

Marquise de Cat

Set up

Put the **Keep** in the middle of the map, ideally with two adjacent **Rabbit** clearings (one of them could be your Keep's clearing).

Put the **Sawmill** on your Keep's clearing since it is the hardest location to attack.

Put the **Workshop** on one Rabbit clearing; their cards are the best for you.

Put the **Recruiter** adjacent to your Keep, and near the action (middle of the map, or in a Ruins clearing if there is a Vagabond or a Rat faction).

Put your initial buildings into three different clearings. Don't concentrate all your troops into the same place, otherwise you will just be focused there.



Turn one

Build Sawmill -> Overwork -> Build Recruiters.

Turn two

Build **Recruiters** to have access to the card draw.

Now you can rally your troops together **or** continue constructing Sawmills and Recruiters.

Mid game

Ideally, you want to reach the second card draw in the Recruiters asap.

Continue building Sawmills so late game you can have that five VPs easily.

Only construct Workshops if you have great cards to craft. Put your second Workshop on Rabbit, your third in, Mouse, and the fourth in Fox.

End game

Construct, construct, construct. You want many VPs.

This is the most efficient pattern end game: **Move -> Battle -> Build.**

If you don't have many buildings to build, bait your opponent's to destroy them. Yes they will gain 1 VP, but when you construct it again you will get way more VPs.

Tips and Tricks

Use your Bird card in hands for additional actions **only** (unless they are Ambushes).

Don't use your **Field Hospital** unless you lose many warriors. Don't do a 1 for 1 trade.

Don't make too much wood and Sawmills; you will become a great target for VPs. Always spend the wood.

You only have three actions per turn. Try to craft some cards that give you more.

Put your Recruiters on the clearings you would like to win by **Dominance**.

Elder Treetop: this landmark is very good for your faction, use it to have an extra building slot.

Lost City: your Workshops are wild crafting pieces. Also, you can Overwork your Sawmills with any card here.

Counter guide

Eyrie Dynasty

Destroy their Roosts. Force them into Turmoil.

Woodland Alliance

Destroy their Sympathy. Destroy their bases. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on. Use your Bird card for the extra action before entering there (otherwise you just gifted the WA a Bird card).

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch).

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

Riverfolk Company

If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it. As the Marquise, by having the Keep you instantly nerf their Recruit by 1.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.



Eyrie Dynasty

Openings



1. **God of War - Charismatic** (best and hardest)

You need a Bird and a card that matches your initial Roost's clearing suit.

On turn one: Put a matching clearing suit card into your Move action and then a Bird into the Build action. Recruit (two warriors because you are the Charismatic Leader), Move, Battle then Build there.

On turn two: Add another card on Recruit (ideally a Bird). You want to start building a huge army.

You now want to balance your Move and Battle columns for the war. Plan a Turmoil around turns three/four.

2. **Exploding Birds - Charismatic** (can be easily punished)

If you are facing enemies that have a huge army, you can go for this strategy. You need two cards that match your initial Roost's clearing suit (or Birds). Put them into Recruit. On turn one, Recruit 6 warriors. On turn two, Recruit again and force a Turmoil on Battle. Switch to Double Build.

3. **Double Build - Despot** (bad in the long term)

You can choose this strategy if you don't have any Bird cards in hand. It consists of putting a second Move and Build on your Decree and building two Roosts on turn one. Then, on turn two you choose if you want to stretch your Decree until turn three, or if you want to Turmoil after Building again and transition into the God of War. This transition will be smooth if you have a Bird card in hand.

4. **No Turmoil - Despot** (safest)

This is a safe strategy if you can abuse the Despot's ability to gain extra VPs and you are not facing an aggressive faction. The ideal would be to put a Bird card in the Battle.

Mid game

Try to get three Roosts into three clearings with different suits and then protect them.

Lost City: this landmark will highly help your Decree; take control of it asap.

Craft cards that help you in Battle or give you some draw power.

