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Please note that you will need to supply yourself with a substitute game piece for the 'drakownite' unit.

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OVERLORD

DRAKOW
'COUNTER KING'

DIFFICULTY - HIGH

JR



"Do not show yourselves to be lacking!"

SET-UP

- Gain 1 SP
- Acquire 1 
- 1 [1] Black 
- Void your subs

DRAKOW 'COUNTER KING'
OPPOSITION - SEVERAL (X)

JR

OVERLORD

OVERDRIVE:

After assigning your last SP :
gain 1 fort at the same district.

At the start of the standby phase :
gain 1 T, 1  and 1 SP, if able.

OVERRULE:

You **always** retain  and districts with your units **cannot** have district explosion landmarks placed.

You ignore results 2-6 effect [1]
black (event)  [AI] and whenever
black (event)  is rolled : **must** resolve effect [1] of the rolled result.

"Nothing can save you from my wrath!"

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ASTRAL TOWER **A**

[1] MUST DRAW 2 M
[2] SUFFER 4 M : DRAW 2 F
[3] FLIP THIS LANDMARK

1

ASTRAL TOWER **B**

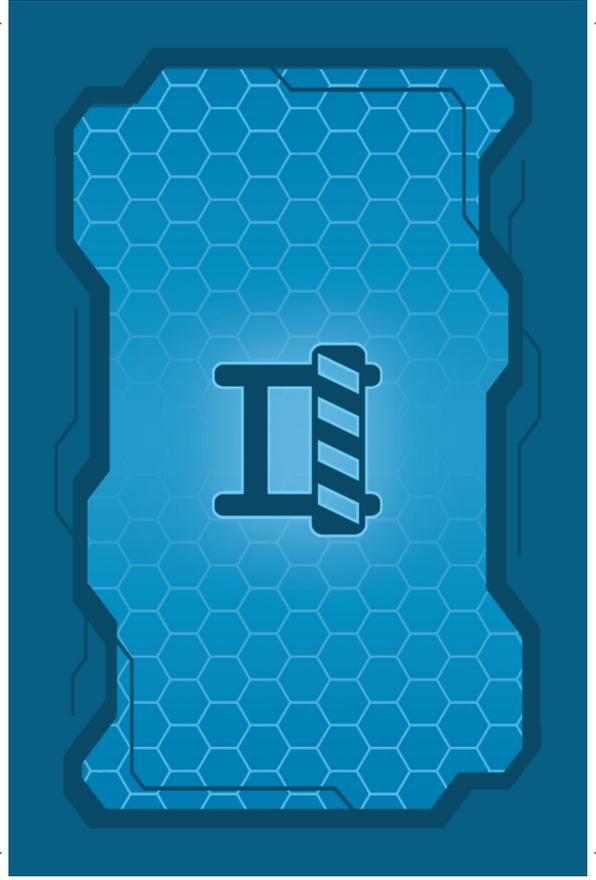
[1] MUST DRAW 1 M
[2] SUFFER 3 M : DIRECT 1 S
[3] VOID THIS LANDMARK

2

SEARING DOMAIN

[1] MUST SUFFER 4 M
[2] SUFFER 4 M : SEARCH 1 M
[3] SUFFER 4 M : RESEARCH 1 T

2



3

OPPOSITION UPGRADE

DRAKOWNITE

[RAID] After you resolve a district with a landmark : void 1 SP and gain 1 Drakownite.

This unit cannot be gained in any other way.

Before assigning this unit, you must place the **Searing Domain** on a district, if able, and then assign this unit to that district.



UPGRADE - SEVERAL (X)

5

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UPGRADE



[RAID] Gain drakownite

OPPOSITION TECHNOLOGY

RETALIARMOUR

During the assignment phase, after another player wins a fortune duel against you : The winning player suffers 1

During the dominance phase, after another player dominates at a district with your SP remaining : the dominating player suffers 1

Drakownium armour can reflect even the most powerful attacks.



TECHNOLOGY - SEVERAL (X)

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TECHNOLOGY



OPPOSITION - MISSION

MISSION - SEVERAL (X)

DEMOLISH

After you destroy other players' forts, acquire based on the total strength of other players' forts you destroyed.

There is no limit to the total that can be acquired by fulfilling this mission.

