

Draft Rules

Pack Construction

In the bottom right corner of the cards you will find the cards' draft number. In order to construct a draft pack of empire include the following.

- 1 D1
- 1 D2
- 2 D3
- 4 D4
- 5 D5
- 2 D6/D7
- 2 D8

Each player receives 3 packs for them to draft. If you have bought Tides of War and Battle of Tembe Field, you have enough cards for 6 players to draft.

Recommended Optional Rule: Pick 1 Pack 1 players draft 2 cards.

Deck Construction

Army decks must contain 25 army cards plus an additional 5 cards for each faction you include beyond the first.

The deck must contain at least 5 cards of each faction included.

Civic decks must contain 15 civic cards from the factions present in your army deck.

Constructed

Deck Construction

Army decks must contain 30 army cards plus an additional 10 cards for each faction you include beyond the first.

The deck must contain at least 10 cards of each faction included.

Civic decks must contain 15 civic cards from the factions present in your army deck.

In best of 3 matches you will also have access to a sideboard of cards.

The sideboard must contain 6 cards from the factions present in your army deck.

After sideboarding your deck is allowed to have less than 10 cards from each faction as long as the deck fulfills that requirement in its original form.

Glossary

Ability

Abilities are special rules on cards that modify how you play with them. When an ability enters the sequence such as from a deploy ability or tactic, you complete the ability from top to bottom wholly before moving on to the next ability in the sequence. Abilities do not check for targets until it is their turn in the sequence, and a later part of an ability might become legal due to an earlier clause in that same ability.

Example: Gorefroth's ability reads

"Whenever you advance Gorefroth into a frontier, you may retreat an enemy unit there.

Whenever you advance Gorefroth into an unoccupied frontier, it occupies that frontier."

The second part of the ability does not check if the frontier is unoccupied until after the first ability has potentially retreated a unit from that frontier.

Activate

Some abilities can be activated. These are called stratagems and maneuvers. The details on each of these abilities can be found in this document.

Advance

Advance refers to unit movement from the heartland into a frontier.

You may advance ready units with your commit action.

Advancing

Units are advancing when they are in a frontier but aren't occupying it. When you move a unit into a frontier they enter that frontier advancing.

Allied

Allied refers to cards you, or your team are fielding.

Ambush

During the battle phase, you may deploy units with Ambush ready and advancing into a frontier of your choice.

Army Card

Army cards are a super type of cards that make up your army deck. The types of army cards are:

- Units
- Tactics
- Monuments

Army Deck

Your army deck is made up of army cards. It contains 30 + 10 for each faction you include beyond the first. An army deck must contain at least 10 cards of each faction included.

Assembly

Villagers with assembly count the number of other villagers with assembly you are fielding, and have an effect if you reach the required amount. They also count themselves as they are deployed.

Attack

A unit's attack determines the amount of damage it deals in combat.

Battalion

Units with battalion have an effect as long as they are in a frontier with an allied unit of higher tier.

They lose this effect immediately when there is no longer such a unit present.

Example: If a battalion effect gave a 2/2 unit +1/+1, that unit would die before resetting damage if it received 2 damage and the unit with higher tier was killed during combat.

Battle Tactic

Battle Tactics are a sub-type of tactics. They may be deployed during the battle phase. An effect that allows you to interact with a tactic also allows you to interact with battle tactics.

Bottom

Several effects ask you to put cards on the bottom of either of your decks. When putting multiple cards on the bottom of your deck with the same effect, you decide the order of the cards.

Brutal

Whenever a unit with brutal deals combat damage to a unit, it also deals that much damage to that unit's commander.

Dealing damage outside of combat do not cause the unit's commander to take damage.

Example: Wetland Emperor has brutal, and fights a unit when it is deployed. The damage it deals while fighting is not dealt to the targets commander.

Bulwark

Units with bulwark block excess damage dealt to you through the frontier they are in, up to their defence.

Cannot

Some effects prohibit certain actions. Cannot always supercedes can.

Card Type

Card types have different rules associated with them, you can find the rules in this document.

Charge

Units with charge enter play ready.

Civic Card

Civic cards are a super type of cards that make up your civic deck.

The types of civic cards are:

- Villagers
- Settlements

Civic Deck

The civic deck must contain at least 15 civic cards of any of the factions present in your army deck.

Combat

After the battle phase has ended combat begins. The player with the initiative counter chooses the order in which their units deal damage, and the order of the units receiving damage. Then their opponents do the same in the order of initiative. The damage then happens simultaneously.

