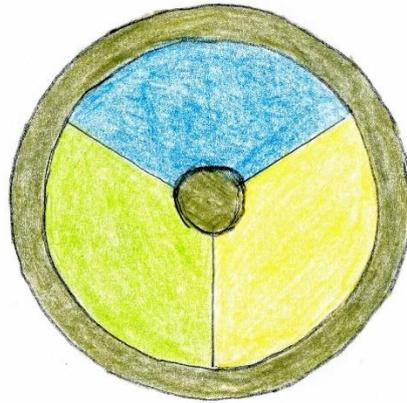


Anarea *Forty Factions* Rules of Play



1. *Introduction*

- 1.1 *Forty Factions* is a game set in the world of [Anarea](#) which is played partly as a board and card game and partly by means of Role-Playing. It is not a 1-Off, (in that it is capable of being played more than just once), but is a way of generating multiple 1-off games. It requires an umpire (“**DM**”) and from 2 to 8 Players (4 to 6 is preferable). Playing time will depend on the DM and Players, and cannot readily be predicted prior to playtesting. Familiarity with the world of Anarea is essential for the DM and advantageous for Players.
- 1.2 *Forty Factions* is set in the Southern City of Tehmor, in the Overworld of Anarea. The City is famed for its unstable politics, and for the legendary “Forty Factions” which vie for political, economic and religious control of the City. Each Player controls a shifting alliance of such Factions and has the opportunity to initiate a number of events (“**Plots**”). Victory Points (“**VPs**”) are earned by:
 - 1.2.1 controlling Areas of the City;
 - 1.2.2 political control of the Council of Tehmor (“**Council**”) and holding the office of Overlord;
 - 1.2.3 control of the Secret Conclave of the Thieves’ Guilds of Tehmor (“**Conclave**”);
 - 1.2.4 awards by the DM for successfully roleplaying one’s Factions as Plots are resolved.
- 1.3 The winner is the Player with the most VPs at the end of the game.
- 1.4 There are a number of Expansions to the base game of *Forty Factions*. There may be references to these in the components to the base game (e.g. where those components are also used for an additional purpose in an Expansion), but the full Rules for each Expansion are in Section 13 below and/or in separate documents containing the Rules specific to those Expansions.

2. The Board

2.1 The Board consists of:

2.1.1 a main board showing a map of Tehmor with:

2.1.1.1 spaces representing the main Areas of the City and Locations controlled by the Factions, on which Pawns of each Player's colour are placed to indicate Players' control of those Areas:

2.1.1.2 a table showing the Sequence of Play, on which a counter can be placed to show the current Phase; and

2.1.1.3 a VP Track, on which Pawns of each Player's colour are placed to keep track of Players' VPs and a counter is placed to track the current Game Turn;

2.1.2 a side board showing representations of the Council and of the Conclave, on which Pawns of each Player's colour are placed to indicate Players' representation on those bodies through the Factions which they control,

2.2 It is not essential to play *Forty Factions* with the Board, but it provides a useful visual representation of the above. Otherwise written notes will need to be kept. A map of Tehmor is also available on the [Anarea website](#).

2.3 A set of Pawns in different colours (one for each Player – see 5.6 below) is required to place on the Board. There is no limit on the number of Pawns, although in practice the Players will be restricted to the physical number available to play with. Additional Pawns of complementary colours may be used if a Player runs out of his or her own colour. The Pawns are only used as markers to show progress on the Board, and are not essential to play.

2.4 Appropriate miniature figures may be used for each Faction instead of Pawns, but this will make it harder to keep track of which Player controls which Faction (unless a set of miniatures painted in each colour is available for each Faction). It is therefore recommended that coloured Pawns be used for the Council, Conclave and VPs.

2.5 The Board includes Locations used in Expansions, which are not specified as belonging to any Faction in the Base Game but still exist for roleplaying purposes. These are not used in the Base Game, and so are not counted towards Control of Areas, even if they may be seized by a Faction in the course of roleplaying.

3. The Cards

Forty Factions is played with a Tarot deck. Any standard Tarot deck may be used for the Base Game. For Expansions an expanded deck (such as *The Alleyman's Tarot*) or an additional Tarot deck with different card designs will be needed.

3.1 Faction Cards

The Minor Arcana represent the Factions (“**Faction Cards**”), as follows. (Where an expanded Tarot Deck (such as *The Alleyman’s Tarot*) is used, cards more appropriate to the particular Faction may be used in some cases.)

No.	Faction	Tarot Card	Alleyman's Tarot Card
1	Temple of ZAKEL	King of Swords	The King of Swords (b3)
2	Navy	Queen of Swords	Lightning in a Bottle (b4)
3	Army	Knight of Swords	The Knight of Swords
4	Honourable Guild of Assassins	Knave of Swords	The Page of Swords
5	Mercenaries' Guild	Ten of Swords	The Ace of Swords
6	Temple of LOFIR / WAGREN	Nine of Swords	The Nine of Swords
7	Temple of SOROK	Eight of Swords	The Undead (b2)
8	Temple of ALTIS	Seven of Swords	The Seven of Swords
9	Temple of HAERIM	Six of Swords	The Eight of Swords
10	Temple of TERRIK	Five of Swords	The Five of Swords
11	Desert Nomads	Four of Swords	The Four of Swords
12	Scorpion Cults	Three of Swords	The Three of Swords
13	False Gods	Two of Swords	The King of Flint (b3)
14	Anarchist Movement	Ace of Swords	The Queen of Bombs
15	Temple of RAYLIT	King of Cups	The King of Cups
16	Temple of DALA	Queen of Cups	The Queen of Cups
17	Guild of Seamen	Knight of Cups	The Knight of Cups
18	Thieves' Guild of Tehmor	Knave of Cups	The Page of Cups
19	Bookmakers' Guild	Ten of Cups	The 10 of Cups
20	Temple of MIRIMI	Nine of Cups	The Moon
21	Temple of ORIL / OPSOR	Eight of Cups	Hope (L'Esperence)
22	Temple of TIPRE	Seven of Cups	The 7 of Cups (b3)
23	Temple of SHELDA	Six of Cups	The Page of Cups (b2)
24	Temple of PAREL	Five of Cups	The 8 of Cups
25	Elves	Four of Cups	The 4 of Cups
26	Snake Cults	Three of Cups	The 2 of Cups
27	Derevo Family	Two of Cups	The 5 of Cups
28	Reform Party	Ace of Cups	Ace of Cups
29	Temple of ESCUS	King of Batons	The King of Wands
30	Temple of SARAN	Queen of Batons	The Queen of Wands (b2)
31	City Watch	Knight of Batons	The Knight of Wands
32	Brotherhood of the White Hand	Knave of Batons	The Page of Wands
33	Alchemists' Guild of Tehmor	Ten of Batons	The Ten of Wands
34	Temple of BUDIF / WACON	Nine of Batons	The Nine of Wands
35	Temple of FIDAR	Eight of Batons	The Seven of Wands
36	Temple of CAERULAS	Seven of Batons	The Allbright (b2)
37	Iklaron	Six of Batons	The Five of Wands

No.	Faction	Tarot Card	Alleyman's Tarot Card
38	Vavistor	Five of Batons	The Six of Wands
39	Valdrear Empire	Four of Batons	The Four of Wands
40	Rat Cult	Three of Batons	The Three of Wands
41	Karana Family	Two of Batons	The 3 of Cups
42	Conservative Party	Ace of Batons	The Ace of Wands
43	Temple of KOROS	King of Coins	The King of Coins
44	Kuntax	Queen of Coins	The Queen of Pentacles
45	Treasury	Knight of Coins	The Nine of Disks
46	Associated Guilds of Beggars, Buskers and Rumourmongers	Knave of Coins	The Alleyman (b1)
47	Merchants' Guild of Tehmor	Ten of Coins	The Ten of Disks
48	Guild of Craftsmen	Nine of Coins	The Seven of Pentacles
49	Racing Club of Tehmor	Eight of Coins	The Six of Disks
50	Guild of Caravanserai	Seven of Coins	The 10 of Cups (b2)
51	Kyr	Six of Coins	The Eight of Pentacles
52	Grasslanders (Plainsmen) / Horse Tribes	Five of Coins	The Four of Disks
53	Dwarves	Four of Coins	The 4 of Disks (b1)
54	Conclave of Binders	Three of Coins	The Queen of Swords
55	Medoneh Family	Two of Coins	The Two of Disks
56	Free Trade Party	Ace of Coins	The Ace of Disks

3.2 Plot Cards

The Major Arcana represent the Plots (“**Plot Cards**”), as follows:

