

BARRACKS

3 Build Points – Replaces Mustering Ground

As your army grows ever larger, you must build new camps to house your soldiers and protect them from the elements.



+6 Muster Points

MUSTERING GROUND

Core Domain Card

This simple patch of land is where you train your men from raw recruits into hardened warriors.



+3 Muster Points

Can be upgraded to a Barracks or War Lodge

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REINFORCEMENTS

Core Domain Card

Fresh soldiers from distant lands flock to your banners, drawn by idealism, avarice or hope.



+D3 Muster Points

STRONGHOLD

Core Domain Card

This fortified structure overlooks the surrounding terrain, and is garrisoned by eager troops.



+1 Strategy Point

+1 Muster Point

FORGE

Core Domain Card

Your smiths labour here day and night to provide your army with weapons, armour and equipment.



+1 Build Point

+1 Muster Point

Can be upgraded to Foundry

MUSTERING GROUND

Core Domain Card

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+3 Muster Points

Can be upgraded to a Barracks or War Lodge

MUSTERING GROUND

Core Domain Card

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+3 Muster Points

Can be upgraded to a Barracks or War Lodge

LORD'S TOWER

Core Domain Card

The seat of your power, a soaring monument to might and prestige that raises the hearts of your people.



+D3 Strategy Points

+2 Muster Points



DOMAIN
Upgrade



DOMAIN
Core



DOMAIN
Core



DOMAIN
Core



DOMAIN
Core



DOMAIN
Core



DOMAIN
Core



DOMAIN
Core



DOMAIN
Core

STRONGHOLD

1 Build Point

This fortified structure overlooks the surrounding terrain, and is garrisoned by eager troops.



+1 Strategy Point

+1 Muster Point

FORTIFIED CAMP

2 Build Points

In these frontier lands even your minor settlements must be guarded well, for threats lurk everywhere.



+2 Muster Points

Can be upgraded to Walled Settlement

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+2 Muster Points

Can be upgraded to Walled Settlement

WAR LODGE

4 Build Points – Replaces Mustering Ground

The camps of your warriors stretch on beyond the horizon. Truly, this is a force that will shake the foundation of the realms.



+8 Muster Points

REINFORCEMENTS

1 Build Point

Fresh soldiers from distant lands flock to your banners, drawn by idealism, avarice or hope.



+D3 Muster Points

SHRINE

3 Build Points

This monument stands in honour of the gods, a testament to your dominance of the surrounding lands.



+1 Glory Point

Can be upgraded to Temple

ARCANE SANCTUM

1 Build Point

Here dwell your masters of the arcane arts, researching ancient mysteries and creating items of prodigious power.



+1 Muster Point

Give an extra artefact of power to a **HERO** in your army.

WALLED SETTLEMENT

4 Build Points – Replaces Fortified Camp

Grim-faced warriors guard the sturdy walls of this fortified settlement, a bastion against the wilderness.



+1 Strategy Point

+4 Muster Points

+2 Glory Points
(Once only, when added to deck)

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DOMAIN
Optional



DOMAIN
Optional



DOMAIN
Optional



DOMAIN
Optional



DOMAIN
Upgrade



DOMAIN
Optional



DOMAIN
Optional



DOMAIN
Upgrade



DOMAIN
Upgrade

FOUNDRY

3 Build Points – Replaces **Forge**

This sprawling industrial complex is choked with smoke and steam, and thronged with hard-worked labourers.



+2 Build Points

+2 Muster Points

TEMPLE

3 Build Points – Replaces **Shrine**

Truly this is a holy place, a site of awe and majesty that mirrors the glory of your mighty empire.