If you have a big army or you are recruiting a lot, get around 4 cards in Battle to keep-up with your Recruit. You need to kill your warriors in battle so you can raise new ones.

Other Leaders

The **Commander** has the worst Decree. Only choose them if you have Bird cards in hand to back-up it.

The **Builder** can be very good late game to craft the last remaining VPs.

Turmoil

Plan your Turmoils. Try to maximize what you get in your turn. Turmoil on the Build phase: don't lose your Recruit, Move and Battle actions. Also, the ideal number of Turmoils is 0 or 1.

The Decree

Never put a suited card in Recruit unless you have 3 Roosts on that suit.

Never put a suited card in Build. **Never.**

Never put a Bird card in Move, since it is the most flexible column.

Battle is flexible. Look at the map and select the cards to put there.

You are the faction that can make the most actions in a turn. Take advantage of it; put cards in the Decree!

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points.



Woodland Alliance

Farm their Sympathy with the Despot. Destroy their bases. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on.

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch). If they are playing the Tinker, put into your Decree the cards that they would like to craft so they are never in rotation.

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

Riverfolk Company

If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it. Farm their tokens with the Despot's ability.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Woodland Alliance

Turn one

Place three **Sympathy** on the clearings where your opponents will move the most (the ones with more paths usually. They are normally in the center of the map).

First Daylight, Mobilize three cards into your Supporters deck (unless you have an awesome card to craft early).



Turn two

Ideally you get your first **Base** now. Defend it!

Early game

Keep in mind that card draw is very important for you.

Spread a lot of Sympathy.

Build your second base quickly (around turn four), and ideally adjacent to your first one.

Mid game

Three Officers is the perfect number.

Once you have them, you can do this combo: **Move** -> **Organize** -> **Recruit**.

Try to craft a defensive bonus card so you are undefeatable in combat.

Protect your two bases at all costs. Always keep two or three warriors inside.

End game

Never build your third base unless it gives you the win on the spot.

Four or five Officers is a good amount in the late game.

Craft many cards to get VPs.

Don't Mobilize.

Tips and Tricks

You don't have too many warriors compared to other factions. Do not win by Dominance.

Lost City: you can have more than one base in the Lost City clearing. Also, your Sympathy tokens are wild crafting pieces.

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points. Spam sympathy on them.



Eyrie Dynasty

Destroy their Roosts. Force them into Turmoil. Focus the Eyrie if they have the Despot, they will farm your tokens.

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch). The Vagabond counters Guerilla War, be careful. The Vagabond can farm the Hostility tax with your tokens.

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

Riverfolk Company

If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords. Spam sympathy on them.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Vagabond

Tier List

S+	Tinker
S	Harrier
A	Adventurer, Ranger, Thief
B	Arbiter, Vagrant
C	Ronin, Scoundrel



Set up

In the first turns you need to explore all **Ruins**. Place yourself, plan and follow a smooth path to do so. Ideally, explore the Marquise de Cat's or the Mole's Ruins last. Don't let them have that extra building slot early in the game.

Early game

While exploring, help the players that have crafted good items for you. You want those early VPs. If you don't have them yet, get the **Torch** and the **Hammer** asap. Then, your priorities will be the **Teapod** and the **Bag**. If you don't have a **Sword**, be careful early. People will try to attack you because you are Defenseless.

Tips and Tricks

Aid the faction that will stall the game the most (normally the one with the fewest VPs).

Help 1-2 players and be **hostile** against 1-2 players. Don't let your Sword and XBow be useless; get the maximum value of all of your items.

Alliances are good but hard to make if you don't have enough card draw or are not the **Tinker**.

Craft, craft, craft! If you are the **Ranger**, craft some cards that will help you in Battle.

Don't focus too much on your **Quests**. They are good, but not the priority unless you play the **Adventurer**.

Ideally you never want to spend a night in the Forest to repair your items unless by doing this you will get a good amount of VPs over the next turns.

Be friends with the factions that craft the most.

The Tower: this landmark is useless for you.

