

Leaders & Alliances Expansion

SETUP

In a Nutshell

The *Vindication®: Leaders & Alliances* expansion is an additional experience that can be added to any configuration of the base game, which is required to play.

This expansion adds new abilities and extends the options players have by adding a bonus action each turn. Many of these are designed to create positive tension with the original game rule set.

Each turn, players will have the option of gaining the rapport of guild leaders, using that rapport to gain powerful guild perks, or stockpiling that rapport to initiate guild alliances for honor.

Setup

Place each of the 6 guild leader boards out in a row.



Each player takes 3 triangular wooden rapport markers of his/her color (*the same color as the wooden blocks and scoring disc*) and places them in their personal supply.

Place the white rapport threshold token on space 20. (*At the start of the game, all players may opt to place this token elsewhere — 20 is a recommendation*).



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GUILD LEADER RAPPORT

Unlocking Guild Leader Rapport

Once a player's scoring token has reached the rapport threshold (by gaining honor), they've unlocked the ability to gain rapport with the guild leaders.

1 rapport marker is placed onto the top numberless space on the track of their corresponding guild leader, as shown. Players may gain rapport with any leaders they choose but begin with rapport in the guild of their color. Each turn, that player may now perform 1 of the following bonus action types as many times as they can afford: **gain rapport, use a guild perk, or initiate a guild alliance**.



Gain Rapport

To gain rapport with one or more guild leaders, contribute as many attributes as you wish (return them back to your influence sphere) and move your rapport token up that leader's track according to the rates shown here:



Gain 1 Rapport

For each inspiration, knowledge, or strength, move up 1 track 1 space



Gain 2 Rapport

For each courage, vision, or wisdom, move up 1 track 2 spaces

Use Guild Perks

You may use as many guild perks as you can afford each turn. However, each perk may only be used once per turn.

To use a guild perk, move your rapport token down on the track as many times as required to gain that perk.

For example, you may move your marker down 2 spaces (and thus off the board in this case) to use "Martial Occupation".



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GUILD PERKS



Leading with Logic

Return a total of 2 influence from any companions in play. If none of them are your companions, gain 2 conviction. You choose each companion, moving 1 influence on each back to its owner's influence sphere. This can come in handy with your own companions but can also slow down opponents who may want to add blocks on certain companions in order to use special abilities.

Flash Portal

Teleport to any unoccupied location on the map. This action has no relation to your normal movement, and can be used in addition to it.

Spirit Projection

Your visit action this turn does not require adjacency.

You may visit any map region in play, regardless of how far away it is. Any applicable honor bonuses still apply (if an opponent controls that region they receive honor as normal).

Call to the Light

Dismiss any companion. Its owner gains an empowered draw on any companion stack. No honor is gained or lost in these actions. This action can be used on yourself, or on another player. All influence on dismissed companions return to the owner's influence sphere.

Master of Secrets

Draw 2 secret quests and keep 1.

This ability costs 1 rapport for each secret quest you have. For example, if you have 3 secret quests, using this ability requires 3 rapport.

Dirty Deeds

Place a black treachery block on any card; its text is nullified until the block is removed for 1 conviction. This ability negates all face-up card abilities for pets, companions, relics, loot cards, traits, infused crystals, and end-game bonuses for defeated monsters. It does not negate end-game trigger cards or secret quest cards.

Undying Resolve

Augment one potential directly to conviction. You may augment influence to conviction, but only after none of your potential remain.

Martial Occupation

Add 1 influence to an adjacent region that you do not control. You may control or co-control that region. Co-control example: if green player visits a region controlled by orange and purple players, both orange and purple players gain 2 honor. If orange player visits the region, only purple player gains 2 honor. Both purple and orange player gain end-game honor for this region.

One with Nature

Gain 1 courage, vision, or wisdom. This ability assists greatly with players wishing to diversify in order to gain specific heroic attributes.

Return to the Wilds

Remove all control and fortification from an adjacent map region. This ability removes all players (including oneself) from that map region, as well as removing fortification.

This ability cannot affect a map region with a monument on it (see monument expanded rules).

Corner the Market

Freely redistribute up to 7 of your, inspiration, knowledge, and/or strength. This ability allows you to freely move your current attributes of those types from one sphere to another.

Example: you may move 5 of your 7 inspiration and 2 of your 3 strength to knowledge, then visit a monastery to augment several blocks at once.

Free Looter

Draw 3 loot cards and keep one. Shuffle the others back into the stack. No honor is gained.

3-Turn Example:



Turn 1 : Gain Rapport

Gray player has recently acquired a trait using 2 Wisdom. She ended up with 2 extra Knowledge, and decides to use it to raise her rapport with Xon 2 spaces.

She also chooses to use 1 Vision and 2 Strength to raise her rapport with El-Gishar 4 spaces.

She also uses 2 rapport to use the *Return to the Wilds* guild perk, causing orange player to lose control of the Ancient Tomb, allowing her to visit it without paying honor to the Orange player, then utilize her Wisdom to attain a heroic trait, and subsequently control the Ancient Tomb for herself.

She could also use perks (once each) from other guilds this turn, but chooses not to.

Turn 2 : Guild Perks

Gray player **could** now initiate an alliance between these 2 guilds for a whopping **17 honor**.

However, she deems it more advantageous for her to use guild perks to assist her this turn, so she uses 1 rapport to use the *One with Nature* guild perk, gaining a second Wisdom.



Summary : Opportunity Cost

Using guild perks instead of an earlier alliance inherently cost Gray player 7 honor. However, the *One with Nature* perk allowed her to attain a trait (5 honor), and the *Return to the Wilds* perk gained her 2 honor now plus 2 honor at the end of the game, and cost the Orange player 2 honor at game's end, for an 11-honor comparative yield.