+2 Glory Points

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BUILD POINT

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BUILD POINT

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BUILD POINT

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BUILD POINT

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BUILD POINT

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BUILD POINT

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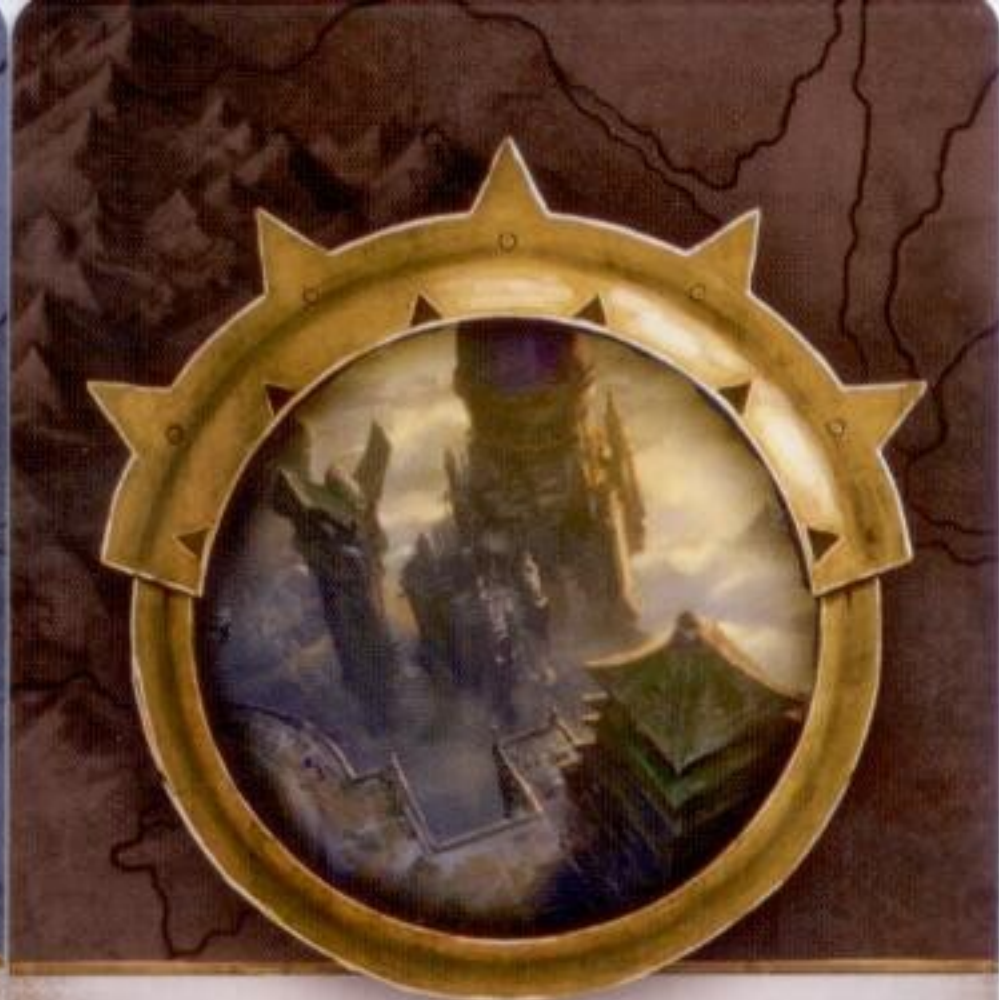
BUILD POINT



