY OR RECRUIT 1 CARD

Now that they have finished Playing Cards, they must either Recruit or Rally 1 Card from their Road. Rallying another Egyptian from their Road might be a wise choice, but they are feeling lucky. They decide to Recruit the Sao Card that they previously placed down onto their Road. Now they have 2 Sao in their left Camp. All that's left to do is hope and pray that they are not Overrun.

SUMMON

Fortunately they were not Overrun. They Revealed 1 Egyptian, and 2 Sao Cards. Will they try Recruit 1 more Sao or Japanese on their next turn, or play it safe and March with only 2 Sao? Perhaps Playing their recently Rallied Egyptian Card could help them push it one more turn?



TURN EXAMPLE: BUILD

ROAD CHECK

This player has no Clans at their Overrun Limit, and 4 faceup Clan Cards on their Road, so there is no action needed during this step.



BUILD A WONDER

They were planning to March with the Scythians and Babylonians, but they have decided to instead Build a Wonder.

To do this, they need 1 Card of each Clan from their Road, Camps, and Hand. They are missing Japanese and Norse Cards, but their Allegiance with the Chinese allows them to use Chinese Clan Cards as any Clan when Building a Wonder.

They have 2 Chinese Cards in Hand, and 1 on their Road. That covers the Chinese, Norse, and Japanese. They use the Persian Card on their Road, and 1 of the Shielded Greek Cards. For the last 2, they use 1 Scythian and 1 Babylonian from their Camps. That's all 7 Clans accounted for.

Note that they could not use the Shield or facedown Card from their Camp when Building the Wonder. Also, since they have used the Scythian in their Camp, only a facedown Card remains, which they could use with any Clan in the future.

They Remove all 7 Clan Cards, and select to Build the Great Wall from the Main Board. They take the Wonder Card, placing it alongside their City Board, and gain 1 Spirit from the Supply.

The printed effect of the Great Wall is to forge an unclaimed Bronze Allegiance, or if all Allegiances have been forged, instead gain 4 Spirit.

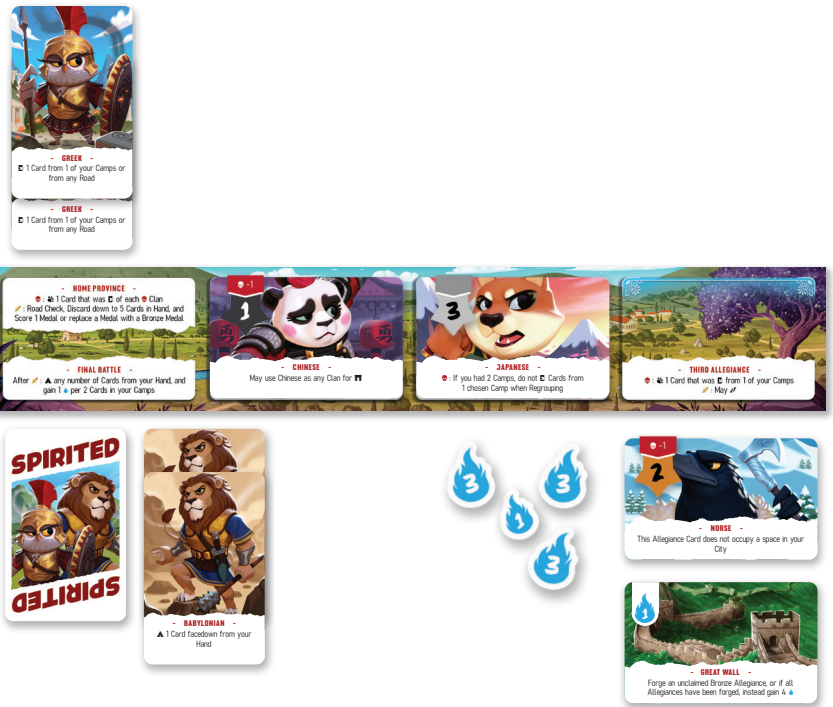
The Norse Allegiance Card is still unclaimed below the Main Board, so they collect it, along with a Bronze Medal, and the 2 Spirit provided by the the Medal.

