EXALTED
WAR FOR THE THRONE

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In a vast, fantastic world known as Creation, a dynastic empire called the Realm stood for hundreds of years, presided over by the powerful and cunning Scarlet Empress. She reigned with an absolute and subtle hand until the day she mysteriously disappeared, leaving a legacy of ruin. The Terrestrial Exalted known as the Dragon-Blooded — the warriors, wizards, priests and generals who served the Scarlet Empress — sought to maintain order, but it was a vain struggle. Before long, suitors to the throne dared make their bid for power, convinced that the Empress would not return. Civil war erupted across the Realm.

You are one of the contenders for the Scarlet Throne, a Dragon-Blooded who has amassed the vast armies, fortunes, magic and essence necessary to decide your own fate. You seek to claim dominions and raise war manses, building power until you have the lore and strength to claim the Imperial Manse for your own. You would become master of the Realm.

You are not alone, however. Rivals seek the same prize and would see you destroyed. The battle for the Realm begins at its heart, on the Blessed Isle. He who claims that domain holds all of the Realm in his grasp.

Exalted: War for the Throne is a strategy board game for two to five players set in the world of **Exalted**. Players amass legions, coin and essence, and bring all of their magic, allies, will and luck to bear to claim the seat of power and become the new emperor of Creation.

COMPONENTS

Inside this box you'll find the following:
• A fold-out board of the Blessed Isle, the battleground of your bid for power.
• A rules summary card.
• Aspect Cards, which determine the element to which each player is attuned as a Terrestrial Exalted. There are five cards, one per aspect: blue (Air), white (Earth), red (Fire), black (Water) and green (Wood). Each card indicates game traits about a player's armies, and describes a special power unique to him.
• War manses, legions and ships in five different colors — blue, white, red, black and green — one color for each player according to his aspect.
• Jade Coin, the currency of the Realm used to fund your campaign for dominance.
• Essence, markers used to measure the source and vitality of your magic. In Creation, magic is essential to any rise to power.
• Event Cards, which are shuffled into a deck and drawn randomly by each player every turn of the game. Event Cards represent the allies, tools, weapons and wild turns of fate that can bolster your own rise or undo your rivals'. There are 50 Event Cards.
• Charm Cards, which are shuffled into their own deck and drawn randomly. These spells are bought by players with Essence, and can be cast repeatedly to aid your own efforts or to confound your enemies. There are 25 Charm Cards.
• Eleven Essence/Coin Counters, one of which is placed on the House icon on each of the map's dominions. Place these counters randomly before the game begins. These counters indicate the basic Essence (before the slash) and Coin (after the slash) that each dominion generates in a turn. These resources go to the player who controls the dominion in question.

Notice that each inner-sea zone has a fixed score of 0/2, and each outer-sea zone has a fixed score of 0/1. These values never change. Sea zones generate zero Essence (unless your aspect is Water), and either one or two Coin per turn for the controlling player.
• Ten 10-sided dice

THE PREMISE

The game board shows a map of the Blessed Isle, home and heart of the Realm. The isle is divided into eleven dominions, one for each of the Great Houses that ruled under the Scarlet Empress and that catered to her will.

Surrounding the isle is an inner sea and an outer sea. The inner is the primary focus for shipping and naval activity. The outer is more wide open and accessed for long voyages or to avoid contact with other ships.

Each player starts the game with a small army of legions and/or ships, some Coin and some Essence. He uses these resources to establish his power in dominions across the map, and in zones at sea. Being the sole player to occupy a dominion or zone makes you controller of it. Its resources in Essence and Coin fill your coffers as you seek more power, and ultimately the throne. Once a dominion is in your control, you can raise one or more war manses there — bastions to your military and magical might. War manses provide you with increasing amounts of Essence and Coin, and allow you to unlock the secrets of the Imperial Manse — the one tower that controls all manses across the isle. (It's the Imperial Manse that the Scarlet Empress herself seized to claim power over the Realm.)

Rivals clash when their hunger for territory and resources spreads, leading to war. It is from this conflict that a new emperor or empress will emerge.

WINNING THE GAME

There are three ways to be crowned the new leader of the Realm. Players could pursue all three in the same game, and individual players could seek to win by various means all at the same time.

• You could win by casting your power and prestige wide across the Blessed Isle, cowing the masses into obedience or inspiring them to believe that yours is a divine claim to authority. In a two-player game, seize control of eight out of the Blessed Isle's eleven dominions. In a three-player game, win control of seven dominions. In a four- or five-player game, win control of six out of the Blessed Isle's eleven dominions. Having control of a dominion means that no other player's legions occupy it. Controlling sea zones does not contribute to this victory condition.

• You could win by imposing a stranglehold on the Blessed Isle, blockading all ships that come and go until all your would-be subjects, even your rivals, must recognize your authority. Control each of the seven inner-sea zones that surround the Blessed Isle. Having control of a zone means that no other players' ships occupy it. Controlling outer-sea zones does not contribute to winning the game.

• You could win by studying the secrets of the Blessed Isle's Imperial Manse, seizing control of it like the Scarlet Empress did centuries ago. The more war manses you raise, the more Coin and Essence you gather from turn to turn. The player to accumulate 50 or more Essence unlocks the secrets of the Imperial Manse and claims it for his own. If two or more players accumulate 50 or more Essence in the same turn, he with the highest total wins. If that number is the same, compare the rivals' total number of legions and ships.

In order for a player to win the game, he must achieve one or more of the above victory conditions and maintain it until the end of the same turn. If he doesn't fully control enough dominions or zones until the end of the turn, for example, or if his Essence drops before 50 before the end of the turn, the game continues.

If multiple players achieve and maintain victory conditions until the end of the same turn, the tying player with the most legions and ships scattered across the board wins.

IMPORTANT TERMS

Before you learn the rules of the game, it's important to understand some important terms and concepts that will keep coming up. Refer back here often to remind yourself of what's what.

Action Phase: The third phase of a turn in which each player gets to perform one primary action and numerous secondary actions. Players get to perform actions in order of Initiative.

Armor: Your legions and ships' defense from harm. A number for this trait is listed on your Aspect Card. It's the maximum number of extra dice that you may purchase when your legions or ships defend against Missile and/or Melee attacks.

Aspect: The element to which you are most attuned as one of the Dragon-Blooded. There are five aspects: Air, Earth, Fire, Water and Wood. The color of your legions, ships and war manses corresponds to your aspect: blue, white, red, black and green, respectively.

Charm Card: A magical spell at your disposal. You purchase the card for three Essence and may cast it repeatedly thereafter, either at the cost of 1 Essence or for free per use, depending on your aspect and that of the card. You can use only one Charm Card per turn, and can cast it only once per turn.

Coin: A game piece of jade money.

Controlled: A dominion or zone is controlled when only one player has legions or ships in it. If two or more players' forces are present, the dominion or zone is at war until one player's pieces are left. It's possible for another player's war manses to occupy a dominion that you control. Their presence doesn't undermine your control of the dominion.

Dice: This game uses 10-sided dice. The number "0" is treated as 10.

Dominion: One of the color-coded regions of land on the Blessed Isle. There are eleven dominions, each named after one of the Realm's prevailing Dynastic Houses.

Draw Phase: The first phase of a turn, in which each player draws an Event Card. This is also the phase in which Charm Cards may be purchased, traded or cashed in.

Essence: One of the game's markers, used to record your magical accomplishments and energy. Essence powers various activities, from buying and using Charm Cards, to raising and re-attuning war manses, to buying extra dice to make rolls, to unlocking the secrets of the Imperial Manse and winning the game.

Essence/Coin Counter: The chits placed on each of the dominions, indicating the amount of Essence and Coin that each dominion generates every turn.

Event Card: A card that indicates an ally, weapon or circumstance that works to your advantage, or to the detriment of another player. Each player draws a new Event Card in each turn. An Event Card is discarded after being used. You can play as many Events Cards in a turn as you like.

Forces: A collective term for one player's own legions and ships.

Initiative: The order in which players perform throughout a turn's phases is determined by Initiative. Sometimes the first player to act is high roller. Other times, he's the player who controls the most dominions and zones. Order of actions always goes clockwise from the player who goes first in a turn.

Legion: One of the soldier pieces in your army. Each piece represents a single legion.

Melee: Your legions and ships' proficiency in hand-to-hand battle. A number for this trait is listed on your Aspect Card. It's the maximum number of extra dice that you may purchase when your legions or ships stage attacks within the same dominions or zones.

Missile: Your legions and ships' proficiency at ranged attacks. A number for this trait is listed on your Aspect Card. It's the maximum number of extra dice that you may purchase when your legions or ships stage ranged attacks on adjacent dominions or zones.

Primary Action: Each player is allowed to perform one primary action per turn in his rotation in the Action Phase.

Re-attune: When a new player takes control of a dominion in which the former controller had raised war manses, the new player can "re-attune" the standing manses to his own aspect (color). Thereafter, the dominion generates increased Essence and Coin for the new controller.

Region: A collective term for dominions and sea zones.

Secondary Action: Each player is allowed to perform several secondary actions per turn in his rotation in the Action Phase.

