



THE ESOTERIC ORDER OF GAMERS

ORDEROFGAMERS.COM



DON'T MISS A THING!



YOUTUBE
EsotericOrderGamers



TWITTER
@EOGamers



FACEBOOK
EOGamersFB



INSTAGRAM
orderofgamers

YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

It takes time and money and a lot of hard work, and I need your support to keep me going. If you find this game aid useful and enjoy my content, please consider making a donation, or regularly supporting me on Patreon and enjoying the privileges of being a member of the EOG community!



DONATE
orderofgamers.com/shop/single-offering



PATREON
patreon.com/esotericorder

v1.1

May 2022

Game: **STEAMWATCHERS (KICKSTARTER EDITION)**

Publisher: **Mythic Games (2021)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

Page 5: **Expansions rules summary front**

Page 6: **Expansions rules summary back**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design
for your next project, visit universalhead.com

Peter 'Universal Head' Gifford
The Esoteric Order of Gamers





STEAM WATCHERS

KICKSTARTER EDITION

SETUP

Place the **game board** on the table with the **death & exile tile** next to it and the **round tracker token** on space 0 of the tile.

Shuffle the **archon deck** and place it facedown near the board.

Choose a **scenario** to play and read its special rules.

2 or 3 players: Remove the 10 steam column cards corresponding to the areas east of the crater (Epiri, Trakija, Vojvodina, Sandzak, Duna Barrage, Gagauziya, Skuthia, Mistreana, Pustynia and Lullu Sapmi) and the deployment 3 card (these areas will be inaccessible during the game). Return 5 turrets to the box.

Shuffle the **steam column cards** and place the deck facedown on its board space. Draw the number of cards indicated in the scenario, and set up the number of **steam column** levels shown on each card in the indicated areas. A card marked with a number is deployment-related: shuffle it back into the deck and draw another to replace it.

5 players: Add the **conclave overlay tile**, 5 **player side up**, at the end of the **conclave** and **title claim tracks**, extending them.

2 players: Place the **conclave overlay tile**, 2 **player side up**, on the **primus space**, concealing it (this space will not be available during the game).

Put the **primus** and **legate tokens** on their matching spaces on the **conclave track**.

Randomly pick a **first player**, who chooses a **clan** and takes the matching board and components. All the components in your color form your **clan supply**. That player places their **ambassador token** on a free space on the **title claim track**, next to the title they want for the first round.

In clockwise order, the remaining players choose their clan, take their components, and choose their title.

The last player to choose their clan takes the **deployment cards** and chooses one: this indicates the 3 areas to which they deploy their **starting forces** (shown on the back of their clan board along with 2 farms, 1 turret, and a 3 level steam column stack). The player places all these freely in their deployment areas, subject to area capacity limits. They also take any starting cards and place any starting counters.

They then pass the remaining deployment cards to the player to their right, who repeats the process. Continue until all players have deployed their units.

If a player chooses deployment card 6, they place one of their **careeners' contract tokens** on a space in the **Mare Nostrum**, keeping the deployment card in their clan supply as a reminder that they can maintain a contract in the **Mare Nostrum** at no cost.

Players place their **geothermal resources level marker** on the fifth space of the **geothermal resources track**.

Each player sets up their clan board. Place 1 barrel of **algofuel** of the appropriate type (pure/green or contraband/red) in each free space in your 2 **algofuel stock areas**; your **incubation marker** on the 0 space on your incubation track; and your **supply marker** on the 10 space on your supply track.

During the game, keep your hand of cards secret from other players; only the number and type of cards are public information. Game components are limited: if you are allowed to play a particular component but none are available, you cannot play anything else instead.

GAME SEQUENCE

I. CONCLAVE

The first player on the title claim track **moves the round tracker token forward 1 space**.

Then, in the order on the title claim track, each player moves their **ambassador token** from the track to the matching **title space** on the conclave track and immediately triggers the appropriate special ability:



Watcher (no related token): Draw 3 **steam column cards**. Then discard 1 steam column card from your hand faceup, and place a steam column (with the levels shown) in the indicated area.

For each **watcher title** that was not taken during the round, draw a steam column card, discard it faceup, and place a column (with the levels shown) in the indicated area.



Careeners' Legate: Place the **legate token** in any ice floe area; the token is treated as one of your **contracts** (but does not take up one of the contract spaces in that area). You are unaffected by any movement restrictions imposed on that ice floe by the archon.



Archon (no related token): Draw 3 **archon cards**, then choose 1 from your hand, read it and place it faceup next to the deck. The card will remain in effect until covered by another archon card.

If the archon title has not been taken this round, the effects of the archon card from the previous round continue to apply: apply the card's when played (♣) effects again, ignoring the archon bonus.



Primus: Place the **primus token** on any space on the title claim track except **primus**. None of the other players can claim that title during phase 3 until you pass. Then, place 1 **base soldier** from your supply in an area you control.

2. ORDER PLANNING

Simultaneously, each player places 1 **facedown order token** in each area that contains one or more of their units (base soldiers or elite soldiers, but *not* buildings). Each area can only hold 1 order token.

If you control more areas than you have order tokens, you must leave some without a token (they will not be activated).

When an order token has been assigned to all eligible areas, players simultaneously flip all order tokens on the board. Any revealed **decoy tokens** are returned to their clan's supply.

3. ORDER ACTIVATION

In the order indicated by the conclave track, each player must either:

Activate one of their revealed order tokens (move or defense), perform one of its actions (basic or special) and then return it to their clan supply; *or*

Pass for the round.

Play proceeds until all players have passed for the round.

An order token must always be resolved entirely before the next player on the conclave track can activate one of theirs.

Order tokens in areas that no longer contain any units are returned to their owner's clan supply.

You may **pass** if you are unable or do not wish to activate any more order tokens. Collect any move tokens still on the board; your defense tokens remain on the board and continue to provide their combat bonus. You may still use defense tokens to provide **support**, but can no longer activate them. Then claim a title for the next round by moving your ambassador token from the conclave track to the title claim track:

If you are the **primus**, place your ambassador token on a space on the track that either has no ambassador token on it or is occupied by the primus token. Then remove the primus token from the title claim track and place it in your clan supply;

If you are not the **primus**, place your ambassador token on a free space. You cannot choose the space matching your current title unless it is the last free space and you have no choice. Note that the watcher title in the first position on the track is not the same as the one in the fourth position.