The Allegiance Card would usually sit on the third space of their City, but the Norse Allegiance has a special effect. This effect allows the Card to be placed off the City Board, rather than occupying a space, keeping the Overrun and Battle effects from the third space still visible.

SUMMON

Now they must Summon. They Reveal 2 Greek Clan Cards. The first Card can be placed with their other Greek Card beneath the Shield. But the next Greek Card will either Break their Shield, or cause them to be Overrun.

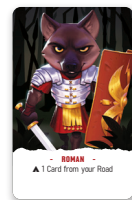
If they were Overrun, their Allegiance with the Japanese would allow them to save all Cards in 1 of their Camps. However, this does not seem worthwhile. They choose to Break the Shield, Removing it along with the second Greek Card they just Revealed. Perhaps now they could look to Recruit those Greeks into the Camp containing the facedown Card?



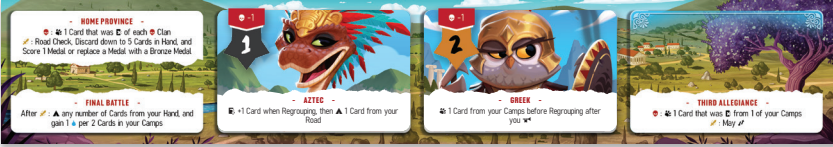
TURN EXAMPLE: MARCH

ROAD CHECK

This player only has 1 faceup Card on their Road, and therefore must Reveal 1 Card, bringing them up to the minimum of 2. They Reveal 1 Scythian Card.



ROMAN
▲ 1 Card from your Road



HOME PROVINCE
● 1 Card that was ● of each ● Clan
● Road Check, Discard down to 5 Cards in Hand, and Score 1 Medal, or replace a Medal with a Bronze Medal

FINAL BATTLE
After ● ▲ any number of Cards from your Hand, and gain 1 ● per 2 Cards in your Camps

1
AZTEC
● 1 Card when Regrouping, then ▲ 1 Card from your Road

2
GREEK
● 1 Card from your Camps before Regrouping after you ●

THIRD ALLEGIANCE
● 1 Card that was ● from 1 of your Camps
● May ●

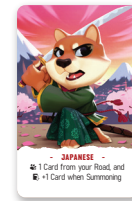


AZTEC
Place this Card onto your Road to
● 1 Card of a different Clan from an opponent's Road



SPIRITED
● 1 Clan on your Road with this Card

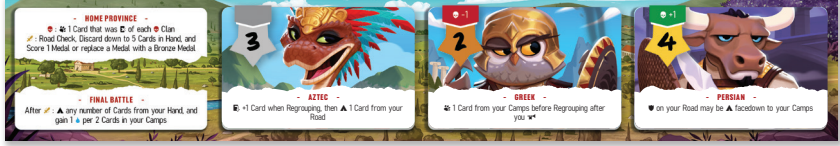




JAPANESE
● 1 Card from your Road, and
● 1 Card when Summoning



GREEK
● 1 Card from 1 of your Camps or from any Road



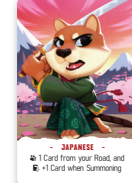
HOME PROVINCE
● 1 Card that was ● of each ● Clan
● Road Check, Discard down to 5 Cards in Hand, and Score 1 Medal, or replace a Medal with a Bronze Medal

FINAL BATTLE
After ● ▲ any number of Cards from your Hand, and gain 1 ● per 2 Cards in your Camps

3
AZTEC
● 1 Card when Regrouping, then ▲ 1 Card from your Road

2
GREEK
● 1 Card from your Camps before Regrouping after you ●

4
PERSIAN
● on your Road may be ▲ facedown to your Camps



JAPANESE
● 1 Card from your Road, and
● 1 Card when Summoning





PERSIAN
● 1 Clan on your Road with this Card

MARCH

The time has come to March! With the 3 Aztec Cards in their Camp, they are able to reforge the Aztec Allegiance which they already hold. They return the exhausted Bronze Medal on the Aztec Allegiance Card to the Supply, and replace it with a refreshed Silver Medal. This also earns them 3 Spirit.

