

Turn Reference Sheet

1) Hero Phase: At the start of your turn, first determine whether the World Tension Tracker has landed on or passed 3, 6, or 9. If yes, roll the die and move the Adventuring Hero that many spaces. If no, move to the next step.

2) Action Phase: You now have 3 Action Points! You must choose from the following:

Common Actions

- *Harvest a Resource/Recruit a Lackey*
- *Recall a Lackey*
- *Exploit the Land*
- *Recall all Lackeys (3 Action Points)*

Special Actions

- *Sweep for Infiltrators*
- *Steal a Relic (2 Action Points — Advance the World Event tracker 2 spaces)*
- *Raid the Hero's Treasure (2 Action Points — Advance the World Event tracker 3 spaces)*
- *Start from Scratch (0 Action Points, lose 1 Infamy level)*
- *Activate a Plot Aftermath*

2a) If you have collected all of the required resources and/or relics, you immediately Complete your Plot! After resolving this Action, immediately Brainstorm to draw a new plot from an applicable Plot-level stack.

2b) If you choose to Harvest a Resource, Recruit a Lackey, or Complete a Plot, remember to move the World Tension Tracker forward the appropriate number of spots.

- **If the World Event Tracker hits 10,** you must flip over and resolve the World Event card as soon as you complete your Action. Then reset the tracker to 0!

3) Espionage Phase: After your 3 actions, you may choose to Commit an Act of Espionage: choose from the list on the back of this sheet based on your Infamy Level.

4) End Phase: After you have used your 3 Action Points and your optional Act of Espionage, you are at the end of your turn. Determine whether the effects of a World Event card have ended.

For example: If you flipped over "Bountiful Harvest" on your last turn, it allows all Overlords to get double the Resources they Harvest during their next turn. Since you flipped it over on your last turn, and you just finished your "next turn," the World Event card is no longer in effect.

Remember:

An Overlord may never take any Action that would result in them having less than one Lackey or more than six Lackeys. Any other Overlord's Actions or game effects that would reduce an Overlord to less than one Lackey reduce him to one instead. If an Overlord is reduced to one Lackey in this way, place that Lackey in the Overlord's Barracks.

Espionage Actions

Level 1: Glean Intel — You must have at least one Lackey in your Barracks. Do not discard this Lackey due to this Act of Espionage. You may view the Active Nefarious Plot of an Overlord that you can legally target. You may neither show this plot to other players nor tell them what you saw.

Level 2: Infiltrate — Place your Lackey on an unoccupied space on an opposing Overlord's Map Tile. Take one of the corresponding Resources from the supply. If you placed your Lackey on a Village, instead add a Lackey from your Lackey pool to your Barracks.

That opposing Overlord may not place a Lackey in the same space as your Lackey. You may recall your Lackey as per the normal rules. The Infiltrate act of Espionage does not advance the World Tension Tracker.

Note: You may not infiltrate an Overlord's Lair. An Overlord may use the Sweep for Infiltrators Action to force you to discard any of your Lackeys in their Zone of Influence.

Level 3: Plunder Resources — Discard a Lackey from your barracks, then choose an opposing Overlord and roll the die. On a 1, your Steal Resources Action fails and nothing happens. On a 2, you may take a single basic Resource from that Overlord. On a 3, you may take two basic resources from that Overlord. On a 4, you may take two basic Resources or you may instead take a Relic from that Overlord.

Alternatively, you may choose to Plunder Resources from the Adventuring Hero's Headquarters. This action follow the same rules as above. However, in the case of rolling a 4, you may take 3 basic resources from the Adventuring Hero's Headquarters. You may not steal a Relic in this way.

Level 4: Sabotage — Discard one Lackey from your Barracks and place a Sabotage Token on an Overlord's active Nefarious Plot. You may not place more than two Sabotage tokens on any one Nefarious Plot. If an Overlord completes a Nefarious Plot with a Sabotage token on the card, they must first roll the die. If the number rolled is equal to or less than the number of Sabotage Tokens, the Nefarious Plot fails!

The failed Nefarious Plot is placed at the bottom of its corresponding deck. The Sabotaged Overlord chooses and discards half (rounded down) of the basic Resources and any Relic required to complete the plot. The Sabotaged Overlord receives no Misery points for completing the failed Nefarious Plot and does not increase their Infamy level. Immediately after discarding the chosen basic Resources and applicable Relic, choose a new plot from an applicable level.

Note: If a Nefarious Plot that has any Sabotage tokens on it is discarded or removed from play due to any game effect or Action, all Sabotage tokens on the Nefarious Plot are discarded as well.

Level 5: Assassinate — Place your Lackey on an occupied space on an opposing Overlord's Map Tile. The opposing Overlord discards the Lackey from that space. Take one of the corresponding Resources from the supply. If you placed your Lackey on a Village, instead add a Lackey from your Lackey pool to your Barracks.

That opposing Overlord may not place a Lackey in the same space as your Lackey. You may recall your Lackey as per the normal rules. The Assassinate act of Espionage does not advance the World Tension Tracker.

Note: As with Infiltrate, you may not assassinate a Lackey in an Overlord's Lair. An Overlord may use the Sweep for Infiltrators action to force you to discard any of your Lackeys in their Zone of Influence.