4. STEAM SUBSIDIES

1. No units in the area

Players remove 1 level from each steam column in areas with no units present.

These areas are not affected by **incubation**. This includes any areas controlled only by a beacon or a Menräu toxic farm (which are buildings rather than units).

2. Areas controlled by one or more units

Each player removes (in any order) 1 level from each column in an area controlled by one or more of their units:

If the steam column has 2 or more levels, remove 1. Then increase the incubation level on your clan board by 1.

If the steam column has only 1 level, remove it. Then increase the incubation level on your clan board by 1 and, optionally, spend 1 **algofuel** to build a **farm** in the area.

5. WHITEOUT

1. Geothermal resources

Simultaneously, each player updates their **geothermal resources (GEO)** level. To calculate your GEO level, add together:

- The number of farms in areas you control;
- The number of steam column levels in areas you control;
- Any points scored as a result of the scenario's special rules.

Record your new GEO level by moving your marker on the geothermal resources track.

2. Victory

If the scenario includes a **supremacy victory condition**, a player meeting the condition immediately wins. If multiple players apply, the one with the fewest quarantine tokens on their clan board wins. On a tie, the first tied player on the title claim track wins.

If none of the players has won a **supremacy victory** by the final round, the game ends. Each player removes 1 GEO from their score for every 2 units from their clan on the death & exile tile. Then compare GEO totals; the player with the most GEO wins. On a tie, the player with the fewest quarantine tokens on their clan board wins. On a further tie, the first tied player on the title claim track wins.

3. Preparation for the next round

Algofuel: Each player fills the **algofuel stocks** on their clan board, placing a barrel of the appropriate type of **algofuel** in each free space. Return any barrels of **algofuel** in your surplus area to the general supply.

Army supply capacity: On your clan board, place your supply marker on the space matching your new GEO level. This army supply limit determines the maximum number of units that you can keep on the game board. Any quarantine tokens on these spaces restrict the number of units you can supply.

Then count how many units you have on the board. If this number exceeds your supply capacity, begin removing your clan's units from the board until you reach the limit. You may choose freely which units to remove to your clan supply.

The supply limit is only checked at this step. At all other times you may exceed the limit.

4. Upkeep

In the order shown by the title claim track, players decide which **careeners' contracts** to keep, spending 1 **algofuel** per contract. Return any contracts not kept to the clan supply.

Each player collects any **order tokens** still on the board and returns them to their clan supply, along with any special action tokens still on their clan board.

Remove all **morale cubes** from the board and return them to the general supply.

Return the **legate** and **primus tokens** to the conclave track.

Each player returns their marker to the 0 space of their incubation track.

Proceed to the next round's conclave phase.

ORDER TOKENS

When you activate an order token, you are the **active player** until another player activates one of their order tokens. The area containing an activated order token is the **active area**.

When you perform a **special action**, place the matching **special action token** on a free special action space on your clan board. The number of special actions you can perform is limited by the number of free spaces and the number of tokens of each type in your supply. Using a **special action space** either costs 1 **algofuel** (if the **algofuel** icon is on the space) or is **free** (if nothing is on the space).



MOVE TOKENS

Select one or more of your clan's units in the active area and perform either the **move** basic action or the **forced march** special action. You may choose not to move any units.

At any time while activating a move token, you may place a **beacon** from your supply in any area under your control.

You now control of that area even if all your units have left it. A beacon is a building. If you deploy a beacon in an area that has already reached its capacity, you must remove one of the existing buildings and return it to the box.

After moving your units, initiate combat wherever your units have entered areas occupied by enemy units. The area remains under the defender's control until the winner has been determined. There is no combat if units move into or through an area that contains another clan's beacon but no units: instead just return the beacon to the box.

MOVE (BASIC ACTION)

Moving on land allows the selected unit(s) to travel to an adjacent plains or mountain area. A strait (●●●) links 2 plains and/or mountain areas; they are then considered to be adjacent.

Seafaring allows the selected unit(s) to move from one coastal area (i.e. plains and mountain areas adjacent to an ice floe area) to another coastal area across an ice floe area. **You cannot end this movement in a coastal mountain area.** Your clan must have a **contract** for the ice floe area, which must be adjacent to both coastal areas. If your clan has a contract covering multiple ice floe areas, treat them as a single ice floe area when seafaring.

FORCED MARCH (SPECIAL ACTION)



Place a **forced march token** in a free special action space on your clan board. This allows the selected unit(s) to move 2 contiguous plains areas (including back to the area they started in).

You cannot use a forced march to move through or into an ice floe or mountain area, nor to move through an area controlled by enemy units, nor to exceed an area's capacity.



DEFENSE TOKENS

When you activate a defense token, choose 1 action:

BUILD A TURRET (BASIC ACTION)

Fortify the active area by placing a **turret** on it. In combat, a turret increases the defender's extra strength by 2.

A turret has no effect if there are no units in its area.

WAIT (BASIC ACTION)

Set up camp and wait in your current location. The next player may activate one of their order tokens.

MOBILIZE (SPECIAL ACTION)



Place a **mobilize token** in a free special action space on your clan board. You may either **recruit up to 2 base soldiers** from your clan supply, placing them freely in the active area and/or any

adjacent areas that you control; or **recruit 1 elite soldier** from your clan supply, placing this unit in the active area or an adjacent area that you control.

A careeners' contract placed in an ice floe area does not allow you to mobilize from one coastal area to another, as the areas are not considered adjacent.

You can use a mobilize action to place units in an area containing an order token, in which case they can be affected by the order token in that area when it is activated.

BARTER WITH THE CAREENERS (SPECIAL ACTION)



Place your **barter token** on a free special action space on your clan board. For each **haven** under your control, place a **careeners' contract token** from your supply on a free contract space in any ice floe area on the board.

Your clan now has a **contract** for that area, and may perform seafaring movements through it.

The same clan may place multiple contracts in the free spaces in an ice floe area. With 5 players, a third space is available in each area.

If you have no more careeners' contract tokens in your supply, this special action lets you move one of your contracts already placed on the board to a different free space in another ice floe area.

COMBAT

If more than one combat is initiated during the same action, the active player chooses the order in which they are resolved. In combat, the active player is the **attacker** and their opponent is the **defender**.

