

• E M P Y R E A N •

In order to play Emphyrean, you also need:

- 2-4 General pieces (meeples are ideal)
- 15 Unit pieces per General (wooden cubes work great, cardboard indicators from other board games are suitable)
- 2 six-sided dice

Location Cards:

<p>The Sanguine Nail <i>Location</i> On capture: You may remove 1 Unit from an adjacent Location.</p>	<p>Lunar Library <i>Location</i> On capture: Draw a Stratagem.</p>	<p>Europa <i>Location</i></p>
<p>Cael's Reach <i>Location</i> Only 1 allied Unit may be deployed to this Location.</p>	<p>Remnants of Terra <i>Location</i> Stratagems can't affect this Location.</p>	<p>Great Burial Ground <i>Location</i> On capture: If combat just occurred, add 1 Unit from the Masses to the losing player's Reserves.</p>
<p>Warp Gate Network <i>Location</i> On capture: You may move your General to any Location.</p>	<p>Asteroid Belt <i>Location</i> Action: Move 1 allied Unit from this Location to an adjacent Location.</p>	<p>Hydrogen Font <i>Location</i> On capture: You may move 1 allied Unit from an adjacent Location to one of its adjacent Locations.</p>

<p>The Expectant Visage <i>Location</i> While your General is at this Location, +1 roll bonus while recruiting Units.</p>	<p>Traitors' Haven <i>Location</i> Action: Discard a Stratagem to add 3 allied Units from the Masses to this Location.</p>	<p>Forge World <i>Location</i> When a Unit moves to or from this Location, add a Unit from the Masses to its original Location.</p>
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Stratagem & General Cards:

<p>Improved Armaments <i>Stratagem</i> +4 to combat roll.</p>	<p>Improved Armaments <i>Stratagem</i> +4 to combat roll.</p>	<p>Improved Armaments <i>Stratagem</i> +4 to combat roll.</p>
<p>Body Harvesters <i>Stratagem</i> If you lose combat, add 3 allied Units from the Masses to your Reserves.</p>	<p>Body Harvesters <i>Stratagem</i> If you lose combat, add 3 allied Units from the Masses to your Reserves.</p>	<p>Body Harvesters <i>Stratagem</i> If you lose combat, add 3 allied Units from the Masses to your Reserves.</p>
<p>Escape Route <i>Stratagem</i> If you lose combat, move 1 allied Unit from this Location to an adjacent Location.</p>	<p>Escape Route <i>Stratagem</i> If you lose combat, move 1 allied Unit from this Location to an adjacent Location.</p>	<p>Escape Route <i>Stratagem</i> If you lose combat, move 1 allied Unit from this Location to an adjacent Location.</p>
<p>Preemptive Strike <i>Stratagem</i> If you win combat, move 1 allied Unit from this Location to an adjacent Location.</p>	<p>Preemptive Strike <i>Stratagem</i> If you win combat, move 1 allied Unit from this Location to an adjacent Location.</p>	<p>Preemptive Strike <i>Stratagem</i> If you win combat, move 1 allied Unit from this Location to an adjacent Location.</p>

<p>Martyrdom <i>Stratagem</i> Remove all Units from this Location.</p>	<p>Martyrdom <i>Stratagem</i> Remove all Units from this Location.</p>	<p>Ignatia <i>General</i> +2 to roll while attacking at this General's Location. No defense bonus.</p>
<p>Dante <i>General</i> When you lose combat, draw a Stratagem.</p>	<p>Bellum <i>General</i> When you roll a 6 during recruitment, add 4 Units to your Reserves.</p>	<p>Gaius <i>General</i> When you roll doubles, roll another die and add its value to your previous roll.</p>

Lord's Seat Location Cards:

<p>The Expectant Visage <i>Lord's Seat</i> On capture: Add 4 Units from the Masses to your Reserves.</p>	<p>Lunar Library <i>Lord's Seat</i> On capture: Draw 3 Stratagems.</p>	<p>The Sanguine Nail <i>Lord's Seat</i> On capture: You may remove up to 3 Units from adjacent Locations.</p>
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Ascension Rules:

<p>Hydrogen Font <i>Lord's Seat</i> On capture: Twice, you may move 1 allied Unit from an adjacent Location to one of its adjacent Locations.</p>	<p>Ignatia: Flip The Sanguine Nail. It starts with 3 of Ignatius' Units on it. Dante: Flip Lunar Library. It starts with 3 of Dante's Units on it. Bellum: Flip The Expectant Visage. It starts with 3 of Bellum's Units on it. Gaius: Flip Hydrogen Font. It starts with 3 of Gaius' Units on it.</p>
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