

Gauntlet v0.6.3 Card and Territory Reference

Current v0.6.3 print/export artifact. Authority set:

64c8d65c2e63df1ed4d74d16178688c8bf7ead1cd6408496b2e423a2d4d7df49.

Playable cards: **128**. Territories: **25**.

Playable Cards

Advance Guard

- **ID:** neutral-advance-guard
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: During Opening, during your Movement this turn, you may move one additional Position. If that additional movement creates a pending battle, you cannot set a Gambit in that battle.

Gambit/Tactic: Attacker without a Gambit — gain Advantage.

Arcane Knowledge

- **ID:** neutral-arcane-knowledge
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4
- **Trait:** Arcane

Action: Move one card from your Graveyard to your Discard Pile.

Gambit/Tactic: Apply the Gambit or Tactic effect of one card in your Graveyard that can apply now.

Armistice

- **ID:** neutral-armistice
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Asset: Neither player can start a battle. At the start of your Opening, discard two cards from your Hand or discard this card. You cannot voluntarily discard this card at another time.

Gambit/Tactic: The attacker withdraws. Put every other Gambit and Tactic still in battle in its owner's Discard Pile, then put this card in its owner's Graveyard.

Assimilation

- **ID:** neutral-assimilation
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Asset: In the Aftermath, if you initiated and won this battle on a Territory the opponent controls, you may put this card in your Graveyard to advance Front Line 1, if able, instead of occupying it.

Gambit/Tactic: In the Aftermath, if you win as the attacker on a Territory the opponent controls, advance Front Line 1, if able, instead of occupying it. Put this card in your Graveyard after the Front Line advance.

Attrition

- **ID:** neutral-attrition
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: In the Aftermath, if the opponent lost, put each opposing Tactic from this battle in their Graveyard instead of their Discard Pile.

Gambit/Tactic: In the Aftermath, if the opponent loses, put every card from their initial Reserve in their Graveyard.

Bombardment

- **ID:** neutral-bombardment
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Placement: The first enemy-controlled Territory ahead of you without an Overlay.

Overlay: This Territory's printed effect is inactive. When you attack here: Win — turn this Overlay into Ruins. Lose — put it in your Graveyard. If you capture this Territory without a battle, turn this Overlay into Ruins.

Gambit/Tactic: When attacking on an enemy-controlled Territory, place this Overlay face up there.

Capital Punishment

- **ID:** neutral-capital-punishment
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Action: If you won a battle this turn, put 1 opposing Asset in its owner's Graveyard.

Gambit/Tactic: Negate one opposing Gambit or Tactic that has not taken effect. In the Aftermath, if you win, put the chosen card in its owner's Graveyard.

Conscription

- **ID:** neutral-conscription
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Action: +1 Card. You may immediately play one card from your Hand whose Action effect banks it.

Gambit: When Gambits are revealed: +1 Reserve, +1 Tactic.

Consolidation

- **ID:** neutral-consolidation
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: Play only if you captured a Territory this turn. +2 Cards.

Gambit/Tactic: In the Aftermath, if you won as the attacker on a Territory your opponent controls, +1 Card.

Contingency Plan

- **ID:** neutral-contingency-plan
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Asset: If this card is Removed, +1 Card.

Gambit/Tactic: If your opponent controls more Territories than you, +2 Battle Total.

Contraband

- **ID:** neutral-contraband
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Action: Return one card from your Discard Pile to your Hand.

Gambit/Tactic: Choose one eligible card in your Discard Pile whose Gambit or Tactic effect can apply now. Put this card in your Graveyard and place the chosen card face up in the same role. In the Aftermath, put the chosen card in your Graveyard unless its text says otherwise.

Counterintelligence

- **ID:** neutral-counterintelligence
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Asset: Opposing effects cannot reveal your Hand, Reserve, or face-down Gambits or Tactics. This does not prevent reveals required by the rules.

Gambit/Tactic: If an opposing effect would reveal this card or another face-down Gambit or Tactic you control at this card's reveal stage before the normal reveal, reveal this card and prevent that entire effect. +1 Battle Total.

Counterworks

- **ID:** neutral-counterworks
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: When an opposing effect would place an Overlay on a Territory, you may discard this card to prevent that Overlay. The card that would become that Overlay is discarded.

Gambit/Tactic: Choose one: one Overlay on the contested Territory is inactive during this battle; or the next opposing Overlay that would be placed there during this battle or its Aftermath is not placed. The card that would become that Overlay is discarded.

Court Martial

- **ID:** neutral-court-martial
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: In the Aftermath, if the opponent lost, after their normal retreat, you may discard this card: Retreat +1, if able.

Gambit/Tactic: Opponent gains Disadvantage. If they lose, after their normal retreat: Retreat +1, if able.

Decoys

- **ID:** neutral-decoys
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: If an opposing effect would Remove one or more of your other Assets, you may discard this card to keep one of them in play.

Gambit/Tactic: An opposing effect that would negate or remove a card you have in battle must choose this card before another eligible card you control, if able.

Disruption

- **ID:** neutral-disruption
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: The opponent discards one random card from their Hand.

Gambit/Tactic: Choose one opposing Gambit or Tactic at that stage that has not taken effect. Negate it. Return a Gambit to its owner's Hand or a Tactic to its owner's Reserve. That specific card cannot be set or chosen again during this battle.

Entrenchment

- **ID:** neutral-entrenchment
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: When the opponent advances onto a Territory adjacent to your Player Token, their movement ends and they cannot play a card for its Action effect during their Denouement that turn.

Gambit/Tactic: Defender — opponent gains Disadvantage.

Fealty

- **ID:** neutral-fealty
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Asset: Opposing card effects cannot give you Disadvantage.

Gambit/Tactic: Ignore one Disadvantage affecting you during this battle. If you have no Disadvantage, +1 Battle Total instead.

Foothold

- **ID:** neutral-foothold

- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: After you win while defending against a Counterattack, you may discard this card for +2 Cards.

Gambit/Tactic: If you are defending against a Counterattack, gain Advantage. In the Aftermath, if you win, +1 Card.

Forced March

- **ID:** neutral-forced-march
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Action: During Opening, during your Movement this turn, you may move one additional Position. This additional movement cannot create a pending battle.

Gambit/Tactic: Attacker — +1 Battle Total.

Fortifications

- **ID:** neutral-fortifications
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: When defending, you may choose up to two Tactics instead of one.

Gambit/Tactic: Defender — +1 Battle Total. If you lose, after your normal retreat you may move one additional Position toward your own end.