Lost City: your Hammers are wild crafting pieces. Also, you can complete Quests from different suits here.

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points.



Eyrie Dynasty

Destroy their Roosts. Force them into Turmoil.

Woodland Alliance

Destroy their Sympathy. Destroy their bases. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on. Farm their tokens with the Hostility tax.

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards. Farm their warriors and Gardens and let their Acolytes police the other players.

Riverfolk Company

You are allowed to buy the Otter's services **before** refreshing your items, so you will just refresh them back right after purchasing. You can't buy Mercenaries, don't forget. If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it. Farm their tokens with the Hostility tax.

Lord of the Hundreds

Keep their numbers low early in the game. They can't steal items from you, use this as an advantage. Don't let them go to the Ruins. Kill the Warlord. The Rats don't craft and they steal the items in your Ruins, they are your natural enemies.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Lizard Cult

Set up and early game

Ideally, you want to start on a 2-slotted clearing (Rabbit or Mouse if able) that matches your hand and that is not too close from your opponent's aggression but it is not too far away either. You would like to have an adjacent clearing that is also 2-slotted so you can defend both with minimal displacement.

For your starting hand, try to choose two cards of the same suit and another from the clearing's suit you plan to take. If your starting hand is not that good, prioritize getting the second starting Garden to get your card draw asap.

The ideal first turn would be:

- Build a second Garden in your starting clearing
- Score a card from that suit
- Build another Garden an adjacent clearing with a different suit

Furthermore, if you can craft on top of everything listed here, just do it!

Your first Acolytes could be used in many ways, here is a suggestion: convert any enemy warriors in the second clearing you are planning to take over to place Gardens.



Mid and late game

Try to **score at least 4 VPs every single turn. Keep a balance of suits in your hand.**

Keep three warriors per clearing with Gardens, this way, even if you lose a battle, you will still be able to sanctify another building with these three new Acolytes.

Balance your hand with suits so you always have an option no matter what suit the Outcast is.

Dominance is an available option.

You want games to go longer. Slow your opponents with your Lizards by converting their troops. Bait them to kill your warriors so they can return as Acolytes and strike back with their deadly rituals.

Tips and Tricks

Don't try to focus on one suit with your Gardens, try instead to build two Gardens of each suit to maximize your card draw. This will help you have bigger turns and maybe discard the remaining cards to your Lost Souls deck.

Cards are really really important; don't lose your Gardens, always protect them but don't protect them too much, because if you do you will never go to battle, so you will never get Acolytes.

Make deals to have better suits in your Lost Souls deck. For example *if you discard a Rabbit card, I'll go after the Vagabond instead of you.*

Use **Dominance swapping** to swap your Bird cards with an already-discarded-dominance card that you will use for your Daylight effects or for your Rituals. Also, never let Dominance cards into enemy hands.

Avoid sanctifying unprotected Gardens; the drawback of losing them is huge.

Lost City: your Gardens can now craft the Outcast suit cards.

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points.



Eyrie Dynasty

Sanctify their Roosts. Your gardens go over Lord of the Forest rule. The Turmoiled cards go directly to your Lost Souls deck, so force them into Turmoil.

Woodland Alliance

Destroy their Sympathy. Sanctify their bases, if you do, their lost Supporters will go to your Lost Souls decks. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on.

Vagabond

Force the hostility so it costs them more to move into your clearings. Crusade is underrated; bullying the Vagabond early game is socially acceptable. Do this before they get more Swords. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch). They would like to be your enemy and farm your buildings with Hostility tax.

Riverfolk Company

Use them to draft for the best possible hand and to build Gardens by ruling clearings with their Mercenaries). If they have too many units in their Funds, take a Trade Post down to cut them in half. Mercenaries removed don't trigger Vagabond's Hostility.

Underground Duchy

Sanctify their buildings. Convert alone moles to limit their ability to sway Lords.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord, you can't convert it.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Riverfolk Company

Set up

Start in one or two clearings near the center of the map, you don't want to be too far from the action. If you chose to start on two different clearings, split your warriors 2-2. For your initial pricing you can go for **1-1-1** or **2-1-1**. You **need** some early funds.