No.	Plot	Tarot	Alleyman's Tarot Card
1	The Inquisitor	I The Magician	I The Magician
2	Election of a New Leader	II The High Priestess	II The High Priestess (b2)
3	A Marriage is Arranged	III The Empress	III The Empress
4	A State Visit	IIII The Emperor	IIII The Emperor
5	A False God Rises	V The Hierophant	V The Hierophant (arrow)
6	Two Star-Crossed Lovers	VI The Lovers	VI The Lovers
7	A Day at The Races	VII The Chariot	VII The Chariot
8	On Trial	VIII Justice	XI Justice
9	The Fugitive	VIII The Hermit	IX The Hermit
10	A Random Event	X The Wheel of Fortune	X The Wheel of Fortune
11	A Show of Strength	XI Strength	The Strength (b1)
12	A Public Execution	XII The Hanged Man	XII The Hanged Man
13	A Funeral Procession	XIII Death	Death (riding)
14	A Ban is Proposed	XIIII Temperance	XIIII Temperance
15	A Demon Summoning	XV The Devil	XV Devil, II
16	Disaster Strikes!	XVI The Lightning-Struck Tower	XVI The House of God

No.	Plot	Tarot	Alleyman's Tarot Card
17	A Star Falls	XVII The Star	XVII The Star
18	Howl at the Moon!	XVIII The Moon	XVIII The Moon (b1)
19	They Walk Amongst Us	XVIII The Sun	19 The Sun, Sigil
20	A Secret Exposed	XX Judgment	XX Judgment
21	Land Grab	XXI The World	XXI The World
22	Wild Card	0 The Fool	1 The Fool

4. Information Sheets

- 4.1 Each Faction Card and Plot Card has an associated Faction Information Sheet or Plot Information Sheet. When a Player receives a Card, he or she is given the corresponding Information Sheet (either by the DM or by the Player from whom the Card is acquired).
- 4.2 Faction Information Sheets and Plot Information Sheets are not open to inspection by other Players than those who hold the corresponding Tarot Card, but the information may be revealed during play. Players may freely discuss the information on their Information Sheets, but may not disclose the Sheets to confirm the truth of what they say. Players may remember information on Sheets from having previously held the Card (in this or previous Games), but it is considered bad form to make a written note or copy of an Information Sheet (and the DM may deduct VPs from a Player caught doing so).

4.3 Faction Information Sheets

These give the following information on a Faction:

4.3.1 Tarot Card

4.3.2 Name of Faction

4.3.3 **Expansion:** the Base Game or Expansion in which the Plot is available.

4.3.4 **Timeframe:** in which that Faction (or alternate version of it) is available for play (see 5.1 below). If the Faction is shown as not existing at the game time being played, the Card has no effect (except for purposes of discarding and trading). If no Timeframe is specified, the Faction is always available in the form specified in the Information Sheet. This is particularly relevant where Gods have appeared and disappeared and been replaced by others over the Years. Gods Who appeared at a particular date can usually be played as False Gods before that date.

4.3.5 **Alignment:** note that Factions represent an indeterminate group of People, so this is only the predominant Alignment of its members. Temples are particularly likely to consist of members of one Alignment, but may still have servants or agents included in the Faction who are of other Alignments. It is not illegal in Tehmor to be of a particular Alignment.

4.3.6 **Politics:** the Political Party to which that Faction belongs or is most likely to

support, being one of the following:

Militant Party
Conservative Party
Liberal (or Reform) Party
Mercantile (or Free Trade) Party
Independent

(Different “Parties” may be specified for Factions in Expansions, which relate to the politics of other governing bodies.)

At the start of the Game the Council is controlled by a Conservative and Mercantile Coalition, which is the usual situation (but allegiances are constantly changing in Tehmor). The Leader of the Conservative Party is the Overlord of Tehmor at the start of the Game. Although the Liberal and Militant Parties together hold more Seats, they find it difficult to agree a Coalition.

Politics is most relevant to Factions with Seats on the Council, but is specified for all Factions to assist with roleplaying them.

4.3.7 **Category:** one of the following:

Political Parties
Executive
Military
Guilds
Thieves' Guilds
Temples
Cults
Nations
Races
Families
Independents

(Different Categories may be specified for Factions in Expansions.)

Category is mostly descriptive, but may have some in-game effects (e.g. a Plot may only be playable on a specified Category of Factions, or a Faction may have a Category as its Enemies).

4.3.8 **Enemies:** a Player may not Activate a Faction which is an Enemy of another Faction which he or she has already Activated (but may hold Enemy Factions in hand). Nor may a Player form a formal Alliance with another Player if each has an Activated Faction which is an Enemy of an Activated faction of the other. An Activated Faction may be discarded at any time (discard the tarot card face up to the discard pile and return the Faction Information sheet to the DM), which would enable an Enemy Faction to be Activated or an Alliance to be formed.

- 4.3.9 **Seats:** held on the Council and Conclave. It is possible these may change during play. Each Player places Pawns on the Council and Conclave sections of the Board to represent the Seats held by his or her Activated Factions (not by those only held in hand). Note that Seats held on the Secret Conclave is not public knowledge in Tehmor (although it may be an open secret amongst certain Factions).
- 4.3.10 **Characters:** the leading Characters amongst that Faction. When roleplaying a Faction, a Player may freely design up and play any plausible member of that Faction (subject to the DM's approval), but these are the usual leaders of that Faction, who should always be in play (unless killed off by a Plot etc. and not yet replaced).
- 4.3.11 **Locations:** the main location(s) in or around Tehmor controlled by that Faction. There will be one or two Locations, each assigned to an Area of the City. Locations specified as controlled in an Expansion are not in play in the Base Game. Each Player places a Pawn(s) on the map section of the Board to represent the Locations controlled by his or her Activated Factions (not by those only held in hand). It is possible that control of Locations may change during play, in which case Pawns are reallocated appropriately. If a Location is destroyed or it is temporarily abandoned by its controlling Faction, its Pawn is removed from play. There is no mechanism for Pawns to be moved or combat each other on the Board – such matters are determined by playing Plots and roleplaying, and the Board is updated accordingly.
- 4.3.12 **Resources:** if specified, this gives some background information on resources available to the Faction, which may help with roleplaying it.
- 4.3.13 **Random Event:** this summarises what happens if the Random Event (Wheel of Fortune) Plot is played on that Faction. Note that this information may not be available to the Player who plays the Wheel of Fortune card. The Random event may be good or bad for the Faction on which it is played – this is largely determined by the subsequent roleplaying. The Wheel of Fortune may be played on one's own Activated Faction.
- 4.3.14 **Background:** a general description of the Faction and its aims, to assist in roleplaying it.
- 4.3.15 **Notes:** other information on the Faction may be specified here – in particular on special abilities of the Faction in game play (as opposed to when roleplaying it).
- 4.3.16 Fields of information which appear on Faction Information Sheets but are not listed above are relevant only if the applicable Expansion(s) are being played. Any information prefaced with the abbreviation for an Expansion (“**SC**”, “**DD**” or “**FgF**”) only applies if that Expansion is being played.
- 4.3.17 The DM may specify additional information on the Faction to the Player holding it and Players are free to specify additional information on their Activated Factions in the course of roleplaying them (subject to DM veto).

4.4 Plot Information Sheets

These give the following information on a Plot:

4.4.1 Tarot Card

4.4.2 Name of Plot

4.4.3 **Expansion:** the Base Game or Expansion in which the Plot is available.

4.4.4 **Specify:** what the Player who plays the plot needs to specify when it is played.

4.4.5 **Notes:** a general description of the storyline of the Plot, together with background detail and information on how the Plot is to be played and resolved in game terms. Any information prefaced with the abbreviation for an Expansion (“**SC**”, “**DD**” or “**FgF**”) only applies if that Expansion is being played.

5. Set-up

5.1 The Timeframe (Date in Game Time) during which the Game is to take place is specified by the DM and/or agreed by DM and Players.

5.2 The Condition for the Game to end is specified by the DM and/or agreed by DM and Players. The following Conditions are possible:

5.2.1 Number of Game Turns played;

5.2.2 First Player to achieve a VP Target;

5.2.3 Number of Factions Activated;

5.2.4 The Faction Deck of cards running out (note this can be prevented by the Temple of DALA playing its Masquerade ability);

5.2.5 Meta time limit - when the Role-Playing Phase is immediately concluded, if started, and the Council Phase run.

Multiple Conditions may be specified and/or agreed, in which case the Game ends at the end of the Game Turn when the first of them is satisfied.

It is suggested that beginners play a first Game of 6 Game turns.