1. CALCULATE THE BASE STRENGTH

The attacker declares their **base strength** first, followed by the defender. Your base strength is equal to your **army strength** plus your **extra strength**.

Army strength: Total the strengths of each of your units involved in the combat. **Each base soldier is worth 1 strength, and each elite soldier is worth 2 strength.**

Extra strength: In the combat area:

- a **defense token** grants the defender +1 strength,
- each **turret** grants the defender +2 strength, and
- a **morale cube** grants the defender +2 strength.

The attacker and/or defender may **support** their troops by returning one or more of their clan's remaining order tokens in adjacent areas to their supply. **An area that provides support to the combat area adds its army strength to the supported force as extra strength.**

An elite unit supporting an attacker or defender does not grant it the elite unit's special abilities.

The activated move token that triggered the attack cannot also be used to provide support for the attacker.

A careeners' contract placed in an ice floe area does not allow you to support one coastal area from another, as the areas are not considered adjacent.

Units supporting an attack or defense do not move, and they are not affected by the combat outcome.

2. BATTLE AND WINNING

Each player uses their **combat dial** to secretly allocate an amount of **algofuel** (up to 6) to invest in the coming battle. The amount must be available in their stocks and surplus.

Players simultaneously reveal their dials and spend the chosen quantity of algofuel.

Each combatant adds 1 **strength per algofuel** spent to their base strength. The total is the final **combat strength**.

The player with the highest final combat strength is the winner. On a tie, the attacker wins.

3. COMBAT OUTCOME

The loser must remove 2 units engaged in the battle and return them to their clan supply.

If the defender lost, they must (where applicable) remove their beacon from the attacked area and return it to the box, and return their order token to their clan supply. The loser's remaining units are **routed** and must flee to a single area under the loser's control, obeying the normal rules for

moving on land (forced march is not allowed) and seafaring. Any fleeing units unable to reach a valid area must be removed by the loser and returned to the clan supply.

If the attacker lost, immediately return their remaining troops (at no cost) to the area in which the move token was activated. Where applicable, the defender keeps their order token.

Fleeing units must not cause the destination area's capacity (5 units) to be exceeded. Return any excess fleeing units to your clan supply.

The winner takes or retains control of the area. They may choose whether to keep or destroy any remaining buildings in the conquered area. Return destroyed buildings to the box.

Place a morale cube in the newly conquered or successfully defended area. A morale cube in an area grants the defender 2 extra strength. You cannot move morale cubes, or place one in an area that already has one. They are returned to the general supply during phase 5.

After resolving all combat, the active player returns their move token to their clan supply.

If a clan is eliminated as a result of having no units left on the board, remove that clan's ambassador token, geothermal resources level marker, beacons and careeners' contracts from the board.

INCUBATION LEVEL AND EFFECTS

The **incubation level** increases:

- When you spend barrels of contraband algofuel;
- When you control steam columns that shrink during phase 4;
- When resolving scenario effects or an archon card.

Whenever your incubation level marker is moved up, immediately apply the effect corresponding to its new position on the track. If it is moved up multiple spaces, also apply the effect of each space through which it passed.

There are 3 types of spaces on the track:

BANE RESISTANCE

No effect.

QUARANTINE



Place a **quarantine token** on your clan board on one of the following spaces (it stays there until the end of the game):



Special action space: Place the token on a special action space that does not already have one. This limits the number of special actions you will be able to perform. If the token covers a special action token, return the special action token to your supply before placing the quarantine token.



Space in your pure algofuel stock: Place the token on a space in your pure algofuel stock that does not already have one. If the token would cover a barrel of algofuel, return the barrel to the general supply. This limits your pure algofuel storage capacity.



Space on your supply track: Place the token on the highest space on your track. This limits the number of units that can be supplied during phase 5.

DEATH & EXILE

Remove one of your units from the board and place it on the **death & exile tile**; it is no longer part of your clan supply. From now on, whenever your incubation level increases, apply the death & exile effect instead.

Units removed as a result of the death & exile effect can affect the endgame, causing geothermal resources to be deducted when calculating the final score.

When resolving the death & exile effect during a combat, you are not allowed to choose one of the combatant units unless you have no other choice.

ALGOFUEL

There are 2 types of algofuel: **pure algofuel** (green) and **contraband algofuel** (red). If the type is not specified, you may use either.

Whenever you collect algofuel, place it on a free space in the relevant stock. You spend algofuel from your stocks. Spent algofuel barrels are returned to the general supply.

Whenever you spend **contraband algofuel**, each spent barrel immediately increases the incubation level on your clan board by 1.

Some effects grant you **surplus algofuel**. Place it in the surplus area on your clan board.

UNITS & BUILDINGS

There are 2 types of units: **base soldiers** and **elite soldiers**. Elite soldiers have clan-specific special abilities.

There are 3 types of buildings: **beacons**, **turrets** and **farms**. Buildings cannot move, and do not need to be supplied.

Once an area's building capacity (a maximum of 2) has been reached, you must destroy one of the 2 existing buildings to erect a new one. Return destroyed buildings to the box.

AREA CAPACITY AND CONTROL

A clan **controls** an area if it is the only clan with one or more units or a beacon in that area.

A plains or mountain area can never contain more than 5 units of a particular clan, and no more than 2 buildings.

Ice floe areas cannot contain units or buildings, and cannot be controlled by a clan.

STEAM COLUMNS

When you must place a steam column in an area that already contains any steam column levels, add levels to the existing column.

Columns can have a maximum of 5 levels, and there can be no more than 1 column per area.

Steam column cards are discarded faceup, but players may not search the discard pile.

ENDGAME AND VICTORY

The game can end 2 ways:

1. One of the players achieves a **supremacy victory** (defined by the scenario).
2. **The number of rounds specified by the scenario have been played,** in which case the player with the most geothermal resources wins.

STEAM WATCHERS

GAME SEQUENCE

I. CONCLAVE

Advance the round tracker token 1 space.

In title claim track order, each player moves their **ambassador token** to the matching **title space** on the conclave track and triggers their special ability:



Watcher: Draw 3 steam column cards, discard 1 steam column card from your hand faceup, and place a steam column (with the levels shown) in the indicated area.

For each watcher title not taken during the round, draw a steam column card, discard it faceup, and place a column (with the levels shown) in the indicated area.



Careeners' Legate: Place the **legate token** in any ice floe area; it is treated as a **contract**. You are unaffected by movement restrictions imposed on that ice floe by the archon.



