

Game Aid



Deal **Trial** cards

1/4

Preparation



2/4

Mission



3/4

Support



4/4

Morale Drop

Only 1 action per turn, chosen from:

■ Play a **Trial** card



■ Use a **Good Luck Charm**



■ Use a **Speech**



■ Withdraw and play a **Support** tile



If one player has a majority of **Support**:

Successful mission: **-2**

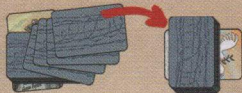
or reactivate their **Good Luck Charm**



Failed: **-1**



■ Add **Trial** cards (minimum of 3 cards)



■ Change the **Mission Leader**

■ Give a **Speech**



Victory

Peace card is visible and no cards in hand



Defeat

- If one player has **5** after the **Support** phase
Or
- If the **Monument** card is visible