Illegal Occupation

- **ID:** neutral-illegal-occupation
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: While the opponent occupies a Territory you control, their Assets are inactive.

Gambit/Tactic: Counterattack — their Assets are inactive during this battle; gain Advantage.

Insurrection

- **ID:** neutral-insurrection

- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Action: Discard your Hand. Each player shuffles their Discard Pile into their Draw Pile. +3 Cards. +1 Action.

Gambit/Tactic: Counterattack — gain double Advantage. Otherwise, Attacker — gain Advantage.

Landslide

- **ID:** neutral-landslide
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Action: Place this Overlay on any Territory that does not already have a Landslide.

Gambit/Tactic: In the Aftermath, if you lose and retreat from a Territory, after retreating you may place this Overlay on the contested Territory.

Overlay: When a player retreats onto this Territory: Retreat +1, if able. Then put this card in its owner's Discard Pile.

Liberation

- **ID:** neutral-liberation
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: After you win a Counterattack, +1 Card. During your Denouement that turn: +1 Action.

Gambit/Tactic: Counterattack — +1 Reserve, +1 Tactic.

Manifest Destiny

- **ID:** neutral-manifest-destiny
- **Allegiance:** Neutral
- **Deckbuilding Value:** 5
- **Unique:** Yes

Action: Put all other cards in your Hand and at least one Asset, totaling a minimum of three cards, in your Graveyard. Add this card to your end of the Gauntlet as a blank Territory you control.

Gambit/Tactic: In the Aftermath, if you win as the attacker, insert this card into the Gauntlet at your Front Line as a blank Territory you control.

New Recruits

- **ID:** neutral-new-recruits
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Action: Discard one other card from your Hand, then +2 Cards.

Gambit/Tactic: +1 Battle Total.

Palisade Wall

- **ID:** neutral-palisade-wall
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: During Onset while you are the defender, you may discard this card to make the opponent's Assets inactive during that battle.

Gambit/Tactic: If you are the defender, negate one opposing Gambit that has not taken effect. If there is no eligible Gambit, gain Advantage instead.

Pathfinders

- **ID:** neutral-pathfinders
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Action: Choose one Territory. Its printed effect is inactive during your movement this turn.

Gambit/Tactic: If this battle is on a Territory with an active printed effect, +1 Battle Total.

Protracted Siege

- **ID:** neutral-protracted-siege
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: When the opponent would capture a Territory you control, put this card in your Graveyard to prevent that capture.

Gambit/Tactic: In the Aftermath, if you lose while defending a Territory you control, place this Overlay there.

Overlay: When the opponent would capture this Territory, prevent that capture, then put this card in your Graveyard. If the opposing Player Token leaves first, put this card in your Graveyard.

Rallying Cry

- **ID:** neutral-rallying-cry
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Action: +1 Card.

Gambit/Tactic: +1 Battle Total.

Redemption

- **ID:** neutral-redemption
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Asset: When an opposing effect puts one or more of your other cards in your Discard Pile, you may discard this card to return one of those cards to your Hand after the effect applies.

Gambit/Tactic: If an opposing effect negates one other Tactic you chose and that card would enter your Discard Pile, return it to your Hand in the Aftermath instead.

Reinforcements

- **ID:** neutral-reinforcements
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: During Opening or Denouement, discard this card: +1 Action.

Gambit/Tactic: After Tactics are revealed: +1 Reserve; +1 Tactic using that card.

Requisition

- **ID:** neutral-requisition
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: Discard 1 of your Assets: +2 Cards.

Gambit/Tactic: You may discard 1 of your Assets to gain Advantage.

Resistance

- **ID:** neutral-resistance
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: Counterattack — +2 Reserve.

Gambit/Tactic: Counterattack — gain Advantage. In the Aftermath, if you win, bank this card.

Resourcefulness

- **ID:** neutral-resourcefulness
- **Allegiance:** Neutral
- **Deckbuilding Value:** 3

Asset: You may have only one banked Resourcefulness. The first time during each of your turns that you apply the Action, Gambit, or Tactic effect of a cost-1 card you played, set, or chose, +1 Card.

Gambit/Tactic: If another active card you control in this battle has cost 1, gain Advantage.

Revolution

- **ID:** neutral-revolution
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Action: Each player discards their Hand, then draws cards equal to the number of cards the other player discarded.

Gambit/Tactic: After all rerolls, you may exchange the players' final selected die results. Each player retains their own modifiers.

Rousing Speech

- **ID:** neutral-rousing-speech
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: Whenever the opponent banks an Asset, you may draw one card, then discard one card.

Gambit/Tactic: If the opponent has more face-up Assets than you, gain Advantage.

Sabotage

- **ID:** neutral-sabotage
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: Choose one face-up opposing Asset. Turn it face down until the start of your next turn.

Gambit/Tactic: Choose one opposing Gambit or Tactic at that stage that has not taken effect. Negate it and put it in its owner's Discard Pile immediately.

Salvage

- **ID:** neutral-salvage
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: Return one card from your Discard Pile to your Hand, then discard one card from your Hand.

Gambit/Tactic: In the Aftermath, if you win, you may put one card remaining in your Reserve in your Hand instead of your Discard Pile, then discard one card from your Hand.

Scorched Earth

- **ID:** neutral-scorched-earth
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: In the Aftermath, if you lost while defending a Territory you control, after you retreat, you may place this card on that Territory as a Ruins Overlay.

Gambit/Tactic: In the Aftermath, if you lose while defending a Territory you control and retreat, place this card on that Territory as a Ruins Overlay.

Scouting Report

- **ID:** neutral-scouting-report
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Action: Reveal the top card of either Draw Pile or one random card from the opponent's Hand.

Gambit/Tactic: Reveal one opposing face-down Gambit or Tactic at the same stage. You may replace this card with an eligible card from your Reserve, face up. If you replace it, put this card in your Graveyard.

Second Line

- **ID:** neutral-reserves
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Action: +1 Card, then place one card from your Hand on top of your Draw Pile.

Gambit/Tactic: In the Aftermath, you may place one card remaining in your Reserve on top of your Draw Pile instead of putting it in your Discard Pile.

Sedition

- **ID:** neutral-sedition
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: The opponent discards 1 Asset.

Gambit/Tactic: The opponent chooses 1 face-up Asset. It is inactive during this battle. If they have no face-up Assets, +1 Battle Total.

Sequestration

- **ID:** neutral-sequestration
- **Allegiance:** Neutral
- **Deckbuilding Value:** 4

Action: Each player keeps 1 Asset, if able, and discards the rest.

