HUNS

FAQ

For card effects that trigger Pillages, unless the card says otherwise, the Pillage rules apply: The pillaged Valuables must be used either to fill one or more Wagons, or a single Mercenary or Curse card.

EQUIPEMENT



ADDITIONAL YURT

You can place any 1 excess Valuable here from a Pillage action, or from a card effect. If you have several excess Valuables, the others return to their source, as usual. The Valuable can be used in the same turn you stored it here, or later. You cannot discard the Valuable in order to place another one here. This card can be activated several times per turn if you use the stored Valuable.



ARMORED WAGON

Immediately take an additional Wagon.
When you dispatch it, replace it with a new Wagon, as usual.
If you are afflicted by the Curse **Pernicious Sabotage**, discard the additional Wagon until you deactivate the Curse.



BATTLE PLAN

Return the cards on top of the deck, in the same order.
If you have the Equipment **Reflex Bow**, you may look at one card more than the value of the die.
If you are afflicted by the Curse **Fog of War**, look at one card fewer.



LAMELLAR HELMET

The result you get by rerolling cannot be influenced by another card.
If you roll a 3, the pillage this grants your opponent is not cumulative with any other card effects.



REFLEX BOW

This effect only applies to the Draw Cards action performed at the beginning of your turn with your die.
If you have the Equipment **Battle Plan**, you may peek at one card more than the value of your die before choosing your action.
If you are afflicted by the Curse **Fog of War**, you draw one card fewer.



SACRED CAULDRON

If you are afflicted by the Curse **False Alliance**, or have the Equipment **Battle Plan**, choose the order in which you apply their effects.



SECULAR AMULET

The result you get by rerolling cannot be influenced by another card. If other cards have effects at the end of your turn, you choose the order in which they resolve.



SHARP CUTLASS

This card's effect applies even if the Curse is fled, or returned with the Equipment **Lamellar Helmet**.
This effect is cumulative with the Mercenary **Elend the Erudite**.



SHATAR SET

You may make this transfer at any time during your turn. You are not limited in the number of Valuables you transfer. The Valuables must be transferred all at once. If this effect causes a Mercenary to no longer be filled, the Mercenary is immediately deactivated. If this effects causes a Curse to no longer be filled, the Curse is immediately reactivated, unless you have the Equipment **Siege Machine** and there is only one empty space on the Curse. The Valuables on a Mercenary card rotated by the Raid **Deluge of Arrows** can be moved with the Equipment **Shatar Set**.



SIEGE MACHINE

If the Equipment **Shatar Set** or the Curse **Famished Wolf-Pack** removes only 1 Valuable from a Curse that was entirely full, the Curse remains deactivated.



TREASURE CHEST

Your opponents are allowed to know how many Treasure cards you have, but not which ones.



WAR HORSE

If the pillaged Valuable enables you to complete another Wagon, this card's effect triggers again.

RAIDS



DELUGE OF ARROWS

This effect can target a Mercenary regardless of whether it is completely full.
A rotated Mercenary is activated as long as it is entirely full and has 2 additional Valuables on the card.
A rotated Mercenary card remains rotated for the entire game. Rotated Mercenary cards are still worth 1 VP at the end of the game if all their spaces are full, even if they do not have the 2 additional Valuables required to activate them. A rotated Mercenary card cannot suffer this effect again by using the Raid **Warrior Speech** to copy the effect.



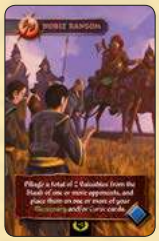
INCENDIARY EXPEDITION

You choose which Wagon and which Valuable on it you pillage from each opponent.



INESCAPABLE AMBUSH

The 2 Valuables can come from different Wagons. If an opponent has fewer than 2 Valuables on their Wagons, they only return what they can to the Reserve.



NOBLE RANSOM

The total number of Valuables you can pillage with this card is 2. Unlike the usual rule, these 2 Valuables can be distributed to different Mercenary and Curse cards.



PRACTICED RETREAT

The value of the die does not change. You may choose a color already used this round, or a color that is still available.



PREMONITORY DIVINATION

This Raid card must be activated in the appropriate phase for the Mercenary being copied.
The Mercenary **Erêkan the Ambassador** cannot be copied.
A Mercenary card rotated by the Raid **Deluge of Arrows** can only be copied if it has its 2 additional Valuables required to activate it.



REINFORCED INFANTRY

The total number of Valuables you can pillage with this card is 2.



SUDDEN CHARGE

If your opponent has fewer Valuables in their Wagons than the value of the die, pillages the available Valuables.

MERCENARIES



BLEDA THE BELLICOSE

This effect only applies to the Pillage action performed at the beginning of your turn with your die. This effect is cumulative with the Mercenary cards **Shan Yu the Ferocious** and **Jaylah the Shaman** if the die you chose has a value of 1.
If you have the Mercenary **Honoria the Strategist**, you may pillage the additional Valuable from one of the two chosen colors.



ELEND THE ERUDITE

This effect is triggered each time you draw and play a card.
This effect is cumulative with the Equipment **Sharp Cutlass** and the Mercenary **Jaylah the Shaman** if the die is value 1.
The Mercenary cards **Bleda the Bellicose** and **Shan Yu the Ferocious** have no effect on this card, even if you have a die of value 1.