5.3 The Minor Arcana (Factions) and Major Arcana (Plots) from the tarot deck are separated into packs¹, which are shuffled and initial cards are dealt to Players as follows:

5.3.1 Each Player receives one Major Arcana (Plot) card;

¹ The Bandits and Pirates Promo Cards count as Minor Arcana (Factions) for this purpose.

5.3.2 Each Player receives the following number of Minor Arcana (Faction) cards, dependent on the number of Players:

<u>No. of Players</u>	<u>Initial No. of Faction cards</u>
2	6
3	5
4	4
5	3
≥6	2

- 5.4 The remaining Minor and Major Arcana cards are then placed to one side. as two decks of face down cards (the “**Factions Deck**” and the “**Plots Deck**”) from which future cards will be drawn by Players.
- 5.5 The Players reveal their cards to the DM and are given the Information Sheets for the cards they hold.
- 5.6 Each Player chooses a colour, takes a set of Pawns in that colour and places one Pawn of that colour on the “0” space of the VP Track. The following colours of Pawns should (if available) be used by the Player holding the corresponding Faction (as revealed to the DM), unless the Player does not intend to Activate that Faction in the first Game Turn. If more than one Faction is held by a Player, they are listed in order of priority.

<u>Faction</u>	<u>Colour</u>
Red	Anarchist Movement, Temple of HAERIM
Yellow	Temple of SARAN, Conservative Party
Blue	Free Trade Party, Temple of ESCUS
Green	Liberal Party, Grasslanders
Black	Temple of ALTIS, Temple of SOROK / LOFIR / WAGREN
White	Temple of FIDAR, Temple of BUDIF / WACON

A final choice of colour can be made on Activating the Player’s first Faction (at step 6.2.1 below).

6. Sequence of Play

Once set-up is complete, Forty Factions is played in a series of Game Turns, each of which consists of the following Phases. (Note that some abilities (e.g. the Temple of DALA's Masquerade) may be played at any time, and will interrupt play in order to be resolved.)

Sequence of Play:	
1.	<i>Trading Phase</i>
2.	<i>Activation Phase</i>
3.	<i>Plots Phase</i>
4.	<i>Role-Playing Phase</i>
5.	<i>Council Phase</i>
6.	<i>Cards Phase</i>

The above Sequence of Play table is reproduced on the Board. Counters are used to keep track of the Game Turn (on the VP track) and Phase (on the Sequence of Play table).

6.1 Trading Phase

6.1.1 During this Phase the Players may freely negotiate and agree to trade cards, Activated Factions and/or Locations, make Deals and agree Alliances.

6.1.2 The DM may terminate the Trading Phase after a reasonable period, by imposing a time limit.

6.2 Activation Phase

6.2.1 During this Phase the Players may simultaneously Activate one Faction each from their hands by playing the cards face up. The Factions each card represents are announced. A Player does not have to Activate a Faction.

6.2.2 A Faction may not be Activated if it is an Enemy of a Faction already Activated by a Player. Activated Factions may be discarded (face up) to allow such Activation. If an Activated Faction is discarded, its card is discarded face down, its Information Sheet is returned to the DM and all its pawns are removed from the Boards. VPs it has previously earned are not lost.

- 6.2.3 The Players who have Activated a Faction this Game Turn may each then Activate another Faction from their hands in response to those Activated. This process continues until no Player wishes to Activate a further Faction. Each further Faction Activated by a Player per Game Turn costs $-1 * (\text{no. of Factions previously Activated by that Player that Game Turn})$ VPs. Players may go negative on VPs.
- 6.2.4 Alliances are announced (secret agreements and Cabals need not be announced) or dissolved.

6.3 Plots Phase

- 6.3.1 During this Phase the Players may simultaneously play one Plot each from their hands by playing the cards face up. The Plots each card represents are announced, together with the Factions targeted (where this is required to be specified). A Player does not have to play a Plot.
- 6.3.2 The Players who have played a Plot this Game Turn may each then play another Plot from their hands and announce their targets in response to those already played. This process continues until no Player wishes to play a further Plot. Each further Plot played by a Player per Game Turn costs $-1 * (\text{no. of Plots previously played by that Player that Game Turn})$ VPs. Players may go negative on VPs.
- 6.3.3 Once all Plots have been played and their targets specified, the Player of each Plot specifies any further detail of how the Plot resolves, as indicated in the Notes on the Plot Information Sheet (subject to veto / elaboration / assistance by the DM).
- 6.3.4 If no Plots have been played, and no Plots remain outstanding from last Game Turn (see 9.2 below), there is no Role-Playing Phase and play proceeds to the Council / Conclave Phase.

6.4 Role-Playing Phase

- 6.4.1 During this Phase the Players role-play their Activated Factions' responses to the Plots that have been played. All Factions may respond to all Plots, regardless of whether the Player who Activated them played the Plot or whether or not they are the Faction targeted by the Plot. However, some Plots may be more relevant to some Factions than to others, so Factions may wish to concentrate on those Plots which offer the most opportunities for them to earn VPs.
- 6.4.2 The DM will run the Role-Playing Phase at his or her discretion. It is recommended that he or she begins by giving each Player in turn the opportunity to specify the reactions of each of their Activated Factions to the played Plots, starting with the Player whose Factions are most affected. However some Activated Factions may be unlikely to have any real influence on some Plots. Players should be given the opportunity to state briefly how all their Factions will interact with the played Plots, but where it is clear that VPs will not be earned for such interaction, the roleplaying of those Factions should be minimal, or it should be stopped by the DM. See further 9.6 below.

- 6.4.3 After one Caeriad has been run in game time the DM rules whether to end the Role-Playing Phase.
- 6.4.4 The DM awards VPs to Players for roleplaying of Plots by Factions. Players' VP Pawns are moved up (or down) accordingly on the Board.
- 6.4.5 Resolved Plots are discarded (subject to 9.2 below).

6.5 Council Phase

- 6.5.1 During this Phase Coalitions are announced and votes are counted in the Council to determine Majority or Minority Control.
- 6.5.2 A new Overlord may then be elected, failing which the existing Overlord remains in office (if not killed off during the Role-Playing Phase).
- 6.5.3 Votes are counted in the Conclave and Players announce whether any Factions are voting together to achieve majority control.
- 6.5.4 The DM awards VPs to Players for:
 - 6.5.4.1 political control of the Council and holding the office of Overlord;
 - 6.5.4.2 control of the Conclave; and
 - 6.5.4.3 controlling Areas of the City.Players' VP Pawns are moved up (or down) accordingly on the Board.
- 6.5.5 There is no Council Phase if it is a public holiday (because the Carnival of the Animals or Dance of the Dead Plots have been played that Game Turn) or a State of Emergency is in force, but the VPs for control of Areas and the Conclave are still awarded.

6.6 Cards Phase

- 6.6.1 Any Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it once per game to steal a card at random from the hand of another Player of his or her choice. That Player may reveal a Thieves' Guild from hand (which has not been already played to steal a card successfully in this way) to block this.
- 6.6.2 Players may discard cards (face down) if they wish. Note there is no limit to the number of cards that may be held in hand, but cards may only be voluntarily discarded from hand at this time.
- 6.6.3 Each Player draws 2 (or 3 in a 2 or 3 Player game) new cards from the Factions and/or Plots Decks as he or she chooses. If a Player discarded 1 or more cards (of any type) at step 6.6.2 above, he or she may draw 1 additional card (from either

Deck). Players draw in order of highest to lowest total VPs earned. If a deck runs out, shuffle in the discarded cards of that type.

7. Trading

7.1 Negotiation

7.1.1 In the Trading Phase Players may talk freely and metaly (Tehmor is rife with spies and informers, so it is perfectly in character for any Faction to have information about another.) Discussions may be open or secret. Players may (if they so wish) show each other cards from their hands, but not their Information Sheets.

7.1.2 Such discussions may take place at other times, but should be limited to those which would be appropriate in character between the Players' Activated Factions (e.g. offering to trade a card held in hand would not be in character). In the Roleplaying Phase, the discussions must be roleplayed.

7.2 Trades

7.2.1 In the Trading Phase Players may freely trade cards held in hand, or give each other cards with none being traded in return (but only if both parties agree). Cards may not be traded or given at other times.

7.2.2 In the Trading Phase Players may (if so agreed by both parties) transfer Activated Factions and their associated cards and Information Sheets. Activated Factions may not be traded or given at other times. The pawns representing such Factions on the Board are replaced by those of the Player to whom they were transferred.

