

APPENDIX

SCYTHE FACTION: CONSTANTINOPLE (EVREN & ACAR)

LEVERAGE: Once per turn, you may either discard one unplaced star to gain any 1 resource or pay any 1 resource to regain one discarded star. A resource gained from this ability is placed on any territory you control; you may spend it immediately if applicable. If you would complete a Triumph Track category but you don't have a star to place, you must wait to place it until you have paid to regain the star (and you must still meet the condition; if it was a combat star, the game does not remember past events, so you would not place the star).

RIVERWALK: Move across rivers to farms and forests. Your character and mechs can move across rivers onto farms and forests (without this ability, units cannot move across rivers).

WARP: Move from a territory to any territory of the same terrain type (opponent-unoccupied). For example, if your character is on a tundra and you have this ability, with a single movement you may move your character to any other tundra. The destination location cannot be occupied by an opposing unit (it's fine if your units are there).

VEER: After combat, you may refresh your action token. When all other steps of combat are complete, remove your action token from its current section on your player mat and place it on a different section. If this benefit is gained before taking a bottom-row action on your turn, you may proceed to take the new bottom-row action.

SPEED: +1 hex per movement. Your character and mechs may move one additional territory when moving. If any of those units move into a territory containing an opponent's character, mech, or worker, their movement ends and they cannot move again this turn. Moving from one tunnel to another still counts as 1 move, so with this ability you could move an additional territory before or after moving through a tunnel. Your mechs can pick up and drop off resources and workers in the middle of a move action when they have the Speed ability.

IMPORTANT: The move action on the Scythe player mat allows different units to move, not the same unit multiple times. The standard movement range for a unit is 1 location.

EXPEDITIONS MECH, CHARACTER, AND COMPANION: VOYAGER, NIKTE, AND NOHOCH

VOYAGER: Once per turn, you may trash 1 corruption to Upgrade, Meld, or Boast. You can use this ability anywhere (it is not limited to locations with revealed benefits for Upgrade, Meld, or Boast).

NIKTE: Refresh all other workers (on cards in your active row—other than the worker on this character; refresh them to your mech mat) OR Solve; if you Solve, gain the core value of all your solved quests.

IMPORTANT: Whenever you play a card, gain the core value (guile/power in the upper left). You may also place a worker on the card to activate its ability.

NOHOCH: Pay \$1 to gain your location's top corruption OR Vanquish. If this Vanquish removes the location's final corruption, you may gain the revealed benefit.

Nikte is one of the last members of an ancient tribe that has fought the Cult of Meloch and its corruption for centuries. Loyal, fearless, and highly knowledgeable about the jungle, Nikte is an excellent tracker and guide. Armed with the cosmic stone blade of her ancestors, she has devoted her life and knowledge to investigating and combating all signs of Meloch's devoted followers. Her faithful companion, the maned wolf Nohoch, is an extraordinary creature. Even if not as physically powerful as jaguars, maned wolves are revered as magical creatures and are able to sense and even block Meloch's corruption.

COMBAT CARDS

- 0 - MUNITIONS BOUNTY (x3):** Increase the value of this card to the power spent on your dial. For example, if you spent 4 power on your dial, the value of this card is 4 (for total combat power of 8).
- 1 - ELEMENT OF SURPRISE (x6):** Draw a combat card, gain its standard value, then discard it. For example, if you draw a 3-value card, your total combat card strength is 4. Ignore the ability on the drawn combat card.
- 2 - SWARM TACTICS (x9):** Increase the value of this card by +1 per unit here. For example, if you have 1 mech in combat, 1 character, and 1 worker, and the opponent has 1 mech, add +4 to the value of this card (for a total value of 6).
- 3 - AMBUSH (x12):** After the reveal, you may play an additional combat card with a different value. After both you and your opponent reveal, when it's your chance to execute your combat card (the attacker goes first, then the defender), you may choose a combat card other than Ambush in your hand and play it for its value and ability (add the total to the 3 from Ambush).
- 4 - SURVEY THE BATTLEFIELD (x12):** Increase the value of this card by +1 per each other combat card played. This includes combat cards played by you and your opponent.
- 5 - PLANNED RETREAT (x9):** You must retreat after combat. If you win, both players retreat. If you lose, only you retreat.
- 6 - LAST-DITCH EFFORT (x6):** If attacking, you lose ties. If defending, -1 value. Normally the attacker wins ties, but not if you play this card as the attacker. If you're defending, the value of this card is 5.
- 7 - NO GUTS, NO GLORY (x3):** You cannot earn a combat star. By playing this card, in this combat you cannot earn a combat star on the Triumph Track (even if you win).

FACTORY CARDS

- 19:** Pay \$2 to gain 1 encounter card with your character. Immediately read the options on the encounter card and gain 1 option (or 2 for the Polania faction). No encounter token is used for this action, but the location of your character matters for location-specific benefits gained as a result.
- 20:** Pay 1 popularity to gain either 1 upgrade or 2 combat cards.
- 21:** Pay 1 encounter token and return 1 worker to your player mat to gain 1 mech, 1 structure, or 1 recruit. If you choose the mech or structure, place it on a territory where you have a worker. You cannot use this action if the Produce section of your player mat is full.



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