TOP SECRET

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TOP SECRET

MISSION



OPPOSITION - MISSION

MISSION - SEVERAL (X)

OVERPOWER

After you overwhelm other players' personnel, acquire based on the total strength of other players' personnel you overwhelmed.

There is no limit to the total that can be acquired by fulfilling this mission.

TOP SECRET

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TOP SECRET

MISSION



3 CANDIDATE UPGRADE

FORCE FAVOUR

After result 1 **black** (event)  is resolved, resolve the below effects :

- [1] heal 4  and gain 1 fort
- [2] acquire 2  and choose 1 other (human) player to resolve [1]

UPGRADE - SEVERAL (X)

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UPGRADE

3

Force favour

3 CANDIDATE UPGRADE

FORCE FAVOUR

After result 2 **black** (event)  is resolved, resolve the below effects :

- [1] draw the top 2 cards from the **F** discard
- [2] acquire 2  and choose 1 other (human) player to resolve [1]

UPGRADE - SEVERAL (X)

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UPGRADE

3

Force favour

3 CANDIDATE UPGRADE

FORCE FAVOUR

After result 3 **black** (event)  is resolved, resolve the below effects :

- [1] get 2 , 1 , 1 
- [2] acquire 2  and choose 1 other (human) player resolve [1]

UPGRADE - SEVERAL (X)

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UPGRADE

3

Force favour

3 CANDIDATE UPGRADE

FORCE FAVOUR

After result 4 **black** (event)  is resolved, resolve the below effects :

- [1] gain 1 **T** and charge it
- [2] acquire 2  and choose 1 other (human) player to resolve [1]

UPGRADE - SEVERAL (X)

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UPGRADE

3

Force favour

3

CANDIDATE UPGRADE

FORCE FAVOUR

After result 5 black (event) is resolved, resolve the below effects :

- [1] gain 1 personnel
- [2] acquire 2 and choose 1 other (human) player to resolve [1]



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UPGRADE - SEVERAL (X)

UPGRADE



Force favour

3

CANDIDATE UPGRADE

FORCE FAVOUR

After result 6 black (event) is resolved, resolve the below effects :

- [1] draw 2 M and shuffle 0-3 M into the M deck
- [2] acquire 2 and choose 1 other (human) player to resolve [1]



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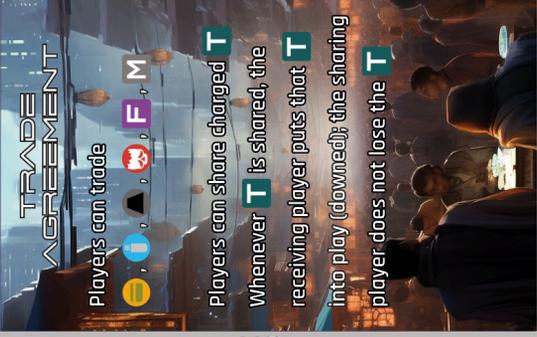
UPGRADE - SEVERAL (X)

UPGRADE



Force favour

IMPERATIVE - SEVERAL (X)



TRADE AGREEMENT

Players can trade

Players can share charged

Whenever T is shared, the receiving player puts that T into play (downed); the sharing player does not lose the T

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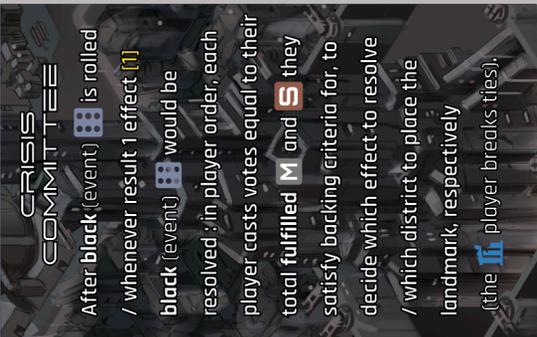
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IMPERATIVE

IMPERATIVE - SEVERAL (X)



CRISIS COMMITTEE

After black (event) is rolled / whenever result 1 effect [1]

black (event) would be resolved ; in player order, each player casts votes equal to their total fulfilled M and S they satisfy backing criteria for, to decide which effect to resolve / which district to place the landmark, respectively (the player breaks ties).

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IMPERATIVE