

## FACTION OBJECTIVE FLOWCHARTS BACK

### TETZAHUITL LEADER




- 1 **EVALUATE OBJECTIVE:** Target the nearest player or NPC that holds a Relic or Summoning Relic token (👤) as her Objective. If there is more than one, the one with the most Relics and/or 🏴 is her Objective.
- 2 **MOVE:** Objective in this region?  

Yes Will not move.	No Will move Recklessly.
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- 3 **ATTACK:** Is there a hostile player and/or hostile NPC in this region?  

Yes Region Attack (see Tetzahuitl stat card)	No No Attack
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- 4 **SPECIAL ACTION:** Is there one or more neutral or allied players or Merfolk Guardians with one or more Relics or 🏴 in this region?  

Yes Tetzahuitl takes all Player with the most Relics also gives Tetzahuitl a Relic.	No End Turn.
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### SKELETAL COLOSSUS LEADER



**HORDE OF UNDEAD SOLDIERS FOLLOWS THE SKELETAL COLOSSUS TURN ORDER.**

- 1 **EVALUATE OBJECTIVE:** Target the nearest Port without an Infestation token as its Objective.
- 2 **MOVE:** Objective in this region?  

Yes Will not move.	No Will move Recklessly.
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- 3 **ATTACK:** Is there a hostile player and/or hostile NPC in this region?  

Yes Make a Region Attack (see Skeletal Colossus stat card)	No No Attack
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- 4 **SPECIAL ACTION:** None.

**INFESTED PORT:** Players may not take a Port Action at an Infested Port. Players can remove Infestation tokens by capturing the affected Port.

### KING ALARAN LEADER



- 1 **EVALUATE OBJECTIVE:** King Alaran will evade capture by the Seekers.
- 2 **MOVE:** Are there 1 or more Seekers in play?  

Yes Will move away from the nearest Seeker	No Must move to an adjacent region
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- 3 **ATTACK:** Does not attack.
- 4 **SPECIAL ACTION:** None.

**ATLANTEAN VAULT:** If a player starts or ends their turn in King Alaran's region, they may exchange one or more Trophies to claim an equivalent number of Atlantean Vault Relics of the player's choice from King Alaran. This is a free action. However, if King Alaran is in a region occupied by any hostile NPCs, the player may not exchange a Trophy. These relics are kept in a separate deck.

## ADMIRAL LEADER



- 1 **EVALUATE OBJECTIVE:** Target the nearest non-British Port as his Objective. If there is more than one, the strongest Port is his Objective
- 2 **MOVE:** Objective in this region?  

Yes Will not move.	No Will move Recklessly.
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- 3 **ATTACK:** Is there a hostile player and/or hostile NPC in this region?  

Yes Make a Region Attack (see Admiral stat card)	No No Attack
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- 4 **SPECIAL ACTION:** If in a non-British Port whose Strength he equals or exceeds, place a British Flag and remove any other Flag.

**BRITISH FLAGS:** When a British Empire NPC captures a Port, they will always place a Flag. If the supply of 7 British Flags runs out, remove a Flag from the lowest Strength Port without a British Empire NPC and place that Flag in the newly captured port.

**AFTER LAST BRITISH NPC COMPLETES TURN, COLLECT TAXES FOR ROYAL TREASURY**



**NAVAL OFFICER**  
FOLLOWER



**1 EVALUATE OBJECTIVE:** If only Naval Officer in a British Port, **Objective = Defend.**  
**Otherwise:** Target the nearest non-British port whose Strength they equal or exceed. In case of a tie, target strongest Port.

**2 MOVE:** Objective in this region?  
 Yes → Will not move.  
 No → Will move Cautiously.

**3 ATTACK:** Is there a hostile player and/or hostile NPC in this region?  
 Yes → Make a **Region Attack** (see **Naval Officer** stat card)  
 No → No Attack

**4 SPECIAL ACTION:** If in a non-British Port whose Strength they equal or exceed, place a British Flag and remove any other Flag.

**AFTER LAST BRITISH NPC COMPLETES TURN, COLLECT TAXES FOR ROYAL TREASURY**

**SPANISH GALLEON**  
FOLLOWER



**1 EVALUATE OBJECTIVE:** Is there a captured Port (a Port with a Captain or other Faction Flag) whose Strength the Spanish Galleon equals or exceeds?

Yes → Target the nearest captured Port whose Strength they equal or exceed.  
 No → Target the nearest hostile player or NPC whose Strength they equal or exceed.

**2 MOVE:** Objective in this region?  
 Yes → Will not move.  
 No → Will move Cautiously.

**3 ATTACK:** Is there a hostile player and/or hostile NPC in this region?  
 Yes → Make a **Region Attack** (see **Spanish Galleon** stat card)  
 No → No Attack

**4 SPECIAL ACTION:** If in a captured Port whose Strength they equal or exceed, remove any non-Spanish Flag.

**FACTION OBJECTIVE FLOWCHARTS FRONT**



**MERFOLK GUARDIAN**  
FOLLOWER

**1 EVALUATE OBJECTIVE:** Does the Merfolk Guardian hold one or more Summoning Relic tokens (S)?

Yes → Is Tetzahuitl in play?  
 Yes → Take (S) to Tetzahuitl  
 No → Nearest not held by ally is it's Objective

**2 MOVE:** Objective in this region?  
 Yes → Will not move.  
 No → Will move Recklessly.

**3 ATTACK:** Is there a hostile player and/or hostile NPC in this region?  
 Yes → **Attack** (see **Merfolk Guardian** stat card)  
 No → No Attack

**4 SPECIAL ACTION:** 1. If holding a (S) if you share a region with Tetzahuitl, give all (S) to Tetzahuitl. **OR;** if in Tortuga and Tetzahuitl is not in play, Summon Tetzahuitl. 2. Pick up any (S) in region without hostile player or NPC.



**UNDEAD SOLDIER**  
FOLLOWER

**IF UNDEAD SOLDIER IS IN A HORDE: FLIP CARD AND USE SKELETAL COLOSSUS/HORDE OBJECTIVES.**

**1 EVALUATE OBJECTIVE:** Is there an Undead Soldier in another region?  
 Yes → Will move toward the nearest Undead Soldier as their Objective.  
 No → Has no Objective. 1st Player may choose how the Undead Soldier moves.

**2 MOVE:** Objective in this region?  
 Yes → Will not move.  
 No → Will move Recklessly.

**3 ATTACK:** Is there a hostile player and/or hostile NPC in this region?  
 Yes → **Make an Attack** (see **Undead Soldier** stat card)  
 No → No Attack

**4 SPECIAL ACTION:** None.  
**UNITED:** Undead Soldiers sharing a region count as a single NPC.



**SEEKER**  
FOLLOWER

**KING ALARAN MUST BE ACTIVATED BEFORE SEEKERS DURING THE ATLANTIAN USURPERS FACTION TURN.**

**1 EVALUATE OBJECTIVE:** Seeker will target King Alaran as their Objective.  
**2 MOVE:** Objective in this region?  
 Yes → Will not move.  
 No → Will move Recklessly.

**3 ATTACK:** Is there a hostile NPC, including King Alaran, in this region?  
 Yes → Is King Alaran the strongest Hostile NPC?  
 Yes → **Make an Attack, but Wound.**  
 No → **Make an Attack** (see **Seeker** stat card).  
 No → No Attack.

**4 SPECIAL ACTION - WOUND:** After a Seeker attacks King Alaran, place a Wound token on the King Alaran stat card. After dealing the Wound, the Seeker is removed from play. King Alaran does not gain a Trophy token.