Archon: Draw 3 archon cards, choose 1 from your hand and place it faceup next to the deck. The card remains in effect until covered by another archon card.

If the archon title has not been taken this round, the effects of the card from the last round continue to apply.



Primus: Place the **primus token** on any space on the title claim track except **primus**. None of the other players can claim that title during phase 3 until you pass. Then place 1 **base soldier** in an area you control.

2. ORDER PLANNING

Simultaneously, each player places 1 facedown **order token** in each area that contains any of their units (*not buildings*). Then players then simultaneously flip them. Return **decoy tokens** to their clan's supply.

3. ORDER ACTIVATION

In conclave track order, each player must either:

Activate one of their revealed order tokens, perform 1 of its actions, and then return it to their supply; or

Pass for the round. Collect your move tokens (leave your defense tokens in place). Claim a title for the next round.

4. STEAM SUBSIDIES

Remove 1 level from each steam column in areas with no units present.

Then remove 1 level from each steam column in an area controlled by any of your units, increasing the incubation level on your clan board by 1 each time. If there are no longer any levels remaining, you may now spend 1 **algofuel** to build a **farm** in the area.

5. WHITEOUT

1. Geothermal resources

Players update their **GEO level**. Add together:

- The number of farms in areas you control;
- The number of column levels in areas you control;
- Any points scored as per scenario's special rules.

2. Victory

A player meeting a supremacy victory condition wins.

If no players have won a supremacy victory by the final round, the game ends. Each player removes 1 **GEO** for every 2 units on the death & exile tile. Then the player with the most **GEO** wins.

3. Preparation for the next round

Algofuel: Each player fills the algofuel stocks on their clan board and returns any surplus barrels.

Army supply capacity: Place your supply marker on the space matching your new **GEO level**. If the number of units you have on the board exceeds your supply capacity, remove your units until you reach the limit.

4. Upkeep

In title claim track order, players decide which **careeners' contracts** to keep, spending 1 **algofuel** per contract. Return contracts not kept to the clan supply.

Take back any **order tokens** still on the board or special action tokens on their clan board. Remove **morale cubes** from the board. Return the **legate** and **primus tokens** to the conclave track. Reset **incubation tracks** to 0.

ORDER TOKENS

When you perform a **special action**, place the matching token on a free special action space on your clan board (this may cost 1 **algofuel**).



MOVE TOKENS

Select any of your units in the active area and perform the basic **move** or the special **forced march** action. At any time during the move, you may place a **beacon**.

After moving your units, initiate combat wherever your units have entered areas occupied by enemy units.

MOVE (BASIC ACTION)

Moving on land: Travel to an adjacent plains or mountain area. A strait (•••) makes 2 areas adjacent.

Seafaring allows the units to move from one coastal area to another across an ice floe area. **You cannot end this movement in a coastal mountain area.** Your clan must have an ice floe contract adjacent to both coastal areas.

FORCED MARCH (SPECIAL ACTION)



Move the units 2 contiguous plains areas. You cannot move through or into an ice floe or mountain area.



DEFENSE TOKENS

Choose 1 action:

BUILD A TURRET (BASIC ACTION)

WAIT (BASIC ACTION)

MOBILIZE (SPECIAL ACTION)



You may **recruit up to 2 base soldiers** into the active area and/or any adjacent areas that you control; or **recruit 1 elite soldier** into the active area or an adjacent area that you control.

BARTER WITH THE CAREENERS (SPECIAL ACTION)



For each **haven** you control, place a **careeners' contract token** on a free contract space in any ice floe area on the board, or move one to a free space in another ice flow area.

STEAM WATCHERS

GAME SEQUENCE

I. CONCLAVE

Advance the round tracker token 1 space.

In title claim track order, each player moves their **ambassador token** to the matching **title space** on the conclave track and triggers their special ability:



Watcher: Draw 3 steam column cards, discard 1 steam column card from your hand faceup, and place a steam column (with the levels shown) in the indicated area.

For each watcher title not taken during the round, draw a steam column card, discard it faceup, and place a column (with the levels shown) in the indicated area.



Careeners' Legate: Place the **legate token** in any ice floe area; it is treated as a **contract**. You are unaffected by movement restrictions imposed on that ice floe by the archon.



Archon: Draw 3 archon cards, choose 1 from your hand and place it faceup next to the deck. The card remains in effect until covered by another archon card.

If the archon title has not been taken this round, the effects of the card from the last round continue to apply.



Primus: Place the **primus token** on any space on the title claim track except **primus**. None of the other players can claim that title during phase 3 until you pass. Then place 1 **base soldier** in an area you control.

2. ORDER PLANNING

Simultaneously, each player places 1 facedown **order token** in each area that contains any of their units (*not buildings*). Then players then simultaneously flip them. Return **decoy tokens** to their clan's supply.

3. ORDER ACTIVATION

In conclave track order, each player must either:

Activate one of their revealed order tokens, perform 1 of its actions, and then return it to their supply; or

Pass for the round. Collect your move tokens (leave your defense tokens in place). Claim a title for the next round.

4. STEAM SUBSIDIES

Remove 1 level from each steam column in areas with no units present.

Then remove 1 level from each steam column in an area controlled by any of your units, increasing the incubation level on your clan board by 1 each time. If there are no longer any levels remaining, you may now spend 1 **algofuel** to build a **farm** in the area.

5. WHITEOUT

1. Geothermal resources

Players update their **GEO level**. Add together:

- The number of farms in areas you control;
- The number of column levels in areas you control;
- Any points scored as per scenario's special rules.

2. Victory

A player meeting a supremacy victory condition wins.

If no players have won a supremacy victory by the final round, the game ends. Each player removes 1 **GEO** for every 2 units on the death & exile tile. Then the player with the most **GEO** wins.

3. Preparation for the next round

Algofuel: Each player fills the algofuel stocks on their clan board and returns any surplus barrels.

Army supply capacity: Place your supply marker on the space matching your new **GEO level**. If the number of units you have on the board exceeds your supply capacity, remove your units until you reach the limit.

4. Upkeep

In title claim track order, players decide which **careeners' contracts** to keep, spending 1 **algofuel** per contract. Return contracts not kept to the clan supply.

