

OATH REFERENCE GUIDE

Terms

- **"Your site"** = site where your pawn is
- **"Your board"** = your playmat
- **"Rule"** = sites with warbands = player "rules" this area
- **"Your force"** = the warbands you used in the campaign as attacker or defender

Etiquette

- **Want to rewind?** Only rewind back 1 Major Action (i.e. don't redo your whole turn).
- **Forget to pick up a resource?** You may pick it up as long as it is...
 1. Before your next turn.
 2. Does not interfere with another player's actions.

Strategy Suggestions

- **What to do first?**
 - **Search decks** for advisors (especially any matching denizens already out)
 - **Take a vision** early so you have a clear path to victory
- **Need favour and secrets?**
 - **Play denizens** into open lands (gains you 1 favour)
 - **Trade** using **matching denizens** for bonus favour and secrets.
- **Too much to do?**
 - **Choose 1 goal** each round rather than trying to optimize each turn, (ie. don't try to do everything at once).
 - **How you play** is as important as what actions you take; negotiation, politics, and making allies is often more effective than aggression.

FAQ and Clarifications

- **Negotiation** (minor action) - players whose pawns are on the same site can negotiate an exchange of favour, relics, and secrets. Chancellor can negotiate at any ruled site.
- **Picking up warbands** (Troop rearrangement) can only happen at your Pawn's site.
- **Advisors can be discarded** during "Search" if you already have 3 advisors.
- **Powers with a black, thick braided box** (persistent Powers) affects all the players that the card describes, ignoring "access" (ie. may affect you regardless of location).

CAMPAIGN

General

- **To put warbands on empty "sites,"** you must "campaign."
- **Bandits** use any battleplans that have no cost.

1. Target

- **Choose a player at "your site"** to target (ie. a warband OR pawn must be present)
- **Target any # of player's sites** (and IF defender rules "your site," you MUST target it).
- **Target pawn(favour), banners, and/or relics** if enemy pawn is at "your site."
- **If attacking the "pawn's site"** (irregardless of the pawn being targeted or not), the warbands on "their board" add to their defense.

2. Battleplan

- **Declare battleplans.** Attacker declares 1st. Defender declares 2nd.

3. Attack

- **Attack DICE** are based on the # of warbands on "your board" ONLY (not sites)
- **Sacrifice Warbands to add +1 attack (before rolling)** from "your board" at a 1:1 ratio.

4. Defend

- **Add Defense DICE** for any defending "boards" pieces that show dice icons.
- **Add +1 DEFENSE** (not defence die) per Warband at any targeted "sites"
- **Add +1 DEFENSE** per Warband on the "defender's board" IF their **pawn** is...
 1. at "your site" OR
 2. a site you target
- **If you're OATHKEEPER**, add 1 extra DIE. **If you're USURPER**, add 2 extra DIE.

5. Resolve

- You must **BEAT** the defender (**tie** = defender wins)
- **LOSER (attacker or defender)**
 1. **KILL half your warbands** in your "force" rounded down
 2. **Move the other half to** "your board"
 3. **You cannot take the same action again** this turn at this site (attacker only)
- **IF Attacker is Victorious**
 1. Move any # of your force's warbands (even zero) to targeted sites
 2. **(If targeted)** Take targeted Relics and Banners
 3. **(If targeted)** Banish the enemy pawn and burn half their favour

CITIZENSHIP

Offering Citizenship

- **The Grand Scepter's holder** may offer citizenship (even to himself) by giving a relic from Reliquary (even if you're not Chancellor).
- **You may also negotiate binding exchange** of favour, secrets, banners, relics.

Accepting Citizenship

- **New citizens discard** any revealed Visions and replace warbands with Imperial ones.
- **If it is the citizen's turn**, end their turn immediately.

Playing as a Citizen

- **Refresh supply** to match Chancellor's Supply.
- **Picking up warbands** from Empire-ruled sites requires permission.
- **Warbands on your board** are still yours to control.
- **You may share (with permission) any # of warbands with other Imperial players** if your pawns are on the same site.

Exiling Citizens

- **The Grand Scepter's holder** may exile citizens by giving them 5 (+2) favour.
 1. If holder is Oathkeeper, give 1 less.
 2. If holder has People's favour, give 1 less.
 3. If Citizen is Oathkeeper, give 1 more.
 4. If Citizen has People's favour, give 1 more.
- **When exiled**, change warband colours, reset supply to leftmost space, end your turn.
- **Exile self (unless holding the scepter)** - Give Favour to Scepter's holder equal to Citizen's # of secrets plus # of warbands on their board.

Winning as Citizen

- **You can only win** if you become the "Chancellor's Successor" (NOT through visions).

CITIZEN CAMPAIGN

General

- **When attacking**, you may use any powers or battleplans at imperial-ruled sites.
- **Multiple imperial players CAN'T use the same battle plan** in the same Campaign.

Defend

- **The Chancellor always acts as an "ally"** when imperial players are defending.
 1. **Calculate your defense** as you normally would. Include Imperial pieces.
- **If another citizen's pawn is on the same site as the attacker's pawn (or a targeted site)**, they may "ally" (with permission) and add their Warbands to your total defense.
- You may use any **Powers and Battleplans** at Imperial-ruled sites.

Resolve

- **If victorious**, citizens decide how many warbands to place on a site (even 0).
- **If defeated**, imperial warbands return to the Chancellor (not citizens).
- The Chancellor decides which warbands in the defending force are killed.

Imperial Attacking Imperial

- **Imperial players may attack one another** but are treated temporarily as non-imperial
- **You can only use your own advisor's powers and battleplans** (plus imperial denizens if you're the chancellor).

RECOVERING vs. SEIZING

Recover and Seize (non "recover" actions such as campaigning)

- **"Seizing" the Darkest Secret** burns 2 secrets off of it, and the banner (with remaining secrets) goes to the new holder. Flip to the "Usurper" side.
- **"Recovering" the Darkest Secret** – take 1 secret from the banner's supply and return the rest to the previous holder.
- **The Darkest Secret can be "recovered" from another player** if there are ANY denizen suits at "their site" that don't match their advisors (i.e. keep a trusted council). IF there are no denizens at your site, the darkest secret can't be recovered.

WINNING OATH

1. During the Game - "On Wake" (if side is already up)

- Usurper or Visionary

2. Rolling at end of round 5,6,7 (no rolls if Chancellor doesn't hold Oathkeeper title).

- Chancellor if currently Oathkeeper.
- Successor if Chancellor would win, but Successor's goal is met.

3. End of the game (end of 8th turn) - Winner Priority:

- (1st) Empire if Oathkeeper → (2nd) Usurper → (3rd) Visionary → (4th) Empire