DOMAIN
Upgrade



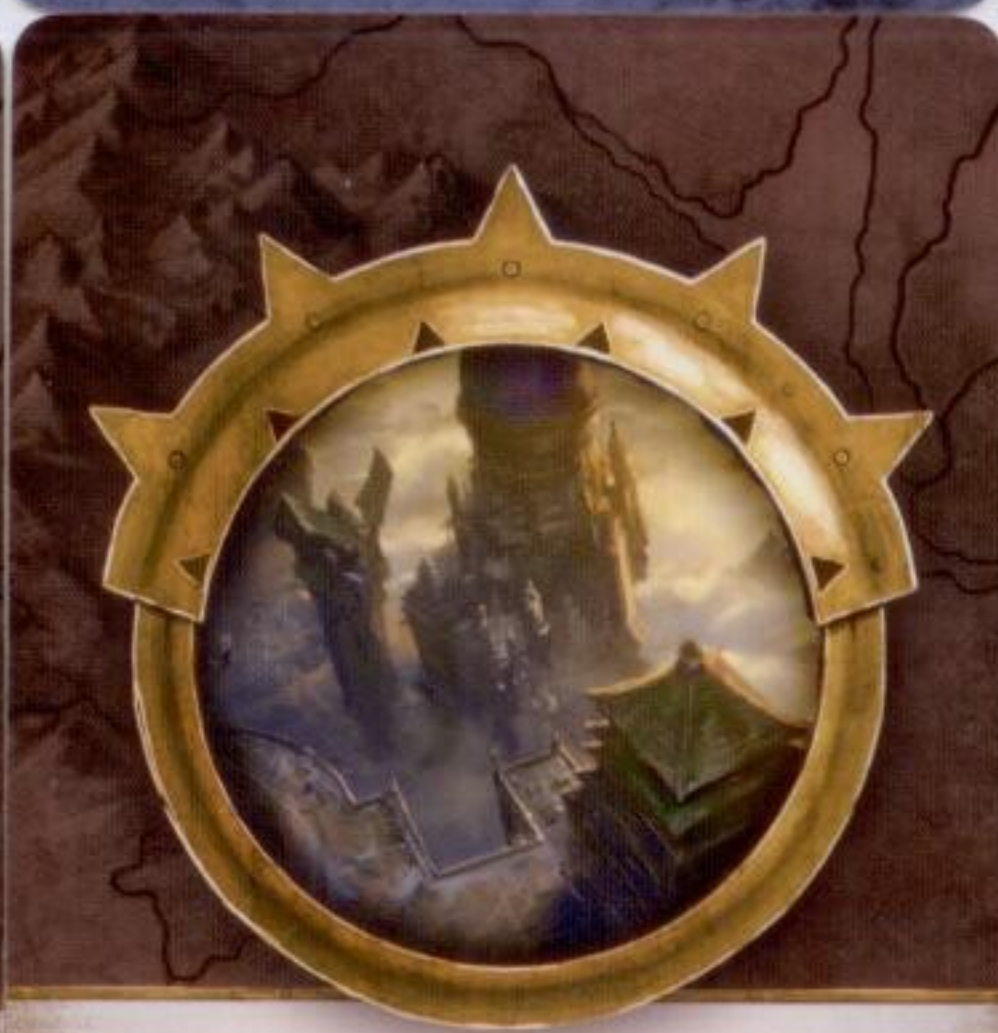
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Upgrade