Gambit/Tactic: All Assets are inactive during this battle.

Stand Ground

- **ID:** neutral-stand-ground
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: When an opposing card effect would move you, you may discard this card to ignore that movement.

Gambit/Tactic: Defender — gain Advantage.

Strategic Withdrawal

- **ID:** neutral-strategic-withdrawal
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: Return 1 of your Assets to your Hand to gain one additional Position of movement this turn. If you play this during Denouement after your normal Movement has ended, begin a new Movement sequence with up to one Position of movement.

Gambit/Tactic: In the Aftermath, if you lose, after your normal retreat you may move one additional Position toward your own end and return one other card you controlled in this battle to your Hand.

Supplies

- **ID:** neutral-supplies
- **Allegiance:** Neutral
- **Deckbuilding Value:** 1

Asset: After your normal Draw, you may discard this card for +2 Cards.

Gambit/Tactic: In the Aftermath, +2 Cards, then discard one card.

Tactical Planning

- **ID:** neutral-tactical-planning
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Action: +2 Cards, then place one card from your Hand on the bottom of your Draw Pile.

Gambit: When Gambits are revealed: +1 Reserve. Tactic limit unchanged.

Valor

- **ID:** neutral-valor
- **Allegiance:** Neutral
- **Deckbuilding Value:** 2

Asset: Whenever you lose a battle, after you retreat, +1 Card.

Gambit/Tactic: After battle dice are rolled, if your battle total is lower than the opponent's, you may reroll your battle die.

Battlefield Promotion

- **ID:** military-battlefield-promotion
- **Allegiance:** Military
- **Deckbuilding Value:** 2

Action: Play only during Denouement if you won a battle this turn. Return one Tactic you chose during that battle from your Discard Pile to your Hand.

Gambit/Tactic: In the Aftermath, if you win, return one other Tactic you chose to your Hand instead of putting it in your Discard Pile.

Brothers in Arms

- **ID:** military-brothers-in-arms
- **Allegiance:** Military
- **Deckbuilding Value:** 2

Asset: When choosing Tactics, if you did not set a Gambit, you may discard this card for +1 Tactic from Hand.

Tactic: When you choose this card as your Tactic, if you did not set a Gambit: +1 Tactic from Hand. In the Aftermath, put that card in your Graveyard instead of your Discard Pile.

Countercharge

- **ID:** military-countercharge
- **Allegiance:** Military
- **Deckbuilding Value:** 4

Asset: At the end of the Aftermath, if you won and did not initiate this battle, you may put this card in your Graveyard to advance one Position.

Gambit/Tactic: At the end of the Aftermath, if you won and did not initiate this battle, put this card in your Graveyard, then advance one Position.

Encampment

- **ID:** military-encampment
- **Allegiance:** Military
- **Deckbuilding Value:** 2

Action: Place this Overlay on a Territory you occupy and control.

Overlay: At the end of this card's owner's turn, if they occupy and control this Territory, +1 Command. When another player gains control of this Territory, put this card in its owner's Graveyard.

Gambit/Tactic: In the Aftermath, if you won while defending a Territory you control, place this Overlay there.

Field Command

- **ID:** military-field-command
- **Allegiance:** Military
- **Deckbuilding Value:** 3

Asset: After you use a 1-Command Order, you may discard this card to use your Leader's other 1-Command Order at its next legal timing this turn without spending Command.

Gambit/Tactic: After you use a 1-Command Order during this battle, you may use your Leader's other 1-Command Order once this turn at its next legal timing without spending Command. If you do, put this card in your Graveyard after that Order takes effect.

Give Chase

- **ID:** military-give-chase
- **Allegiance:** Military
- **Deckbuilding Value:** 3

Action: During Denouement, if you won a battle you initiated this turn, advance 1 Position. Then put this card in your Graveyard.

Gambit/Tactic: Following the Aftermath, if you won as the attacker, you may advance 1 Position. Put this card in your Graveyard.

If an advance from this card starts a battle, you cannot set a Gambit or use Orders in it. In that battle, -1 Reserve for each battle you already fought this turn beyond the first, to a minimum of 0.

Hold the Line

- **ID:** military-hold-the-line
- **Allegiance:** Military
- **Deckbuilding Value:** 4

Asset: During Onset while defending a Territory you control, you may put this card in your Graveyard to apply its Gambit/Tactic effect after Tactics are revealed.

Gambit/Tactic: If you are defending a Territory you control, after Tactics are revealed, +2 Reserve; +1 Tactic from those cards. If you lose, after you retreat, the attacker captures that Territory. In the Aftermath, put this card in your Graveyard.

Invasion

- **ID:** military-invasion
- **Allegiance:** Military
- **Deckbuilding Value:** 4

Action: During your Movement this turn, you may advance up to two additional Positions. This additional movement may only be used to advance.

Gambit/Tactic: Attacker — +1 Reserve, +1 Tactic.

Rearguard

- **ID:** military-rearguard
- **Allegiance:** Military
- **Deckbuilding Value:** 2

Asset: After you lose and retreat, when the opponent would use an Order or card effect to enter your Position that turn, you may discard this card to prevent that movement. No Command is spent; return any card used to its owner's Hand. That Order or card cannot be used again that turn.

Gambit/Tactic: In the Aftermath, if you lose and retreat, bank this card.

Reserve Force

- **ID:** military-reserve-force
- **Allegiance:** Military
- **Deckbuilding Value:** 3

Action: Bank this card; Bind a Tactic from your Hand to it face down.

Asset: After Tactics are revealed, you may discard this card and play the bound card as a Tactic. Put it in your Graveyard in the Aftermath. If this card leaves play with a bound card, put that card in your Graveyard.

Gambit/Tactic: After Tactics are revealed, you may replace this card with up to two eligible cards from your Hand, face up. If replaced, put this card in your Graveyard; otherwise discard it in the Aftermath.

Shock and Awe

- **ID:** military-shock-and-awe
- **Allegiance:** Military
- **Deckbuilding Value:** 5
- **Unique:** Yes

Asset: During Onset, you may put this card in your Graveyard to apply its Gambit/Tactic effect after Tactics are revealed.

Gambit/Tactic: When attacking on an enemy-controlled Territory, after Tactics are revealed: +1 Tactic from Hand. Lose — Retreat +1. Win — Choose one: Breakthrough — Opponent: Retreat +1, if able; then you advance one Position. Consolidate — Advance Front Line 1, if able; Command = 2.

Afterward, you cannot move, advance your Front Line, or use an Order as a result of this victory. In the Aftermath, put both cards in your Graveyard.

