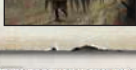


OBJECTIVE CARDS

CARD	ART	OBJECTIVE
1		HIGHER GROUND ADVANTAGE Control at least 3 mountain territories at the end of your turn.
2		UNDERWORLD ADVANTAGE Control at least 3 tunnels at the end of your turn.
3		HARVEST ADVANTAGE Control at least 3 farm territories at the end of your turn.
4		NORTHERN ADVANTAGE Control at least 3 tundra territories at the end of your turn.
5		KING OF THE HILL Control the Factory at the end of your turn and have the highest power of any player (ties are okay).
6		SEND ONE BACK AS A WARNING Force an opponent's worker to retreat and still have at least 7 power.
7		MACHINE OVER MUSCLE Have 1 Factory card, at least 1 mech, and no more than 3 workers.
8		ROLL UP YOUR SLEEVES WITH THE COMMON MAN Have \$2 or less, at least 4 workers, and at least 7 popularity.
9		STOCKPILE FOR THE WINTER Control a territory with 9 or more resource tokens (at least 1 of each type) on it at the end of your turn.
10		WOODLAND ADVANTAGE Control at least 3 forest territories at the end of your turn.
11		POPULATION ADVANTAGE Control at least 3 village territories at the end of your turn.
12		GET RICH OR CRY TRYING Have at least \$20 at the end of your turn.
13		FOUNDATIONS OF THE EMPIRE Have at least 6 of your tokens (i.e., character, workers, mechs, and structures) on 1 territory.
14		HEDGE YOUR BETS Have at least 1 upgrade, 1 mech, 1 structure, 1 recruit, and 1 of each resource at the end of your turn.

CARD	ART	OBJECTIVE
15		BALANCED WORKFORCE Have the same number of workers and recruits.
16		A WOLF AMONG THE SHEEP Control a territory with your character, exactly 1 mech, exactly 1 worker, and at least 5 resources at the end of your turn.
17		DIVIDE AND CONQUER Have 0 Factory cards and control at least 2 territories adjacent to the Factory at the end of your turn.
18		BECOME A BELOVED PACIFIST Have 0 power, at least 13 popularity, and at least 5 workers.
19		SHORE UP THE SHORE Control at least 5 territories surrounding the same lake at the end of your turn.
20		CREATE A PERMANENT FOOTHOLD Build at least 3 structures, have at least 7 popularity, and have 0 mechs.
21		MONOPOLIZE THE MARKET Control at least 9 tokens of the same resource at the end of your turn.
22		TECHNOLOGICAL BREAKTHROUGH Have 1 Factory card and 0 upgrades.
23		ACHIEVE TACTICAL MASTERY Have 8 or more combat cards in hand and at least 1 combat victory star.
24		ESTABLISH A HUMAN SHIELD Have at least 5 workers on a territory adjacent to the Factory at the end of your turn.
25		BECOME A DESPISED WARMONGER Have 3 or less popularity, at least 13 power, and at least 2 mechs.
26		DIVERSIFY PRODUCTION Control at least 1 of each primary terrain type with at least 1 worker on each at the end of your turn.
27		BUILD LOCAL INFRASTRUCTURE Build at least 3 structures, none of which are adjacent to your home base.

ENCOUNTER CARDS

1



WHISTLE WHILE YOU WAIT FOR THE GEESE TO CROSS THE ROAD: Gain \$2 and 1 popularity.

PAY THE GIRL FOR HER PET GEESE--OR, AS YOU CALL THEM, DINNER: Pay \$2 to gain 4 food.

GLEEFULLY FEED THE GEESE TO YOUR ANIMAL AND CLAIM THE FARM AS YOUR OWN: Pay 2 popularity to build 1 structure.

2



TAKE ORDERS FROM YOUR SUPERIOR OFFICER WITH HUMILITY: Gain 1 combat card and 1 popularity.

GIVE THE VILLAGER A RIDE HOME ON YOUR HORSE: Pay \$2 to gain 4 wood.

THREATEN TO CREATE AN AVALANCHE WITH YOUR BAZOOKA: Pay 2 popularity to enlist 1 recruit.

3



HERD THE SHEEP ON THE HILLSIDE FOR AN AFTERNOON: Gain 2 food and 1 popularity.

SERVE LAMB FOR DINNER TONIGHT: Pay \$2 to gain 1 worker and 3 food.

USE THE SHEEP TO TRIP UP A PASSING MECH: Pay 3 popularity to deploy 1 mech.

4



TAKE PHOTOS FOR THE OVERLY ENTHUSIASTIC SOLDIERS: Gain 2 metal and 1 popularity.