Ship: One of the naval pieces in your army. A group of these in the same sea zone is called an armada. Each piece represents one ship.

Sorcery: Your legions and ships' proficiency at mystical attacks. A number for this trait is listed on your Aspect Card. It's the maximum number of extra dice that you may purchase when your legions or ships stage long-distance

attacks on dominions or zones that are *two* such regions away. This number is also the limit on extra dice that you may purchase when your legions or ships defend themselves against other players' Sorcery attacks.

Success: Any roll of 7 or higher. A roll of 10 counts as two successes.

Supply Phase: The second phase of a turn, in which players pay for their legions and ships in Coin.

Treasury Phase: The fourth and final phase of a turn, in which all players collect Essence and Coin from the dominions and zones they control.

Turn: A period of game time in which a series of four phases is resolved. A turn ends when all the phases have been completed and each player has had an opportunity to act.

War Manse: A mystical and military fortification built in a dominion. A war manse increases the Essence and Coin that a dominion generates each turn, as long as you control the dominion in question. An existing war manse can be "re-attuned" when a new player takes control of the dominion.

Zone: A region of the sea designated on the game board. There are inner and outer sea zones. The inner ones are just offshore the Blessed Isle.

Costs Summary

- Each extra die on a roll costs 1 Essence, to a limit based on your aspect
- 1 Coin for each group of 1-5 legions or ships in a dominion or zone (paid in the Supply Phase)
- 3 Essence to buy a Charm Card; 1 to use it or use is free if aspects match
- 8 mixed Essence and/or Coin to raise a war manse
- 5 mixed Essence and/or Coin to re-attune a standing war manse
- 3 Coin to raise a legion in a dominion
- 1 Coin for any number of legions in a dominion to go to sea in a turn

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DICE

The fate of your bid for the throne is determined by rolling 10-sided dice. Typically, you get to roll one die for each legion or ship you have in a dominion or zone. (The five-legion pieces therefore give you five dice, and the ten-legion pieces give you ten dice.) You can purchase extra dice for most rolls by spending Essence. Each Essence spent adds an extra die to your roll. You can spend a total number of Essence on any roll equal to your number in the corresponding trait on your Aspect Card. So, if you have a Sorcery score of 3, you can spend up to three Essence to get three extra dice on a Sorcery roll.

Event Cards and Charm Cards played on a roll can also increase the number of dice you get.

Any die that shows a 7 or higher on a Sorcery, Missile, Melee or Armor roll is considered a "success." A roll of 10 is counted as two successes. Typically, the players involved in a roll (explained below) compare successes achieved. He who gets the most successes wins. If that's the player who initiates an attack, he has probably destroyed some of the victim's legions or ships.

Example: John plays the Wood aspect and makes a Missile attack on Conrad's legions in an adjacent dominion. John has four legions in the dominion from which he attacks, so starts with four dice. Wood's Missile score is 5, so John can spend up to five Essence to buy extra dice. He elects to spend four for a total of eight dice.

Conrad plays the Fire aspect and has two legions in his dominion. His Armor score, which is rolled against a Missile attack, is 3. Conrad starts with two dice, one for each of his legions, and decides to spend three Essence for three extra dice.

John's roll produces 1, 4, 5, 6, 7, 7, 8 and 10. Conrad's produces 2, 3, 5, 7 and 9. John gets five successes, since his roll of 10 counts as two, while Conrad gets two successes. John gets three successes in excess of Conrad, which as we'll see later is the number of legions Conrad loses in the exchange. In this case, he has only two in his dominion, so they're both destroyed.

The player who initiates a Sorcery, Missile or Melee attack is the first to declare how many Essence he will spend for extra dice (and what cards he will play) on the roll. The target of the attack then gets to declare how many Essence he will spend (and what cards he will use), if any. Once both players have done so, neither can usually add or remove Essence (or cards). The dice are rolled and successes are counted and compared.

Example: Take the previous example. As attacker, John declares how many Essence he spends first. As defender, Conrad declares how many Essence he spends second.

EVENT AND CHARM CARDS

Each player gets a new Event Card for free in the Draw Phase of each turn (see below).

Players have to pay for new Charm Cards at the rate of three Essence per Charm. Charm Cards can be bought only during the Draw Phase of each turn. Each Charm Card purchased is drawn randomly from the Charm deck. You can buy as many Charm Cards at a time as you like, and can have as many in total in your possession as you like.

You can also trade in one Charm Card per turn, discarding it and drawing a new one to replace it, or cashing in a Charm Card for one Essence. There is no cost to trade or cash in a Charm Card, but you cannot trade or cash in more than one Charm card per turn, total. A trade or cash in must occur while it's still the Draw Phase. After that, it's too late. You are allowed to buy one or more new Charm Cards in a Draw Phase and trade in an old card for a new one or cash in an old one, all in the same Draw Phase. You could even buy a Charm Card in a Draw Phase, decide that you don't like it and trade it for another or cash it in, all in the same Draw Phase. Event Cards cannot be traded or cashed in.

Example: Geoff has a Charm Card that he decides he no longer needs. The Draw Phase of a turn comes around. Geoff elects to buy two new Charms for three Essence each, and trade in his old card for a new one. Alternatively, he could have cashed in his old one for a single Essence. Since he trades a card in he, he can neither trade nor cash in any more Charm Cards that turn.

In the next turn's Draw Phase, he decides to buy a new Charm Card. He doesn't have a use for its effect, however, so trades it in immediately, before the current Draw Phase ends. Once again, he could cash the card in for one Essence instead of trading it for another Charm from the deck. The choice is his.

Event and Charm Cards can be activated at any time during play, in any phase of a turn, whether it's your rotation in Initiative or not. Some cards must coincide with your attacks or other players' actions to be effective, as indicated in their text. Playing a card does not count as a primary or secondary action unless a card states so.

You can activate as many Event Cards in a turn as you like. When an Event Card is used, place it face-up in a discard pile next to the Event Card deck. If all Event Cards are used, shuffle the discards and re-use them.

Each player can activate only one Charm Card per turn. Doing so normally costs one Essence, unless the Charm's aspect matches your own, in which case there's no Essence cost to activate the Charm. A Charm Card's aspect is indicated on the card. A single Charm can be used only once per turn.

Charm Cards are not discarded after being used. You keep them to use over and over again, as long as you pay for each use (if necessary). Charm Cards that are traded or cashed in should be placed face-up in a discard pile next to the Charm Card deck. If all Charm Cards are used, shuffle the discards and re-use them.

No more than one Event Card and one Charm Card, total, can be activated per player in a single roll or situation in the game. So, you can combine the effects of one Event Card and one Charm Card in a single roll, but cannot combine the effects of two Event Cards or two Charm Cards. A "situation" might be another player moving his legions from one dominion to another and your cards influence the event. Or a "situation" might be a roll made by another player in which you interfere. In the case of moving your troops into another region as a primary action, and then conducting a Melee attack, two "situations" apply, one for the movement and one for the attack. Cards could be played on each situation separately.

Example: John intends to send six of his legions in a dominion to sea, exchanging their legion pieces for ships and placing the ships in an inner-sea zone. Geoff interferes with this situation by playing the "Angry Spirits" Event Card, which allows Geoff to decide where those legions actually go. Geoff decides the legions never make it to sea, but are waylaid into a neighboring dominion controlled by Conrad. Melee breaks out there as a result.

Geoff also has the Charm Card "Dread Infection Strike" and plays it on John's remaining forces in the same dominion from which the legions originated.

Geoff therefore plays one Event and one Charm Card in the same situation. He can play no more cards until another event or circumstance arises, such as Conrad making a Missile roll or Geoff himself staging a Sorcery attack.

Geoff also has the Event Card "Rampaging Behemoth," but can't play it right now, because "Angry Spirits" is the one Event Card that he has chosen to play in the current situation being staged.

The player who initiates a Sorcery, Missile or Melee attack is the first to declare what cards he will play on the roll (and how many Essence he will spend for extra dice). The target of the attack then gets to declare what cards he will use (and how many Essence he will spend), if any. Once both players have done so, neither can usually add or remove cards (or Essence). The dice are rolled and successes are counted and compared.

Example: John plays the Wood aspect and makes a Missile attack on Conrad's legions in an adjacent dominion. John intends to play the Event Card "Magical Missile Weapons," which allows him to make two Missile rolls and choose the best one. For his part, Conrad plans to play the Charm Card "Elemental Transformation Meditation (Earth)," which allows him to spend up to three additional Essence on his Armor roll, even if his total Essence spent exceeds five. As attacker, John announces his card first, along with the Essence he plans to spend for extra dice. As defender, Conrad announces his Charm Card second, when he declares what Essence he will spend on the roll.

Cards aren't simply played on the rolls or situations in which you're involved, however. You might play cards to interfere in rolls or situations involving other players. If two or more players activate cards at the same time to influence a roll or situation, such as someone's legion movement, the cards are resolved in order of Initiative for the turn.

Example: Geoff, John and Conrad are playing the game and Initiative for the current turn is in the order of their names. (Geoff controls the most dominions and zones, and John and Conrad sit in that order clockwise from him around the table.) John moves some ships from one zone to another and both Geoff and Conrad play cards to influence John's action. The cards are played in order of Initiative, so Geoff's is resolved first and Conrad's is second. If John also activated cards, Geoff's would be resolved first, John's second and Conrad's third.