Take back any **order tokens** still on the board or special action tokens on their clan board. Remove **morale cubes** from the board. Return the **legate** and **primus tokens** to the conclave track. Reset **incubation tracks** to 0.

ORDER TOKENS

When you perform a **special action**, place the matching token on a free special action space on your clan board (this may cost 1 **algofuel**).



MOVE TOKENS

Select any of your units in the active area and perform the basic **move** or the special **forced march** action. At any time during the move, you may place a **beacon**.

After moving your units, initiate combat wherever your units have entered areas occupied by enemy units.

MOVE (BASIC ACTION)

Moving on land: Travel to an adjacent plains or mountain area. A strait (•••) makes 2 areas adjacent.

Seafaring allows the units to move from one coastal area to another across an ice floe area. **You cannot end this movement in a coastal mountain area.** Your clan must have an ice floe contract adjacent to both coastal areas.



FORCED MARCH (SPECIAL ACTION)

Move the units 2 contiguous plains areas. You cannot move through or into an ice floe or mountain area.



DEFENSE TOKENS

Choose 1 action:

BUILD A TURRET (BASIC ACTION)

WAIT (BASIC ACTION)

MOBILIZE (SPECIAL ACTION)



You may **recruit up to 2 base soldiers** into the active area and/or any adjacent areas that you control; or **recruit 1 elite soldier** into the active area or an adjacent area that you control.

BARTER WITH THE CAREENERS (SPECIAL ACTION)



For each **haven** you control, place a **careeners' contract token** on a free contract space in any ice floe area on the board, or move one to a free space in another ice flow area.

COMBAT

1. CALCULATE THE BASE STRENGTH

The attacker declares their **base strength** (army strength plus **extra strength**), followed by the defender.

Army strength: Total the strengths of your units in the combat. **Base soldier** = 1, **elite soldier** = 2.

Extra strength: The following grant the defender:

- **defense token** = +1
- **turret** = +2
- **morale cube** = +2

The attacker and/or defender may **support** their troops by returning one or more of their clan's remaining order tokens in adjacent areas to their supply. **An area that provides support to the combat area adds its army strength to the supported force as extra strength.**

2. BATTLE AND WINNING

Each player uses their **combat dial** to secretly allocate **algofuel** (up to 6) to invest in the battle. Players simultaneously reveal their dials and spend the algofuel.

Each combatant adds **1 strength per algofuel** spent to their base strength. The total is the **combat strength**.

The player with the highest final combat strength is the winner. On a tie, the attacker wins.

3. COMBAT OUTCOME

The loser must remove 2 units in the battle and return them to their clan supply.

If the defender lost, remove their beacon from the attacked area where applicable and return it to the box, and return their order token to their supply. Their remaining units are **routed** and must flee to a single area under their control, obeying normal movement rules. Fleeing units unable to reach a valid area must be removed by the loser and returned to their supply.

If the attacker lost, return their remaining troops (at no cost) to the area in which the move token was activated. Where applicable, the defender keeps their order token.

Fleeing units must not cause the destination area's capacity (5 units) to be exceeded. Return any excess fleeing units to your clan supply.

The winner takes or retains control of the area. They may choose to destroy any remaining buildings in the conquered area (return them to the box).

Place a morale cube in the newly conquered or successfully defended area.

After resolving all combat, the active player returns their move token to their clan supply.

INCUBATION LEVEL AND EFFECTS

The **incubation level** increases:

- When you spend barrels of contraband algofuel;
- When you control steam columns that shrink during phase 4;
- When resolving scenario effects or an archon card.

Whenever your incubation level marker is moved up, immediately apply the effect corresponding to its new position on the track. If it is moved up multiple spaces, also apply the effect of each space through which it passed. There are 3 types of spaces on the track:

BANE RESISTANCE

No effect.

QUARANTINE



Place a **quarantine token** on your clan board on one of the following spaces (it stays there until the end of the game):



Special action space: Place the token on a special action space that does not already have one. This limits the number of special actions you will be able to perform. If the token covers a special action token, return the special action token to your supply before placing the quarantine token.



Space in your pure algofuel stock: Place the token on a space in your pure algofuel stock that does not already have one. If the token would cover a barrel of algofuel, return the barrel to the general supply. This limits your pure algofuel storage capacity.



Space on your supply track: Place the token on the highest space on your track. This limits the number of units that can be supplied during phase 5.

DEATH & EXILE

Remove one of your units from the board and place it on the **death & exile tile**; it is no longer part of your clan supply. From now on, whenever your incubation level increases, apply the death & exile effect instead.

When resolving the death & exile effect during a combat, you may not choose one of the combatant units unless you have no other choice.

OTHER RULES

Whenever you spend **contraband algofuel**, each spent barrel immediately increases your incubation level by 1.

Beacons, turrets and farms are buildings. Once an area's building capacity of 2 has been reached, you must destroy one of the existing buildings to erect a new one (return them to the box).

A clan **controls** an area if it is the only clan with one or more units or a beacon in that area.

A plains or mountain area can never contain more than 5 units of a particular clan, and no more than 2 buildings. Ice floe areas cannot contain units or buildings, and cannot be controlled by a clan.

Steam columns can have a maximum of 5 levels, and there can be no more than 1 column per area.

COMBAT

1. CALCULATE THE BASE STRENGTH

The attacker declares their **base strength** (army strength plus **extra strength**), followed by the defender.

Army strength: Total the strengths of your units in the combat. **Base soldier** = 1, **elite soldier** = 2.

Extra strength: The following grant the defender:

- **defense token** = +1
- **turret** = +2
- **morale cube** = +2

The attacker and/or defender may **support** their troops by returning one or more of their clan's remaining order tokens in adjacent areas to their supply. **An area that provides support to the combat area adds its army strength to the supported force as extra strength.**

2. BATTLE AND WINNING

Each player uses their **combat dial** to secretly allocate **algofuel** (up to 6) to invest in the battle. Players simultaneously reveal their dials and spend the algofuel.

Each combatant adds **1 strength per algofuel** spent to their base strength. The total is the **combat strength**.

The player with the highest final combat strength is the winner. On a tie, the attacker wins.

3. COMBAT OUTCOME

The loser must remove 2 units in the battle and return them to their clan supply.

If the defender lost, remove their beacon from the attacked area where applicable and return it to the box, and return their order token to their supply. Their remaining units are **routed** and must flee to a single area under their control, obeying normal movement rules. Fleeing units unable to reach a valid area must be removed by the loser and returned to their supply.