Unbroken Ranks

- **ID:** military-unbroken-ranks
- **Allegiance:** Military
- **Deckbuilding Value:** 1

Asset: After you win a battle in which you used no Orders, you may discard this card: +1 Command.

Gambit/Tactic: If you win this battle and used no Orders during it, +1 Command.

War Crimes

- **ID:** military-war-crimes
- **Allegiance:** Military
- **Deckbuilding Value:** 4

Asset: In the Aftermath, if you won, you may put this card in your Graveyard to put all opposing Tactics from this battle in their owner's Graveyard instead of their Discard Pile; Opponent: Retreat +1. You cannot move, capture a Territory, or use an Order as a result of that victory.

Gambit/Tactic: In the Aftermath, if you win, you may apply the same effect and put this card in your Graveyard.

Clemency

- **ID:** diplomats-clemency

- **Allegiance:** Diplomats
- **Deckbuilding Value:** 1

Action: Choose one card in the opponent's Graveyard. They choose one:

- Move it to their Discard Pile; +1 Influence.
- Leave it there; +1 Card.

Demilitarized Zone

- **ID:** diplomats-demilitarized-zone
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 3

Terms: After your Terms are accepted and the Proposal's Accepted effect applies, you may place this Overlay on the contested Territory. Each player there withdraws. Neither player may enter there this turn.

Overlay: To enter here while unoccupied, discard 1. When this Territory would be captured, discard this Overlay instead. At the start of your turn before Capture, if you are here: Discard 1 or withdraw. After the next battle here, discard this Overlay.

Détente

- **ID:** diplomats-detente
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 3

Action: Bank this card. You may have only one banked Détente.

Asset: The first time each turn an opponent accepts one of your Proposals that was already ratified when you offered it, +1 Influence.

Diplomatic Latitude

- **ID:** diplomats-diplomatic-latitude
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 3

Terms: When you offer Terms, you may reveal this card from your Hand and offer two eligible Proposals with the same Stake instead of one. Stake that amount once.

Accepted: The opponent chooses which Proposal is accepted.

Refused: Choose one Proposal before applying its Refused effect. Only it may be imposed. The other Proposal does not take effect or become ratified. After the Terms conclude, put this card in your Discard Pile.

Good Faith

- **ID:** diplomats-good-faith
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 3

Asset: When you offer Terms, before the opponent accepts or refuses, you may discard this card for +1 Card, then reveal one card from your Hand and set it aside.

Accepted: Put that card in your Graveyard, then +1 Influence.

Refused: Return it to your Hand before Gambits are set.

Gunboat Diplomacy

- **ID:** diplomats-gunboat-diplomacy
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 4

Terms: When you offer Terms, before the opponent accepts or refuses, you may reveal this card from your Hand.

Accepted: Put this card in your Discard Pile.

Refused: Set this card face up as an additional Gambit in the resulting battle. It does not count against your Gambit limit.

Gambit/Tactic: +2 Battle Total.

Neutral Observers

- **ID:** diplomats-neutral-observers
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 2

Asset: After Terms are refused, before Gambits are set, you may discard this card. The opponent sets a Gambit face up or passes. Then you set a Gambit face down or pass. This overrides other Gambit-order effects.

Nonbinding Resolution

- **ID:** diplomats-nonbinding-resolution
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 3

Terms: When you offer Terms, before the opponent accepts or refuses, you may reveal this card from your Hand and set it aside.

Accepted: If the Proposal is unratified, the opponent chooses one before ratification:

- Ratify it normally.
- Leave it unratified; +2 Influence. After the accepted Terms conclude, put this card in your Discard Pile, then +1 Card.

Refused: Put this card in your Discard Pile, then +1 Card before Gambits are set.

Safe Conduct

- **ID:** diplomats-safe-conduct
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 2

Asset: When you would lose a battle following refused Terms, you may discard this card to withdraw instead. The opponent remains at or takes the contested Position.

Sanctions: Blockade

- **ID:** diplomats-sanctions-blockade
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 5

Text: In the Aftermath following an opponent's refusal of your Terms, you may place this Overlay on a Territory that opponent controls. The first time each turn that opponent enters or leaves this Territory, they choose one: discard one card; or +1 Influence. Put this card in its owner's Discard Pile if that opponent loses control of this Territory.

Sanctions: Censure

- **ID:** diplomats-sanctions-censure
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 3

Text: After an opponent refuses your Terms, you may bank this card from your Hand. While banked, the first time each turn that opponent plays a card for its Action effect, they choose one: discard one card; or +1 Card.

Sanctions: Embargo

- **ID:** diplomats-sanctions-embargo
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 4

Text: After an opponent refuses your Terms, you may bank this card from your Hand. While banked, that opponent's Asset limit is reduced by 1, to a minimum of 0.

Trade Concessions

- **ID:** diplomats-trade-concessions
- **Allegiance:** Diplomats
- **Deckbuilding Value:** 2

Terms: When you offer Terms, before the opponent accepts or refuses, you may reveal this card from your Hand and set it aside.

Accepted: The opponent chooses one available option:

- +2 Cards.
- Bank one eligible card from Hand. Then put this card in your Discard Pile; +1 Card.

Refused: Return this card to your Hand before Gambits are set.

Gambit/Tactic: Opponent: +1 Card. +2 Battle Total.

Capital Gains

- **ID:** financiers-capital-gains
- **Allegiance:** Financiers
- **Deckbuilding Value:** 3

Action: Bind this card to a card in your Treasury. After income on your next turn, return that card to your Hand, gain Capital equal to its value, and discard this card. Before then, if you lose a battle, discard both; if that card leaves your Treasury, discard this card.

Gambit/Tactic: In the Aftermath, if you win, choose one other Gambit, Tactic, or Reserve card. Place it face up in your Treasury instead.

Compound Interest

- **ID:** financiers-compound-interest
- **Allegiance:** Financiers
- **Deckbuilding Value:** 4

Action: Bank this card. You may have only one banked Compound Interest.

Asset: After your normal Draw, if your Treasury contains at least one card, you may reveal the top card of your Draw Pile. Place it face up in your Treasury or put it in your Discard Pile.

Corner the Market

- **ID:** financiers-corner-the-market
- **Allegiance:** Financiers
- **Deckbuilding Value:** 5
- **Unique:** Yes

Action: Buy or buy out any number of Deeds. Complete each purchase before calculating the next cost.

Gambit/Tactic: In the Aftermath, if you win, you may buy or buy out any number of Deeds. Complete each purchase before calculating the next cost.

