Resolve the Decree—recruit for each column with at least one card from left to right, then move in that way, then battle in that way.

**Recruit** warriors, equal to cards in this column, in a matching clearing with a roost.

- **Ties.** Recruit in such a clearing with the most enemy pieces, then fewest Eyrie warriors, then lowest priority.

**Move** from the matching clearing you rule with the most Eyrie warriors. Move to an adjacent clearing with no roost—if all of them have a roost, move to the one with the fewest enemy pieces. Leave warriors to exactly rule the origin clearing or equal to cards in this column, whichever is higher.

- **Destination Ties.** Move to such a clearing with the fewest enemy pieces, then lowest priority.

**Battle** in a matching clearing. The defender is the player with the most buildings (including zero). If this column has the most cards, deal one extra hit.

- **Clearing Ties.** Battle in such a clearing with no roost, then most defenseless buildings, then lowest priority.

- **Defender Ties.** Battle such a player with the most pieces there, then most victory points.

**Build**

Place a roost in the clearing you rule of highest priority with no roost. If you cannot place a roost, you fall into turmoil.

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**Root: Clockwork Expansion**

Electric Eyrie - Daylight

**Errata**