It's possible that some activated cards may invalidate others that are intended to be played. This usually happens as a result of cards being resolved in order of players' rotation in Initiative. In this case, the invalidated ones are not played and are kept by their players. No Essence is spent for any Charm Cards that turn out to go unused.

Example: Conrad has an armada at sea and plans to play the Event Card "Water Hearthstone" in order to move one extra zone for free. That would allow his ships to enter a zone occupied by Geoff's ships to conduct a Melee attack. Geoff sees the attack coming and plays the Charm Card "Harmonious Wind-Luring Song," and specifies the zone his ships occupy. The Charm prohibits any ships from entering the zone. To determine which of the conflicting cards take precedence, the players compare their Initiative rankings for the turn. Geoff comes before Conrad going clockwise around the table, so Geoff's card is activated first. It invalidates the card Conrad had planned, so Conrad retracts his Event Card and keeps it. If Conrad had planned to play a Charm Card, instead, he could have retracted it and kept any Coin he would have spent to activate it.

Now, say in another turn that John and Geoff engage in Melee. Geoff is ranked higher than John in order of Initiative. John as the attacker announces any cards that he wants to play first. As defender, Geoff announces any cards second. If any of their cards' effects conflict, the cards are resolved in order of Initiative. Geoff's are applied first, and then John's apply, even though John is the attacker. As attacker, John's cards are merely declared first.

It's also possible that the target of an attack could play a card that limits the number of Essence or Coin that the attacker can spend, or the card may change the possibilities of the attack. In that case, the attacker gets back any of his own cards that were activated and that are now made invalid, and he gets back any Essence or Coin that he spent that is no longer allowed.

Example: Geoff declares a Missile attack on John's dominion and spends four Essence for four extra dice. John, as target, activates a card that limits Geoff's Essence spending to one. Geoff gets back the three unused Essence and can get only one extra die.

Cards can be played by outsiders in a roll (by those who aren't rolling the dice) up until the point that participants have thrown the dice. After that, no more cards can be played. So, if Geoff and Conrad resolve an attack between them, John can play cards to influence the event up until Geoff and Conrad roll dice. After that point, John can play no more cards. If all three play cards to affect the situation, their cards are resolved in order of Initiative for the turn, as usual.

It may be helpful to place Event and Charm Cards on dominions or zones during play as reminder of their effects for a turn.

Event and Charm Cards usually affect the controller of a dominion or zone and his legions or ships there. If a targeted dominion or zone contains two or more players' forces, however, the player activating the card decides which force is affected, while others in the dominion or zone are unaffected by the card.

Example: John and Conrad both have legions in a dominion. Geoff plays a card on that dominion, so decides which of John or Conrad's legions are affected. The other player's go unharmed.

The exception here is if a card specifies that more than one player's forces in a dominion or zone are in fact affected.

SETUP

The following are steps to take and tools to use in preparing for a game.

Essence/Coin Counters: Before the game begins, randomly assign one of the Essence/Coin Counters to each of the dominions by placing the counters on the House icons located on the map. This random assignment changes the values of the dominions, making each game of **Exalted: War for the Throne** unique, with its own strategic challenges and objectives. In the setting, these changing resources represent the impact of civil war on the Blessed Isle. Some regions are war-torn or ravaged, while others prosper from the political and magical struggle underway. Even regions that contain normally rich or enchanted locales such as the Imperial Mountain or Imperial City can wax and wane in fortune.

You can see from the game board that all inner-sea zones are rated 0/2 for Essence and Coin, and outer-sea zones are rated 0/1. These resource values never change. Players can reap money from the sea, but not usually magic (the Water-aspected player is the exception).

Assign Aspect Cards: After the board is ready, each player randomly draws an Aspect Card. This determines the element to which he is attuned as one of the Dragon-Blooded. Each card lists four traits — Sorcery, Missile, Melee and Armor — with a number assigned to each. This number is the limit on Essence that you may spend to buy extra dice for the roll in question. Each Essence spent buys one extra die. So, if your Melee number is 4, you can spend up to four Essence to buy up to four extra dice on any Melee roll you make. Rolls and how they're made is explained below.

Each Aspect Card also details the special power of your element.

Legions/Ships: Each player starts with any mix he likes of 10 legions and/or ships of his color.

Essence and Coin: Each player starts with 10 Essence and 10 Coin.

PLACING FORCES

Before play begins, players establish where their forces are located, and where their seats of power will lie in the coming war for the throne. You do so by placing legions and/or ships on the board. All players roll one die each. High roller goes first. Successes — rolls of 7 or higher — are not used for this roll. If there's a tie for high roller, re-roll until one player emerges. No extra dice can be bought with Essence for this roll.

Players take turns placing legions or ships on one dominion or zone at a time, clockwise around the table from the high roller.

You can place as few or as many legions or ships at a time on a single dominion or sea zone. You just have to place at least one piece, and are limited to your ten pieces, total. Your forces can be on land or sea at the beginning of the game. Legions go on dominions and ships go on sea zones.

You cannot withhold any of your 10 forces. They all have to be placed bef0re the game begins.

Pieces can be placed on unoccupied dominions or zones, or on ones that already contain other players' legions or ships. In the latter case, the game begins with war already underway in those contested regions.

TURN SEQUENCE SUMMARY
- Draw Phase
- Supply Phase
- Action Phase. One primary action per player. The player with the most dominions and zones goes first and the order goes clockwise from him. Secondary actions are performed along with each player's primary action. No more than one secondary action per legion or ship.
- Treasury Phase

TURN SEQUENCE

Once you have the game board arranged, the war for the Realm begins! The game is measured in turns. Each turn is composed of four phases and allows for each player to have one set of actions. As many turns are played as necessary for someone to emerge as emperor (see "Winning the Game," above). The four phases are the Draw Phase, the Supply Phase, the Action Phase and the Treasury Phase.

Order of activity in most phases is determined by Initiative. The player who controls the most dominions and zones goes first in any given phase, most importantly in the Draw and Action Phases. Remember, "controls" means only his forces are present in a dominion or zone. Outer-sea zones count toward this total just as inner-sea zones do.

The order of actions proceeds clockwise from that player. If multiple players control the same number of dominions and zones, high roller among them goes first. This is just

a simple die roll. No successes on rolls of 7 or higher are counted here. No extra dice can be bought with Essence for these Initiative rolls, either.

So, if it's the Draw Phase, the player who controls the most regions gets his Event Card first and has first rights to buy, trade or cash in Charm Cards. Drawing of cards proceeds clockwise from him. If it's the Action Phase, that player resolves his actions first, and play proceeds clockwise from him.

Order of Initiative really doesn't matter in the Supply and Treasury Phases. Everyone simply pays or generates resources as fast as they can do the math. If an issue ever arises, however, have players pay and collect Essence and Coin in order of Initiative for the turn.

DRAW PHASE

Each player gets a free Event Card in the Draw Phase of each turn. The Draw Phase is also when Charm Cards may be purchased for three Essence each. Old Charm Cards can also be traded in for new ones on a one-for-one basis, or cashed in for one Essence, in the Draw Phase only. Event Cards cannot be traded or cashed in. See "Event and Charm Cards" for all the rules on drawing, trading and cashing in cards. Remember that you can trade or cash in only one Charm Card per turn, total.

SUPPLY PHASE

Players must pay their forces to remain contenders for the throne. After all, what is a would-be emperor without a conquering army? In the Supply Phase, you must pay one Coin for each group of five legions or ships, or fraction there of, that you have in a dominion or zone. So, if you have five legions in a dominion, they cost one Coin. If you have ten ships in a zone, they cost you two Coin. If you have only one to four legions in a dominion, they still cost you one Coin. If you have six to nine ships in a zone, they still cost you two Coin.

Coin must be paid for forces in a dominion or zone whether you control the region or other players also have forces present.

Example: John has three legions in a dominion that he controls, four ships in a sea zone that he shares with Geoff, and seven legions in a dominion that he shares with Conrad. John pays a total of four Coin for all of his forces, one for the first region, one for the second and two for the last region.

If you don't have enough Coin to pay for *all* of your forces — all of your legions and ships across all of the regions you occupy — you keep what Coin you do have. You forfeit your primary action for the turn, however. You can still perform any number of secondary actions in your rotation in the Action Phase.

Example: John owes four Coin for legions in three different dominions and zones. He has only two Coin going into the Supply Phase, so can't pay his forces. He keeps his two Coin, but loses his primary action for the turn. His two Coin are not spent to pay for some of his forces.

ACTION PHASE

The Action Phase is the crux of the game, when most strategy and empire-building occurs. Each player resolves all of his actions in his rotation in Initiative for the phase. Actions are divided into two kinds, primary and secondary.

Each player can perform only one primary action per turn.