If you are the only player with surviving units in a frontier after combat, you win that combat and can choose a unit to occupy that frontier.

If you started a combat with an occupying unit, you must occupy that frontier at the end of combat if able.

Commander

On cards the players are referred to as Commanders.

Commit

Once per round each player may commit. Retreating ready units from frontiers, and advancing ready units into frontiers. The strategy phase continues after players have committed.

Consume

When you deploy a unit with consume you may sacrifice another unit in order to save the deployed unit.

Cost Reductions

Army cards can have their supply cost reduced. Cards with abilities that reduce their cost have their cost reduced while in every zone, and effects that look for cards of certain costs also see this cost reduction.

Counters

Counters keep track of different things, currently the only counter in the game is the monuments' progress counter.

Damage

Damage is dealt to units in order to kill them, and to players in order to reduce their morale. Damage on units persists until replenishment where it is cleared simultaneously with other effects that last until replenishment.

Loss of morale also counts as taking/dealing damage.

Defence

Defence determines how much damage a unit can take before it is killed.

Deploy

Deploy refers to putting a card from an out of play zone into an in play zone. You may always deploy a villager or settlement, once per round, and army cards by paying their costs.

Deploy Abilities

Some units have abilities that take effect when they are deployed. Unlike tactics units with deploy abilities do not need legal targets in order to be deployed. If a deploy ability has no legal targets its effect is voided.

Desperate Measures

You can deploy army cards a tier ahead of you by paying additional supplies equal to the cards tier.

Example: You have Tenmu, which is a tier-II card that costs 1 supply, in your hand and you are tier I meaning you haven't settled any frontiers. You may pay 3 supplies to deploy Tenmu.

Destroy

Settlements and monuments that are destroyed are put into your graveyard.

Die

Units and villagers that are killed or sacrificed, die and are put into your graveyard.

Discard

You discard cards by putting them from your hand into your graveyard.

Dominion

Tactics with dominion deploy copies of themselves for each frontier you are currently occupying.

Draw

You draw cards from your decks by putting them into your hand. Every instance of draw lets you choose which of the decks you draw from unless otherwise specified on the ability. You may only choose one deck to draw from for each instance of draw on an ability. For example if a card had the ability "Draw 2 cards." you could draw either 2 civic cards, or 2 army cards, but not 1 of each.

Effect

Effects refer to the outcomes of abilities.

Elusive

Units with elusive must be assigned damage in combat after units without elusive. Multiple instances of elusive have no effect, and if a unit with elusive also has guard they cancel each other out.

Enter

A card enters a zone whenever it is moved or put into that zone.

Execute

Execute is a maneuver that lets you exert your unit in order to have it strike an enemy unit in the same frontier without execute.

Exert

Exerted cards are spent, meaning they cannot activate Stratagems, Maneuvers and other abilities that require them to exert for their effects. By default cards enter play ready, but there are exceptions like units that enter play exerted unless they have the Charge ability. Signify which cards are exerted by turning them sideways.

Faction

Your decks can only contain cards from the factions you chose when constructing the deck.

The factions are:

- Songdu
- Lyria
- Ndembe
- Kyushima

Fielding

Fielding refers to any card that you have in play.

Fight

Units fight by dealing damage to each other equal their attack.

Flank

At the start of the battle phase, ready units with Flank may be advanced from the heartland into a frontier. If you have multiple instances of Flank you choose which frontier your units advance into separately for each unit.

For free

If an ability allows you to deploy a card for free, that card is put to the front of the sequence. You do not have to fulfill the tier requirements of cards that you deploy for free.

Frontier

The frontiers are in play zones. Each frontier is a separate zone. Frontiers can be settled by each of the players. Each frontier can have one occupying unit, and any number of advancing units in them.

Graveyard

The graveyard is an out of play zone. Cards that die, are destroyed or discarded, go into your graveyard. The order of your graveyard doesn't matter and you may rearrange it as you please.

Guard

Units with guard must be assigned damage in combat before units without guard.

Multiple instances of guard have no effect, and if a unit with guard is also elusive they cancel each other out.

Improvise

You may improvise civic cards, deploying settlements into your heartland as though they were villagers, and deploying villagers into frontiers as though they were settlements.

Improvised settlements in your heartland lose their ability and gain "☉: Supply 1."

Improvised villagers in frontiers lose their abilities, but increase your tier.

In this frontier

Card with abilities that read "in this frontier" need to be in a frontier for their abilities to take effect. The heartland is not a frontier.