7.2.3 In the Trading Phase Players may (if so agreed by both parties) transfer Locations on the Board held by their Activated Factions. The pawn marking the Location is replaced by one of its new owner's colour. In character this represents a deal between these two Factions to transfer the Location, so such a deal should only be made if it is in character for those Factions (e.g. the Temple of KOROS would not transfer their High Temple to the Temple of SOROK). The DM may immediately deduct VPs from both Players at his discretion for transfers of Locations which cannot be justified as being in character.

7.2.4 Players may never trade Council or Conclave Seats without trading the Seatholding Faction (but may make deals re exercise of votes) or VPs.

7.3 Deals

7.3.1 Deals may be agreed in the Trading Phase or at other times. Deals made outside the Trading Phase must be negotiated and agreed in character between Activated Factions only, but Deals may be negotiated and agreed metaly in the Trading Phase.

7.3.2 Deals agreed in the Trading Phase may be totally meta (e.g. to transfer a card or

Faction for gaming reasons) but if they have in-character consequences (e.g. to transfer a Location between Factions, or a promise that a Faction will do something) or have been agreed at other times during play, then they must be justified as being in character between Activated Factions respectively held by the Players. Terms of in-character deals may be justified as past obligations, and/or may include multiple obligations between different Factions with no connection, so long as they can be justified as now existing in character.

- 7.3.3 Deals are not necessarily binding: it depends whether the Faction would honour them in character, and even Lawful Factions may re-interpret inconvenient terms (Good/Lawfuls honour the spirit of Deals rather than the letter, whilst Evil/Lawfuls actively seek out loopholes). Except for trades carried out during the Trading Phase, Deals are agreed between Activated Factions, not Players. Therefore, if a Faction is traded, its Deals go with it (which is more likely to be an issue if a lawful Faction is party to that Deal). Deals do not have to be disclosed on trading a Faction, but if the Player who made the Deal is subsequently asked about a specific Deal by the current holder of the Faction, he must then disclose all its terms. The DM will confirm Deals in the same manner, so far as they may be known to him or her. There is never any obligation to make general disclosure of all deals agreed by a Faction (though such a term may be agreed).
- 7.3.4 A Player may make Deals between Activated Factions held by him or herself, by writing them down and showing them to the DM. The purpose of doing so is to make the Factions subject to the Deals when traded.
- 7.3.5 Deals agreed between Players need not be written or disclosed to the DM, although both may be considered desirable.
- 7.3.6 If a Faction changes hands otherwise than by trading (normally by being discarded when Activated and then redrawn from the deck), the DM will rule on how far Deals may still affect it. He will try to disregard Deals, so far as this can be justified in character (e.g. because the leadership of the Faction who agreed the Deal has changed). The other parties to such Deals will likewise be freed of them, except for terms agreed between Factions other than the Faction which has changed hands.
- 7.3.7 If a Faction is discarded, and not yet picked up, Deals with it remain in force, though the effect of such Deals in character is likely to be reduced.

7.4 Alliances

- 7.4.1 An Alliance is a formal Deal agreed in the Trading Phase between two or more Players that bind all their Activated Factions, which includes terms that they will:
- 7.4.1.1 act as allies (which must be role-played in the Role-Playing Phase);
 - 7.4.1.2 vote together in Council (if applicable);
 - 7.4.1.3 vote together in Conclave (if applicable); and

7.4.1.4 control Areas of the City together.

All of these terms are automatically included in an Alliance. An Alliance may not be agreed only for voting or only for Area control. The main purpose of an Alliance is to share the VPs awarded by gaining control of the Council and/or Conclave and Areas of the City. The division of those VPs between the Allies does not need to be agreed in the Trading Phase, but if the Allies do not agree on the division when the VPs are awarded, the Alliance automatically dissolves at that point and the voting or Area control just counted is recounted to award the VPs separately.

7.4.2 Each Player may only be party to one Alliance at any time.

7.4.3 Players may not form an Alliance if one has an Activated Faction that is an Enemy of an Activated Faction held by the other. Activated Factions may be discarded in the Activation Phase in order to announce an Alliance.

7.4.4 Alliances are announced and dissolved between Activated Factions at the end of the Activation Phase, but must have been previously agreed in the Trading Phase. Other Players may not therefore agree and announce an Alliance in the Activation Phase in response to an announcement of an Alliance by their opponents. Alliances will be dissolved at other times if their terms are broken by a party or if the parties fail to agree on an allocation of VPs.

7.4.5 Alliances may be agreed in the Trading Phase irrespective of whether the Players have Activated any Factions (as will be the case in Game Turn 1) and even though the Players concerned may currently have Enemy Factions Activated, but the Players must Activate and/or discard Activated Factions in the Activation Phase in order to be able to announce their Alliance. Enemy Factions of their Allied Factions may be held in hand by Allied Players.

7.4.6 Activated Factions may agree more informally to work together or to form secret Cabals, but only a formal Alliance announced in the Activation Phase and not yet dissolved may be used to share VPs in the VP Phase by jointly controlling Areas, the Council and/or Conclave.

7.4.7 There is no prohibition on playing Plots on Allied Factions (subject to the Notes on the Plot Information Sheet), although Deals may specify this will not be done. Plots can often be helpful to earn VPs for a Faction.

7.4.8 Alliances are different from Coalitions, which are voting alliances between Parties formed in the Council Phase. Allied Factions may be parties to Coalitions and may end up on opposite sides of Coalitions (in which case the Alliance voting agreement takes precedence on individual votes but the Coalition determines overall control of the Council).

8. Plots

8.1 Subject to 9.2 below, Plot Cards played in the Plots Phase remain in force until the end

of the Role-Playing Phase, when they are discarded face-up to the discard pile and their Information Sheets returned.

- 8.2 The Information Sheet for a played Plot is revealed to all Players.
- 8.3 The Player who played a Plot specifies those matters indicated in the Specify section of its Information Sheet, which indicates whether the Plot affects particular Factions. Unless specific Factions are indicated, the Player playing the Plot chooses which Activated Factions it targets (e.g. “Two Star-Crossed Lovers” should target two Activated Factions which are Enemies, or at least opposed to each other). A Player may target his or her own Activated Factions.
- 8.4 Plots are played metaly, but must be specified to tell an appropriate story that is in character for the Factions affected. For example, a Player who has the Temple of FIDAR Activated may play and specify a Plot that triggers a conflict between two other Activated Factions, so long as it is not specified as having been caused by the Temple of FIDAR.
- 8.5 The Player who plays a Plot may specify the beginning of the story as he or she wishes, consistent with the Plot Information Sheet, the Factions it targets or involves and the DM’s discretion. There is no need to go into great detail. A Plot is only the inspiration for the Players to role-play the story. The DM may choose to elaborate on the Plot. Other Players may make suggestions (but not as a negotiation or threat: e.g. “Play it on X instead and I’ll give you card Y” or “Play it on Y or I’ll target you with Plot Z” are prohibited), but may not specify the Plot themselves. Players may react to the initial targeting of a Plot by playing and targeting another Plot (so long as it is not to carry out a prohibited threat). All Players are free to develop the Plot by role-playing their Factions in the Role-Playing Phase.
- 8.6 The Wheel of Fortune (Random Event) card triggers a different Plot depending on which Activated Faction it targets. The target Faction is chosen by the Player who plays Wheel of Fortune (but may not be a Faction held by that Player or Allied with that Player), and the Random Event it triggers on that Faction’s Information Sheet is only revealed when all Plots have been played and their details are being specified. The Player who played Wheel of Fortune may then specify the Plot in more detail.
- 8.7 The Fool (Wild Card) card allows the Player who plays it to specify their own Plot targeting the Activated Faction(s) of his or her choice. The Plot must still comply with 8.4 and 8.5 above. It is permissible either to specify a Plot beneficial to one of one’s own Activated Factions or one adverse to another Player’s Activated Factions. However the DM may veto the specified Plot. The aim should be to start an interesting story that offers opportunities for roleplaying the affected Factions (e.g. “The Temple of WAGREN explodes and is utterly Destroyed” may be in character for the Temple of WAGREN, but offers little opportunity to that Faction).

9. *Role-Playing*

- 9.1 The Role-Playing Phase lasts by default for one complete Caeriad (a 24 hour period of one Day + one Night) of game time, but the DM may at his or her discretion shorten or

extend the time depending on the progress that has been made in resolving all played Plots, how interesting the story is and how much meta time has been taken. All Plots do not need to have been fully resolved for the Role-Playing Phase to end, so long as the DM feels able to award VPs for them (even if he or she considers 0 VPs to be the appropriate award).