PRIMARY ACTIONS

Each of the following is a possible primary action:
- Staging a Missile or Sorcery attack.
- Moving any number of legions or ships to or from a dominion or zone that contains another player's legions or ships. So, moving legions from a dominion that you control to one that contains an opponent's forces is a primary action. Or, moving your ships from a zone also occupied by another player's forces is a primary action. You could even move forces from a dominion or zone that contains other players' forces to one that is also occupied by other players' forces. Each of these instances is a primary action.
- Raising a single war manse in a dominion (costs any mix of 8 Essence and/or Coin). You must control the dominion. You cannot raise war manses in sea zones.

You can perform any number of secondary actions in a turn, with one proviso: a single legion or ship can perform only one secondary action per turn. Some secondary actions are performed by you, the contender for the throne, rather than by your legions or ships. Those are written in italic on the Secondary Actions chart, and do not count as your forces' solitary secondary actions for a turn. You can perform these italicized secondary actions and your legions can still perform one secondary action each for a turn.

Example: Geoff raises two new legions in a dominion that he controls. They're added to the forces he has in that region. He then proceeds to move those legions to another dominion as their secondary action for the turn. Or he could have re-attuned a standing war manse in the dominion, raised legions in it and still moved those forces out of the dominion. Re-attuning war manses and raising legions are his actions as a general. They do not constitute his legions' secondary actions for a turn.

SECONDARY ACTIONS

Each of the following is a possible secondary action:
- Staging a Melee attack.
- Moving legions or ships from one dominion or zone to another, as long as there are no opposing players' forces in either region.
- *Raising a single new legion in a dominion (costs 3 Coin). A new legion must be raised in a dominion that you control. It cannot be raised in a dominion that contains another player's forces. Neither legions nor ships can be raised in zones at sea.*
- *Re-attuning a single, standing war manse to your aspect (costs any mix of 5 Essence and/or Coin). You must control the dominion.*

You can combine your primary action and secondary actions in a turn as you please, performing them in whatever order works best for your game strategy. You may even opt to not perform a primary or any secondary actions in a turn.

Example: Conrad looks at the arrangement of his forces on the board and elects to stage a Missile attack from one of the dominions he controls as a primary action. After it's resolved, he raises legions in a different dominion, and stages a Melee attack in a zone at sea, both as secondary actions.

If he liked, he could have staged Melee first as a secondary action, conducted a Missile attack as a primary action, and raised legions last as another secondary action.

Each player declares himself "done" his primary action and all secondary actions before the next player may act in the Action Phase. A player cannot add actions after he is "done."

MOVEMENT
(PRIMARY AND SECONDARY ACTION)

You can move your legions and ships as either a primary or secondary action. Forces usually move from one dominion or zone into an adjacent one. They might be allowed to move further with use of a special power, or Event or Charm Card.

Movement is a primary action when the dominion or zone of origin is occupied by the forces of other players. You conduct a strategic withdrawal. Movement is also a primary action when the destination dominion or zone is occupied by enemy forces. You conduct an invasion. It's even conceivable that the region you depart and the region you enter are both occupied by enemies. That's still your single primary action for the turn.

Movement is secondary when neither the region of origin nor the destination is occupied by other players' forces. The dominions or zones are either completely vacant or are occupied by your forces alone. Making such a move is the one secondary action that the legions and ships involved can perform for the turn.

If you control a dominion or zone and move forces out of it, you must leave at least one legion or ship behind to retain control there. If you remove all forces, you abandon the region and can reap no more resources from it in the Treasury Phase (see below). You may have even raised war manses in a dominion (see below), but you collect nothing from them after removing all of your legions from the dominion.

SORCERY ATTACKS (PRIMARY ACTION)

Roll Sorcery versus Sorcery

Your forces in a dominion or zone are not armed with blades and bows alone. They're joined by sorcerers, monks and priests who are armed with powerful spells and enchantments. These magical workings wreak havoc from afar and may take various forms for each army's aspect. Air's magic attacks could manifest as whirlwinds and crashing storms that devastate targets. Earth's magic attacks could take the form of earthquakes or showers of stone and ash thrown up by volcanoes. Fire's could occur as wild blazes or intolerable heat. Water's magic attacks may occur as drowning rains, tsunamis or even the complete dissipation of all liquid. And

Wood's magic attacks could occur as plants gone out of control, attacking targeted armies, or as poisons or plagues spread among troops.

Regardless of their form, all Sorcery attacks are handled in the same way. They are staged on target dominions or zones located two dominions and/or zones away from the one from which you unleash the attack. Sorcery attacks cannot normally be launched on closer targets. Any closer and the results of the attack would afflict one's own forces. Such is the power of the spells unleashed. The only exception is if a card states that a Sorcery attack can be staged on a closer target.

Given the irregular shape of the dominions on the game board, it's possible that a target could be two dominions away in one direction, and be adjacent to your own region in another direction. If the region from which you intend to stage a Sorcery attack shares any border with the target region, you cannot complete the attack. That attack must be performed with Missile (see below), instead. Another region must intervene fully between your region and the target for a Sorcery attack to proceed.

To stage a Sorcery attack, both attacker and defender roll a number of dice equal to the legions or ships in their specified dominions or zones. Each player can also add a number of dice to his hand up to the Sorcery number on his Aspect Card. Each of these extra dice costs one Essence. Cards may also be played. When the dice are rolled for both sides, successes (rolls of 7+; 10's counts as two) are counted. If the attacker gets the most successes, the target loses a number of legions or ships from his region equal to the difference of successes rolled. If an equal number of successes are rolled, or the most are rolled by the defender, his forces weather the attack and none are lost.

Example: Conrad stages a Sorcery attack from one of his sea zones onto one of John's land-based dominions. Conrad has six ships in his zone and John has four legions in his dominion. Neither player is willing to spend Essence for extra dice, and no

one plays any Event or Charm Cards, so they roll against each other. Conrad rolls 2, 5, 7, 8, 8 and 9, for four successes. John rolls 3, 5, 7 and 8, for two successes. Conrad's roll gets two more successes than John's, so John's dominion loses two legions.

Now say John had rolled 3, 7, 10 and 10, for five successes. He would have gotten the most success and as the target of the attack would have resisted the magical assault, suffering no losses.

If another player's forces ever occupy a dominion or zone along with your forces, you cannot use your forces there to stage a Sorcery attack on another region. You are restricted to a Melee attack in your dominion or zone, even though it's a secondary action and a Sorcery attack is a primary action. The rationale here is, enemy troops are at your doorstep; there's no opportunity to direct your attention to a distant region with a Sorcery attack.

Example: Geoff and Conrad both have legions in a dominion. Geoff would like to dedicate his forces there to a Sorcery attack on John two regions away, but he can't. Geoff is restricted to fighting Conrad's legions with Melee in their shared dominion. Now, if Geoff can defeat all of Conrad's legions in their shared dominion with a secondary action (Melee), he might still be able to attack John with Sorcery (a primary action) with the same legions in the same Action Phase.

MULTIPLE OPPONENTS

A dominion or zone can contain the forces of as many players as want to place legions or ships there. A region could hold legions or ships from as few as one to as many as all five players. When an attack is launched on or in a region that contains multiple players' forces, one player must usually be chosen as the target. So, if you stage a Sorcery attack on a zone that contains two other players' ships, you decide which player's armada is targeted. Or if you and two other players' legions all occupy the same dominion and you stage a Melee attack, you must decide which of the other two forces is the victim. Any remaining players' forces go unaffected by your attack, unless an Event or Charm Card played states otherwise.

Example: All three of Geoff, John and Conrad have legions in a dominion. It's Geoff's turn in the Action Phase, and he announces a Melee attack in the dominion. He needs to choose who is the target of the attack, John or Conrad. He chooses John, and the two of them roll dice. Conrad goes unaffected by the battle.

Exceptions to this rule are the Wood and Air powers. They may be used to attack two different players' forces in the same region.

The effects of some Event and Charm Cards may also be targeted at dominions that contain more than one player's forces. You usually need to choose one victim for such a card as well, unless the card states that it can affect multiple players' forces in the same region.

MISSILE ATTACKS (PRIMARY ACTION)

Roll Missile versus Armor

From bows to catapults to ballistas to amazing machines of military engineering, Missile attacks encompass all long-range assaults from one dominion or zone onto another. This is a massive shower of arrows, stones or other projectiles upon enemy forces. A targeted dominion or zone must be adjacent to the region from which the attack is staged. The regions must share a border or otherwise be side by side. Missile attacks cannot be staged on enemy legions or ships that occupy the same dominion or zone as the attacker, unless an Event or Charm Card states otherwise.

To stage a Missile attack, both attacker and defender roll a number of dice equal to the legions or ships in their respective dominions or zones. The attacker can also add a number of dice to his hand up to the Missile number on his Aspect Card, while the defender can add a number of dice to his hand up to the Armor number on his Aspect Card. Each of these extra dice costs one Essence. Event and Charm Cards may also be played. When the dice are rolled for both sides, successes are counted. If the attacker gets the most successes, the target loses a number of legions or ships from his region equal to the difference between successes rolled. If an equal number of successes are rolled, or the most are rolled for the defender, his forces weather the attack and none are lost.

Example: Conrad as the Air aspect stages a Missile attack on Geoff's neighboring dominion. Conrad has seven legions in his dominion, while Geoff (Water) has six in his. Conrad starts with seven dice and spends all four of the Essence that he can for extra dice (Air has a Missile score of 4). He also plays the "First-Age War Machine" Event Card, for an additional four dice, and a total of fifteen dice.