Infiltrate

Units with infiltrate deal excess damage as though you were occupying the frontier

Initiative

Initiative moves between players whenever the player with the initiative takes an action or passes. In multiplayer games the initiative moves clockwise around the table.

Initiative Tracker

The player with the initiative tracker starts with the initiative in each of the phases, and goes first whenever multiple abilities would be put into the sequence simultaneously.

Jump

Jump is a maneuver that lets you move a unit from one edge frontier the other edge frontier.

Kill

A unit or villager that is killed, dies. Units that take damage equal to (or higher than) their defence are killed.

Leave

A card leaves a zone whenever it is moved or put into another zone.

Lone Wolf

Lone Wolf abilities are unit abilities that take effect at the start of the battle phase if the unit solitary and advancing.

Maneuver

Maneuvers are abilities you can activate during the battle phase. You can only activate each maneuver once per round. If a unit has more than one maneuver you can activate any number of them. If a unit has 2 identical maneuvers you can still activate both of them once a round.

Modifications

Modifications modify the stats of cards in play. Cards can only have one of each modification, and if a card leaves play, they lose their modifications.

Monument

Monuments are an army card that you can deploy into frontiers that your opponent is not occupying. They take the same slot that an occupying unit would, but they do not count as occupying. If you deploy a monument into a frontier that you are occupying, the occupying units moves to the advancing position.

At the start of the battle phase the progress ability takes effect, and you put a progress counter on the monument.

At replenishment, if you have progress counters on your monument equal to (or higher than) its completion number, its completion ability takes effect and then you sacrifice it.

If you lose a combat in a frontier with a monument, or an enemy unit occupies that frontier, sacrifice that monument.

Morale

Players start the game with 25 morale.

Taking damage reduces your morale.

Abilities that causes players to lose morale are treated the same as abilities that would deal damage to a player, and vice versa.

Example: A player that has lost 1 life from Fearless Saboteur is treated as having taken 1 damage for the ability of Shadow of Nakagami.

Move

Movement refers to anything that would cause a card to be put from one in-play zone into another (see page x).

Nomadic

Units with nomadic have an effect as long as they are in a frontier that you haven't settled.

Occupying

Once you have won combat in a frontier you may choose to have one of your units occupy it. Unit abilities with the **■** symbol are only in effect as long as they are occupying. Settlement abilities with the **■** symbol are only in effect while you are occupying that frontier.

Oversettling

You may oversettle in frontiers that you have settled and are occupying. Sacrifice the settlement in the frontier and deploy a civic card from your hand into that frontier. This is one action, and it is restricted by the "one settlement per round" rule.

Plan

You plan by looking at the top cards of your army decks. You may put those cards on top, or on the bottom of your army deck in any order. The number after plan is the amount of cards you get to look at.

Play

Play refers to the heartland and frontiers. A card is in play while it is in any of those places. A card enters play when it is moved from out of play (hand, decks, graveyard and vault) into play, and a card leaves play when it moves from play to out of play.*

Promote

Promote is a modification that gives units +1/+1 and increases their tier by 1.

Ransack

Ransack abilities take effect whenever the unit with the ability deals damage to your opponent.

Ready

Ready cards can use their stratagems and maneuvers. Ready units can be advanced or retreated with the commit action.

Reckless

Units with reckless must advance each round if able. If you have a ready unit with reckless in your heartland during the strategy phase you cannot pass.

Reinforce

Reinforce is a maneuver that allows you to move the unit with reinforce from one frontier into another frontier with an allied unit in it.

Retreat

Retreat refers to movement from a frontier to your heartland. Units exert when they are retreated.

You may retreat units with your commit action.

Reverence

You have Reverence when you have at least 4 different tiers of cards in your graveyard, civic cards do not have tiers and do not count towards reverence.

Revolt

When you deploy a card with a revolt ability you may put a villager in your heartland on the bottom of your civic deck to get the revolt effect.

Round

Rounds start at the strategy phase and end after replenishment.

Sacrifice

Sacrificed cards die and are put into your graveyard, this does not count as killing or destroying the card. Cards that cannot be killed or destroyed can still be sacrificed.

Sated

Sated is a modification that gives your units +2/+2.

Scheme

You plan by looking at the top cards of your army decks. You may put those cards on top of your army deck in any order, or into your graveyard. The number after plan is the amount of cards you get to look at.

Seal away

Cards that are sealed away go into your vault.

Sentinel

Units with sentinel ability have an effect whenever they advance into a frontier you have settled.

If a frontier becomes settled in the same sequence you advanced a sentinel unit into that frontier, you will gain the sentinel effect.

