

Intrigue

- Each side at least 2 goals
- Conflict Clock fills with goals, Events & Chances
- Chances by fortune roll/round if there is no Chance
- Chances only influence conflict clock positively
- Enemy places or removes ± 1 stress per player action

Combat

- Conflict Clock fills with Enemies & Events

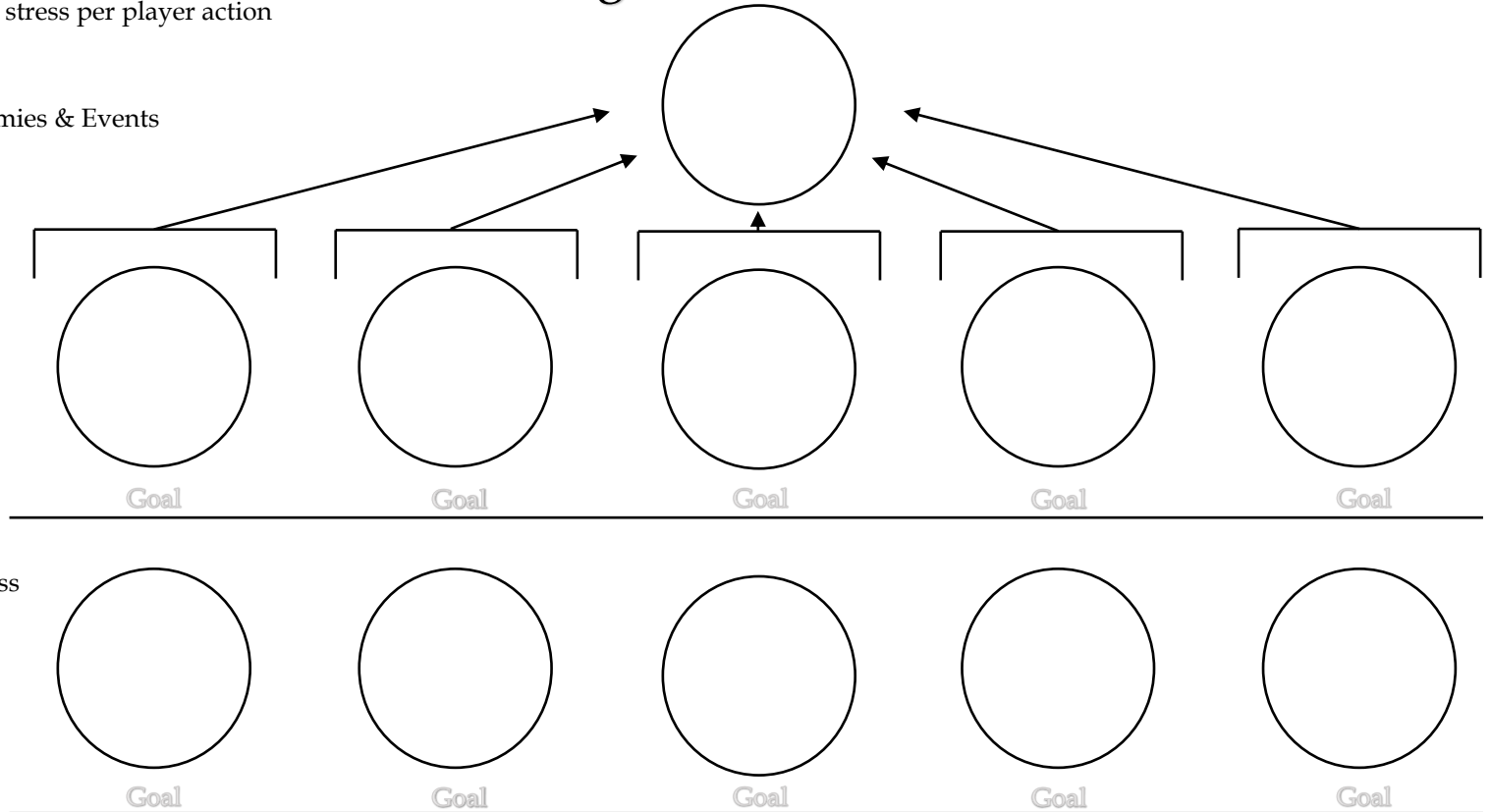
Battle

- Conflict Clock fills with Enemies, Events & Chances
- Chances only influence conflict clock positively
- Squads can be bound by squad encounter each turn
- Unbound squads can help Players to inflict Stress

Always

- Max 3 Actions per round
- Helping another gives 1 Stress and adds +1 Luck to roll