Geoff plays the "Magical Armor" Event Card, which gives him two rolls from which to choose the best. As the Water aspect, he can spend no more than three Essence on land for extra dice, which he does. That gives Geoff a total of nine dice to roll twice.

Conrad gets six successes. Geoff's first roll nets three successes and his second nets five. He takes the second. Conrad gets one success in excess of Geoff's roll, so Geoff loses one legion from his dominion. He is now reduced to five there.

Had either of Geoff's rolls gotten six successes or more, his defense would have resisted Conrad's attack and he would have suffered no harm.

If another player's forces ever occupy a dominion or zone along with your forces, you cannot use your forces there to stage a Missile attack on an adjacent region. You are restricted to a Melee attack in your dominion or zone, even though it's a secondary action and a Missile attack is a primary action. The rationale here is, enemy troops are at your doorstep; there's no opportunity to direct your attention to a neighboring region with a Missile attack.

MELEE ATTACKS (SECONDARY ACTION)

Roll Melee versus Armor

The meat and potatoes of all warfare, Melee is the invasion of enemies' lands or the clash of crews aboard ships drawn side by side. Unlike Sorcery and Missile attacks, Melee is a secondary action. It can be performed in dominions and zones in addition to other Melee rolls elsewhere, and in addition to a Sorcery or Missile attack or other primary action that you perform in a turn.

Melee is announced when two or more players' legions or ships occupy the some dominion or zone. Most likely, the attacker's forces entered the region as a primary action, and

the fight is underway thereafter. The attacker in Melee is determined by the order of Initiative for the Action Phase. A Melee roll is made for him first, and the target may get his chance to strike back if he still has forces left when his rotation in Initiative comes around.

To stage a Melee attack, both attacker and defender roll a number of dice equal to their legions or ships in the dominion or zone. The attacker can also add a number of dice to his hand up to the Melee number on his Aspect Card, while the defender can add a number of dice to his hand up to the Armor number on his Aspect Card. Each of these extra dice costs one Essence. Event and Charm Cards may also be played. When the dice are rolled for both sides, successes are counted. If the attacker gets the most successes, the target loses a number of legions or ships from the region equal to the difference in successes rolled. If an equal number of successes are rolled, or the most are rolled for the defender, his forces weather the attack and none are lost.

Example: John invades one of Geoff's dominions as a primary action. John moves eight legions into the dominion, while Geoff has five there. John is the Earth aspect, so can add as many as four dice to his Melee roll. He adds three, at the expense of three Essence. Geoff starts with five dice, one for each of his legions. Being the Fire aspect, he can spend up to three Essence for as many as three extra dice on his Armor roll. He spends none, being low on Essence. Neither player has an applicable Event or Charm Card to play. John rolls a total of eleven dice and gets four successes. Geoff rolls five dice and gets two successes. Geoff loses two legions from his dominion. Had he rolled four or more successes, he would have beaten back the attack without suffering losses.

Since Melee is a secondary action, it's the only secondary action that a legion can perform in a turn. See the "Secondary Movement and Melee" sidebar, above, for other specifics on how Melee can be performed.

You are allowed to make only one Melee roll in a dominion or zone per turn (unless an Event Card or Charm Card allows otherwise). So, if you plan to stage a Melee attack with your forces in a dominion, you have to decide how many legions contribute to the roll before the roll is made. No more Melee rolls can normally be made for any of your forces in that region for the remainder of the turn. You can therefore allocate some legions in a dominion to conduct Melee, and others in the same dominion to perform other secondary actions. If your Melee roll doesn't go well, however, you can't make a second Melee roll for the turn in that dominion with the legions that have yet to perform their secondary action.

Example: Take the preceding example, but this time John elects to make a Melee attack with only five of the eight legions with which he invades Geoff's dominion. John hopes that five legions is all it will take to eliminate Geoff's forces there, so his remaining three legions can still perform another secondary action in the newly controlled dominion. John's Melee roll starts with five dice, one for each attacking legion, for which he buys the same three extra dice. Geoff still gets the same five dice for his Armor roll and buys no extras. Both roll and get three successes each. Geoff stands strong. John's strategy has failed. He isn't allowed to make a second Melee attack in the same dominion this turn

with his remaining three legions. He attempted and squandered the one Melee attack he is allowed.

If two or more players' forces occupy the same region, no player can conduct Sorcery or Missile attacks with his forces there. Players are restricted to only Melee attacks until only one of them controls the dominion or zone. Face-to-face armies must contend with each other first, before they can stage attacks on more distant opponents. This limitation applies even though Melee attacks are secondary actions and Sorcery and Missile attacks are primary actions.

If two or more players' legions or ships occupy the same dominion or zone at the beginning of the game, after forces have been placed, the game begins with Melee already underway. The first player to go in the Action Phase may attack another player in the region in question.

If the Action Phase ends and a dominion or zone still contains the forces of opposing players, the struggle will continue into the next turn. That dominion or zone is not controlled by anyone and does not generate any Essence or Coin in the Treasury Phase (see below).

Keeping Track of Secondary Actions

Your legions and ships can perform only one secondary action in a turn. It might be moving from one region to another, or conducting a Melee attack. In either case, it's useful to set aside legions or ships in a region that have performed their solitary secondary action. Push them to a separate area of their region as a reminder that they've completed their secondary action for the turn. You can combine all of your legions or ships into one group again when the turn is over.

Example: Geoff has seven ships in a zone. Conrad has two in the same zone. Geoff decides that three of his ships will conduct Melee on Conrad's two ships. The players roll off and Geoff gets two more successes than Conrad, destroying Conrad's ships. Geoff sets his three ships aside in the zone, indicating that they've performed their secondary action for the phase. Later on in the turn, he decides to have his remaining four ships perform their secondary action by moving into an adjacent zone that he also controls.

Raising a War Manse (Primary Action)

One of the spoils of war in your bid for the throne is raising war manses. These fortresses and centers for magic investigation focus the power and might of the land, putting it at your disposal. Build enough of them in the right dominions and you begin to unlock the secrets to the Imperial Manse, that which holds power over all other war manses. Claim the Imperial Manse for your own and you become emperor!

Raising a war manse is a primary action. It costs any mix of 8 Essence and/or Coin to do, and the act can be performed only in a dominion that you control. That is, no other players' legions can occupy your dominion when you raise a manse. War manses cannot be raised at sea in any zone.

The rewards of a war manse are reaped in the Treasury Phase (see below). Each manse adds the basic Essence/Coin values of the dominion in question again. So, if a dominion is rated 2/3 and has a single war manse, those values effectively

become 4/6 in the Treasury Phase. If you have two manses, the dominion is worth 6/9.

The most war manses that can be raised in a dominion equals the Essence number on the dominion's Essence/Coin Counter. So, in the above example, only two can be raised in the dominion, total.

If all of your legions in a dominion are destroyed and removed from play, or you choose to move all of your legions from a dominion, any war manses standing there remain in place. They can be re-attuned by any other player who seizes control of the dominion. If you can somehow restore legions into your former region before that happens, you reap the full Essence and Coin value of the dominion again in the next Treasury Phase.

RE-ATTUNING MANSES (SECONDARY ACTION)

When you capture a dominion from another player and control it, you begin to generate the Essence and Coin resources that it offers. You get the Essence and Coin ratings indicated for the dominion by its counter. Any war manses of another aspect that are present do not increase your resources until you re-attune those manses to your element. They are then turned to your advantage in your bid for the imperial throne. Sorcerous and economic forces in a dominion are focused to align a manse to your aspect. In game terms, it costs any mix of 5 Essence and/or Coin. The act can be performed only in a dominion that you control; no other players' legions can be present.

Re-attuning a single manse is a secondary action. If multiple manses stand in a dominion, you can re-attune more than one at a time if you have the Essence and Coin to spend. Exchange one of your own war-manse pieces for each that's re-attuned. The dominion then generates increased resources for you in the Treasury Phase (see below) of each turn if you still control the dominion by that time.

Example: Conrad's legions in a dominion are all destroyed. He has two war manses there, which remain in place. John's legions march in afterward and take control of the dominion. John collects the values stated on the region's Essence/Coin Counter in the Treasury Phase (say, 1/4). He doesn't gain the benefits of the manses in place until he re-attunes them to his aspect. In a subsequent turn, he dedicates a secondary action and a mix of 5 Essence and Coin to re-attune each (for a total of 10 Essence and/or Coin). Conrad's manse pieces are removed and are replaced by John's. In the next Treasury Phase, John reaps the benefit of re-attuning the manses. Rather than 1/4, John now collects 3 Essence and 12 Coin. If John could have afforded to re-attune only one of the standing manses, Conrad's other manse would have remained and John would have reaped 2 Essence and 8 Coin in the Treasury Phase.

Re-attuning a war manse does not count as the secondary action that your legions in the same dominion can perform.

RAISING A LEGION (SECONDARY ACTION)

Your struggle for power not only requires magic and money, it requires manpower. Your legions may be loyal, but they can be defeated in battle. You may need to build increasingly larger forces to contend with potent foes, or you may need to rebuild your armies after being dealt a crushing blow.