BUILD POINT



BUILD POINT



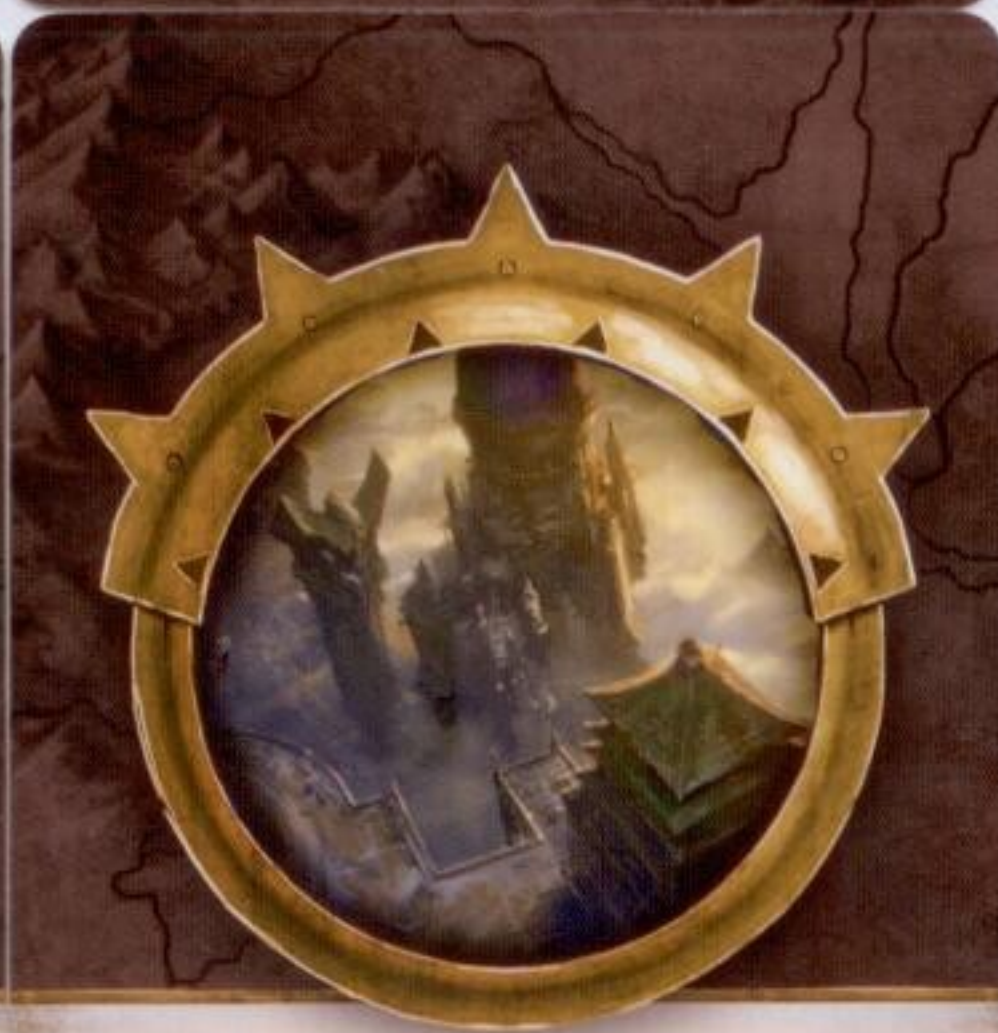
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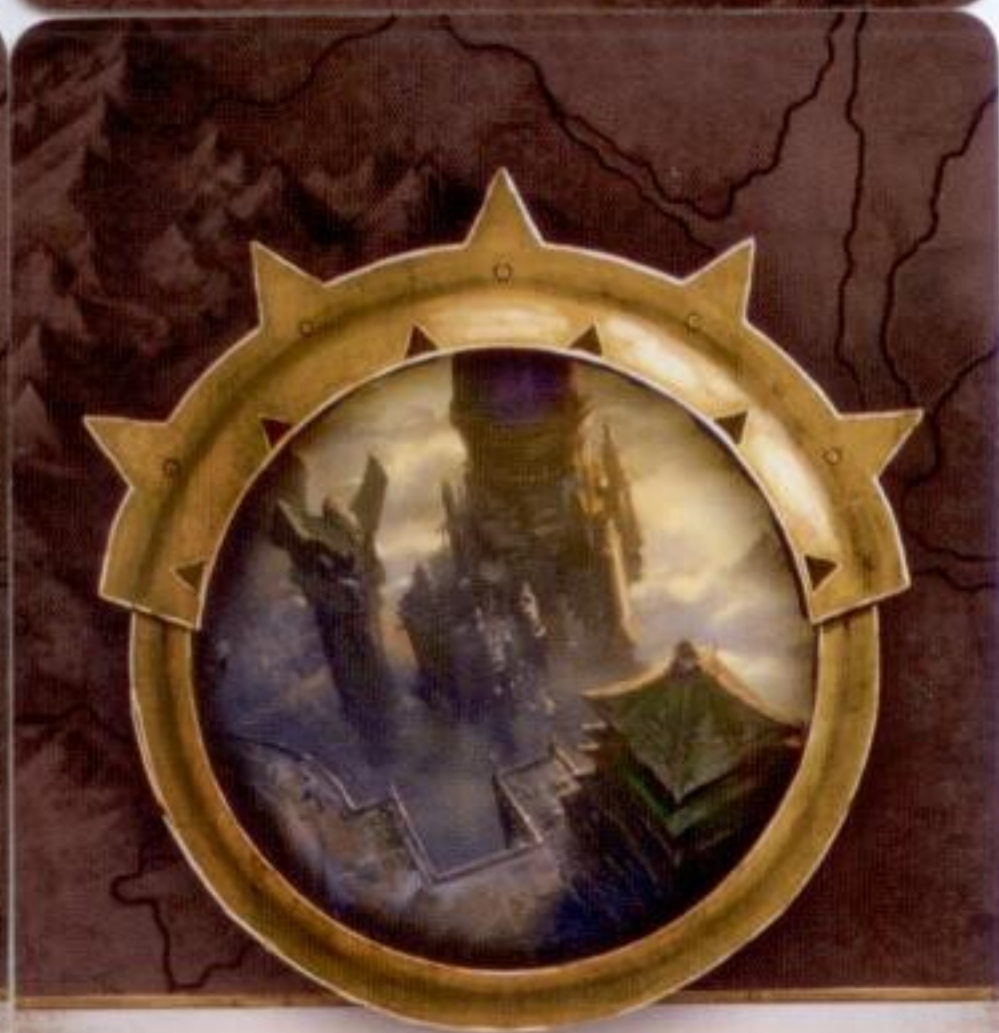
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BUILD POINT