Divestment

- **ID:** financiers-divestment
- **Allegiance:** Financiers
- **Deckbuilding Value:** 3

Action: Make one Deed you own unowned. Gain Capital equal to the number of Deeds you owned before doing so. +1 Action.

Gambit/Tactic: Before dice are rolled, you may make one Deed you own unowned to gain Capital equal to the number of Deeds you owned before doing so, then you may immediately Subsidize.

Foreclosure

- **ID:** financiers-foreclosure
- **Allegiance:** Financiers
- **Deckbuilding Value:** 4

Action: During Denouement, choose the next opposing Territory immediately beyond your Front Line if its Deed is yours and it is unoccupied. Advance Front Line 1.

Gambit/Tactic: In the Aftermath, if you initiated the battle on a Territory whose Deed you owned when the battle began and you won, advance Front Line 1, if able, instead of becoming the occupier.

Leveraged Buyout

- **ID:** financiers-leveraged-buyout
- **Allegiance:** Financiers
- **Deckbuilding Value:** 4

Action: Buy one Deed using any cards from your Hand or Treasury as collateral.

Gambit/Tactic: In the Aftermath, before battle cards are cleared, if you won, you may buy this Territory's Deed using any of your other Gambits, Tactics, or Reserve cards as collateral. Each collateral card contributes its value toward the cost. Action collateral goes to your Graveyard after the purchase; battle collateral goes there when battle cards are cleared. Collateral may pay the entire cost.

Liquidation

- **ID:** financiers-liquidation
- **Allegiance:** Financiers
- **Deckbuilding Value:** 2

Action: Choose one card in your Treasury and put it in your Discard Pile. Gain Capital equal to its value, then you may immediately buy or buy out one Deed.

Gambit/Tactic: Before dice are rolled, you may put one card from your Treasury in your Discard Pile to gain Capital equal to its value, then you may immediately Subsidize.

Margin Loan

- **ID:** financiers-margin-loan
- **Allegiance:** Financiers
- **Deckbuilding Value:** 3

Action: Bank this card; bind 1 card from your Hand or Treasury to it face up as collateral. Gain Capital equal to its value +2. +1 Action.

Asset: After income, you may choose: Repay — Pay Capital equal to the collateral's value +3; return it to your Hand and discard this card. Default — Put both cards in your Graveyard. While this remains banked, you may not draw at the start of your turn. If this card is Removed, Default.

Gambit/Tactic: Before dice are rolled, you may bind 1 card from your Hand or Treasury to this card face up as collateral to gain Capital equal to its value; you may then Subsidize. In the Aftermath: Win — return collateral

to your Hand. Otherwise — Default.

Monetary Crisis

- **ID:** financiers-monetary-crisis
- **Allegiance:** Financiers
- **Deckbuilding Value:** 2

Action: Each player discards their Hand, then draws two cards.

Gambit/Tactic: In the Aftermath, each player with more than one card in Hand chooses one and discards the rest.

Property Dues

- **ID:** financiers-property-dues
- **Allegiance:** Financiers
- **Deckbuilding Value:** 4

Asset: The first time each turn your opponent advances onto a Territory whose Deed you own, they choose one: discard one card from Hand; or +2 Capital.

Gambit/Tactic: If this battle takes place on a Territory whose Deed you own, your opponent chooses one: discard one card from Hand; or +3 Capital in the Aftermath.

Speculation

- **ID:** financiers-speculation
- **Allegiance:** Financiers
- **Deckbuilding Value:** 1

Action: Place this card face up beside a Territory you neither control nor occupy. At the start of your next turn, if you occupy or control it, +2 Capital and discard this card; otherwise put it in your Graveyard.

Gambit/Tactic: If you initiated this battle, you may spend 1 Capital. If you do, in the Aftermath: Win — +2 Capital. Otherwise — put this card in your Graveyard.

Tariffs

- **ID:** financiers-tariffs
- **Allegiance:** Financiers
- **Deckbuilding Value:** 3

Action: Bank this card. +2 Cards. +1 Action.

Asset: Skip your normal Draw. You cannot bank it while you control another banked Tariffs. You cannot voluntarily cause it to leave play during the turn it is banked.

Gambit/Tactic: Your opponent may discard one card from Hand. If they do not, +1 Battle Total.

Underwriting

- **ID:** financiers-underwriting
- **Allegiance:** Financiers
- **Deckbuilding Value:** 2

Asset: In the Aftermath, if you lost after using Subsidize, you may discard this card to gain Capital equal to the bonus you purchased.

Gambit/Tactic: In the Aftermath, if you lost and used Subsidize, gain Capital equal to the bonus you purchased.

Assassins

- **ID:** intelligence-assassins
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 4

Action: Reveal the opponent's Hand. Choose one card there and discard it.

Gambit/Tactic: Negate one opposing Gambit. If the opponent set no Gambit, the opponent gains Disadvantage.

Mission: Complete after you reveal one or more cards in the opponent's Hand outside a battle, then win a battle against that opponent in which they set a Gambit.

Deep Cover

- **ID:** intelligence-deep-cover
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 3

Asset: When your Active Mission would fail, you may put this card in your Graveyard to return that Mission to your Hand instead.

Gambit/Tactic: If an opposing effect revealed one of your Gambits or Tactics before its normal reveal, gain Advantage.

Disinformation

- **ID:** intelligence-disinformation
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 2

Gambit: When Gambits are revealed, if the opponent also set a Gambit, gain Advantage. In the Aftermath, return this card to your Hand instead of putting it in your Graveyard.

Mission: Complete after you win a battle in which the opponent set a Gambit and you did not.

Exfiltration

- **ID:** intelligence-exfiltration
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 1

Asset: After an opposing Gambit or Tactic is revealed, before the battle result is determined, you may discard this card to withdraw.

Mission: Complete after you withdraw from a battle after an opposing Tactic was revealed.

Extraordinary Rendition

- **ID:** intelligence-extraordinary-rendition
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 4

Action: Bank this card. When you do, reveal the opponent's Hand, choose one card there, and bind it face up beneath this card. You may have only one banked Extraordinary Rendition.

Asset: The bound card cannot be played, moved, or affected except by this card. Whenever you discard one or more of your Assets, discard this card before any others, if able.

Fog of War

- **ID:** intelligence-fog-of-war
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 2

Placement: Any Territory.

Overlay: In the next battle here, this Territory's controller sets their Gambit and chooses their Tactics after the opponent. Discard this Overlay after that battle.

Gambit/Tactic: After Tactics are revealed, if your opponent has both a Gambit and a Tactic, they return either one Gambit or all Tactics to their sources.