Early game

Turn one will almost always be draw 3. Turn two too, unless there is something more important to do. Never put a Trade Post early in the game; this will kill your tempo. Never build a Trade Post if you are not going to craft on the same turn: just use those 3 funds elsewhere. For your next pricings, go for **3-2-2** or **2-2-2**. You will **never again put your prices at 1**.

When committing funds, try to keep 2 warriors from each faction available, in case you need to build a Trade Post. Always keep your shelves stocked; you need five cards in hand every turn. Don't be scared to draw over hand size; this will happen.

Repeat to the other players the value of your services. They need to fully understand what you have to offer so they want to buy.

Keep lots of suited cards in your hand, so other players have many options when buying your cards.

If there is a card in your hand that you want to keep, raise your Hand Card service to **4**.

If no one is purchasing your services you need to dominate their clearings to force them to buy your Mercenaries.

Keep in mind: more customers mean more cards and actions over time.

Mid game

Your priority for your first Trade Posts are two Rabbits and one Mouse. Foxes have less good cards for us and have lots of great craftables for the Vagabond. Just build Fox Trade Posts as your first buildings if you don't play against the Vagabond and if you have at least two good craftables in your hand.

Passive income > Burst income. Even if Trade Posts give you 2 VPs when built, focus more on your business.

To win you need to be able to get **12 non-Trade Post** VPs. If you are able to do so, you will just easily win the end game by building all your remaining Trade Posts (which are worth 18 VPs in total).

Craft as much as you can and avoid having more than 3 Trade Posts on the board; they will be hard to defend.

Always keep at least two warriors in your supply in case you need Protectionism or you play against the Vagabond.

Tips and Tricks

You need to calculate your turn before doing anything. For example, you have 7 funds and you know you need to move once and battle two or three times to kill the Moles. This is a minimum of four actions that you need to do. For the remaining three, you can draw cards. Draw before doing anything, maybe your plan will change by drawing and crafting some good cards that help your turn or maybe you will get some good Ambush cards to protect you. So your turn will be something like: 3x Draw, 1x Move, 3x Battle.

Always count the discard pile, the Retinue, the Decree and the Lost Souls deck. You need to know very well the deck and what's left so you are able to dig for a good card. You are able to draw 10 cards per turn, so use this knowledge as your friend.

Spend your opponent's units before your own. Commit your funds; don't go for dividends, and never use Export.

Pay attention to what is along the river; easy targets are often available for you to take some extra points.

This is not a linear faction. You need to be very versatile; adapt your playstyle.

The Ferry: this is useless.

Lost City: you can place any Trade Post here.

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points. Rule the clearings where the wood will travel, so they need to pay your Mercenaries to build.



Eyrie Dynasty

Destroy their Roosts. Force them into Turmoil.

Woodland Alliance

Destroy their Sympathy. Destroy their bases. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on. Place your warriors in their clearings, so other players will quickly pay you to attack them.

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch). They need to exhaust X items to buy your cards and then, if able, you add warriors from your supply to your payments box. Also, the Vagabond can't purchase your Mercenaries.

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it. Snares block your river move, be careful.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Underground Dutchy

Set up

Start with two isolated and adjacent clearings and slowly progress to three. Your plan is to have **four** warriors guarding each clearing to never pay the Price of Failure. Ideally, these clearings have different suits so you can have flexibility when building. Try to get a two-slotted or even a three-slotted clearing so you don't need to spread too much on the map to build.



Early game

Dig and move one mole at the time. Most players will not use their valuable actions to remove one warrior, but for you this one warrior is useful to sway new ministers without appearing as a threat. Start slow and progress stronger. Don't rush. Craft a lot, ideally each turn.