Raising a legion is a secondary action. You can perform it only in a dominion that you control; no other players' legions can be present. Each new legion costs three Coin and you can raise as many at a time as you can afford.

Raising a legion does not count as its secondary action for the turn. A legion can still perform one secondary action in the turn in which it's raised.

Legions and ships cannot be raised in any zone at sea.

LAND AND SEA

All regions designated on the game board, whether dominions or zones, are treated the same for the purposes of movement and staging attacks.

LEGIONS AND SHIPS

Legions are restricted to traveling on land, and ships are restricted to traveling at sea, but they can transition back and forth. Legions can go aboard ships, and ships can land and send legions ashore on any coastal dominion (rivers can't be used for such troop transfer). There are seven dominions with sea access, leaving four landlocked and from which sea travel is not directly possible.

When legions set sail into inner-sea zones, exchange their pieces for ships of your aspect color. When ships land in dominions and send troops ashore, exchange their pieces for legions of your aspect color.

All of movement's normal primary-action and secondary-action rules apply for transferring legions from land to ship, and from ship to land. It's a primary action for legions to go aboard ship and set sail from a dominion that contains opposing players' legions. It's a primary action for ships to put legions ashore into a dominion occupied by opposing legions.

Example: John has six legions in a dominion that's also occupied by Conrad's legions. John wants his forces to set sail into an inner-sea zone. Because the dominion is occupied, moving his legions out and changing them into ships is a primary action for John.

If Geoff has five ships in an inner-sea zone and he wants to put them ashore in a dominion already occupied by Conrad's legions, doing so is a primary action. Geoff can then swap his five ships out for five legions and place them in that dominion. Melee no doubt ensues as a secondary action.

Likewise, it's a primary action for legions to go to sea into a zone already occupied by enemy ships. And, it's a primary action for ships to put legions ashore from a zone occupied by enemy ships.

Example: Conrad has five legions in a dominion that he wants to put to sea. The inner-sea zone that his forces enter is already occupied by John's ships, so the movement is a primary action. Conrad swaps his five legion pieces for five ships of his color.

If Geoff has ships in an inner-sea zone that he occupies with John, and seeks to put his ships ashore in a dominion, he can do so as a primary action. The ships land and are changed into legion pieces of Geoff's color.

It's also possible for both regions involved in a movement between land and sea to be occupied by enemy forces. That movement is a primary action.

Otherwise, it's a secondary action for legions to go to sea or to come ashore when neither the dominion nor the zone involved is occupied by enemy forces. Those dominions or

zones could be completely vacant or could be occupied by your own forces alone.

Example: Conrad controls a dominion with access to the sea and has three legions set sail. The inner-sea zone he chooses is empty, so the movement is a secondary action for the three legions-turned-ships.

Sending any number of legions to sea from a dominion in a turn, and switching their pieces out for ships, normally costs one Coin. That is, a single coin must be paid for each dominion from which any number of ships set sail in a turn. Landing ships and sending legions ashore (replacing ship pieces with legions pieces) costs nothing.

It doesn't matter if going to sea with legions from a dominion is a primary or secondary action. It costs one Coin, total.

Example: Geoff decides to have four legions in a dominion go to sea. He exchanges his legion pieces for ships and places the ships in an inner-sea zone. Doing so costs him one Coin.

LAND AND SEA ATTACKS

It's possible to stage all three kinds of attacks — Sorcery, Missile and Melee — on land, at sea, and to or from both. Attacks on land are resolved using the rules detailed above. At sea, all attacks are resolved with the same rules, they just mean something slightly different. Sorcery attacks at sea are staged by ship-borne sorcerers and charm masters, who strike out at other armadas from afar. Just count two zones away from the zone from which the attack is staged. Missile attacks at sea are conducted on enemy ships in adjacent zones, whether inner or outer sea, using the standard rules. Melee at sea requires enemy ships to occupy the same zone. Ship crews board one another and enter hand-to-hand battle, with cutlasses flashing and pikes swinging.

Legions on land can also stage Sorcery attacks on ships at sea, bypassing an intervening dominion or zone to strike an armada. Similarly, ships at sea can conduct Sorcery attacks on dominions, also bypassing an intervening dominion or zone.

Finally, Missile attacks can be staged from ship to shore or from shore to ship as long as the dominion and inner-sea zone in question are adjacent (they share a border on the map).

Obviously, legions and ships cannot conduct Melee against each other. They can't both occupy the same region.

TREASURY PHASE

The fourth and final phase of each turn allows players to refill their coffers with Essence and Coin. Each dominion that you still control by the Treasury Phase rewards you with the ratings on its Essence/Coin Counter. If war manses of your aspect also stand there, those ratings are added again for each manse present. So, if a dominion is rated 4/1, it generates four Essence and one Coin for you in the Treasury Phase. If you have one war manse on the dominion, the region generates 8 Essence and 2 Coin. With an Essence number of 4, the dominion can accommodate up to four war manses. If you raise all four, the region generates 20/5 in each Treasury Phase as long as you control the dominion.

Dominions occupied by two or more players' legions provide no Essence or Coin to anyone.

If you control an inner-sea zone, it rewards you with two Coin for your involvement in trade or piracy. If you control an outer-sea zone, it rewards you with one Coin. No Coin is gained when you share a sea zone with another player's forces. No Essence is generated by sea zones (unless yours in the Water aspect).

FALL FROM GRACE

A player is defeated, with all aspirations of empire crushed, when he has no legions or ships left. He is out of the game. Any war manses he had built remain on the board, but generate no Essence or Coin. A defeated player's remaining Essence and Coin go to the player who destroyed his last legion or ship. His Event and Charm Cards are discarded face-up.

It's possible for a player to have an armada at sea and control no dominions (that is, he has no land-based legions left). That player is out of the game if all of his ships are ever destroyed.

OPTIONAL RULE

Players can conduct diplomacy to cut deals around the board, all in hopes of keeping their aspirations for the throne alive, or to keep others off it long enough to get there themselves. Players may strike or break alliances, or trade favors, Essence, Coin, Event Cards and/or Charm Cards to each other. There are no rules on how diplomacy is resolved, or on whether players can stab each other in the back. It's recommended that you play an ordinary game of **Exalted: War for the Throne** before invoking this optional rule. Once you do allow it, no height of honor or low of treachery is outside the rules.

FREQUENTLY ASKED QUESTIONS

Q: Can a legion be raised as a secondary action in a turn and still perform a secondary action in a turn?

A: Yes. Raising a legion is a secondary action that you as a player perform. A freshly raised legion can then perform its own secondary action, such as move into an adjacent, uncontrolled dominion, all in the same turn.

Likewise, re-attuning a war manse in a dominion doesn't count as the secondary action for any legions you have in that dominion.

Q: Can Missile and Sorcery attacks he directed at dominions or zones that contain your own forces?

A: Yes, you can direct Missile and Sorcery attacks at regions that contain your own legions or ships. Presumably, other players' forces are there too, and you target them instead of your own! You can also target regions that contain other players' and your own forces when playing Event or Charm Cards. Just choose another player's forces as the victim of such a card, unless the card states that it affects all forces present, in which case that includes your own.

Q: Can you opt to not pay legions and ships in the Supply Phase, electing to lose your primary action for the turn?

A: If you don't have enough Coin to pay all of your forces in the Supply Phase, you don't pay any of them. But if you do have the Coin to pay them all, you must pay.

Q: You can use only one Charm Card per turn. Can you play that single Charm multiple times in the same turn?

A: No. You can use only one Charm Card one time per turn.

Q: Can you trade in a Charm Card for a new one *and* cash in a Charm Card for one Essence, all in the same Draw Phase?

A: No. You can either trade in a Charm Card for a new one *or* cash one in for one Essence in a single Draw Phase, but you can't do both.

Q: Is there an example of the Earth power in use?

A: Yes, it's right here!

Example: John and Conrad's legions both occupy the same dominion. John stages a Melee attack on Conrad, who is the Earth aspect. John gets two successes on his Melee roll compared to Conrad's four on his Armor roll. Conrad therefore pushes two of John's legions out of their shared dominion. John has legions in an adjacent dominion, so the two legions are relocated there. John doesn't need to control the neighboring region, he just needs to have forces there. If John's only adjacent region was an inner-sea zone, his two legions would be exchanged for two ship pieces and be placed in that zone (at no Coin cost). If John had multiple regions adjacent to the one in which Melee occurs, Conrad could choose to which the two legions would go. If John had no adjacent dominions or zones, Conrad could choose a region that John occupies anywhere else on the map. If John occupied no other regions, the two legions would be destroyed.

Q: How about an example of the Air and Wood powers in use?

A: Okay. The systems are basically the same, it's just the trait involved that changes with the attacker's roll (Sorcery for Air and Missile for Wood).

Example: Geoff uses one of the powers to attack both John and Conrad's forces in two separate dominions. Geoff has eight legions in the zone from which he stages the attack, and can spend as much as five Essence for extra dice. He goes all the way, buying five, for a total of thirteen dice. He decides to split that total so that six dice are rolled against Conrad and seven are rolled against John. Geoff also plays an Event Card that grants him two extra dice. He has to decide to which roll the card applies, the one against Conrad or the one against John. The card can't be applied to both of Geoff's rolls, or be split between them.