Mission: Win a battle against an opponent who had both a Gambit and a Tactic in that battle.

Intercepted Orders

- **ID:** intelligence-intercepted-orders
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 3

Asset: When the opponent forms their Reserve, before they choose Tactics, you may discard this card to reveal that Reserve and choose 1 card they cannot choose this battle.

Gambit/Tactic: Reveal each opposing face-down Tactic and the opponent's Reserve. Return 1 opposing Tactic to that Reserve; it cannot be chosen again this battle. The opponent may choose 1 eligible replacement from the Reserve.

Operational Reassessment

- **ID:** intelligence-operational-reassessment
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 3

Action: Return your Active Mission to your Hand, then place another eligible Intelligence card from your Hand face down as your Active Mission. It cannot complete this turn.

Gambit/Tactic: After Tactics are revealed, choose one: withdraw; or replace this card with an eligible card from your Hand, face up. If you replace it, put this card in your Graveyard.

Reconnaissance

- **ID:** intelligence-reconnaissance
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 3

Asset: During Onset in a battle you initiated, you may discard this card to reveal the opponent's Hand. You may then withdraw or continue the attack.

Gambit/Tactic: After Tactics are revealed, you may withdraw.

Mission: Complete after you win a battle you did not initiate while occupying an enemy-controlled Territory.

Sleeper Network

- **ID:** intelligence-sleeper-network
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 5
- **Unique:** Yes

Action: Bank this card with 1 card from your Hand bound face down.

Asset: At the end of each later turn, you may bind 1 card from your Hand face down. Maximum: number of Territories you control.

As an Action, put this card in your Graveyard and reveal its bound cards. Play each bound card you can for its Action effect; discard the rest.

If this card is Removed, reveal its bound cards; immediately play 1 for its Action effect and discard the rest.

Spies

- **ID:** intelligence-spies
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 2

Action: Reveal the opponent's Hand. +1 Card, then discard one card.

Gambit/Tactic: Before Tactics normally reveal, reveal each opposing face-down Tactic. You may then revise your own Tactics or withdraw. If you chose to remove this card as a Tactic, put it in your Graveyard.

Mission: Complete after you reveal an opposing face-down battle card before its normal reveal, then win that battle.

Subversion

- **ID:** intelligence-subversion
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 4

Asset: When an opposing Asset's effect would apply, you may put this card in your Graveyard to negate that effect and put the opposing Asset in its owner's Discard Pile if it remains in play.

Gambit/Tactic: Opposing Assets cannot be used during this battle.

Mission: Complete after you win a battle in which the opponent used an Asset and you used none of your Assets.

Treason

- **ID:** intelligence-treason
- **Allegiance:** Intelligence
- **Deckbuilding Value:** 4

Asset: After Tactics are revealed, before an opposing Gambit or Tactic effect applies, you may discard this card to choose one opposing Gambit or Tactic effect that has not taken effect. Negate it, then apply that effect.

Gambit/Tactic: After Tactics are revealed, choose one opposing Gambit or Tactic effect that has not taken effect. Negate it, then apply that effect.

Accursed Wager

- **ID:** mystics-accursed-wager
- **Allegiance:** Mystics
- **Deckbuilding Value:** 2
- **Trait:** Arcane

Action: After the next battle you initiate this turn, the losing player puts one card from their Hand in their Graveyard, if able.

Gambit/Tactic: In the Aftermath, the losing player puts one card from their Hand in their Graveyard, if able.

Black Covenant

- **ID:** mystics-black-covenant
- **Allegiance:** Mystics
- **Deckbuilding Value:** 4
- **Trait:** Arcane

Tactic: Gain Advantage. +1 Tactic from Hand. In the Aftermath, put this card and that card in your Graveyard.

Circle of Bones

- **ID:** mystics-circle-of-bones
- **Allegiance:** Mystics
- **Deckbuilding Value:** 4
- **Trait:** Arcane

Action: Place this Overlay on your current Territory or an adjacent Territory.

Gambit/Tactic: In the Aftermath, place this Overlay on the contested Territory.

Overlay: Once during each battle here, after dice are rolled, you may put one card from your Hand in your Graveyard to make either player reroll. When this Territory is captured, put this card in its owner's Graveyard.

Dark Omens

- **ID:** mystics-dark-omens
- **Allegiance:** Mystics
- **Deckbuilding Value:** 1
- **Trait:** Arcane

Action: +2 Cards, then put one of them in your Graveyard.

Gambit/Tactic: +1 Card. You may put it in your Graveyard to gain Advantage.

Fate's Toll

- **ID:** mystics-fate-s-toll
- **Allegiance:** Mystics
- **Deckbuilding Value:** 2
- **Trait:** Arcane

Action: Put one other card from your Hand in your Graveyard. Move one additional Position this turn.

Gambit/Tactic: After you roll, you may put one other card from your Hand in your Graveyard to reroll.

Grave Ward

- **ID:** mystics-grave-ward
- **Allegiance:** Mystics
- **Deckbuilding Value:** 2
- **Trait:** Arcane

Asset: When a card enters your Graveyard, you may discard this card to move that card from your Graveyard to your Discard Pile.

Gambit/Tactic: In the Aftermath, after Gambits enter your Graveyard, choose one other Gambit you set during this battle. Move it from your Graveyard to your Discard Pile.

Nature's Altar

- **ID:** mystics-nature-s-altar
- **Allegiance:** Mystics
- **Deckbuilding Value:** 4
- **Trait:** Arcane

Action: Place this Overlay on your current Territory or an adjacent Territory.

Gambit/Tactic: In the Aftermath, if you win, you may place this Overlay on the contested Territory.

Overlay: During your Opening, while you are here, you may take the Begin a Rite Faction Action. A Rite begun this way may complete this turn if you control this Territory when its completion condition and timing are satisfied.

Necromancy

- **ID:** mystics-necromancy
- **Allegiance:** Mystics
- **Deckbuilding Value:** 5
- **Trait:** Arcane
- **Unique:** Yes

Action: Choose one:

- Place this card face down beneath your Draw Pile; +1 Card, +1 Action.
- Apply the effect below, then put this card in your Graveyard.

Gambit/Tactic: In the Aftermath, after Gambits enter your Graveyard, apply the effect below.

Choose up to three non-Necromancy cards in your Graveyard. Put all cards in your Hand in your Graveyard, then return the chosen cards to your Hand.

Paths of Shadow

- **ID:** mystics-paths-of-shadow
- **Allegiance:** Mystics
- **Deckbuilding Value:** 3
- **Trait:** Arcane

Action: Move to any Territory you control. This movement cannot start a battle.