If the attacker lost, return their remaining troops (at no cost) to the area in which the move token was activated. Where applicable, the defender keeps their order token.

Fleeing units must not cause the destination area's capacity (5 units) to be exceeded. Return any excess fleeing units to your clan supply.

The winner takes or retains control of the area. They may choose to destroy any remaining buildings in the conquered area (return them to the box).

Place a morale cube in the newly conquered or successfully defended area.

After resolving all combat, the active player returns their move token to their clan supply.

INCUBATION LEVEL AND EFFECTS

The **incubation level** increases:

- When you spend barrels of contraband algofuel;
- When you control steam columns that shrink during phase 4;
- When resolving scenario effects or an archon card.

Whenever your incubation level marker is moved up, immediately apply the effect corresponding to its new position on the track. If it is moved up multiple spaces, also apply the effect of each space through which it passed. There are 3 types of spaces on the track:

BANE RESISTANCE

No effect.

QUARANTINE



Place a **quarantine token** on your clan board on one of the following spaces (it stays there until the end of the game):



Special action space: Place the token on a special action space that does not already have one. This limits the number of special actions you will be able to perform. If the token covers a special action token, return the special action token to your supply before placing the quarantine token.



Space in your pure algofuel stock: Place the token on a space in your pure algofuel stock that does not already have one. If the token would cover a barrel of algofuel, return the barrel to the general supply. This limits your pure algofuel storage capacity.



Space on your supply track: Place the token on the highest space on your track. This limits the number of units that can be supplied during phase 5.

DEATH & EXILE

Remove one of your units from the board and place it on the **death & exile tile**; it is no longer part of your clan supply. From now on, whenever your incubation level increases, apply the death & exile effect instead.

When resolving the death & exile effect during a combat, you may not choose one of the combatant units unless you have no other choice.

OTHER RULES

Whenever you spend **contraband algofuel**, each spent barrel immediately increases your incubation level by 1.

Beacons, turrets and farms are buildings. Once an area's building capacity of 2 has been reached, you must destroy one of the existing buildings to erect a new one (return them to the box).

A clan **controls** an area if it is the only clan with one or more units or a beacon in that area.

A plains or mountain area can never contain more than 5 units of a particular clan, and no more than 2 buildings. Ice floe areas cannot contain units or buildings, and cannot be controlled by a clan.

Steam columns can have a maximum of 5 levels, and there can be no more than 1 column per area.



STEAM WATCHERS

EXPANSIONS

SPARK OF HOPE

With the exception of *Fires of the Old World*, these rules can be used with the core game scenarios, but the scenarios in this expansion are not compatible with other expansions.

ADDITIONAL SETUP

When taking your components, also place your **caravan board** next to your clan board and take your **truck miniatures**. Deploy your caravan at the same time as your other units.

As part of the general supply, place a number of **tech kits** (basic side up) depending on the number of players:

Kit name	2-3 players	4-5 players
Biomass Generator	2	3
Amphibious Modules	2	3
Hydraulic Support Tripods	2	2
Sensor Array	1	2
Recycling Station	1	2
Magnetic Cannons	1	2
Combat Simulator	1	2
EMP Fields	1	2
Experimental Greenhouse	1	2

Each player takes a *Heavy Carrier* kit and places it, basic side up, in the first slot on their caravan board.

Archon deck: Shuffle this expansion's archon cards into the archon deck. You may remove 6 core random archon cards from the deck. You can still use these new cards even if you're not using this expansion (you do not need exactly 18 cards).

CARAVANS

The caravan board has a space for its own order token. The caravan is made up of 3 trucks that can each be equipped with a tech kit. It does not need to be supplied.

You cannot divide a caravan's trucks across more than 1 area. The number of trucks counts towards area capacity.

The caravan can move up to 2 plains areas or 1 mountain area, and cannot use the forced march option, or use seafaring to move or flee.

When attacking or providing support, a caravan has 1 **strength**; when defending, it gets a +3 bonus (**defense strength** 4).

The caravan cannot be removed from the board when you apply a death & exile effect.

When a caravan is involved in combat and its owner is defeated, the order token remains on the caravan board, and one of the losses incurred must be a truck from the caravan. If it was fighting alone, 2 of its trucks are destroyed.

A caravan with the *Amphibious Modules* tech kit may use a contract while fleeing.

The destroyed truck miniature is placed in one of its owners kit slots; that slot is no longer available (if there was a kit in that slot, return it to the box).

If a caravan's last truck is destroyed (in combat, or because it was unable to flee), return the caravan board, truck, and kits to the box.

NEW ACTIONS

BUY/UPGRADE KITS

When you activate a **defense token** on the game board or your caravan board, you may perform this basic action to grant you 1 **purchase credit** per haven under your control. You may spend any or all of your credits to buy or upgrade tech kits.

Buying a kit: For 1 credit, buy a tech kit from the general supply. Place it **basic** side up in a slot on your caravan board. If there was already a kit in that slot, remove it and return it to the box. You cannot buy a kit you already own, or buy 2 of the same kit. You cannot install a kit in a slot that contains a destroyed truck.

Upgrading a kit: For 1 credit, upgrade a kit on your caravan board. Flip it to its **advanced** side. You cannot buy and immediately upgrade a kit in the same action.

OPERATE KITS

When you activate a **defense** or **decoy token** on your caravan board, you may perform this basic action.

Trigger the **operate** effects of any kits installed on your caravan board, one after the other in any order you choose. Fully resolve the effect of 1 kit before moving on to the next.

CARAVAN BOARD ORDER TOKEN

When placing order tokens in phase 2, you may put an order token on the matching space on your caravan board. On revealing the order tokens, do not put this token back in the clan supply, even if it is a decoy token.

In phase 3, the order token on the caravan board is subject to the usual rules, with these exceptions:

If it is a move token: You may activate the token to perform a move action that *only* involves the caravan.

If it is a defense token: The token grants the caravan 1 strength while on the caravan board. When you activate it, choose between:

- Perform a defense basic or special action in the area containing the caravan;
- Buy and/or upgrade tech kits;
- Resolve the operate effect of all kits on your caravan board.

If it is a decoy token: When activating this token, your only option is to apply the **operate** effect of all kits installed on your caravan board.

