

Backlash!



The first round of play proceeds as any normal game would. At the beginning of the second round's City Maintenance phase, all players roll a die 6 and immediately perform the following action based on their roll:

- 1 - Discard an Item you have in play.
- 2 - Discard an Invocation you have in play.
- 3 - Discard a Citizen you have in play.
- 4 - Discard a Troop you have in play.
- 5 - Discard a Structure you have in play.
- 6 - Roll a die 6 and pay that many influence to the City's Influence Pool. If you cannot pay all of the owed influence, you must pay all that you can and immediately exhaust influence producing structures equalling the amount that you cannot pay. If debt still remains, you must discard cards from your personal holdings, one per remaining indebted influence, until the debt is fulfilled (a Wanderer may not be discarded).

If you cannot meet the requirements of the roll, treat the roll, instead, as though it were one number higher and resolve that effect.

T Tournament Event

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