BUILD POINT



BUILD POINT



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GLORY POINT



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GLORY POINT



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GLORY POINT



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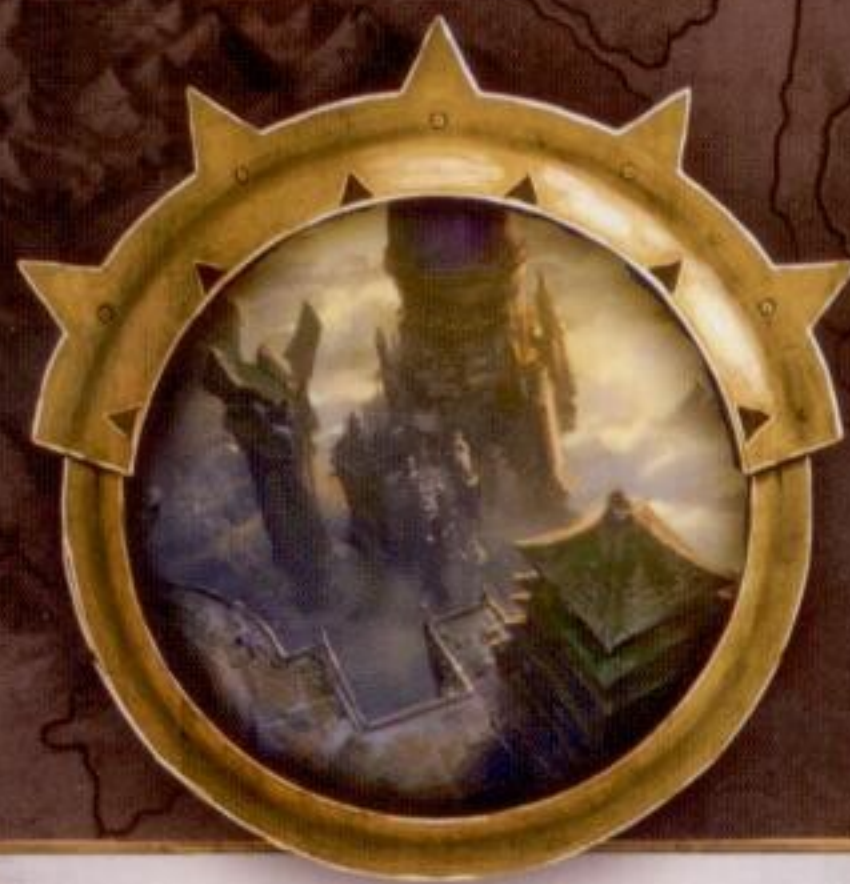
GLORY POINT