HIRE A MERCENARY TO JOIN YOUR GROUP: Pay \$3 to enlist a recruit.

PRACTICE SHOOTING AT THE UNSUSPECTING TARGETS: Pay 2 popularity to gain 4 metal.

5



GO FISHING WITH THE SOLDIERS BY POSING AS LOCALS: Gain 2 food and gain 1 popularity.

BRIBE THE SOLDIERS FOR THEIR MECH: Pay \$4 to deploy a mech.

WAIT UNTIL DUSK TO INVADE THE CAMP: Pay 2 popularity to gain 2 food and 2 metal.

6



LET THE BEARS FROLIC TOGETHER IN THE SNOW: Gain \$2 and 1 popularity.

START A BEAR CAVALRY BY ENLISTING THE ANIMAL: Pay \$3 to enlist 1 recruit.

HAVE A BEAR MEAT SANDWICH FOR LUNCH: Pay 2 popularity to gain 4 food.

7



PAY YOUR RESPECTS AS YOU PASS THROUGH THE NORDIC CAMP: Gain 2 oil and 1 popularity.

SIT DOWN AND ENTERTAIN THE TROOP WITH A GREATLY EMBELLISHED STORY: Pay \$2 to gain 1 upgrade.

AMBUSH THE SOLDIERS AT MIDNIGHT: Pay 2 popularity to gain 4 oil.

8



PET THE REINDEER AND FLIRT WITH THE LOCALS AT THE REFINERY: Gain \$2 and 1 popularity.

STOCK UP ON OIL FOR THE JOURNEY AHEAD: Pay \$2 to gain 4 oil.

CONVINCE THE SOLDIER THAT REINDEER AREN'T REAL: Pay 2 popularity to enlist 1 recruit.

9



HELP AN INVENTOR INSTALL A HEAVY GEAR: Gain 2 oil and 1 popularity.

HIRE THE INVENTOR AND FUND HIS CRAZY INVENTIONS: Pay \$3 to build 1 structure.

STEAL THE INVENTOR'S FUEL SOURCE: Pay 2 popularity to gain 4 oil.

10



STEER THE DISORIENTED MECH THROUGH THE FOG WITH YOUR LANTERN: Gain 2 oil and 1 popularity.

PAY THE STRANDED MAN FOR HIS MECH: Pay \$4 to deploy 1 mech.

SHOUT NONSENSE UNTIL THE MECH COMES CLOSE ENOUGH FOR YOU TO ROB IT: Pay 2 popularity to gain \$2 and any 2 resources.

11



PICK FRUIT FOR THE LADY...AND KEEP A FEW FOR YOURSELF: Gain 2 food and 1 popularity.

PAY THE LADY TO SUPPLY YOUR EMPIRE WITH UNLIMITED APPLES: Pay \$2 to gain 1 worker and 3 food.

BANISH THE LADY FROM HER FAMILY'S LAND: Pay 2 popularity to build 1 structure.

12



KNOCK DOWN A TREE TO HELP THE WORKERS WITH THEIR DAILY QUOTA: Gain 2 wood and 1 popularity.

HIRE THE BUILDERS FOR A DAY: Pay \$3 to build 1 structure.

THREATEN TO START A FOREST FIRE IF ONE OF THE LUMBERJACKS WON'T WORK FOR YOU: Pay 2 popularity to gain 1 worker and 3 wood.

13



ENJOY AN AFTERNOON FESTIVAL WITH THE COMMONERS: Gain \$2 and 1 popularity.

ENTER A BATTLE OF WITS & LOSE ON PURPOSE: Pay \$2 to gain 2 power and 2 popularity.

DRINK TOO MUCH AND RAID THE STOREHOUSE: Pay 3 popularity to gain any 5 resources.

14



REPAIR A BROKEN FENCE TO SECURE THE PIGS: Gain 2 food and 1 popularity.

DISASSEMBLE THE MECH FOR SPARE PARTS: Pay \$2 to gain any 3 resources.

STARTLE THE PIGS TO START A STAMPEDE: Pay 2 popularity to gain 1 worker and 3 metal.

15



TAKE A RIDE ON A FERRY AS THE WIND TUSSELES YOUR LONG, FLOWING HAIR: Gain 2 popularity.

TRADE WITH THE CARAVAN FOR A VARIETY OF GOODS: Pay \$2 to gain any 3 resources.

PILLAGE THE TRAVELER'S WARES AT GUNPOINT: Pay 3 popularity to gain any 5 resources.

16



PLANT CROPS AT A FARM FOR A DAY TO EARN SOME GOODWILL: Gain 2 food and 1 popularity.