- 9.2 If a Plot has not been fully resolved at the end of the Role-Playing Phase, the DM may (after consulting the Players) rule that the Plot continues into next Game Turn. The Plot Card and Information Sheet then remain in play until the next Role-Playing Phase. The Plot may not be respecified in the next Plots Phase. The DM may choose to make an interim award of VPs for the Plot at the end of the first Role-Playing Phase.
- 9.3 In the Role-Playing Phase all Players run their Activated Factions in character in order to tell the story of the Plots that have been played and specified. The DM may allocate other relevant non-Activated Factions and characters to be role-played by other Players whose Factions are not directly involved in a relevant Plot or choose to play them him or herself. If a Player has a conflict of interest because a Plot involves two or more of his or her Activated Factions or characters in those Factions, the DM may allocate those Factions or characters to other Players to role-play during that Role-playing Phase. The DM adjudicates on all issues in role-playing.
- 9.4 Players may freely invent and specify appropriate characters for their Factions that are relevant to those Factions and the current Plots. Characters, resources and powers that fall outside the defined scope of the Faction or fall within the scope of another Faction (whether or not Activated) may not be specified. The Notes to Faction Information Sheets may indicate a different scope to a Faction depending whether particular Expansions are in play. Unless killed etc., characters so specified remain available to be played for that Faction in subsequent Game Turns, even if control of the Faction passes to another Player. All characters and their abilities, powers and possessions are subject to approval by the DM. Especially powerful characters may be uninterested in taking part in relatively minor events in Tehmor.
- 9.5 Forty Factions is not a game of detailed tactical combat, but it may be run in accordance with the [Anarea role-playing systems](#) if the DM rules it is appropriate (or sufficiently entertaining) to run in such detail. Otherwise any combats, Spell casts, etc. will be resolved and adjudicated by the DM in an abstracted manner, rolling dice for success.
- 9.6 Players may specify actions by their Activated Factions which are not obviously telling the story of the Plots unless the DM tells them otherwise. It may of course not be obvious that a particular action furthers an aspect of the Plot (and the explanation may only have been given in secret to the DM). Taking preparatory steps to set up playing a Plot held in hand in a subsequent Game Turn is not permitted unless it can be justified as consistent with playing a current Plot. Players should be aware that the DM may award negative VPs for playing Plots, which includes playing actions which have no relation to any current Plot. If an Activated Faction has no interest in any current Plot, its actions should not be specified unless it needs to respond to another Faction's actions (e.g. a Faction may request a Demon Summoning from a member of the Conclave of Binders, which brings the Conclave into the story or a character may encounter Undead, which should

always be played by the Temple of SOROK as characters within its Faction).

- 9.7 In the base Game only events taking place within Tehmor and its environs as specified on the Board (including specified offboard locations (such as the Silver Mines) are run in any detail. Events taking place outside Tehmor may only be specified insofar as they have effects within Tehmor.

10. The Council and The Secret Conclave

10.1 The Council

- 10.1.1 Tehmor is governed by the Council, or (perhaps more accurately) there exists a body of men and women known as the Council which believes it governs Tehmor.
- 10.1.2 The Council consists of Forty Councillors, nominated by various persons or organisations within the City (represented by Factions in the game) which are entitled to "Seats" on the Council² ("Seatholders"). The holders of all Forty Seats are specified under "Seats" on the Faction Information Sheets as "1 on Council". A full list is shown on the [Tehmor page of the Anarea website](#). Note that the Factions represented in the game include a wider selection of other power groups (including foreign and non-human ones) having influence in the City, whose Politics indicate their political sympathies even though they are not Seatholders. A Seatholder may change its nominee to the Council at the beginning of any Sitting, but not at other times (as appointment and removal is Council business).
- 10.1.3 There must always be Forty Seats. A Seatholder may be changed by unanimous vote of the Council (excluding the Councillor whose Seat is subject to a vote for its removal). Gain / loss of a Seat gives / loses 1 VP to a Faction, except that Chaotic and Anarchic Factions do not gain VPs for gaining Seats when they had none before.
- 10.1.4 Sittings are held at 7.00 (noon) every Monday to Friday inclusive, except for public holidays (e.g. if the Carnival of the Animals and/or Dance of the Dead Plots in the Expansions are played on that Game Turn), and on average last until about 1.1.00 (sundown). In addition the Overlord may convene Emergency Sittings. The Overlord may adjourn or close a Sitting, but may be overruled in this by motion of a majority of the Council. Sittings take place in the Council House, or in the Citadel if held during Emergencies.

10.2 The Overlord

- 10.2.1 The Overlord (or "Pasha" in Southern) Chairs Council Meetings. He or she is elected by the Councillors from amongst their number at the beginning of any Sitting, by a **two-thirds majority** (i.e. 27 if all 40 are present and voting). At the beginning of the Game the Leader of the Conservative Party holds the office of

² Hence the legendary "Forty Factions".

Overlord (even if his Faction is not Activated). The Overlord may be removed by the same majority at any time during a Sitting, but a successful removal ends the Sitting, the next Sitting then being cancelled (to allow time for negotiations). In Game terms a Council Phase may represent several days of Sittings and negotiations to reflect the process of removal, negotiation and appointment.

10.2.2 Election of a nominee of a Faction as Overlord usually gives that Faction 1VP, except as may be specified on its Information Sheet. The loss of the office of Overlord usually does not result in a loss of VPs, except as may be specified on the Faction's Information Sheet.

10.2.3 The Council normally governs by a simple majority vote, with the Overlord having a casting vote. Written legislation requires ratification by a two-thirds majority at the next Sitting, or may be passed by an immediate two-thirds vote at an Emergency Sitting. Normally, however, the Council rules by issuing one-off Decrees on a majority vote.

10.2.4 The Overlord has executive authority to govern the City when the Council is not sitting, but his acts may be overruled (or ratified) by a subsequent Sitting. He may declare a State of Emergency, during which all Sittings are suspended, but this can be risky, as there is a well-known exception which calls for an immediate Emergency Sitting if the Overlord should die, or become incapacitated (less common), in order to elect a new Overlord during a State of Emergency. No Council Phase is held if a State of Emergency is in effect, unless the overlord should die during the Role-Playing Phase (with assassination attempts being permitted even if outside the current Plots).

10.2.5 The Overlord may appoint a Deputy from amongst the Councillors, in order to assist him in his executive functions. If not specified by the Player who has Activated the Overlord's Faction, the Deputy will be the second in command or heir of the Faction (e.g. Deputy Head of a Political Party, Second Priest of a Temple or eldest child of the Head of a Family). The Deputy chairs the Council during the Overlord's absence, but can only be removed by removing the Overlord. During a State of Emergency, Overlords commonly appoint a number of other assistants, and sometimes dispense with the Deputy. If the Overlord dies or becomes incapacitated during Role-playing, the Deputy performs his functions until the election of the new Overlord in the next Council Phase. In this case, where there is currently no elected Overlord in office, if a two-thirds majority cannot be obtained to elect a new Overlord the Deputy will remain in place. No VPS are awarded for ruling as Deputy whilst the Council is unable to elect a new Overlord.

10.2.6 Most executive offices in the City are nominated by the Overlord, subject to ratification by majority vote of the next Sitting of Council.

10.2.7 The Overlord may resign office, which cancels the next Sitting as above. The Deputy then governs in the interim.

10.2.8 The Council is the highest Court in the City, and hears serious cases and appeals

from the City Courts, both criminal and civil, which it appoints.

10.3 Voting on the Council

Voting Control of the Council is determined as follows (there is a summary at the end of this section). Votes are determined by Player (or Alliance) and Political Parties determine control of the votes of neutral Seats and Coalitions.

10.3.1 Each Political Party holds the following number of Seats (This may change during the game as a result of role-playing):

Militant	9
Liberal (Reform)	12
Conservative	9
Mercantile (Free Trade)	9
Independent	1
	40

10.3.2 Votes controlled by Players (or Alliances) are determined as follows:

10.3.2.1 For each Party count the number of votes held by each Player (or Alliance) by counting their coloured pawns on the Council Board for that Party.

10.3.2.2 Seats held by Unactivated Factions, on which no pawns have been placed, are **neutral** and their votes are allocated as follows:

10.3.2.2.1 If any of the Reform Party, Conservative Party or Free Trade Party Factions are Activated, the Player (or Alliance) who holds them controls the votes of the neutral seats of the Liberal, Conservative and Free Trade Parties respectively (in addition to the Seat for the Faction for that Party);

10.3.2.2.2 If any of the Reform Party, Conservative Party or Free Trade Party Factions are **not** Activated, the Player (or Alliance) who holds a **simple majority** of the Seats on which pawns have been placed for that Party controls the votes of the neutral seats of that Party;

10.3.2.2.3 If any of the Reform Party, Conservative Party or Free Trade Party Factions are **not** Activated and no Player (or Alliance) holds a simple majority of the Seats on which pawns have been placed for that Party, those Seats remain neutral and **abstain from voting**;

10.3.2.2.4 The neutral Seats of the Militant and Independent Parties always remain neutral and **abstain from voting**.

10.3.3 The Anarchist Movement is the Political Party Faction for the Militants, but does not hold a Seat or give any votes in the Council, which it opposes.

