A WAR OF WHISPERS

◆ COLLECTOR'S EDITION ◆

This Collector's Edition of *A War of Whispers* includes upgraded plastic components, 10 Treasure cards, and 10 Conquest cards to introduce new and variable gameplay options. The new cards are recommended for experienced players, and then only when looking for a twist on the regular game.

COMPONENTS

36 agent miniatures
(upgraded from punchboard tokens)

100 banner miniatures
(upgraded from wooden cubes)

12 city miniatures

13 farm miniatures

13 tower miniatures

1 first player token

1 hourglass miniature (for tracking the progress of each round).

SETUP

1. Setup as per the instructions in the rulebook, substituting in the upgraded components (agents, banners, and the metal first player token). Whenever the rulebook refers to a cube you will use the banner miniature, and whenever it refers to an agent token, you will use an agent miniature.

2. Place the 12 city miniatures, 13 farm miniatures, and 13 tower miniatures over the matching icons on the board. Where a region contains one or more banners, place the first banner in the city miniature. Throughout the game, as regions with cities are conquered by different empires, display the banner of the controlling empire in the city city when possible. Empty regions will not have banners to indicate control of the city, though the home empire still counts as controlling those cities.

3. The Collector's Edition includes 2 Conquest cards and 2 Treasure cards per empire. Shuffle these cards into their respective empire's deck.

TREASURE CARDS

Treasure cards act as a wild card when playing another empire card, and thus meet the second card requirement for any other empire card. After being played, a Treasure card is shuffled back into the empire deck it belongs to. Treasure cards cannot be played alone.

CONQUEST CARDS

Conquest cards represent unique events taking place in the world. These cards are not taken into a player's hand or played with other cards, but are acted upon when they are drawn and then immediately discarded. Unlike other cards they are not shuffled back into the empire decks.

When a player draws a Conquest card, they will be directed to perform an action or to choose between two actions. The player must enact an action if it is possible to do so, and then discard the card, which will not be used in this game again. If for some reason an action cannot be enacted, then the card is discarded and a new card is drawn.

CARD CLARIFICATIONS

Bear Empire

WARRING CLANS
Bad Blood: The attack must follow all normal rules for making an attack, except you are forced to attack a friendly army, and you must attack a region that has at least one banner. If there are no legal attacks then this option cannot be selected.

Savaged: Remove all banners of an enemy army in any one Bear home region. A Bear army cannot be removed using this action.

THE TRIALS
Both of these actions can only be enacted if there are agents in the positions to be switched.

Eagle Empire

BOUNTIFUL HARVEST
Trade: Each farm an empire controls is worth two farms when calculating the outcomes of their council position actions, until the first player token is passed to the next player.

Hoard: Skip all "Checking Supply" steps until the first player token is passed to the next player.

ASSASSINATION PLOT
Avert: Remove all Eagle banners from any region.

Enact: You must move all agents to a new position on this council. After this, the empire's turn continues from the next council position. An agent that previously occupied an earlier spot on the council is able to take another action in its new position.

Horse Empire

NOMADIC LIFE
Move all Horse banners in one region to any other empty region on the map. In this instance, you may fully abandon a region and do not need to leave a banner behind.

SUCCESSION CRISIS
You must move all agents to a new position on this council. After this, the empire's turn continues from the Horse Sheriff council position. An agent that previously occupied an earlier spot on the council is able to take another action in its new position.

Elephant Empire

PEACE THROUGH STRENGTH
Purge: Remove an Elephant banner from every region on the map that contains at least one, returning them to the supply.

Permit: The Elephant empire cannot attack again until the first player token is passed to the next player.

STAMPEDE
Regions controlled by the Elephant empire include ones in their home regions that do not contain banners. You must select a region that has banners to be killed.

Lion Empire

MONUMENT BUILDING
The Lion empire must still adjust for the supply limit at the end of its turn as usual.

PLAGUE
Control: You must select a Lion home region with at least one Lion banner.

Let it Spread: Each adjacent region that has at least one banner must have 1 banner removed, regardless of empire.