BUILD POINT



BUILD POINT



BUILD POINT



BUILD POINT



BUILD POINT



GLORY POINTS



GLORY POINTS



GLORY POINTS



GLORY POINTS



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GLORY POINTS

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GLORY POINTS

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GLORY POINTS

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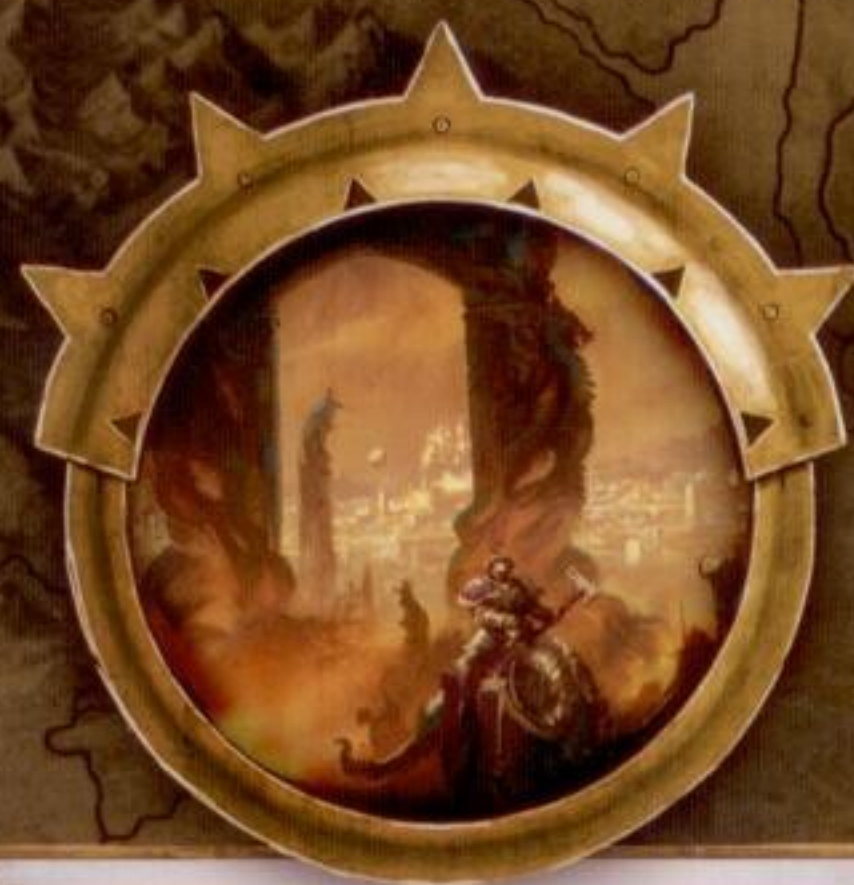
GLORY POINTS



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GLORY POINTS



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GLORY POINTS

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GLORY POINTS

16

GLORY POINTS

16

GLORY POINTS

16

GLORY POINTS

16

GLORY POINTS

SCEPTRE OF FLAME

Strategic Region Domain

Formed from living primordial realmstone, this staff blazes with white fire, and resonates with the furious elemental power of Aqshy.

At the start of the battle, pick one melee weapon that the army general can use (it cannot be a weapon used by their mount). You can add 1 to hit and wound rolls for the weapon, and increase its Damage characteristic by 1.

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GLORY POINTS



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GLORY POINTS



STRATEGIC
Sceptre of Flame



STRATEGIC
Sceptre of Flame

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INFINITY GEARS

Strategic Region Domain

This arrangement of intricate celestial machinery holds the secret to gazing beyond the veil of fate.

If you win the battle, you can move the Realmgate to a region of your choice (do not roll the dice). You then score D3 glory points, as long as the Realmgate is moved to a new region.

CAVERNS OF FULMINAX

Strategic Region Domain

Deep beneath the earth of the Broken Claw mountains lies a titanic elemental beast, its boundless fury barely restrained by ensorcelled chains.

Pick a unit in your army at the start of the battle. Add 1 to all wound rolls for that unit during the battle.

PRISMATIKON

Strategic Region Domain

An ancient weapon of terrible destructive power.

Your general can use the Prismatikon command ability once per battle. When they do so, pick an enemy unit anywhere on the battlefield. That unit suffers D3 mortal wounds if it is the first battle round, D6 mortal wounds if it is the second battle round, and 2D6 mortal wounds if it is the third or any subsequent battle round.

MINOR EMPIRE

Secret Objective

With every victory your domain grows. Soldiers and colonists flock to your banners, drawn by promises of wealth and glory, and your enemies look upon your gathered armies with unease.

Control at least 2 regions.

2 GLORY POINTS

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2 GLORY POINTS

MAJOR EMPIRE

Secret Objective

Your empire grows in power and prestige, and fresh settlements spring up across your domain. Your armies grow with every passing day, and they have won many glorious victories in your name.

Control at least 4 regions.

6 GLORY POINTS



STRATEGIC

Sceptre of Flame



STRATEGIC

Sceptre of Flame



STRATEGIC

Infinity Gears



STRATEGIC

Caverns of Fulminax



STRATEGIC

Prismatikon



**SECRET
OBJECTIVE**



**SECRET
OBJECTIVE**



**SECRET
OBJECTIVE**



**SECRET
OBJECTIVE**

MAJOR EMPIRE

Secret Objective

Your empire grows in power and prestige, and fresh settlements spring up across your domain. Your armies grow with every passing day, and they have won many glorious victories in your name.