DISLodge A STUBBORN PLOW TO EARN A FAVOR FROM THE FARMERS: Pay \$2 to gain 1 worker and any 2 resources.

SALT THE EARTH AND FORCE THE PEOPLE TO ENLIST: Pay 2 popularity to enlist 1 recruit.

17



ADMIRE A RETIRED SOLDIER'S PRIZED GUN: Gain 1 combat card and 1 popularity.

HIRE THE SOLDIER TO RELIVE HIS GLORY DAYS: Pay \$2 to gain 2 power & 2 combat cards.

STEAL THE SOLDIER'S MECH WHILE HE'S NAPPING: Pay 3 popularity to gain 1 mech.

18



SHOOT A WILD BOAR FOR A LUNCH OF BACON: Gain 2 food and 1 popularity.

HERD THE BOARS AWAY FROM TOWN: Pay \$2 to gain any 3 resources.

STEER THE BOARS INTO THE HELPLESS VILLAGE: Pay 2 popularity to gain 1 worker and 3 wood.

ENCOUNTER CARDS

19



SHARE SOME GOOD NEWS FROM HOME WITH THE TRAVELERS: Gain \$2 and 1 popularity.

TRADE FOR A COW AND EAT STEAK FOR DINNER: Pay \$2 to gain 4 food.

CONVINCE THE SOLDIERS THAT THE PATTERNS ON THE COWS CONTAIN CODED MAPS FROM THE ENEMY: Pay 2 popularity to gain 2 combat cards and 3 power.

20



OBSERVE A CHILDHOOD GAME OF WAR: Gain 1 combat card and 1 popularity.

TOSS SOME COINS TO THE KIDS ON BEHALF OF YOUR FACTION: Pay \$2 to gain 3 popularity.

CUT DOWN THE TREE TO SIGNAL AN END OF THE AGE OF INNOCENCE: Pay 2 popularity to gain 4 wood.

21



DISTRACT THE ROGUE MECH WITH YOUR YODELING SKILLS TO SAVE THE COW: Gain 2 popularity.

SEIZE CONTROL OF THE MECH AND SCUTTLE INTO THE FOREST: Pay \$4 to deploy 1 mech.

STEER THE COW UNDER THE MECH TO SEE WHAT HAPPENS: Pay 2 popularity to gain 2 combat cards and 3 power.

22



OFFER SOME ADVICE TO FIX A BROKEN PULLEY AT A DEFUNCT MINE: Gain \$2 and 1 popularity.

HAGGLE FOR SOME CHEAP ORE FROM THE MINE'S OWNER: Pay \$2 to gain 4 metal.

CUT THE PULLEY LOOSE WITHOUT HESITATION: Pay 2 popularity to build 1 structure.

23



TAMPER WITH THE DRAFT DOCUMENTS TO KEEP THE FAMILY TOGETHER: Gain \$2 and 1 popularity.

DELIVER CONSCRIPTION PAPERS AND PAYMENT: Pay \$3 to enlist 1 recruit.

STRONG-ARM THE FAMILY TO TAKE OVER THEIR FARM: Pay 2 popularity to gain 1 worker and 3 food.

24



CONCEIVE A PLAN WITH THE PATROLLING TROOPS IN THE FOREST: Gain 1 combat card and gain 1 popularity.

RELIEVE THE SOLDIERS OF SOME DEAD WEIGHT: Pay \$2 to gain any 3 resources.

DECEIVE THE SOLDIERS AND STEAL THEIR MECH: Pay 3 popularity to deploy 1 mech.

25



SALVAGE AMMO FROM A SECRET UNDERGROUND FACILITY: Gain 2 power and 1 popularity.

BRIBE THE RESEARCHERS TO GIVE YOU AN ADVANCED WEAPON: Pay \$2 to gain 4 power.

SPY ON THE RESEARCHERS' SECRETS AFTER PRETENDING TO BEFRIEND THEM: Pay 2 popularity to gain 1 upgrade and any 2 resources.

26



ARMWRESTLE A BRUTE AT THE LOCAL TAVERN: Gain 2 power and 1 popularity.

BUY EVERYONE A ROUND OF DRINKS: Pay \$2 to gain 3 popularity.

START A FIGHT AND SNEAK AWAY WITH THE KEYS TO THE TAVERN: Pay 2 popularity to build 1 structure.

27



HELP AN ANXIOUS FARMER FIND A MISSING PART FOR HIS MECH: Gain \$2 and 1 popularity.