- 10.3.4 The Overlord has a second or casting vote if votes on a motion are exactly tied.
- 10.3.5 The Player, Alliance or Coalition with a majority of Council votes (including the existing Overlord's casting vote if there would otherwise be a tie) has **Majority Control** of the Council. If no Player, Alliance or Coalition can obtain Control, the Player, Alliance or Coalition with the greatest number of votes has **Minority Control**. Neutral votes are not counted for the purpose of determining Control of the Council.
- 10.3.6 If no Player or Alliance has Majority Control, the Players or Alliances who control a simple majority of votes in each Party (including the Militants), taking into account neutral seats whose votes they control, may negotiate and agree **Coalitions** between those Parties. The Conservative and Liberal Parties are Enemies for this purpose and may never form a Coalition, but Coalitions may be formed between Parties even though they include Activated factions who are Enemies of each other. The usual Coalitions in Tehmor are Conservative + Mercantile (which holds Majority Control at the beginning of the Game) and Liberal + Militant (which is not often formed, due to political differences amongst the Militants, but would hold Majority Control at the beginning of the game if the Militants agreed). The individual Militant and Independent Seats may join Coalitions to give them Majority Control, but the Militants will only join a Coalition as a bloc if they all agree to do so. The Coalition must agree how the 2VP for Majority Control are to be split (normally 1VP to the Player or Alliance controlling each of the two Parties in the Coalition).
- 10.3.7 Coalitions may also be formed to gain Minority Control of the Council if no Player, Alliance or Coalition can obtain Majority Control, but this is less likely as there is only 1VP to be shared for Minority Control.
- 10.3.8 A change of Overlord may be proposed and voted upon during the Council Phase. A two-thirds majority is required to change the Overlord (i.e. 27 votes for or twice the number of votes for as votes against). The neutral seats in Parties vote as above, but this is a separate vote from the determination of Majority or Minority Control, and each Player, Alliance or Coalition member may vote in a different way, so the vote may reach a different conclusion (depending what Deals and Cabals may have been made). Players may even vote their Factions' Seats different ways (though there is no obligation to play the Factions in character outside the Role-playing Phase).
- 10.3.9 The existing Overlord (as Chair of the Council) determines the order in which multiple resolutions to change the Overlord are put to the vote. If a resolution does not achieve a two-thirds majority, the existing Overlord remains in office. If there is a change of Overlord, it is customary for any further resolutions for change of Overlord to be withdrawn, as there is clearly two-thirds support for the candidate just appointed, but the proposers may insist on a vote if they wish.

10.3.10 Alliances and Coalitions must agree their candidate for Overlord and how the VPs for Control of the Council are to be allocated between the Players who hold Activated Factions that are their members. If they do not agree on the allocation when the VPs are allocated, the Alliance or Coalition is immediately dissolved and Voting Control is recalculated.

Summary of Voting Procedure

- Count votes in each Party by Player / Alliance
- Determine control of neutral Seats in Liberal, Conservative and Mercantile Parties
- Check total votes held by each Player / Alliance for Majority Control
- Agree Coalitions and check again for Majority Control
- Check total votes held by each Player / Alliance / Coalition for Minority Control
- Award Majority / Minority Control VPs
- Vote on resolutions for change of Overlord
- Award Overlord VP

10.4 The Secret Conclave of the Thieves' Guilds of Tehmor

10.4.1 The Conclave is a secret body that meets to resolve disputes between the Thieves' Guilds of Tehmor. The Conclave divides up territory between Thieves' Guilds, but this is a different concept to control of Areas for game purposes.

10.4.2 Each Thieves' Guild recognised by the Conclave has 1 Seat on the Conclave and it reaches decisions by majority vote. The Conclave elects its Chairman for each meeting, and the Chairman does not have a casting vote.

10.4.3 The Conclave meets on an ad hoc basis, but for game purposes it meets once per Game Turn to determine if any Player or Alliance has majority Control of the Seats on the Conclave, which gives 1VP.

10.4.4 The Conclave may meet during the Role-playing Phase if it is in character for it to do so. If it does, this is considered the Conclave meeting for that Game Turn, which is used to determine who gets the VP for majority Control.

10.4.5 Majority control of the Conclave is determined by a simple majority of the Seats on the Conclave held by Players or Alliances, with Unactivated Factions not voting. If there is a tie in votes, nobody has majority Control.

11. Cards Phase

11.1 Thieves' Guilds

- 11.1.1 At the beginning of the Cards Phase any Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it **once per game** to **steal** a card at random from the hand of another Player of his or her choice. That other Player may reveal a Thieves' Guild from hand (which has not been already played to steal a card successfully in this way) to **block** this. If an attempt to steal is blocked, no further such attempts to steal may be made by the blocked Guild that Game Turn (but another attempt may be made on a subsequent Game Turn).
- 11.1.2 Each Thieves' Guild may only be played to steal a card successfully once per game (irrespective of which Player holds it or whether it has been Activated or previously discarded). If such an attempt is blocked by another Thieves' Guild, a further attempt(s) may be made with that Thieves' Guild.
- 11.1.3 A Thieves' Guild held in hand may be used to **block** such an attempt any number of times per Game Turn or per Game, provided it has not already been played to **steal** a card successfully in that Game Turn. If it has been played to steal a card but was unsuccessful, it may be used to block.
- 11.1.4 If nobody is willing to announce this first, the DM may proceed to drawing cards.
- 11.1.5 Note that some Factions which are not classified as Thieves' Guilds but include Thievish Cults may also be played as a Thieves' Guild to steal or block the stealing of cards (see the Notes on their Information Sheets.)
- 11.1.6 Cards stolen by a Thieves' Guild may be voluntarily discarded during the Cards Phase.

11.2 Drawing Cards

- 11.2.1 At the beginning of the Cards Phase Players may discard cards (face down) if they wish, and return the corresponding Information Sheets. There is no limit to the number of cards that may be held in hand, but cards may only be voluntarily discarded from hand at this time. One reason for doing so would be to avoid the card being stolen by a Thieves' Guild in future Game Turns.
- 11.2.2 Each Player, in order of highest to lowest total VPs earned, then draws 2 (or 3 in a 2 or 3 Player game) new cards from the Factions and/or Plots Decks as he or she chooses. If a Player discarded 1 or more cards (of any type) at step 11.2.1 above, he or she may draw 1 additional card. The cards may all be drawn from one Deck, or partly from one and partly from the other. When drawing cards a Player must announce from which decks he or she is drawing them. If a deck runs out, shuffle the discarded cards of that type to produce a new deck of that type. If none

have been discarded, no more cards of that type may be drawn.

11.2.3 The Players then reveal their new cards to the DM, and are given the Information Sheets for the cards they hold.

12. *Victory Points*

Victory Points (“VPs”) are earned and/or lost in the following ways:

12.1 *Playing Additional Factions / Plots*

12.1.1 Each further Faction Activated by a Player per Game Turn costs $-1 * (\text{no. of Factions previously Activated by that Player that Game Turn})$ VPs. For example, a Player who Activated 3 Factions in the same Game Turn would pay $0+1+2 = 3$ VP to do so.

12.1.2 Each further Plot played by a Player per Game Turn costs $-1 * (\text{no. of Plots previously played by that Player that Game Turn})$ VPs. For example, a Player who played 2 Plots in the same Game Turn would pay $0+1 = 1$ VP to do so.

12.1.3 Factions Activated in excess of 1 that Game Turn are not counted in calculating the VP cost of playing Plots in excess of 1 that Game Turn and vice-versa. Each Player may Activate 1 Faction and play 1 Plot per Game Turn at no cost in VPs.

12.1.4 Players may go negative on VPs.

12.2 *Control of Areas*

12.2.1 The VPs awarded for Control of each Area of the City at the end of the Council Phase are as follows:

	No. of Locations	VP
Lower West Side	14	2
Upper West Side	11	1
Old Town	15	2
Lower East Side	15	2
Upper East Side	11	1
Environs	11	1
Totals:	76	9

12.2.2 If there is only one Pawn placed in an Area, only 1VP is awarded to the Player who owns it, even if the Area is one which would otherwise give 2VP for Control.