Some ideas on how to play the Moles

Moles are super flexible and have many good ways to be played. They are not linear and are adaptable, so here are some ideas on how you can plan your strategy:

1. **Slow and strong.** Start with 1-2 Citadels then build a Market, and another Citadel. Start swaying the Captain by having some warriors around your territory, then sway the Marshal. After, go for the Brigadier and then the Mayor. Finally, for the Lords, just choose the one that fits the best with your position on the map.
2. **No buildings.** Recruit twice every single turn. Start directly with the Brigadier and then the Mayor. Never construct a building. Then sway for the Duchess of Mud.
3. **Army heavy.** Recruit twice on your first turn. Start directly with the Brigadier and then the Mayor. Construct three Citadels in no more than two clearings. Then sway for the Earl of Stone. The goal is to harass everyone with your huge army of moles.
4. **Molemart.** Recruit twice every single turn. Go directly for the Brigadier, then the Banker and finally the Baron of Dirt. Construct three Markets in no more than two clearings. The goal is to draw tons of cards, and bank them with the Banker.
5. **Pump and dump.** Start with a Market and sway the Foremole. Each turn Recruit once and Build twice. Proceed with a Citadel and sway the Brigadier. Then, build Markets and sway the Baron of Dirt. Try to craft everything in your hand each turn. Finally, dig and build, sway all Lords, then all Mayors for lots of VPs.

Tips and tricks

Ideally you would like to draw to five at the end of each turn.

Bird Dominance might be possible, consider it while planning your path to victory.

Don't forget that because you always rule the **Burrow**, you can always retreat your troops underground.

Lost City: have at least one Duchy piece in the Lost City because they are wild for your sways. Also, your buildings are wild crafting pieces if built in this city.

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points.



Eyrie Dynasty

Destroy their Roosts. Force them into Turmoil.

Woodland Alliance

Destroy their Sympathy. Destroy their bases. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on.

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch).

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

Riverfolk Company

If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Corvid Conspiracy

Set up

Place your warriors near each other and ideally in a quiet corner. Plot an **Extortion**. If the Lost City is here, you can place all of your warriors in the same clearing. If you are playing against the Bird, the Otters or the Moles you can try to **Bomb** them on turn one if you start playing before them, but this is very mean, please don't do it.



Early game

The first three turns are the safest for our plots, your opponent's will focus on their openings.

Try to place at least one, and at most two plots per turn.

You should have an Extortion already flipped. Try to flip a **Raid** and a **Snare** asap so your opponent's can't use **Exposure** to remove them.

Put some plots on Rabbit clearings and craft a lot to gain more free actions and card advantage.

Always keep a card to Recruit, but craft all the VPs you can. If you can't craft in the next turn, just don't try it. Also, craft before flipping a bomb (since plots are our crafting pieces and bombs remove themselves after flipping).

Recruit every single turn (don't forget you can never Recruit on the Keep's clearing).

Never plot three times. It will cost you six warriors. This is too expensive = you will lose. Even if you have enough warriors, don't forget that you need now to protect those three plots until your next turn.

Exert as much as you can, just keep in mind to keep one card to Recruit on the next turn.

You are plotting for points. Place them where it seems the least obvious in the locations that seem the least important. Consider putting plots on clearings where you can Ambush. Keep the Ambush cards, don't use them to recruit troops.

Don't get shot, **ever**. But especially not in the late game. This will make you lose your tempo.

Focus on the lead player and don't attack more than one player per turn.

Two defenders for your plots is the magic number. If you have less you will be focused as an easy target, and if you have more you will appear as a threat. You want to maintain a low profile.

Late Game

Try to flip to 26 VPs in a turn to have a chance of winning. This is the most important thing if you want to try to win. If you flip and are currently between 20 and 25 points, your opponent's will start focusing on you and you will never win: you will never be able to flip those plots. Once you are at 26, try to battle and craft to get to 30 VPs.

Tips and Tricks

Because you can craft in Birdsong, any card crafted here that has an effect that says *Once in Birdsong* (and not *At start of Birdsong*), can be used on the same turn it was crafted.