Gambit/Tactic: In the Aftermath, if you lose, you may move to any Territory you control instead of retreating normally.

Rend the Veil

- **ID:** mystics-rend-the-veil
- **Allegiance:** Mystics
- **Deckbuilding Value:** 3
- **Trait:** Arcane

Asset: After Tactics are revealed, you may discard this card to apply the Tactic effect of one card in your Graveyard that can apply now.

Gambit/Tactic: After Tactics are revealed, you may apply the Tactic effect of one card in your Graveyard that can apply now. In the Aftermath, move that card from your Graveyard to your Discard Pile.

Soul for Soul

- **ID:** mystics-soul-for-soul
- **Allegiance:** Mystics
- **Deckbuilding Value:** 3
- **Trait:** Arcane

Action: Choose one card in your Hand and one card in your Graveyard. Exchange them.

Gambit/Tactic: In the Aftermath, after Gambits enter your Graveyard, you may exchange one card in your Hand with one other Gambit you set during this battle that is in your Graveyard.

Spirit Hollow

- **ID:** mystics-spirit-hollow
- **Allegiance:** Mystics
- **Deckbuilding Value:** 3
- **Trait:** Arcane

Action: Place this Overlay on your current Territory or an adjacent Territory.

Gambit/Tactic: In the Aftermath, place this Overlay on the contested Territory.

Overlay: After battle cards are cleared in the Aftermath following a battle here, each player may put one card from their Hand in their Graveyard. A player who does may move one other card from their Graveyard to their Discard Pile. When this Territory is captured, put this card in its owner's Graveyard.

Witchcraft

- **ID:** mystics-witchcraft
- **Allegiance:** Mystics
- **Deckbuilding Value:** 4
- **Trait:** Arcane

Asset: Once per turn, after Tactics are revealed, you may put 1 card from your Hand in your Graveyard to repeat one other Gambit or Tactic effect you control in this battle that can apply now.

Gambit/Tactic: After Tactics are revealed, repeat one other Gambit or Tactic effect you control in this battle that can apply now. If none can apply, gain Advantage. In the Aftermath, put this card in your Graveyard.

Accusation

- **ID:** inquisition-accusation
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 1

Action: Choose one card in the opponent's Discard Pile. They put it on top of their Draw Pile or in their Graveyard.

Gambit/Tactic: In the Aftermath, choose one card in the opponent's Discard Pile. They put it on top of their Draw Pile or in their Graveyard.

Act of Faith

- **ID:** inquisition-act-of-faith
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 3

Action: Reveal up to three cards from the top of the opponent's Draw Pile. Put one in their Graveyard and the rest in their Discard Pile.

Gambit/Tactic: In the Aftermath, reveal up to two cards from the top of the opponent's Draw Pile. Put one in their Graveyard and the rest in their Discard Pile.

Burning at the Stake

- **ID:** inquisition-burning-at-the-stake
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 4

Action: The opponent reveals their Hand. Put the card there with the highest card value in their Graveyard; choose among ties. If it has the Arcane trait, +1 Conviction.

Gambit/Tactic: In the Aftermath, if the opponent lost, they reveal their Hand. Put the card there with the highest card value in their Graveyard; choose among ties. If it has the Arcane trait, +1 Conviction.

Confession

- **ID:** inquisition-confession
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 2

Action: Reveal the opponent's Hand. Choose one eligible Gambit there. Until the end of the turn, if they set a Gambit, they must set that card if able.

Tactic: After Tactics are chosen, before they are normally revealed, reveal this card if it is face down. Reveal one opposing face-down Tactic. You may return this card to your Reserve and choose another eligible Tactic from your Reserve face down.

Divine Mercy

- **ID:** inquisition-divine-mercy
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 2

Action: Choose one card in the opponent's Graveyard and move it to their Discard Pile. Then +2 Conviction.

Gambit/Tactic: Move one card from the opponent's Graveyard to their Discard Pile. +2 Battle Total.

Excommunication

- **ID:** inquisition-excommunication
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 3

Action: Choose one or more cards in the opponent's Discard Pile with combined card value up to 5. Put them in their Graveyard.

Gambit/Tactic: In the Aftermath, choose one or more cards in the opponent's Discard Pile with combined card value up to 3. Put them in their Graveyard.

Guilt by Association

- **ID:** inquisition-guilt-by-association
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 3

Action: Choose one card in the opponent's Discard Pile. Put every card there with that title in their Graveyard.

Gambit/Tactic: In the Aftermath, choose one opposing Gambit, Tactic, or other card the opponent controlled in this battle. Put every card in the opponent's Discard Pile with that title in their Graveyard.

Hellfire

- **ID:** inquisition-hellfire
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 5

Action: Spend any amount of Conviction. Put that many cards from the top of the opponent's Draw Pile in their Graveyard.

Gambit/Tactic: After Tactics are revealed, spend any amount of Conviction. For each Conviction spent, choose one: +1 Battle Total; or, if you win, put the top card of the opponent's Draw Pile in their Graveyard in the Aftermath. You may choose either option more than once.

Heresy

- **ID:** inquisition-heresy
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 5
- **Trait:** Arcane

Gambit/Tactic: You may spend 4 Conviction to apply the Gambit or Tactic effect of one card in the opponent's Graveyard that can apply now.

Martyrdom

- **ID:** inquisition-martyrdom
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 5
- **Unique:** Yes

Aftermath: In the Aftermath before battle cards are cleared, if you lost and this card is in your Hand, you may play it. If you do, put cards remaining in the opponent's Reserve in their Graveyard instead of their Discard Pile.

After battle cards are cleared, Conviction = 4; put this card in your Graveyard.

No Martyrs

- **ID:** inquisition-no-martyrs
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 3

Asset: After Tactics are revealed, before dice are rolled, you may discard this card. If the opponent loses, they cannot benefit from effects they control triggered by that loss or resulting retreat; Retreat +1.

Gambit/Tactic: If the opponent loses, they cannot benefit from effects they control triggered by that loss or resulting retreat; Retreat +1.

Penance

- **ID:** inquisition-penance
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 2

Action: The opponent chooses one: put one card from their Hand in their Graveyard; or +1 Conviction.

Gambit/Tactic: The opponent chooses one: put one card from their Hand in their Graveyard; or +1 Battle Total.

Tyranny

- **ID:** inquisition-tyranny
- **Allegiance:** Inquisition
- **Deckbuilding Value:** 4

Asset: Once per turn, when one or more opposing Gambits or Tactics are revealed, before their effects apply, you may spend 1 Conviction to negate one of them.