Big Conflict Clock



Empty

2

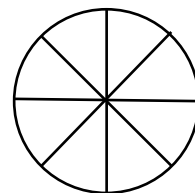
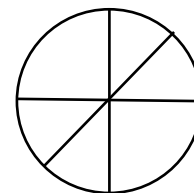
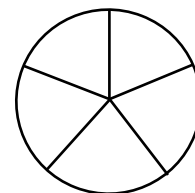
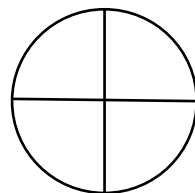
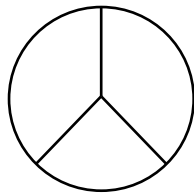
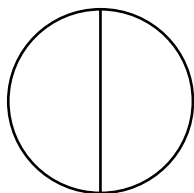
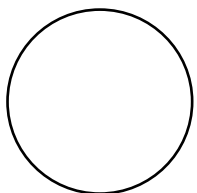
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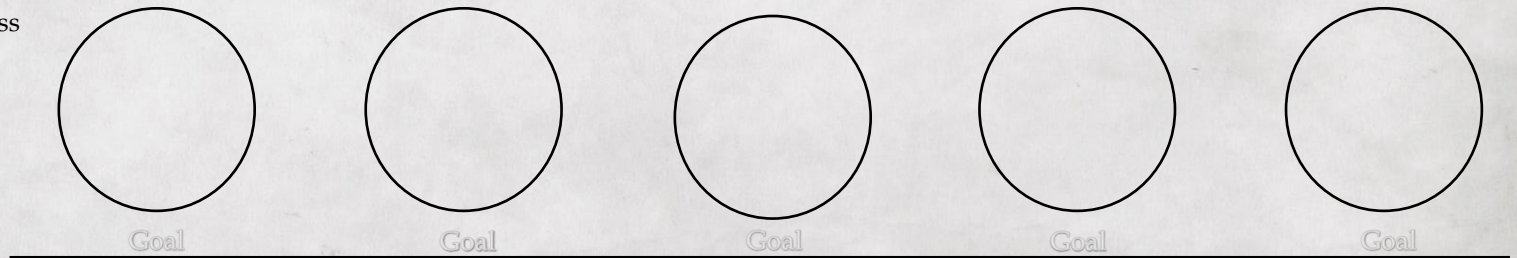
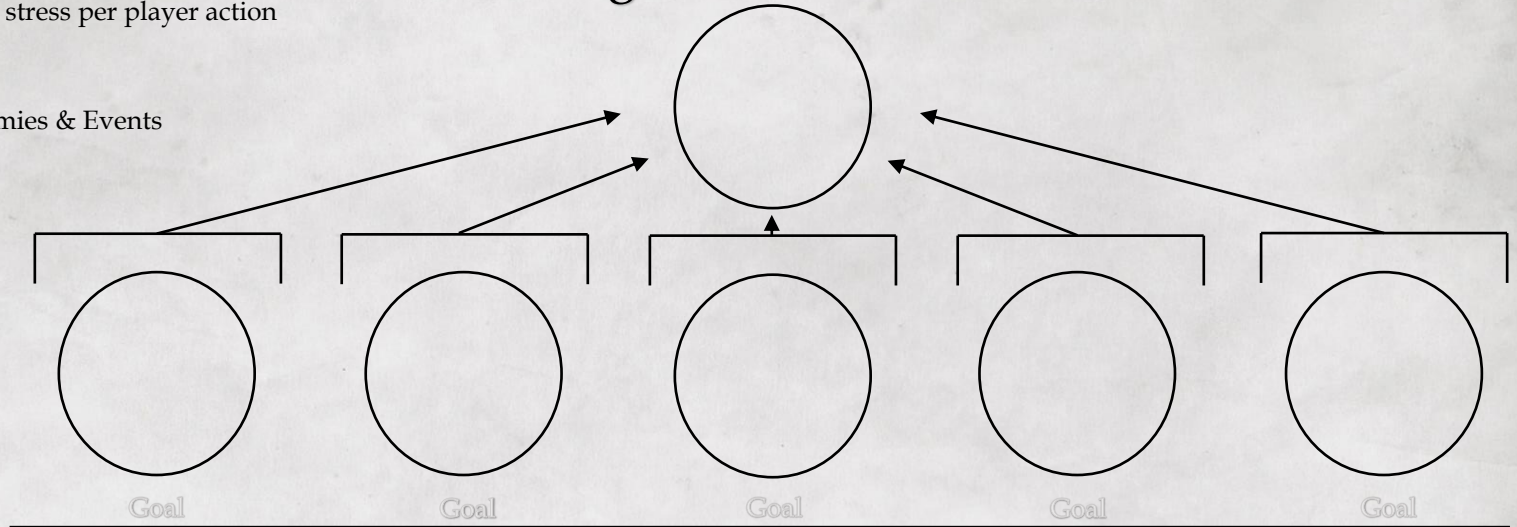
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