When recruiting, if you discard a wild card, you don't put four warriors in any clearing suit, instead you **choose one suit** and put four warriors in those four different clearings.

Try to keep yourself in the third position in the scoretrack, really near the second place. Try to appear as being behind. You don't want to be focused. You don't want to appear as a threat.

If you want to affront a big army, just move one warrior and one Raid to fight them. Normally they will hit you hard enough so you can trigger your Raid and recruit more warriors.

Trick is useful for swapping Raids/Snares to better positions. It is also good to protect face-up Extortions and swapping face-down plots your opponents failed to guess. A good tip is to trick two identical face-down plots.

If someone starts coming for you, trick a Raid at your location, so they are scared to go for you. Then, when they fall back, trick again for a Snare to frustrate them.

Lost City: you can Recruit five warriors instead of four during your Birdsong because this landmark allows having five suited clearings of two different suits. Also, plot tokens are wild crafting pieces.

Counter guide

Marquise de Cat

Destroy their wood and Sawmills. Make them lose control of the map; attack them. Late game, they might want you to destroy their buildings to build them again and score points.



Eyrie Dynasty

Destroy their Roosts. Force them into Turmoil. If they only have one Roost, you can put a Snare token on them to lock them and force them to Turmoil.

Woodland Alliance

Destroy their Sympathy. Destroy their bases. You can use Bombs to do so. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on.

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't craft early or they will focus on taking your items. Don't let them go to the Ruins (if they have the Torch). They would like to be your enemy and farm your tokens with Hostility tax.

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

Riverfolk Company

If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility. Snares block their river move.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords.

Lord of the Hundreds

Keep their numbers low early in the game. Don't craft early or they will focus on stealing your items. Don't let them go to the Ruins. Kill the Warlord. Don't plot in the Warlord's territory.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns. Put plots (ideally Snares so you lock them) on the Waystations locations: they will never battle there.

Lord of the Hundreds

Set up

Your starting and adjacent clearings should match your cards in hand.
Try to craft the **Bag** or the **Boots** on turn one.

Turn one

Choose **Rowdy** (passive playstyle) or **Grandiose** (offensive playstyle) as your first mood.
Craft the Bag or the Boots to have your Command at 2.
If Grandiose, advance Warlord and 3 warriors to a double spot clearing. Then, build twice.
If Rowdy, move and build in an adjacent clearing. Move to another clearing to build on turn 2.

If you can't be Rowdy or Grandiose, go for **Jubilant**.
Craft the Teapod the Hammer or the XBow.
Move twice, leaving one warrior behind each time and ending your turn in a clearing with a Ruin.
Incite, then roll and hope for good luck!

Your moods early game will be **Grandiose, Rowdy, Jubilant** followed by **Bitter**.

Mid game

Don't overextend too soon. Recruit a warrior every single turn and develop slowly.
Your moods mid game will be **Rowdy, Relentless, Stubborn** and Bitter (if mobs are still everywhere).
Try to get the maximum control of 3 clearings with your constructions.
Try to get Prowess at 3 (two items).

End game

Switch these three moods during the end game: **Stubborn, Relentless** and **Wrathful**.
Keep at least two of them available. Stubborn being the most important.
Go for Relentless if you want to go for the 5-6 clearing points.
Go for Wrathful if you want to destroy your opponent's important buildings.

Tips and Tricks

Don't loot if your opponent's are not Defenseless or you are not Stubborn.
Prowess is more important than Command.
Don't craft anything unless these cards let you draw more or prevent Ambushes.
Fox cards are the best ones to craft.
Never let the Warlord die unless it is in a very bad position and you want to reposition it.
Stubborn, Wrathful, Relentless, Grandiose and Rowdy are the best moods.
Lavish, Jubilant and Bitter mood are more situational.
Lost City: your Strongholds are wild crafting pieces. Also, Mobs will likely always be placed or spread here.