12.2.3 To Control an Area a Player or Alliance must have the greatest number of Pawns on Locations in that Area. Control is determined by greatest number, not by

holding an overall majority. If there is a tie for greatest number, no VPs are awarded for the Area (so it is important to announce Alliances in the Activation Phase to gain control of an Area and share its VPs).

12.2.4 Fractions of VPs may not be awarded, so Alliances must agree who is to receive the VP(s) for Controlling an Area.

12.2.5 VPs for Control of Areas are awarded even if there is no Council Phase.

12.3 Control of the Council

12.3.1 The VPs awarded for Control of the Council at the end of the Council Phase are as follows:

Minority Control of the Council *	1 VP
Majority Control of the Council *	2 VP
Overlord *	1 VP (per Council Phase held)
Gain / Loss of a Seat on the Council**	+1 VP / -1 VP

* VPs not awarded on a public holiday.

** Only if a Faction gains / loses a Seat - not for a Player gaining or losing a Seatholding Faction.

12.3.2 If there is only one Pawn placed in the Council, only 1VP for Control is awarded to the Player who owns it, even though he or she would otherwise have Majority Control.

12.3.3 Fractions of VPs may not be awarded, so Alliances or Coalitions must agree who is to receive the VP(s) for Control of the Council.

12.3.4 The Overlord VP is awarded to the Player who holds the Activated Faction a character in which holds the office of Overlord (Pasha). At the start of the game the Leader of the Conservative Party is Overlord (even if that Faction is not Activated).

12.4 Control of the Conclave

12.4.1 1 VP is awarded for Control of the Conclave at the end of the Council Phase.

12.4.2 Fractions of VPs may not be awarded, so Alliances must agree who is to receive the VP for Control of the Conclave.

12.4.3 The VP for Control of the Conclave is awarded even if there is no Council

Phase.

12.5 Roleplaying Factions

- 12.5.1 The DM awards VPs at his discretion for roleplaying Factions at the end of the Role-playing Phase. VPs awarded are usually within the range of -1 to 3 VPs.
- 12.5.2 VPs for roleplaying Factions are awarded to the Player who roleplayed the Activated Faction, and may not be shared amongst Alliances. VPs may, at the DM's discretion, be awarded to Players who role-played non-Activated Factions or Factions Activated by another Player or characters within them.
- 12.5.3 VPs are only awarded in relation to the roleplaying of Plots, and will normally therefore only be awarded to the Factions involved in those Plots. However any Activated Faction may involve itself in a Plot, and may earn VPs if it is in character for it to have become involved. If a Faction achieves a particular success in its specified response to a Plot, this can result in an award of a role-playing VP even though that outcome was largely determined by the roll of the dice. TIPRE may favour Players in this respect.
- 12.5.4 The DM awards VPs for roleplaying at his discretion, so may exceptionally award additional VPs for outstanding play or for an in character achievement which it would be grossly unfair not to reward with VPs. However, roleplaying VPs are for furthering the stories of Plots, so roleplaying Factions outside the Plots is more likely to be rewarded with a deduction of VPs.
- 12.5.5 Conversely, the DM may at his discretion deduct VPs from Players during play, but only in wholly exceptional circumstances; including (without limitation) breaking the rules, acting grossly out of character with a serious effect on play, or arguing with the DM after a warning that the Player is risking losing VPs.

13. Expansions

13.1 The Expansions

In case Forty Factions was not Chaotic enough already, there are currently 4 Expansions to the game, which make use of an expanded Tarot Deck (such as *The Alleyman's Tarot*). There are also two "Promo Cards", Bandits and Pirates, which function as both Factions and Plots (as explained on their Information Sheets).

The Expansions are as follows.

13.1.1 Fifty Factions ("50F")

There are already more than Forty Factions in Tehmor, but Tehmorians do like alliteration. This Expansion adds the following 14 additional Factions to the 56 in the Base Game:

No.	Faction	Tarot Card	Alleyman's Tarot Card
57	Temple of SURGAT	King of Goblets	The Nine of Clocks
58	Temple of HALCYON	Queen of Goblets	The Page of Pentacles
59	Citadel Guard	Knight of Goblets	The Four of Keys
60	Guild of Poison Makers and Merchants	Knave of Goblets	The Six of Inking Balls
61	Guild of Dream Dealers	Ten of Goblets	The Ten of Eyes
62	Fishermens' Guild	Nine of Goblets	Father Sleep
63	Farmers' Guild	Eight of Goblets	The King of Pentacles (b1)
64	Camari	Seven of Goblets	The Eight of Tentacles
65	Goblins	Six of Goblets	The Publishing Goblin (b4)
66	Gnolls	Five of Goblets	The Masterless Knight
67	The Kingdom of the North	Four of Goblets	Frost
68	The Cats of Tehmor	Three of Goblets	The Queen of Strays (b4)
69	The Dogs of Tehmor	Two of Goblets	The Ace of Hounds
70	Library of Tehmor	Ace of Goblets	The Three of Books

It also adds the following 8 additional Plots:

No.	Plot	Tarot	Alleyman's Tarot Card
23	The Artefact	I The Magician	The Relic (b3)
24	Iconoclasm and Heresy	II The High Priestess	Deconsecration
31	Pestilence	VIII The Hermit	Death (sowing)
32	Another Random Event	X The Wheel of Fortune	10 The Wheel of Fortune (b3)
35	Dance of the Dead	XIII Death	Death (bunny)
36	Famine	XIII Temperance	Misery
38	Arson	XVI The Lightning-Struck Tower	The Smoking Death (b3)
44	Wild Card	0 The Fool	The Story Teller (b4)

13.1.2 Sacred Circles (“SC”)

This Expansion expands the game to the surrounding Grasslands and Desert, with:

- an extra map side Board adding Locations representing the Sacred Circles of the Grasslands and Desert;
- an extra side Board depicting the Grasslander Gathering;
- the following 14 additional Factions representing their associated Mist Warrior and Desert Nomad Cults:

No.	Faction	Tarot Card	Alleyman's Tarot Card
71	Warrior Priests of ORIL / OPSOR of the Desert	King of Blades	The Queen of Wands
72	Sandwalkers	Queen of Blades	The Six of Swords
73	Heron Tribes	Knight of Blades	The 5 of Cups (b3)
74	Rat Tribes	Knave of Blades	The Bogeyman

No.	Faction	Tarot Card	Alleyman's Tarot Card
75	Lizard Tribes	Ten of Blades	Bone Fire
76	Snake Tribes	Nine of Blades	The Hanged Man (b2)
77	Scorpion Tribes	Eight of Blades	The Hawkmoth
78	Deer Tribes	Seven of Blades	The 5 of Wands (b2)
79	Buffalo Tribes	Six of Blades	The Sic of Swords (b3)
80	Eagle Tribes	Five of Blades	The Eight of Wands
81	Raven Tribes	Four of Blades	The Queen of Ravens (b4)
82	Bear Tribes	Three of Blades	The Seven of Bells
83	Coyote Tribes	Two of Blades	Justice (b1)
84	Cougar Tribes	Ace of Blades	Page of Wands (b3)

- and the following 8 additional relevant Plots:

No.	Plot	Tarot	Alleyman's Tarot Card
26	On The Warpath	III The Emperor	The Battle
28	Carnival of the Animals	VI The Lovers	The Fool (b3)
29	The Lone and Level Sands	VII The Chariot	The Lone and Level Sands
30	Gathering of the Tribes	VIII Justice	Hand of the Hunter (b3)
33	Orcs!!!	XI Strength	The Gloaming (b1)
34	A Lynching	XII The Hanged Man	Wound Man
40	The White Stag	XVIII The Moon	XIX The Sun, Alpaca
41	Wildfires	XVIII The Sun	Death (fire)

Players can attempt to gain Control of the Forests of the Grasslands and Desert through their Sacred Circles and to gain Control of the Grasslander Gathering through influencing the Totem Animals.

