

The Kindling of the revolution

To overthrow the ruling powers in Margulseid, you need

- ✕ Outside support (the fishermen of Heititoft have pledged their aid in the coming conflict)
- ☐ To raise the fighting spirit of the downtrodden populus
- ☐ To either gain the support of or remove from the board, at least one of the following authority figures:
 - ☐ Amtmann Krabbe
 - ☐ Ridder Lambert av Lindenval, commander of Margulseid fort
- ☐ To either:
 - ☐ Reduce the garrison at Margulseid fort's fighting capacity
 - ☐ Arm the force of the revolution with something more than timber axes and pitchforks

The following isn't essential, but sure would help:

- ★ The support of the Red Rock Club, the notorious thieves guild
- ★ Some sympathetic nobles to ease the transition
- ★ Perhaps something else we haven't thought of

The flames of the revolution

When the battle for the streets is won and the coup moves into the final stage and you **make that final push for control over the town of Margulseid**, say how you do it and roll +nothing.

For each of the bonus goals you achieved, take +1 to the roll.

10+ The transition of power is relatively smooth. No more blood is shed than necessary, and you maintain some semblance of order for the time being

7-9 The battle is long, tiring and bloody, but the banners of the Outlaw Queen ride over the ramparts at last.

6- It's a blood bath.

No matter the collateral damage, the town of Margulseid will need the support of the other towns of the wild frontier to stand against the forces of the crown, controlled by the Crown under the influence of Geheimsraad Mörk.