CON THE FARMER INTO SELLING YOU SOME SCRAP METAL UNDER MARKET VALUE: Pay \$2 to gain 4 metal.

STEAL THE NEWLY BUILT MECH WHEN IT'S READY: Pay 3 popularity to deploy 1 mech.

28



GIVE THE NEWLY RECRUITED SOLDIER A LIFT TO HIS NEW ASSIGNMENT: Gain \$2 and 1 popularity.

HIRE THE SOLDIER'S FAMILY TO WORK FOR YOU: Pay \$2 to gain a worker and any 2 resources.

THROW THE CRESTFALLEN FAMILY OUT OF THEIR HOUSE: Pay 2 popularity to build 1 structure.

29



TELL A GROUP OF SOLDIERS A FUNNY STORY WHILE THEY EAT LUNCH: Gain \$2 and 1 popularity.

PAY FOR THE SECRETS TO WONDROUS NEW TECHNOLOGY: Pay \$3 to gain 1 upgrade.

STEAL THEIR FUEL AND ONE ROASTED KIELBASA: Pay 2 popularity to gain 3 oil and 1 food.

30



SHOW THE FARMER THE CONTROL YOU HAVE OVER YOUR ANIMAL: Gain 2 power and 1 popularity.

PAY THE FARMER TO STRIP HIS MECH OF ALL ITS AMMO: Pay \$2 to gain 4 power.

GIVE YOUR ANIMAL THE SIGNAL TO GO BERSERK: Pay 2 popularity to build 1 structure.

31



CLEAR UPROOTED TREES AFTER THE BATTLE IS OVER: Gain 2 wood and 1 popularity.

THROW DOWN YOUR BAGS AND RUSH INTO BATTLE: Pay \$2 to gain 3 popularity.

STUDY THE BATTLEFIELD FROM AFAR, PLOTTING YOUR OPPONENT'S DEMISE: Pay 2 popularity to look at any one opponent's combat cards, then draw 3 combat cards.

32



CREATE AN ALLIANCE WITH THE TOWN MAYOR: Gain \$2 and 1 popularity.

STOCK UP ON AMMO AND MAPS IN THE TOWN: Pay \$2 to gain 2 power and 2 combat cards.

INFILTRATE THE TOWN TO STEAL ITS INDUSTRIAL SECRETS: Pay 2 popularity to gain 1 upgrade and any 2 resources.

33



BEFRIEND THE SAMURAI FROM A FARAWAY LAND: Gain \$2 and 1 popularity.

LEARN HOW TO FIGHT WITH A KATANA: Pay \$2 to gain 2 power and 2 combat cards.

SPY ON THE FOREIGN MECHS TO LEARN NEW TECHNOLOGIES: Pay 2 popularity to gain 1 upgrade and 2 food.

34



POINT THE TRAVELING CONVOY IN THE RIGHT DIRECTION: Gain \$2 and 1 popularity.

ASK THE MECHS TO BLOW A HOLE IN THE MOUNTAINSIDE: Pay \$2 to gain 4 metal.

STEER THE STRANGER WAY OFF COURSE, GIVING HIM NO OTHER CHOICE BUT TO JOIN YOUR TROOP: Pay 2 popularity to enlist 1 recruit.

35



AS THE LADY POINTS AT YOU ACCUSINGLY, HAVE YOUR ANIMAL COMPANION POINT AT THE NEARBY HUNTER TO BREAK THE TENSION: Gain 2 popularity.

PAY THE LADY TO USE PART OF HER FENCE AS KINDLING: Pay \$2 to gain 4 wood.

SWITCH POSITIONS WITH THE LADY AND HER FAMILY: Pay 2 popularity to gain 1 worker and 3 oil.

36



OFFER TO TRANSLATE FOR THE LOCALS AND THE SOLDIERS: Gain 2 oil and 1 popularity.

MAKE A HIGH-STAKES BET AND WIN A MECH: Pay \$4 to deploy 1 mech.

INTENTIONALLY MISTRANSLATE TO RILE UP THE PEOPLE AND SEIZE CONTROL OF THE OIL REFINERY: Pay 2 popularity to gain 1 worker and 3 oil.

