

QUICK REFERENCE

► STRUCTURE TERRITORIES BONUS



Place 1 Meeple from your stock onto your Depot.



Place 1 Meeple, from your Depot onto the Territory in front of your Village gates.



All your Meeples can, for this turn, go through forests.



For this turn, for each battle, destroy one opponent Meeple before the battle.



For this turn, all your Meeples do not suffer their first loss in battle.

► SPECIAL PLACES TERRITORIES



Allow the Meeples already standing on it to move freely onto another Territory within two space range.



Destroy one opponent Meeple (and gain 1 bravery point) within two space range, sacrifice one of your Meeple from that Territory.



You can place the Meeples that enter or the Meeples that are already on it on any end of the Tunnel.

► BUILDING ACTIONS



Choose 1 Building and place it face "under-construction" up on the Village. Place one Worker on the starting space of the construction path.



Flip the Building to the "constructed" side. The Worker is placed on the action path starting space.



Place X Meeples from your stock onto your Depot.



Place X Meeples from your Depot onto the Territory in front of your Village gates.



Place X Meeples from your Depot onto one Territory occupied by one or more of your Meeples.



Place 1 Meeple from your Depot onto a Territory adjacent to a Territory where at least 1 opponent Meeple stands.



Move X opponent Meeples to adjacent Territories.



Destroy all the Meeples standing in one Territory. Gain as many Bravery points.



Place one Meeple from your stock onto a Building's empty Defense space.



Exchange one of your Meeples with a Meeple standing on any Building's Defense space.



All the destroyed Meeples from the player directly go back to their Depot.



Move one of your Workers forward one extra step this turn.



Chose a Territory bonus token within the available ones.



Place one Meeple from your Depot into each Territory occupied by at least one of your Meeples.