

DEVELOPMENTS SUMMARIES

Use this sheet to reference the effects of and plan Developments.
Check off Developments as you gain them.
Check the USED box if you've used that Defensive Development in
the current year.

WARFARE

- Fletcher** - May muster archers
- Stables** - May muster cavalry
- Siegecraft** - May muster catapults
- Gunpowder** - May muster cannons
- Barracks (Defense)** - May muster infantry, cancel one warfare threat of difficulty 4 or less each year. **USED**
- Great Barracks (Defense)** - May re-draw during Clash of Arms actions, cancel one warfare threat of difficulty 5 or less each year. **USED**
- Superb Barracks (Defense)** - Draw two, keep one during Clash of Arms actions, cancel one warfare threat of difficulty 6 or less each year. **USED**

DIPLOMACY

- Trade Guild** - May re-draw on Rapport checks
- Trade Outposts** - Draw two, keep one for Rapport checks
- Arts and Entertainment** - May re-draw for Society checks
- Center of Culture** - Draw two, keep one for Society checks
- Trade Capital** - Gain one additional disposition on Alliance missions
- Great Diplomats (Defense)** - Cancel one diplomacy threat of difficulty 4 or less each year. **USED**
- Superb Diplomats (Defense)** - Cancel one diplomacy threat of difficulty 5 or less each year. **USED**
- Fantastic Diplomats (Defense)** - Cancel one diplomacy threat of difficulty 6 or less each year. **USED**

ARCANE

- Great Casting** - May re-draw on spell effects
- Superb Casting** - Draw two, keep one for spell effects
- Legendary Casting** - Draw three, keep one for spell effects
- Great Channeling** - May re-draw for backlash
- Superb Channeling** - Draw two, keep one for backlash
- Legendary Channeling** - Draw three, keep one for backlash
- Arcane Academy** - May muster battle mages
- Mana Forge** - Three additional mana
- Mages Guild** - All heroes gain a Lore stunt

WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

STRONGHOLD

Notes:

INFILTRATION

- Safehouses** - May re-draw on Disguise checks
- Improved Safehouses** - Draw two, keep one on Disguise checks
- Thieves Guild** - May re-draw on Thievery checks
- Improved Thieves Tools** - Draw two, keep one on Thievery checks
- Map Hall** - Place two zones each turn during infiltration setup, also place all alarms
- Shadow Hall** - May move through zones containing guards by taking a stress card
- Great Spy Houses (Defense)** - Cancel one infiltration threat of difficulty 4 or less each year, extra die for Heist missions. **USED**
- Superb Spy Houses (Defense)** - Cancel one infiltration threat of difficulty 5 or less each year, extra stability for Sabotage missions. **USED**
- Fantastic Spy Houses (Defense)** - Cancel one infiltration threat of difficulty 6 or less each year, extra die for Heist missions. **USED**

SKIRMISH

- Arcane Smith** - May re-draw on Fighting checks
- Improved Arcane Smith** - Draw two, keep one for Fighting checks
- Kinetic Armor** - All heroes add two boxes to their physical stress track
- Kinetic Greaves** - May move one additional zone in skirmish or infiltration
- Arcane Bowyer** - May re-draw on Marksmanship checks
- Improved Arcane Bowyer** - Draw two, keep one for Marksmanship checks
- Great Guards (Defense)** - Cancel one skirmish threat of difficulty 4 or less each year. **USED**
- Superb Guards (Defense)** - Cancel one skirmish threat of difficulty 5 or less each year. **USED**
- Fantastic Guards (Defense)** - Cancel one skirmish threat of difficulty 6 or less each year. **USED**