FACTION MATS



move across rivers to farms and tundra



RIVERWALK

move from a territory or home base to any inactive faction's home base or your own



WAYFARE

before combat, steal 1 of the opponent's combat cards at random



SCOUT

+1 hex per movement

+1



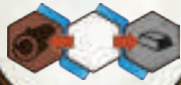
SPEED

COERCION

Once per turn, you may spend 1 combat card as if it were any 1 resource token.



move across rivers to forests and mountains



RIVERWALK

move to/from lakes and retreat to adjacent lakes



SEAWORTHY

before combat, if you pay 1 power, opponent gets



ARTILLERY

+1 hex per movement

+1



SPEED

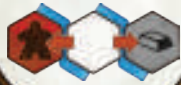
SWIM

Your workers may move across rivers.





move across rivers to villages and mountains



RIVERWALK

move to/from lakes and move from any lake to another



SUBMERGE

in combat, do not lose popularity when forcing an opponent's worker(s) to retreat



CAMARADERIE

+1 hex per movement

+1



SPEED

MEANDER

Pick up to 2 options per encounter card.



move across rivers to farms and villages



RIVERWALK

move between any village you control and the Factory



TOWNSHIP

in combat where you have at least 1 worker, you may play



PEOPLE'S ARMY

+1 hex per movement

+1



SPEED

RELENTLESS

You may choose the same section on your Player Mat as the previous turn(s).



move across rivers to forests and mountains



RIVERWALK

move between any mountain you control and any tunnel



UNDERPASS

before combat on a territory with a tunnel, opponent gets



DISARM

+1 hex per movement

+1



SPEED

DOMINATE

There is no limit to the number of stars you can place from completing objectives and winning combat.

PROMO ENCOUNTER CARDS

37



URGE THE PAIR OF LONG-LOST LOVERS TO REUNITE: Gain 2 popularity.

BUY A PLOT OF THIS VERDANT PLAIN: Pay \$2 to gain 2 food and 2 oil

RE-ENLIST THE SOLDIER BEFORE HE GETS COMFORTABLE: Pay 2 popularity to enlist 1 recruit.

38



QUIETLY WATCH THE FISHERMAN FROM ACROSS THE LAKE: Gain 2 popularity.

BROKER A DEAL FOR THE OLD MECH: Pay \$4 to deploy 1 mech.

SMILE AS YOU PUSH THE MECH INTO THE LAKE: Pay 2 popularity to gain 4 food.

39



STEER THE MECHS AWAY FROM THE ELECTRIC LINES: Gain 2 food and 1 popularity.

GET AWKWARD COW-MILKING LESSONS FROM THE FARMERS: Pay \$2 to gain 4 food.

SIPHON ELECTRICITY TO TURBOCHARGE YOUR ARMAMENT: Pay 2 popularity to gain 5 power.

40



REASSURE THE YOUNG LAD THAT THE ARMY IS JUST PASSING THROUGH: Gain 1 combat card and 1 popularity.

MAKE A DEVOTION AT THE WAYWARD CHAPEL: Pay \$2 to gain 3 popularity.

DISMEMBER A MECH AND USE THE METAL SHELL AS YOUR NEW HOME: Pay 2 popularity to build 1 structure.

41



TAKE A WALK IN THE WOODS WITH THE BRIGADE: Gain 2 power and 1 popularity.

BRIBE THE SOLDIERS FOR BATTLE TACTICS: Pay \$2 to gain 4 combat cards.

LIE TO THE SOLDIERS ABOUT AN INCOMING WINTER STORM: Pay 3 popularity to enlist 1 recruit and gain 2 wood.

42



USE YOUR MECH'S HEADLIGHTS TO GUIDE THE AIRSHIP THROUGH THE THICK CLOUDS: Gain \$2 and 1 popularity.

HITCH A RIDE INTO THE GREAT UNKNOWN: Pay \$2 total to move any units from this encounter territory to any 1 empty adjacent land territory (even across rivers).

CAPSIZE THE AIRSHIP, JUST TO SEE WHAT FALLS OUT: Pay 3 popularity to gain any 5 resources.

INVADERS FROM AFAR FACTION MATS

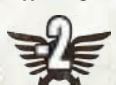


move across rivers to or from an adjacent tunnel territory



BURROW

before combat where you are attacking, opponent gets



SWORD

before combat where you are defending, gain



SHIELD

move to any territory where you have a worker or Flag token



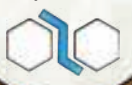
RALLY

EXALT

After moving your character, you may place a Flag token on its territory.



move across a river (max. 1 character or 1 mech per turn)



TOKA

move to/from lakes; in combat on a lake, you may play



SUTON

before combat where you have exactly 1 unit, gain



RONIN

move to any territory with a Trap token; you may arm the Trap



SHINOBI

MAIFUKU

After moving your character, you may place an armed Trap token in its territory.

6 TO 7 PLAYER GAME FACTION ABILITY CHANGES



move to any unoccupied farm



WAYFARE



MEANDER

Pick up to 2 options per encounter card. At end of game, gain \$3 for each encounter territory you control.