Alternatively, Geoff could use the same power to attack both John and Conrad's forces in a single region. He'd split his total dice the same way, just striking the two forces in the same dominion or zone.

Q: Okay, I go to move legions from one dominion to another, both of which I control. The "Angry Spirits" Event Card is played on me, and my legions are redirected into a dominion controlled by another player. I started making a secondary action with my forces. Does the card cause me to use up my primary action for the turn?

A: No. The card's effect is separate from your own actions, so you still get a primary action for the turn.

EXAMPLE OF PLAY

Now that you've read the rules, it's time to check out a sample setup and first turn of the game to see the rules in action. Our players are Adam, Becky, Cathy, Don and Ed. Note the alphabetical order of their names. That's also the clockwise order in which they sit around the table. It'll help you recognize the Initiative sequence while you read.

The picture of the map provided shows initial distribution of the players' forces. For our purposes here, sea zones are labeled for ease of recognition, but they're not labeled on the actual game board.

SETUP

The Essence/Coin Counters are shuffled and assigned to each of the 11 dominions at random. The result is: House Sesus 2/3, House Mnemon 1/4, House V'neef 4/1, House Tepet 3/2, House Ledaal 2/3, House Ragara 2/3, House Cathak 2/3, House Nellens 3/2, House Peleps 4/1, House Iselsi 3/2, House Cynis 1/4.

The players are then dealt Aspect Cards randomly, as follows: Adam (Wood), Becky (Air), Cathy (Water), Don (Fire) and Ed (Earth).

Each player counts out 10 Essence and Coin, and is prepared with a possible mix of 10 legions and/or ships.

Players roll off to see who will place legions or ships first. Adam and Don tie with a high roll of 9, so re-roll with Adam coming out on top with a 7 and Don getting a 3. Adam places forces first, and all other players go in clockwise order from him.

Adam studies the map and the arrangement of Essence/Coin Counters toward determining his strategy for the game. He puts three legions on House V'neef. Becky goes next and places four legions on House Cathak. Cathy places three legions on House Mnemon. Don allocates all ten of his legions to House Peleps. He intends to make a stand there and ward everyone else away from the very beginning of the game. Ed places only one legion on House Ragara, intending to see where everyone else places forces so that he may react to their decisions with his remaining pieces.

Back at the top of the order, Adam places four legions on House Ledaal. Becky goes for House Tepet with two legions. Cathy places three legions on House Sesus. Don has already placed everything he has. Ed puts one legion on House Nellens.

In round three of force placement, Adam recognizes that the remaining two unclaimed dominions, Iselsi and Cynis, are all the way across the map from his center of power based on Houses V'neef and Ledaal. He therefore looks greedily on Cathy's position in House Mnemon and places his remaining three legions there. That means he and Cathy will start the game in a position to start Melee attacks immediately. Becky looks at the map and realizes that both of her dominions, Tepet and Cathak, are landlocked, so she places one legion on House Iselsi for access to the sea. Cathy, perturbed by Adam's aggression against her from the outset of the game, places one more legion to reinforce House Mnemon. Ed, who currently holds Houses Ragara and Nellens, sees a series of connected dominions if he can claim House Cynis. He therefore puts five legions on House Cynis.

Every dominion is now occupied by one or more players' forces. Adam has placed everything he has. Becky sees that no one has more than three regions under their control, so makes her last three pieces ships and puts them in sea zone 5. Cathy has three pieces left to place and does something similar, placing three ships in zone 1. That leaves Ed with
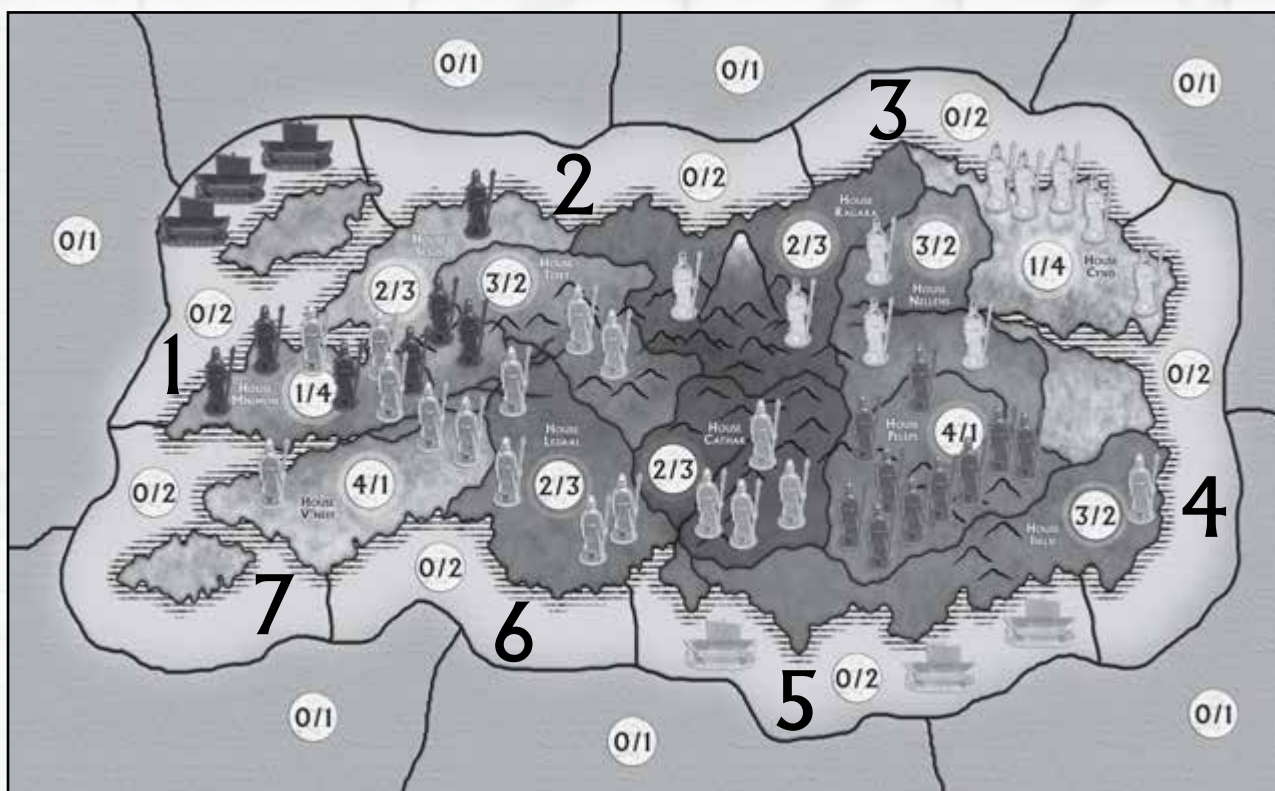
three pieces to place. His hold on Houses Ragara and Nellens is thin. Since no one else has pieces to place, he can allocate all of his remaining forces in any regions. He puts two more in Nellens, for a total of three there, and one more in Ragara, for a total of two there.

TURN ONE

The first turn of the game begins by determining Initiative. During setup, Becky astutely claimed a total of four dominions and zones for her to control. With the most regions under her control, she goes first throughout the phases of the first turn, and other player's actions are resolved clockwise from her. Had Becky not claimed a fourth region, all players who controlled three of them would have rolled a die to see who would have started Initiative, with high roller going first. Neither Adam nor Cathy can claim control of House Mnemon, so it doesn't count toward either of their region totals.

DRAW PHASE

Becky is dealt an Event Card first, and then everyone else gets one in clockwise order from her. The cards assigned are as follows:

    Becky: "Unleash the Wyld"
    Cathy: "Peasant Uprising"
    Don: "First-Age War Machine"
    Ed: "Air Hearthstone"
    Adam: "Prefectural Reallocation"

Becky is first to choose whether to buy a Charm Card. She pays the three Essence and draws "Babble of Voices" (Air aspect). Since the card's aspect matches her own, the Charm is free to use during play. Cathy and Don forego Charm Cards

for now. Ed decides to buy two for a total of six Essence. He draws "Space-Crossing Theft Technique" (Water aspect) and "Untiring Earth Meditation" (Earth aspect). Since it's still the Draw Phase, Ed decides to trade in the first of his Charms for another, and draws "Spring Follows Winter" (Wood aspect). That's the one and only trade or cash-in that Ed can perform for the turn. For his part, Adam declines a Charm Card at this time.

In subsequent turns, players may also cash in a Charm Card each in the Draw Phase in exchange for one Essence. Cashing in is handled in the order of Initiative for the turn in question.

SUPPLY PHASE

Order of Initiative isn't really important in the Supply Phase, so all players can pay their forces right away. Remember, each whole or partial group of five forces that you have in a region costs one Coin.