HONORIA THE STRATEGIST

This effect only applies to the Pillage action performed at the beginning of your turn with your die. This effect does not apply for dice with a value 3 that are modified by the Curse **Insurmountable Fortification**. If you have the Mercenary **Bleda the Bellicose**, you may pillage an additional Valuable of one of the two colors chosen.



HYRKA THE SEER

This effect must be triggered before choosing your die. The number of cards at which you peek cannot be modified by other card effects.



ILDICO THE POISONER

If you have no spaces available for the Valuable pillaged, the Valuable is an excess; return it to the Stash from which it came.



JAYLAH THE SHAMAN

This effect only applies to the Pillage action performed at the beginning of your turn with your die. This effect is cumulative with the Mercenary cards **Bleda the Bellicose**, **Shan Yu the Ferocious**, and **Elend the Erudite**.
This is cumulative with the Equipment **Sharp Cutlass** if the card played is a Curse.
The Equipment **Reflex Bow** and the Curse cards **Fog of War** and **Gloomy Entrail Reading** have no effect on this card.



MÉZOKÉ THE PURVEYOR

If your Wagons have the same number of Valuables, you choose onto which Wagon you load the Valuable.



PAPSUKKAL THE TRANSPORTER

If you are afflicted by the Curse **Diluvian Storm**, your Wagons once again require the normal number of Valuables to be dispatched, until the Curse is deactivated.



RUGA THE UNIFIER

If you have no spaces available for the Valuable pillaged, the Valuable is an excess; return it to the Reserve.



SHAN YU THE FEROCIOUS

This effect only applies to the Pillage action performed at the beginning of your turn with your die. This effect is cumulative with the Mercenary cards **Jaylah the Shaman** and **Bleda the Bellicose**.

CURSES



DEADLY WINTER

If you have no Valuables on your Wagons, nothing happens.



DEVASTATING EPIDEMIC

Discarding the die disallows you from playing. You can neither draw, nor pillage, nor trigger a Raid, nor use your card effects. The First Player marker passes to the next player and a new round starts.



DILUVIAN STORM

The Wagon must be entirely full of the required Valuables before you can load the additional Valuable.
If you have activated the Mercenary **Papsukkal the Transporter**, your Wagons again need the normal quantity of Valuables.





ECCLESIASTICAL INFLUENCE

This Curse even affects the Mercenary cards **Hyrka the Seer** and **Jaylah the Shaman**, as well as the Equipment **Battle Plan**.



FAMISHED WOLF-PACK

If you have no Valuables on Mercenary cards, nothing happens. If you remove a Valuable from an active Mercenary, its power is deactivated.



FALSE ALLIANCE

You cannot perform your action (Pillage or Draw) until the player on your left has decided whether you should reroll.
If the die is rerolled, only the new value is affected by your cards.
If you have the Equipment **Sacred Cauldron**, you choose the order in which the effects trigger.



FOG OF WAR

This effect only applies to the Draw Cards action performed at the beginning of your turn with your die.
This effect is cumulative with the Equipment cards **Reflex Bow** and **Battle Plan**.
The Mercenary cards **Jaylah the Shaman** and **Hyrka the Seer** have no effect on this Curse.



GLOOMY ENTRAIL READING

This effect only applies to the Draw Cards action performed at the beginning of your turn with your die.
The Mercenary cards **Jaylah the Shaman** and **Hyrka the Seer**, and the Equipment cards **Reflex Bow** and **Battle Plan** have no effect on this Curse. If you have no Valuables to pay, draw your cards as usual.



INFIGHTING

This Curse even affects the Mercenary cards **Hyrka the Seer** and **Jaylah the Shaman**, as well as the Equipment **Battle Plan**.



INSURMOUNTABLE FORTIFICATION

This effect applies even if you get a 3 from the effect of the Equipment **Sacred Cauldron** or the Curse **False Alliance**.
The Mercenary **Honoria the Strategist** and the Raid cards **Tactical Maneuver** and **Sudden Charge** have no effect on this Curse.



PERNICIOUS SABOTAGE

When this Curse is deactivated, immediately recover a new Wagon.
If you have the Equipment **Armored Wagon**, you keep the same number of Wagons as the other players until this Curse is deactivated.



PRISONERS ESCAPE

The pillage linked to the effect of this Curse cannot be modified by the effects of other cards. The chosen opponent pillages a Valuable of their choice and cannot apply other card effects.

TREASURES



ARMOR OF DESTINY

The additional Valuables on Mercenary cards rotated by the Raid **Deluge of Arrows** count when resolving this card.
The Valuable on the Equipment **Additional Yurt** does not count when resolving this Treasure.



CROWN OF ERMANARIC

All the cards in your Camp count when resolving this Treasure, including Curse cards (fled or not) and inactive Mercenary cards.



TABLET OF AKSUNGUR

You can copy a Treasure even if your opponent has not met its conditions.
Your copy of the Treasure card does not affect the VP gains by the original card's owner if they meet the card's conditions.



ZOOMORPHIC RELIC

All the cards in your Camp count when resolving this Treasure, including Curse cards (fled or not) and inactive Mercenary cards.