Campaign Reference

Roll	Roll	Tyranny 0	Tyranny 1	Tyranny 2	Tyranny 3	Open Rebellion
1/2	1	Do Nothing	Do Nothing	Hoard	Sow Terror	Do Nothing
	2	Do Nothing	Pursue Vendetta	Random Reprisals	Sow Terror	Hoard
	3	Do Nothing	Pursue Vendetta	Random Reprisals	Sow Terror	Organize Raids
	4	Pursue Vendetta	Spread Propaganda	Sow Terror	Sow Terror	Organize Raids
	5	Pursue Vendetta	Spread Propaganda	Sow Terror	Hoard	Bolster Forces
	6	Pursue Vendetta	Hoard	Collect Taxes	Random Reprisals	Bolster Forces
3/4	1	Interrogation	Hoard	Root out Sedition	Random Reprisals	Bolster Forces
	2	Interrogation	Dispatch Spies	Root out Sedition	Root out Sedition	March Army
	3	Dispatch Spies	Dispatch Spies	Root Out Sedition	Root out Sedition	March Army
	4	Dispatch Spies	Dispatch Spies	Random Reprisals	Mandatory Inspections	Force March
	5	Dispatch Spies	Collect Taxes	Spread Propaganda	Reinforce	Force March
	6	Collect Taxes	Collect Taxes	Spread Propaganda	Reinforce	Forage
5/6	1	Collect Taxes	Throw Feast	Reinforce	Crackdown	Forage
	2	Collect Taxes	Interrogation	Indulge Scheme	Indulge Scheme	Reinforce
	3	Throw Feast	Interrogation	Punish Scheme	Indulge Scheme	Reinforce
	4	Throw Feast	Indulge Scheme	Bolster Forces	Force March	Indulge Scheme
	5	Indulge Scheme	Indulge Scheme	Mandatory Inspections	March Army	Indulge Scheme
	6	Root Out Sedition	Punish Scheme	Crackdown	Attack Refuge	Indulge Scheme

Favored Servant	Scheme	Progress

Campaign Reference

Campaign Turn	Armies and Units
1. Tick any clocks on the map up by 1 segment. Remove 1 damage from any unit or army current stationed in a town or keep. 2. Move any units one segment of "Road" towards their destination, or between two adjacent cities along the river. 3. Roll 1d6 twice on the Campaign Chart, once for each *Roll* column. Apply the action's effect and record it on the Map of Cardenfell. (if **heat** is above 3, repeat this step. If **heat** is above 6, repeat it twice.)	**Armies** are groups of units, whose total Tier equals the current Army Size. They are typically represented by 8-clocks. The Army Size is equal to 6 minus the current Minds level. During Open Rebellion, the Army Size is equal to 2x the Garrison of the army's destination, +2. **Units** move around the map and are represented by 4-clocks, but will try to return to the closest Town or Keep after completing their action. When choosing which Units to act, it is recommended to move a unit who's Tier is close to the current Tyranny level.

Actions

Do Nothing: The vampire lord fritters away their time. Do nothing.

Pursue Vendetta: The vampire pursues some vendetta against a rival lord. Move an **Army** towards an enemy city in Cardenfell or else start a **4-clock** and move an Army off the map until it fills. When the Army returns, inflict 1d6 damage across the army's units.

Dispatch Spies: Create a *Spies* **4-clock** at the location of the brigand's last foray. The brigands gain +2 Heat in this location until the clock fills.

Collect Taxes: Start a **4-clock** and move any unit from village to village. If filled, the brigands lose 2 Rep.

Throw Feast: Create a **4-clock** in a town. If filled, the brigands lose 2 Rep.

Interrogation: The vampires target an ally, bringing them in for interrogation. Make a fortune roll to find out if they resist questioning. 1-3: +2 heat, 4/5: +1 heat, 6: no effect).

Mandatory Inspections: Start a 4-tick *Inspections* clock and dispatch an *Investigator* to the location of the last foray. -1 to any Engagement rolls while clock is active.

Sow Terror: Start a *Terror* **6-clock**. Move a unit from village to village, reducing Sedition by 2 ticks at each location, until the clock fills.

Hoard: Create a *Hoard* at a remote location, filled with either 8 Blood Sterling, 8 Supplies, or 4 Contraband.

Spread Propaganda: Start a *Propaganda* **4-clock** in a controlled town. Brigands lose 2 Rep if this clock fills.

Reinforce: Create a "Reinforce" clock with ticks equal to 2x the tier of your lowest-Tier "destroyed" unit. When this clock fills, create a new instance of the previously destroyed unit.

Root Out Sedition : Move the closest Enforcer unit towards the location of the brigands last foray. When it arrives, it reduces the Sedition at that location by 1 tick per turn.

Random Reprisals: The gallow ropes swing as the vampires plan to execute townsfolk as a show of power. Move an enforcer towards a town of your choice. When they arrive, create a 4-tick "Reprisals" clock. If this clock fills, reduce Sedition by 4 and Rep by 2.

Indulge Scheme: Add a tick to the scheme of the current Favored Servant.

Punish Scheme: Remove a tick from the scheme of the current Favored Servant.

Bolster Forces: Move an additional unit towards another unit's location.

March Army: Gather an **Army** and march it towards a keep, town or village of your choice.

Force March: Move a unit or army of your choice one additional segment and deal 1 damage to the chosen unit or army.

Attack Refuge: Move an army towards the Brinkwood. When it arrives, the brigands must either flee or stand and fight.

Crackdown: Start a *Crackdown* 4-clock. The vampire cracks down on sympathizers. Associates are not available until the clock fills or the crackdown is disrupted.

Organize Raids: Damage one allied Cohort or Mark an Expert.

Forage: The vampiric armies "forage" for blood. Repair up to 2 ticks on an army or unit, and add 2 Sedition to the closest location.

Cardenfell Reference

Rep	+2	+1	+1	0	0	0	−1	−2	−3	−4	−4	−5	−5	−6	−6	Heat:											

Towns	Sedition	Status
Innisfirth		
Drancaster		

Villages	Sedition	Status
Hogswick		
Shepforth		
Fletchgrove		
Flaypool		

Lands	Sedition	Status
The Veins		

Towns	Sedition	Status
Stamleigh		
Grismont		

The Sisters	Sedition	Status
Oldleigh		
Flinford		
Ironholme		
Cliffsblack		

Lands	Sedition	Status
The Riverland		