Adam has three legions in House Mnemon, three in House V'neef and four in House Ledaal. Each of those costs him one Coin, for a total of three. It doesn't matter that Adam doesn't control House Mnemon, he still has to pay his legions there. Becky has two legions in House Tepet, four legions in House Cathak, one in House Iselsi, and three ships in inner-sea zone 5. She pays one Coin for each group, for a total of four. Cathy has three legions in House Sesus, four legions in House Mnemon and three ships in inner-sea zone 1. That costs her three Coin. Don has all ten of his legions in House Peleps. Since he has two groups of five pieces there, he pays two Coin for his legions. Finally, Ed has two legions in House Ragara, three in House Nellens and five legions in House Cynis, for a total of three Coin to pay them all.

ACTION PHASE

Becky goes first in the Action Phase. She starts off with a secondary action to raise a legion in House Iselsi, giving her a total of two there and costing her three Coin. She also takes a secondary action to move one ship from sea zone 5 into zone 4. It's the one secondary action that the single ship can perform for the turn. The move puts Becky in control of five regions for now. If she can keep all of the regions until the next turn, she improves her chances of going first again in the next turn. Playing conservatively, she declares herself done for the Action Phase.

Cathy is lucky that she's immediately to Becky's left in the Initiative roster. That lets her strike against Adam before he can go in the turn. She can't raise any legions in House Mnemon, because Adam's forces also occupy it. She has the option of dedicating her one primary action for the phase to attack Adam in House Mnemon from a nearby region through a Missile or Sorcery attack. As the Water aspect, she recognizes that she can spend up to five Essence on a Missile attack from zone 1 onto Adam in Mnemon. She decides on that option, with a Missile attack from sea to land. She gets three dice to start, based on her three ships, and spends an additional five Essence for five extra dice on the roll, for a total of eight. She looks at her cards, but decides that she has no relevant ones to play. If she did play a card, she as attacker would announce it now.

Adam looks to his cards and has nothing to play either. He starts with three dice for his three legions in House Mnemon. As the Wood aspect, he can spend as much as two Essence on Armor rolls, and does so, for a total of five dice.

Cathy rolls 1, 4, 6, 6, 7, 9, 9 and 9, for four successes. Adam rolls 2, 3, 8 and 10, for three successes (a roll of 1o counts as two successes). The difference between rolls is one in favor of Cathy, the attacker, so Adam removes one of his legions from House Mnemon.

Now Cathy follows up with a Melee attack in Mnemon as a secondary action. She has four legions there, while Adam is down to two. As the Water aspect, she has a Melee of 3 and can't spend any more Essence than that on land. She decides to spend two Essence for two extra dice, making a total of six. Adam's Armor score is 2. He spends two Essence to add two dice to the two he gets for his remaining legions, for a total of four dice. Cathy rolls 5, 6, 8, 9, 10 and 1o — six successes! Adam rolls 3, 5, 7 and 9, for two successes. Cathy gets four more successes than Adam, which is more than Adam has legions left in House Mnemon. All of his legions are removed from the dominion. Cathy now controls House Mnemon.

Cathy has used up her one primary action for the turn, but chooses to fortify House Sesus buy spending three Coin and adding a legion to the dominion as another secondary action. She then declares herself done for the phase.

Don has a force to be reckoned with in House Peleps. He raises two legions as a secondary action for six Coin, making a total of twelve legions in the dominion. He then announces that five of those will take a primary action and move into House Iselsi, which is under Becky's control. Becky responds by playing the "Babble of Voices" Charm Card and

designating House Peleps for it. Since the Charm has the Air aspect, and Becky is also Air, she pays no Essence to play the card, but it's the one Charm she can play this turn. If their aspects did not match, Becky would pay one Essence to activate the Charm.

The Charm limits Don to moving no more than three legions from his dominion for the remainder of the turn. Being the Fire aspect and with tricks up his sleeve, Don is unfazed. He starts with three dice, one for each of his legions that has invaded Iselsi, and also plays the "First-Age War Machine" Event Card for four additional dice on his Melee roll. And just for good measure, he spends another three Essence for three additional dice (making a total of ten). As the Fire aspect, he could have spent as many as five Essence on the Melee roll.

As defender, Becky counters by playing the "Unleash the Wyld" Event Card, which means successes are rolled on 8 or higher for all other players' rolls the remainder of the turn, and rolls of 10 count as only one success. Becky, meanwhile, make rolls normally. She has two legions in House Iselsi and an Armor score of 3. She spends all three Essence for a total of five dice.

Don rolls 1, 3, 5, 5, 6, 7, 7, 8, 9 and 10 — a disappointing three successes. (He would have gotten six successes if not for Becky's Event Card.) Becky rolls 2, 5, 7, 8 and 8, also for three successes. She resists the invaders and the two opposing forces remain in House Iselsi. If Don had managed to get two successes more than Becky, he would have eliminated all of her legions there and the special power of his aspect would have applied. (She would have been forced to spend an additional three Coin to replace all her war equipment that got burned up.)

There's little else that Don can afford to do, so he declares his part of the Action Phase complete.

Ed considers raising a war manse in one of his dominions, but thinks he'll be left too poor if he does. He can't help but look at the many legions Don has in neighboring House Peleps, so makes overtures to a possible truce with Don by helping go after Becky. Ed dedicates his primary action to a Sorcery attack on Becky in House Cathak, staged from House Cynis, half way across the Blessed Isle.

The roll is Ed's Sorcery against Becky's Sorcery. Ed starts with five dice for his five legions in Cynis. He also plays the "Air Hearthstone" Event Card for an additional three dice. As the Earth aspect, he has a Sorcery score of 3, but decides not to spend any Essence for extra dice. Becky starts with four dice, one for each of her legions in House Cathak, and as Air aspect can spend as many as five Essence for five extra dice. She's low on Essence, however, and dares spend only two, for a total of six dice.

Ed's roll is still subject to the "Unleash the Wyld" card that Becky played earlier. He cringes for overlooking the effect. His eight dice produce three successes. Becky's roll is made normally, and she gets four successes, one more than Ed. She fends off his magical attack and loses no legions from House Cathak.

Ed then decides to tinker with his forces. He spends three Coin to raise one legion in House Ragara as a secondary action, for a total of three legions there. He also moves

one legion from House Cynis to House Nellens. He controls both dominions, so it's a secondary action, and the only one that single legion can perform in the turn. The result is four legions left in House Cynis and now four in House Nellens. Ed is done.

Adam has been reduced to controlling Houses V'neef and Ledaal, having been driven from House Mnemon by Cathy. He would like to get back at Cathy, but has seen how the "Unleash the Wyld" card has affected everyone's rolls, so opts to do some rebuilding instead. He dedicates his primary action to raising a war manse in House V'neef. He spends five Essence and three Coin to do it, for a total of eight. He places a manse piece on House V'neef. Being the last to act in the phase, Adam dares to spend three more Coin as a secondary action to raise a legion in House V'neef, for a total of four there. Adam declares himself done.

Cathy considers playing her "Peasant Uprising" Event Card on Adam while he has so little Coin, but recognizes that the effects of the card would have little impact this late in the turn.

That completes the Action Phase.

(In a future turn, Cathy will eliminate all of Adam's legions in House V'neef, leaving his war manse standing there. Her legions will move in and she will control the dominion. At that point, she can dedicate a secondary action and spend any mix of five Essence and/or Coin to re-attune the manse to her own aspect color.)

TREASURY PHASE

As with the Supply Phase, Initiative order has little bearing on play in the Treasury Phase. Players can usually collect payment from their dominions and zones all at the same time. Remember that Event and Charm Cards can still be played during this phase, however, so resources collected by a player could be bolstered or interfered with.

Going into the Treasury Phase, Adam has been reduced to one Essence and one Coin. The dominions he controls at this point are rated 4/1 and 2/3. The first has a war manse in it, so its value becomes 8/2. Adam collects ten Essence and five Coin in the Treasury Phase.

Becky has two Essence and three Coin left. She controls Houses Tepet and Cathak, which are rated 3/2 and 2/3. She has legions on House Iselsi, but doesn't control it; Don has forces there, too, and their Melee battle will continue into the next turn. Becky also controls inner-sea zones 4 and 5, which are worth 0/2 each. Becky therefore collects five Essence and nine Coin.

Cathy has three Essence and four Coin left. She controls Houses Sesus and Mnemon, rated 2/3 and 1/4. She also controls inner-sea zone 1, which is rated 0/2. That grants her three Essence and nine Coin in this Treasury Phase.

Don has seven Essence and two Coin left. He still holds House Peleps, rated 4/1, and collects that number of Essence and Coin. He has legions in House Iselsi, but so does Becky, so neither of them collects Essence or Coin from that dominion.

Finally, Ed has four Essence and four Coin left. He controls Houses Ragara, Nellens and Cynis, rated 2/3, 3/2 and 1/4, respectively. He reaps six Essence and nine Coin this Treasury Phase.

And that's the end of the turn. At the beginning of turn two, Becky controls the most regions with two dominions and two sea zones, allowing her to go first in Initiative. (She has legions in House Iselsi as well, but it's also occupied by Don's forces, so doesn't count toward either player's total of controlled regions.)

The game will proceed from turn to turn until one player emerges as emperor of the Realm, claiming one of the game's three victory conditions and holding onto it until the end of the same turn.