Counter guide

Marquise de Cat

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Woodland Alliance

Destroy their Sympathy. Destroy their bases. Don't feed them with your cards by moving into a Sympathetic clearing. Try to get three warriors into a clearing you don't want them to put Sympathy on.

Vagabond

Force the hostility so it costs them more to move into your clearings. Kill them early to slow them down. Make them spend nights in the Forest to repair their items. Don't let them go to the Ruins (if they have the Torch); take those items yourself. They can't steal items from you, use this as an advantage.

Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards. They can't convert your Warlord, don't forget it.

Riverfolk Company

If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility.

Underground Duchy

Destroy their buildings. Kill alone moles to limit their ability to sway Lords.

Corvid Conspiracy

Never let them flip their plot tokens. Target their clearings with less than three warriors. When attacking, guess Raid with Exposure. Then battle them. They always start with an Extortion token on turn one. If you play before them you could guess it with Exposure, but this is very mean: just let them play the damn game and don't do it.

Keepers in Iron

50% of the relics are 3 points worth, so ensure they don't rule three clearings near the relics they want to get next. They want you to destroy their Waystations so they can Encamp them again: don't fall into the bait, let them Decamp and Encamp the buildings over two turns.

Keepers in Iron

Set up

Look at your cards in hand and the suited clearings in the map. You want to control most of the same suit clearings that are near your starting location. Then, you can **Recover** as many relics as possible with only one action.



Turns one and two

On turn one, **Encamp** your two first clearings. Look at the relics on the map and select the correct **Waysation**. Ideally, you would like to gather your three starting cards into the **Retinue** during Evening, but if you are facing Marquise de Cat or any huge-army-faction, it can be an idea to **Recruit** two warriors by using a suited card. You would like to **Move** (so now you rule three clearings near one relic), win the **Battle** and get the **relic** (assume it will be a 3 VP relic).

Do not **Recover** yet if it could remove a card from your Retinue. If you decide to Move, plan your next turn already.

For your Retinue, you can start adding cards into Move and Move/Recover.

On turn two, try to put 2-3 cards in the Retinue again. You can have a huge economy, so take advantage of it! Keep in mind that by turn three you should have 3-4 Battle/Delve cards into your Retinue.

By turns four/five

Ideally you want a **3-4-3** Retinue. Then, for the late game you would like to shift into **2-4-4**.

Tips and Tricks

Keep in mind that there are two 3 VP relics, one 2 VP relic and one 1 VP relic.

In total, relics are worth 35 points. So ideally, if you can get 6-7 relics, you should be good to win.

Always assume that the relic you find will be worth 3 VPs, and be ready for it.

Try to draw at least 3 cards per turn.

Try to avoid unnecessary battles. You want relics, try to get them without taking any damage.

Be conservative with your cards. Ideally, keep them for the Retinue unless the crafted card has a massive impact for your economy.

Bird cards are very good for your Retinue and give no drawbacks. Do not craft them.

1 VP relics are not worth it. They are most useful to tank hits in combat using the **Devoted Knights** ability. They would become important if they help fill a column for extra points though.

Do not add more than three cards into the Move column.

Let the enemies remove the Waystations you want to Decamp: you can't Encamp on the same turn you Decamp.

Cards will return to the deck eventually. So choose wisely which cards you want your opponents to draw.

Ambushes kill you, so be careful.

Don't leave the relics undefendable; they are worth 2 VPs for your opponent', but more for you.

Lost City: your Recover actions are extremely open because when checking if you *rule fewer matching clearings than a taken relic's value*, you would actually just check all your ruled clearings, since the landmark's clearing is wild. Also, your Waystations are wild crafting pieces.

Counter guide

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Vagabond

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Lizard Cult

Try to control the Outcast suit. Destroy their Gardens. Deny their Dominance cards so they can't swap them with their useless Bird cards.

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If they have too many units in their Funds, take a Trade Post down to cut them in half. Ideally, if no one buys from them, they will not progress. Mercenaries removed don't trigger Vagabond's Hostility.

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