Control at least 4 regions.

6 GLORY POINTS

MIGHTY EMPIRE

Secret Objective

In far distant lands tales of your majestic empire are told in awed whispers. Your military dominance is unquestioned, and even now your endless legions march forth to crush your few remaining foes.

Control at least 8 regions.

12 GLORY POINTS

GLORIOUS UNDERDOG

Secret Objective

Numbers alone will not win the day. It is the most capable, most determined and keenly motivated warriors who shall earn a glorious victory.

Win a battle against a player whose army had more muster points than your army.

3 GLORY POINTS

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Secret Objective

Numbers alone will not win the day. It is the most capable, most determined and keenly motivated warriors who shall earn a glorious victory.

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3 GLORY POINTS

KINGSLAYER

Secret Objective

With the enemy leader slain upon the field, his warriors lose both cohesion and morale. A single death may have dealt a fatal blow to your enemy's strength.

Slay the opponent's general.

1 GLORY POINT

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1 GLORY POINT

OVERRUN

Secret Objective

The enemy fought hard for every step of ground, but against the ferocity and skill of your warriors, even their well-prepared defences were not enough.

Gain control of a region with an enemy garrison.

2 GLORY POINTS

OVERRUN

Secret Objective

The enemy fought hard for every step of ground, but against the ferocity and skill of your warriors, even their well-prepared defences were not enough.

Gain control of a region with an enemy garrison.

2 GLORY POINTS



**SECRET
OBJECTIVE**



**SECRET
OBJECTIVE**



**SECRET
OBJECTIVE**



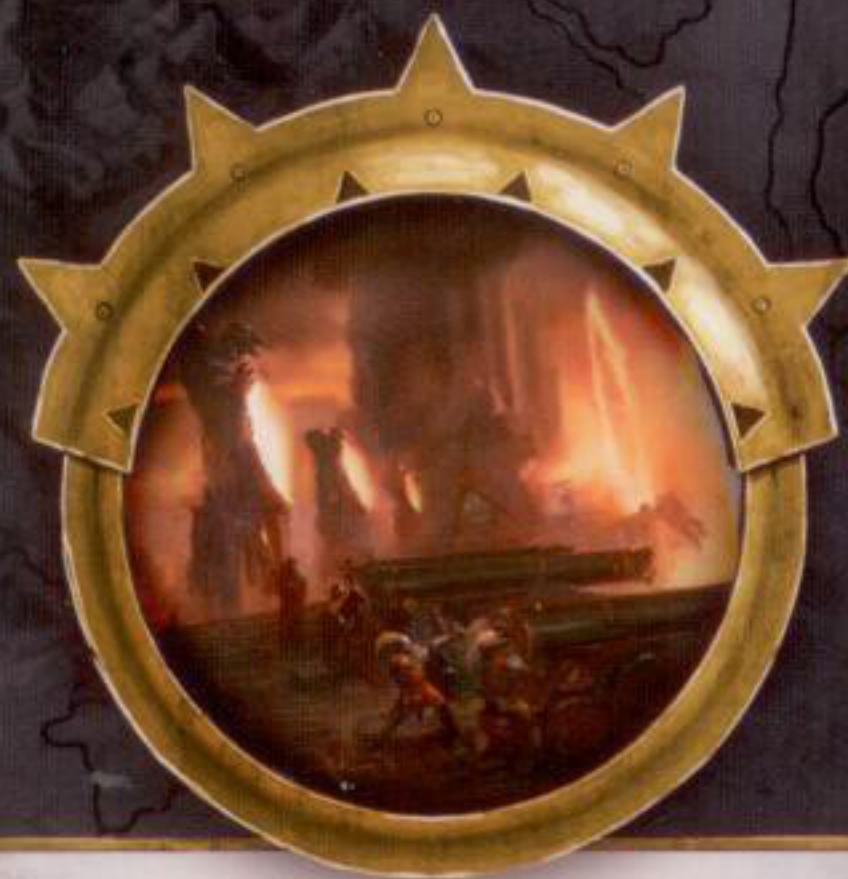
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