13.1.3 Doorways to Dreams (“DD”)

It is said that, for those who have the power, doors can be opened from the streets of Tehmor to anywhere in the Otherworlds. This Expansion expands the game into Chaos, Dreams, Madness and the Kingdoms of Nature, with:

- an extra Hall of Mirrors side Board adding Locations representing Gateways to key Otherworlds which have the strongest connections with Tehmor and/or the Sacred Circles Board;
- an extra side Board depicting the Congress of Dreams;
- a Madness Indicator to indicate the Level of Madness for each Area in the City;
- a new Strange Suit of the following 14 additional Factions connected with those Locations:

No.	Faction	Tarot Card	Alleyman's Tarot Card
85	Temple of MERLO	King of Pentacles	The Empty
86	Temple of YHWRC	Queen of Pentacles	The 8 of Disks (b1)

87	Guild of Glassmakers	Knight of Pentacles	The Five of Mirrors
88	The Thieves of Chaos	Knave of Pentacles	The Two of Wands
89	Temple of KASHAT	Ten of Pentacles	The Dark Sun
90	Temple of MELLIA	Nine of Pentacles	The Comforter
91	Temple of ORORO	Eight of Pentacles	The Horizon
92	Temple of LAMMIA	Seven of Pentacles	The Happy Squirrel (b3)
93	Temple of ULULO	Six of Pentacles	The 6 of Cups
94	Temple of RABBAT	Five of Pentacles	The Page of Curses 9b2)
95	Temple of MORCOR	Four of Pentacles	Paimon, King of Subjugation
96	Khalkan-Jho	Three of Pentacles	The Alley (b4)
97	The Travelling Fair	Two of Pentacles	The Final Tarot Card
98	ChaosMasters	Ace of Pentacles	The Joker (b2)

- and the following 6 additional relevant Plots:

No.	Plot	Tarot	Alleyman's Tarot Card
25	The Dark Side	III The Empress	The Black Moon
27	Return to Sanity	V The Hierophant	The Fountain
37	The Thing Among Reflections	XV The Devil	The Thing Among Reflections
39	Chaos Emerges	XVII The Star	XVII The Star (b1)
42	Once in a Blue Moon	XX Judgment	XX Judgement (b2)
43	Descent Into Madness	XXI The World	Weird-Ass Mystical Shit

Players can attempt to gain Control of the Domains of Dreams and of Madness and Chaos through the Otherworlds reflected in the Hall of Mirrors and to gain Control of the Congress of Dreams, which sits Once in a Blue Moon. Factions may seek to tip the City into, or save it from, Madness.

13.1.4 *Promo Cards*

These are as follows:

No.	Faction / Plot	Tarot Card	Alleyman's Tarot Card
99	Bandits	Death (alternate version)	Death (blood)
100	Pirates	Death (alternate version)	Death (rebirth)

13.1.5 *Forgotten Factions* (“FgF”)

This Expansion adds the following overlooked or secretive Factions, which may be added to the Game as the DM sees fit (without necessarily informing the Players).

No.	Faction	Tarot Card	Alleyman's Tarot Card
101	Armourers' Guild	King of Wands	The Keeper of Swords (b3)
102	Sages	Queen of Wands	The Hierophant (jerk)

No.	Faction	Tarot Card	Alleyman's Tarot Card
103	The Apostles of Change	Knight of Wands	The Knight of Swords (b1)
104	The Black Watch	Knave of Wands	Knight of Rings
105	Torturers' Guild	Ten of Wands	The Ten of Swords
106	Boar Cults	Nine of Wands	The 9 of Cups
107	Fish Tribes	Eight of Wands	The High Priestess (b3)
108	Owl Tribes	Seven of Wands	The Night Owl
109	The Obscurati	Six of Wands	Deals In The Dark (b3)
110	The StarWeb	Five of Wands	The Five of Disks
111	Silkmakers' Guild (Spider Cults)	Four of Wands	The 4 of Wands (b3)
112	The Righteous Ones	Three of Wands	The Three of Disks
113	The Illuminati	Two of Wands	The Two of Whips
114	The Champions of ATAVAR	Ace of Wands	The Ace of Bandoneon (b1)

Some of these Factions may only be appropriate if Sacred Circles and/or Doorways to Dreams are being played. Some Faction Information Sheets include rules for Spies and Conspiracies.

The expansion also adds the following additional Plots, which further the themes of Spies and Conspiracies and stealing resources from other Factions:

No.	Plot	Tarot	Alleyman's Tarot Card
45	Cultism	I The Magician	I The Magician (b1)
46	Reign of the Undead	II The High Priestess	II The High Priestess
47	The Child	III The Empress	The Empress (b1)
48	The Warlord	III The Emperor	The King of Swords
49	The Master Builder	V The Hierophant	The Builder
50	Secret Liaisons	VI The Lovers	The Lovers (b2)
51	Fear	VII The Chariot	Fear
52	The Bounty Hunter	VIII Justice	Death (stubborn)
53	The Traitor	VIII The Hermit	The Traitor
54	The Letter	X The Wheel of Fortune	The Letter
55	Reinforcements / Desertions	XI Strength	VIII The Strength
56	The Wild Hunt	XII The Hanged Man	The Wild Hunt
57	Vendetta	XIII Death	The Mourning Death (b3)
58	Ritual	XIII Temperance	The Tradition
59	A Demon is Loosed!	XV The Devil	XV Devil, I
60	The Outpost	XVI The Lightning-Struck Tower	The Tower
61	Annihilation	XVII The Star	The Hole
62	An Impossible Quest	XVIII The Moon	The Undaunted
63	Shifting Allegiances	XVIII The Sun	The White / Black Candle

64	A Conspiracy is Exposed	XX Judgment	XX Judgement (b3)
65	Shadows of an Otherworld	XXI The World	XXI The World (b2)
66	The Imposter	0 The Fool	The Performer

13.2 Rules for the Expansions

The following Rules apply in addition to the above Rules for the Base Game when the appropriate Expansions are played.

13.2.1 Cards

13.2.1.1 Each Expansion includes additional Faction and Plot Cards with associated Information Sheets. These are represented by additional Tarot cards (either from a different deck(s), so they can be distinguished from the Base Game cards, or from an expanded deck, such as *The Alleyman's Tarot*).

13.2.1.2 Before starting the Game, the DM determines which Expansions and Promo Cards will be used. It is best to use complete Expansions, although individual cards may be playable alone. The Base Game should always be used. The Players should normally be told which Expansions are in play (and this may be obvious from use of the appropriate additional Boards), but the DM may secretly include additional Cards to increase the uncertainty of what may be drawn. To increase the chances of cards from an Expansion being drawn, the DM may shuffle the cards from the appropriate deck in the Base Game, draw a number of them equal to those introduced from the Expansion and place the cards drawn at the bottom of the deck.

13.2.1.3 The additional copies of the Wheel of Fortune (Another Random Event) and Fool (Wild Card) in the Fifty Factions Expansion should normally be used if any Expansions (other than just the Promo Cards) are in play. If two Random Events are played in the same Game Turn, they may not be played on the same Activated Faction. If two Wild Cards are played in the same Game Turn, they must be specified differently and may not both affect the same Activated Faction.

13.2.2 Information Sheets

13.2.2.1 Many of the additional Rules for the Expansions are to be found in the Faction and Plot Information Sheets. Information in the Sheets prefaced with the abbreviation for an Expansion (“SC”, “DD” or “FgF”) only applies if that Expansion is being played.

13.2.3 Arenas

13.2.3.1 The Expansions do not introduce additional Areas of Tehmor, but

introduce additional Locations that may be controlled by the Factions introduced by those Expansions. Those Locations are shown on the Board for the Base Game (except for **Forgotten Factions**). Except as stated below, the VPs for controlling the Areas on the Board for the Base Game remain the same despite any changes to the potential number of Locations that may be controlled in those Areas:

- Control of the **Environs** gives 2VP in Sacred Circles
- Control of the **Upper East Side** gives 2VP in Doorways to Dreams

13.2.3.2 The map side Board for the **Sacred Circles** Expansion adds Forests (equivalent to Areas), which are Controlled by placing Pawns on the Sacred Circles in them as if those Sacred Circles were Locations. See the Sacred Circles Rules for more details.

13.2.3.3 The Hall of Mirrors side Board for the **Doorways to Dreams** Expansion shows the Doorways to various Otherworlds, arranged as two Halls of Mirrors. It adds the Domain of Dreams and the Domain of Madness & Chaos (equivalent to Areas), which are Controlled by placing Pawns on the Mirrors which lead to the Otherworlds as if they were Locations. See the Doorways to Dreams Rules for more details.

13.2.3.4 Certain Factions in Expansions, including the Bandits and Pirates, have Locations specified as “**Variable**”. The Pawns for these are placed as specified in their Faction Information Sheets. If such a Pawn is placed in an Area in Tehmor and its environs (i.e. on the Base Game Board) it counts for determining control of that Area. If it is placed in a Forest on the Sacred Circles Board, it does not count for determining control of that Area unless it is specified to be a Sacred or Lesser Circle (as only Circles count towards control of Forests). If it is placed in the Hall of Mirrors, its Faction Information Sheet will determine its effect.

13.2.4 **Madness**

13.2.4.1 In Doorways to Dreams each Area in and around Tehmor on the Board for the Base Game is assigned a Level of Madness, which starts at 0 and may increase (and decrease) up to a maximum of 10. See the Doorways to Dreams Rules for more details.