Support: You cannot use the order token on your caravan board to provide combat support. If you want your caravan to provide support, you must spend the order token in the area containing the caravan.

TECH KITS

Tech kits provide 2 types of effects:

Passive: These effects do not have to be activated and their use is unlimited.

Operate: Triggered by activating the caravan board. Operate effects can only be used once per round.

HEAVY CARRIER

On activating a move token placed either in the area containing the caravan or on the caravan board, you may collect any units present in the same area or in an adjacent area that you control.

Place these units on the *Heavy Carrier* kit on your caravan board. Then choose 1 of the following:

- Immediately deploy any of the carried units into the area containing the caravan or an adjacent area (whether under your control or not), then perform a move action with your caravan;
- Move the caravan, then deploy any carried units into the area containing the caravan or an adjacent area (whether under your control or not);
- Keep the carried units on your *Heavy Carrier* kit. You will be able to deploy these units the next time you activate a move token in the area containing the caravan or on the caravan board.

Deploying units into an area controlled by an opponent automatically initiates combat.

Carried units do not need to be supplied in phase 5. Carried units and buildings do not count towards area capacity, and do not contribute their strength in combat.

Any carried units are returned to the clan supply if the *Heavy Carrier* kit is destroyed in combat or replaced by a newly purchased tech kit. You are not allowed to choose carried units when required to destroy units as a result of defeat in combat or a death & exile effect.

ADVANCED: Buildings carried by the caravan are inactive. They are loaded onto the *Heavy Carrier* kit and then deployed in an area like units.

SENSOR ARRAY

ADVANCED: The effects of both archon cards apply for this round.

EMP FIELDS

ADVANCED: When the archon is revealed, you must immediately inform the other players whether or not the card's effects will apply to you. If 2 players have installed this kit, they must state their choice in the order shown by the conclave track.

If you choose not to be affected by the effects of the revealed card, you will be unaffected by all of its effects. If the revealed card instructs the archon to apply an effect to a player, the archon cannot pick you.

COMBAT SIMULATOR

You perform the **mobilize** special action in the area containing your caravan. You may therefore place the mobilized units in that area and/or any adjacent areas that you control.

RECYCLING STATION

When moving your incubation marker down on the track, do not trigger the effects of the spaces that it enters.

HYDRAULIC SUPPORT TRIPODS

This support only involves the caravan. Do not count any support from other units present in the same area. Remember, the +3 defense bonus is not applied for support.

In combat, players cannot double their caravan's support strength by spending an order token in addition to using the effect of the *Hydraulic Support Tripods* kit.

COMPATIBILITY WITH OTHER EXPANSIONS

Scrambler Drones (*Rhône Conglomerate*), **Stationary Windtrap** (*Rhein-Stamm*), **Forecast Pad** (*Menrâu*): The order space on the caravan board cannot be chosen or affected by the effects of these gear cards.

Raid Signal (*Free Fleet*): Only caravans equipped with the *Amphibious Modules* kit can benefit from the *Raid Signal* effect.

Sled Shock Troops (*Rhein-Stamm*): Only a caravan equipped with the *Amphibious Modules* kit can apply the effects of the *Sled Shock Troops* kit. It may also apply the effects of the *Hydraulic Support Tripods* kit, if installed.

FUEL FOR WAR

These rules can be used with the core game scenarios, but the scenarios in this expansion are not compatible with other expansions.

ADDITIONAL SETUP



Attach the **strength track** to the death & exile tile. Add your **strength tokens** to your clan supply and your leader's 3 **gear cards** to your hand.

When selecting a title, place your **leader miniature** on the title claim track, rather than your ambassador token (leave that token in your clan supply).

Archon deck: Shuffle this expansion's archon cards into the archon deck. You may remove 6 core random archon cards from the deck. You can still use these new cards even if you're not using this expansion (you do not need exactly 18 cards).

CLAN LEADERS

LEADERS IN THE CONCLAVE

While in the conclave, leaders behave like ambassadors.

After resolving your title's special ability in phase 1, you must choose 1 **strategy** before the effect of any other titles are applied:

- Leave your leader on the conclave track, or
- Replace your leader miniature on the conclave track with your ambassador token. Place your leader miniature in any area of the game board under your control. He will not be able to return to the conclave.

Then select a **gear card** from your hand to assign to your leader, placing it faceup touching your clan board. Take the **strength token** with the value shown by the round tracker token from your clan supply and place it on your gear card.

Leader's prerogative: When you pass for the round during phase 3, your leader (in the conclave) may take the place of an ambassador token placed on the title claim track.

The owner of that ambassador token must immediately place it on a free space on the track. You cannot invoke leaders' prerogative to displace either an opponent's leader or the primus token.

LEADERS IN COMBAT

When your leader leaves the conclave to do battle, they are treated as an **elite soldier** of their clan, with your elite unit ability. However, their strength is indicated by the faceup strength token on their gear card.

If a leader is lost in combat or cannot be supplied, remove it from play and put it back in the box, along with its gear cards. If a leader is placed on the death & exile tile, put its gear cards back in the box.

GEAR CARDS

While in play, **gear cards** provide active and/or passive effects.

To use an **active effect** (**operate** keyword), you must activate the area containing your leader. An operate effect can only be used once per round. Turn the card sideways to show that it has been used this round (if it also has a passive effect, it will not be available this round). Ready all used cards during phase 5.

Passive effects do not have to be activated and their use is not restricted.

When choosing which contracts to keep during phase 5, you may also decide whether to keep (at no cost) or replace your leader's gear card.

If you replace your current gear card with one from your hand, put the replaced card back in the box.

PEACE WITH WOLVES

The scenarios *The Convoy* and *Unseen Wires* can only be played with the Vassal Clans module. The core game scenarios are compatible with the Diplomacy module but not the Vassal Clan module. The scenarios in this expansion are not compatible with other expansions.

DIPLOMACY MODULE (3+ PLAYERS)

SPECIAL SETUP

Players add their clan's **3 diplomacy cards** to their hand. They also place their **2 treaty tokens** in their clan supply (or 3 tokens for a 5 player game).

TRADING DIPLOMACY CARDS

Before activating an order token, a player may offer to swap one of their diplomacy cards with another player. Players may offer as many of these trades as they like. Cards from all clans may be exchanged. The nature of the traded cards is public information. Players may also make informal promises regarding other aspects of the game.