Gambit/Tactic: Negate one opposing Gambit or Tactic that has not taken effect.

Territories

1. Quicksand

- **ID:** territory-quicksand
- **Type:** Territory

Text: If a player begins their Movement on Quicksand, they cannot voluntarily Fall Back or move more than one Position that turn. Forced displacement is unaffected.

2. Poisonous Gas

- **ID:** territory-poisonous-gas
- **Type:** Territory

Text: During a battle on Poisonous Gas, each player may set a Gambit or choose a Tactic, but not both. A player cannot have more than one Gambit or Tactic in that battle. A Tactic chosen during that battle goes to its owner's Graveyard during the Aftermath of the battle instead of their Discard Pile. If a player chooses no Tactic, they put one unchosen card from their initial Reserve in their Graveyard during the Aftermath, if able.

3. Difficult Terrain

- **ID:** territory-difficult-terrain
- **Type:** Territory

Text: When a player enters Difficult Terrain, their movement ends. A player who begins their turn there or enters it during their turn cannot play a card for its Action effect during Denouement that turn.

4. Garrison

- **ID:** territory-garrison
- **Type:** Territory

Text: When Garrison's controller defends it, they draw one additional card when forming their initial Reserve.

5. Disrupted Supply Lines

- **ID:** territory-disrupted-supply-lines
- **Type:** Territory

Text: While a player occupies Disrupted Supply Lines, only 1 of their Assets can be active. They choose which one remains active; their other Assets are inactive until they leave.

6. Ruined Storehouse

- **ID:** territory-ruined-storehouse
- **Type:** Territory

Text: Once during their Draw step, a player occupying Ruined Storehouse may draw the top card of their Discard Pile instead of drawing from their Draw Pile.

7. Field Hospital

- **ID:** territory-field-hospital
- **Type:** Territory

Text: During the Aftermath of a battle on Field Hospital, when the battle cards are cleared, its controller may put one card they controlled in that battle that would enter their Graveyard in their Discard Pile instead.

8. Exposed Flank

- **ID:** territory-exposed-flank
- **Type:** Territory

Text: When Exposed Flank's controller counterattacks an opponent occupying it, that opponent cannot set a Gambit.

9. High Ground

- **ID:** territory-high-ground
- **Type:** Territory

Text: The defending player in a battle on High Ground gains advantage.

10. Fortified Pass

- **ID:** territory-fortified-pass
- **Type:** Territory

Text: When Fortified Pass's controller defends it, the attacking player's banked Assets are inactive during that battle.

11. Insurgency

- **ID:** territory-insurgency
- **Type:** Territory

Text: While an opponent occupies Insurgency without controlling it, their banked Assets are inactive.

12. Watchtower

- **ID:** territory-watchtower
- **Type:** Territory

Text: When Watchtower's controller defends it, the attacker sets their Gambit face up or passes. The defender then sets their Gambit normally or passes.

13. Supply Depot

- **ID:** territory-supply-depot
- **Type:** Territory

Text: During the Draw step, a player occupying and controlling Supply Depot draws one additional card as part of their normal draw.

14. Old Battlefield

- **ID:** territory-old-battlefield
- **Type:** Territory

Text: During the Aftermath of a battle on Old Battlefield, when cards remaining in Reserve move to the Discard Pile, its controller may put one unchosen card from their Reserve in their Graveyard instead.

15. Refuge

- **ID:** territory-refuge
- **Type:** Territory

Text: After a player voluntarily Falls Back onto Refuge, they draw one card.

16. Command Tent

- **ID:** territory-command-tent
- **Type:** Territory

Text: If a player begins their turn occupying and controlling Command Tent, they may take one Action during both Opening and Denouement that turn. If they do, both Actions may be used only to play cards for their Action effects.

17. Monastery

- **ID:** territory-monastery
- **Type:** Territory

Text: While Monastery's controller occupies it, cards cannot leave either player's Graveyard. During battles on Monastery, cards with the Arcane trait have no effect.

18. Training Grounds

- **ID:** territory-training-grounds
- **Type:** Territory

Text: When Training Grounds's controller defends it, after forming their initial Reserve but before choosing Tactics, they may discard that entire Reserve and draw the same number of replacement cards. Those cards become their Reserve.

19. King's Road

- **ID:** territory-king-s-road
- **Type:** Territory

Text: A player who begins their turn on King's Road gains one additional position of movement during that turn's Movement step.

20. Toll Bridge

- **ID:** territory-toll-bridge
- **Type:** Territory

Text: To voluntarily advance from Toll Bridge, a player must discard one card from their Hand. If they cannot, they cannot advance from it.

21. Smuggler's Run

- **ID:** territory-smuggler-s-pass
- **Type:** Territory

Text: During Opening or Denouement, as an Action, while occupying and controlling Smuggler's Run, a player may stash one card from their Hand face down beneath it. The stashed card does not count toward the Hand limit. While that player occupies and controls Smuggler's Run, they may play the stashed card for its Action effect or set it as a Gambit as though it were in their Hand, if eligible. It counts as a card played or set from Hand. At the start of the stashing player's turn, if they control Smuggler's Run, they may return the stashed card to their Hand. If they lose control of Smuggler's Run, put the stashed card in its owner's Discard Pile. Only one card may be stashed here.

22. Arena: Spoils of War

- **ID:** territory-arena-spoils-of-war
- **Type:** Arena Territory

Text: During battles on Spoils of War, Defensive Edge does not apply. If battle totals remain tied, make a Tiebreak Roll. During the Aftermath of the battle, when cards remaining in Reserve move to the Discard Pile, the winner may put one unchosen card from their Reserve in their Hand instead.

23. Arena: No Quarter

- **ID:** territory-arena-no-quarter
- **Type:** Arena Territory

Text: During battles on No Quarter, Defensive Edge does not apply. If battle totals remain tied, make a Tiebreak Roll. The losing player retreats one additional position, if able.

24. Arena: Single Combat

- **ID:** territory-arena-single-combat
- **Type:** Arena Territory

Text: During battles on Single Combat, Defensive Edge does not apply. If battle totals remain tied, make a Tiebreak Roll. All banked Assets are inactive during the battle.

25. Arena: Grand Melee

- **ID:** territory-arena-grand-melee
- **Type:** Arena Territory

Text: During battles on Grand Melee, Defensive Edge does not apply. If battle totals remain tied, make a Tiebreak Roll. Each player draws one additional card when forming their initial Reserve and may choose one additional Tactic from it.