With their Camp of 4 Persians, they can also forge this Allegiance. The Persian Allegiance was held by an opponent with a refreshed Silver Medal. Too bad their opponent wasn't able to score the Medal before losing the Allegiance. They must place 1 Persian Card from their Camp into this opponent's Hand as a consolation for their loss (note that they could not have given them the facedown Clan Card). They return their opponent's Medal to the Supply, and place the Persian Allegiance Card onto their own City Board, along with a refreshed Gold Medal. This also earns them 4 Spirit.

REGROUP

Now that they have finished forging Allegiances, they must Regroup. They will have to Remove all Cards from their Road and Camps to the Discard Pile. They do, however, have 2 Allegiances with relevant effects. Their Greek Allegiance allows them to Rally 1 Card from their Camps before Regrouping. This could be 1 of the 3 Aztecs, the 1 of the 2 Persians, or the facedown Card from the Persian Camp.



GENERAL

Are all effects Mandatory?

Unless stated otherwise, all effects on Cards and City Boards are mandatory.

Can “any number” be “zero”?

Yes, if an effect allows you perform an effect any number of times, you may choose not to perform it at all.

CAMPS

Can I have a Camp with only facedown Cards?

Yes, but you cannot forge an Allegiance with only facedown Cards. There must be at least 1 faceup Card to define which Clan is Marching.

If I have only facedown Cards in 1 Camp, and Cards of a Clan in my other Camp, can I combine both Camps together?

No, you can never freely combine Camps.

Can I have 2 Camps of the same Clan?

No, each Camp must be for a different Clan.

When I am permitted to Rally from my Camp, can I Rally a facedown Card?

Yes, and you may examine facedown Cards in your Camps at any time.

BATTLES

Can there be multiple Battles in the same turn?

Yes. In these cases resolve 1 in full before resolving the other.

If both options are possible, can I choose between scoring 1 Medal or replacing an exhausted Medal with a refreshed Bronze Medal?

Yes, you can do either, but you must always do 1 if possible.

MARCHING

When Marching with 2 Camps can you choose only to forge an Allegiance with 1 of them?

Yes, but in most cases the Cards in both Camps will still be Removed when Regrouping. So it is usually beneficial to forge both Allegiances if possible.

SHIELDS

What happens when I Remove the last Card of a Clan from beneath a Shield?

The Shield is Abandoned (Removed to the Clan Discard Pile).

What happens to a Shield if I swap the last Card from beneath it with a Card of a different Clan?

Shields are never abandoned from this. They stay with the Card that was swapped onto your Road. This can be from an effect that allows Cards to be swapped, such as from a Manoeuvre.

Can I Recruit or Rally Shields?

No. Unless an effect states otherwise, Recruiting and Rallying only ever targets faceup Cards from Roads.

Do Shields count as Cards for an Overrun Limit?

No, only faceup Cards contribute to Clans Overrunning.

Is Breaking a Shield optional?

Yes, you can choose not to Break a Shield, which could lead to you being Overrun.

Can I Place Cards onto an opponent's Road if they have 1 or more Shields on that Clan?

No, you may never interact with a Shielded Clan on an opponent's Road.

Can I Place, Remove, Rally, Recruit or interact in any other way with Cards that are Shielded on my Road?

Yes, Shields do not block you from interacting with your own Road.

Can Shields be enacted retroactively to avoid being Overrun?

No, Shields can only be Broken when a Card is Revealed onto your Road. Some effects can lower your Overrun Limit, meaning it is possible to be Overrun despite being Shielded from a previous effect.

Is the other side of Shields and facedown Cards in Camps public?

Yes. Players can always look at these facedown Cards.