FORMING ALLIANCES

Whenever diplomacy cards are traded, the participating players may decide to enter into a **non aggression pact**; in which case, each gives the other one of their **treaty tokens**. These are placed on the respective clan boards of the 2 players, showing their alliance. The 2 players are considered to be **allies** while these treaty tokens remain on the clan boards.

If you have no more treaty tokens, you cannot form additional alliances, but may still freely trade diplomacy cards with other players.

BREAKING ALLIANCES

A player who moves their units into an area controlled by their ally breaks the alliance. The consequences of this betrayal are:

- The aggressor places 2 of their units on the death & exile tile. These units may be taken from their clan supply and/or the game board; *and*
- The 2 treaty tokens representing the alliance are returned to the box.

PLAYING DIPLOMACY CARDS

Players may play diplomacy cards from their hand during phase 3 (return them to the box after playing them). The active player can only play 1 diplomacy card. **You can never play your own clan's diplomacy cards.**

A player who activates multiple order tokens in succession as the result of a game effect is still only allowed to play a single diplomacy card.

Logistics Support and *Tech Support* cards must be played by the active player immediately before activating an order token.

Military Assistance cards can only be played in combat, by the attacker and/or defender.

LOGISTICS SUPPORT

Choose 1 of these options:

- Receive 2 pure algofuel and 1 contraband algofuel, or
- Place one of your careerers' contract tokens in a free contract space. Remove a special action token from your clan board.

TECH SUPPORT

Designate up to 2 base soldiers in an area under your control. Place the played *Tech Support* card in front of you. Also place a **tech support base** of the color matching the card's clan under each of the designated soldiers.

These soldiers gain **+1 strength** and the **elite** soldier special ability of the clan shown on the card. These effects last until the end of the round; put the played card and miniature bases back in the box during upkeep in phase 5.

Tech support cannot be used in an area containing units that are already receiving tech support from another card.

MILITARY ASSISTANCE

These cards are played and their effects resolved during combat. Immediately after the base strengths of the opposing forces have been announced, the attacker may decide to play 1 *Military Assistance* card. The defender may then also choose to play 1 such card.

Choose one of these options:

- Gain 2 extra strength, or
- The clan whose card you played provides combat support (with no need to spend an order token). Add the army strength of an adjacent area controlled by the supporting clan to your extra strength. Players cannot use this card to force an opponent to support combat against their own units.

The special ability of *Rhône Conglomerate* elite soldiers extends the range of the support provided by *Military Assistance*.

The *DDOS* archon cards (BASE003, BASE004) prevent combat support, disabling this card's second effect.

VASSAL CLAN MODULE (2 OR 3 PLAYERS)

SPECIAL SETUP

Primary clan and deployment: Randomly determine who will play first. This player gathers the clan boards and this expansion pack's **3 double deployment cards**. The first player chooses:

- A clan board, determining the primary clan they will play during the game. Next, they place their ambassador token on a free space on the title claim track;
- A double deployment card, immediately deploying their starting forces to one of the 2 deployment areas on the card.

Lastly, they pass the remaining clan boards and double deployment cards to the player to their left, who chooses in the same fashion, and so on until all players have picked a primary clan, a title and a double deployment card.

Vassal clan and deployment: The player who deployed their primary clan last takes the **vassal clan deck**, removes the clans already chosen and then selects their vassal clan by picking one of the remaining cards.

They then deploy their vassal clan's starting forces to the second area shown on their double deployment card. Next, they collect the vassal clan supply shown on the card and add it to their primary clan's supply, putting the rest of the vassal clan's components back in the box.

They place their vassal clan's **ambassador token** on a free space on the title claim track.

Lastly, they pass the remaining vassal clan cards to the player to their right, who chooses in the same way, and so on until all players have deployed their vassal clan and claimed a title.

Archon deck: Shuffle this expansion's archon cards into the archon deck. You may remove 6 core random archon cards from the deck. You can still use these new cards even if you're not using this expansion (you do not need exactly 18 cards).

VASSAL CLANS

The Vassal Clan module lets you manage 2 clans. Vassal clans behave like primary clans, but with the following changes.

The primary clan and vassal clan share a single hand of cards.

A primary clan and its vassal clan cannot both have units in the same area. A primary clan may **forced march** through an area controlled by its vassal clan.

Destroyed units of vassal clans are removed from play and put back in the box. Elite units have 2 strength but no special ability.

Vassal clans can never construct buildings. A vassal clan cannot destroy its primary clan's beacons.

Primary clans and their vassal clans may provide combat support for each other.

The primary clan and vassal clan each have their own order tokens. During phase 2, these tokens are placed in their respective controlled areas.

Vassal clans can never perform special actions.

Vassal clans do not have their own careerers' contracts, but treat those of their primary clan as their own when seafaring.

The primary clan and its vassal clan share the same geothermal resources and incubation tracks, algofuel stocks, hand of cards and conclave title special abilities.

Vassal clans do not have a geothermal resources level marker. During phase 5, when determining GEO levels, add the vassal clan's GEO to that of the primary clan.

Vassal clans do not have an incubation track and incubation marker. Whenever a vassal clan is supposed to increase its incubation level, move the incubation marker on the primary clan's track instead. Only units from the primary clan can be placed on the death & exile tile.

Vassal clans do not have a supply track and supply marker. Their units do not have to be supplied at the end of each round. They cannot be removed as a means of regulating the number of units of the primary clan.

Vassal clans can be used to conserve the primary clan's algofuel stocks. Whenever you spend algofuel for your primary clan or vassal clan, you may use barrels from your clan board and/or vassal clan card, as you prefer. When refilling algofuel stocks during phase 5, also place the relevant barrels on the dedicated spaces on your vassal clan card.

CONCLAVE

The effects associated with conclave titles are shared by a player's 2 clans, except for the following details:

Archon: *When played* effects (♣) only affect primary clans. If a vassal clan takes the archon title, it immediately transfers it to its primary clan.

Primus: If a vassal clan takes the primus title, its primary clan will be able to place its own ambassador in the dedicated space (and vice versa). This action also enables the primary clan to recruit a base soldier.

EXTERMINATION

If a vassal clan is wiped out, its primary clan loses the related benefits: remove the ambassador token from the conclave track and put the vassal card back in the box.

A player who loses their primary clan is eliminated and must remove all components relating to their 2 clans from the board and return them to the box.