Sequence

The sequence dictates in what order ability effects that would occur simultaneously happen.

The player with the initiative tracker first decides the order in which their abilities happen, then they begin resolving those abilities, putting any new abilities caused by revolving the sequence at the front of the sequence.

Then other players go in initiative order and do the same.

You do not need to choose targets for your abilities until it is their turn in the sequence.

If the source of an ability is removed by an earlier step in the sequence, the ability still happens, however if the ability requires the source for its effect, that effect is voided.

Example: The player going second is fielding a Frontline Messenger which has the ability "II — III: At replenishment, you may put Frontline Messenger on the bottom of your army deck to summon a Conscript, occupying this frontier."

If the Frontline Messenger was removed from play earlier in the sequence, its ability would still take place, however because its effect requires you to put it on the bottom of your army deck from play, and you cannot fulfill that requirement, the effect is voided.

Settlement

Settlement is a civic card-type. Settlements are deployed into frontier in order to tier you up, and to provide abilities while you are occupying. Settlements can also be improvised as villagers, in which case they have the ability "☉: Supply 1 🏠" but lose their other abilities.

Skirmisher

Skirmisher is a sub-type of unit that has these additional rules.

-They cannot occupy.

-They deal excess damage as though you were occupying the frontier.

Slayer

Slayer abilities take effect when the unit kills one or more units. A unit with an ability that causes you to sacrifice another unit would not trigger its slayer ability.*

Solitary

A unit is considered solitary if it is in a frontier, and there are no other allied units in that frontier.

Stalwart

Units with stalwart are immune to enemy tactics, and cannot be affected by them.

Stratagem

Stratagems are abilities that you can activate during the strategy phase. You can activate them any number of times so long as you can pay the costs.

Strike

When a unit strikes, it deals damage equal to its attack to the unit it is striking.

Summon

Summon describes the action of putting a token card into play. Some summon effects specify where the token is placed (for example "in your hand"). If the effect does not mention where the token goes, put the summoned card into your heartland, exerted if it is a unit.

Summoning does not count as deploying the card.

Supplies

In order to deploy army cards you must supply them. Cards with supply abilities such as villagers and some units, get exerted when you pay for a cards supply cost.

You must be paying for something in order to use a supply ability. Supplies do not carry over, if you supply a 1 cost unit with a ability that provides 2 supplies, the remaining supply is lost.

Tactic

Tactics are a card type that change the tides of battle. They are one-time use effects that happen when you deploy them, and then go into your graveyard.

Target

What a card can target determines what it can affect.

Tier

Tier can refer to your tier, or the tier of a card. Your tier is always 1 plus the number of frontiers you have settled. A cards tier is displayed in the top left corner. Civic cards do not have a tier.

Tireless

Units with tireless deal combat damage even when exerted.

Tokens

Tokens are summoned from outside of the game. They share the super-type of their card types. For example a unit-token is also considered an army card.

Unique

Unique cards can be a card of any type. You are limited to 1 copy of each unique card when building your decks.

Unit

Units are a card type that battle for, and occupy frontiers. They have attack to determine the amount of damage they do, and defence to determine the amount of damage they can take before being killed. Units enter play exerted.

Unoccupying

Unoccupying describes all units that are not presently occupying a frontier.

Until Replenishment

Some effects last "until replenishment". Those effects are lost in the cleanup part of replenishment.

Vault

The Vault is an out of play zone. Cards that are sealed away go into your vault. The order of cards in your vault doesn't matter so you can arrange them as you like.

Villager

Villagers are a type of civic card. You may deploy one villager per round, you may also use villagers to improvise (see page x).

Waste

To waste, put the number of cards stated on the effect from the top of your army deck into your graveyard.

Zones

There are several in play, and out of play zones.

The in play zones are the heartland, and the frontiers, each frontier counts as a separate zone.

The out of play zones are your Army Deck, Civic Deck, Hand, Graveyard and Vault.

Card Errata

Agent of Dissidence

Old Text:

Revolt — When you deploy Agent of Dissidence, you may put a villager from your heartland on the bottom of your civic deck to give an allied unit +2/+0.

Elusive: This unit can only be assigned combat damage after units without Elusive.

New Text:

Revolt — When you deploy Agent of Dissidence, you may put a villager from your heartland on the bottom of your civic deck to give an allied unit +2/+0 **until replenishment**.

Elusive: This unit can only be assigned combat damage after units without Elusive.

Young Noble

Old Text:

Pay 4♠: Promote Young Noble.

New Text:

Stratagem — *Pay* 4♠: Promote Young Noble.