

# VINDICATION



— EXPANSION —

## LEADERS & ALLIANCES

### VISUAL GUIDE

# Introduction

## In a Nutshell

The **Vindication®: Leaders & Alliances** expansion is an additional experience that can be added to any configuration of the base game, which is required to play.

This expansion adds new abilities and extends the options players have by adding a bonus action each turn. Many of these are designed to create positive tension with the original game rule set.

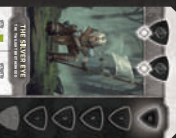
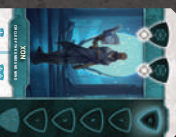
Each turn, players will have the option of gaining the rapport of guild leaders, using that rapport to gain powerful guild perks, or stockpiling that rapport to initiate guild alliances for honor.

## Setup

Place each of the 6 guild leader boards out in a row.

Each player takes 3 triangular wooden rapport markers of his/her color (*the same color as the wooden blocks and scoring disc*) and places them in their personal supply.

Place the white rapport threshold token on space 20. *(At the start of the game, all players may opt to place this token elsewhere — 20 is a recommendation).*





# Guild Leader Rapport

## Unlocking Guild Leader Rapport

Once a player's scoring token has reached the rapport threshold (by gaining honor), they've unlocked the ability to gain rapport with the guild leaders. 1 rapport marker is placed onto the top numberless space on the track of their corresponding guild leader, as shown. Players may gain rapport with any leaders they choose but begin with rapport in the guild of their color. Each turn, that player may now perform 1 of the following bonus action types as many times as they can afford: **gain rapport**, **use a guild perk**, or **initiate a guild alliance**.



## Gain Rapport

To gain rapport with one or more guild leaders, contribute as many attributes as you wish (return them back to your influence sphere) and move your rapport token up the corresponding track according to the rates shown here:



### Gain 1 Rapport

For each inspiration, knowledge, or strength, move up 1 track 1 space



### Gain 2 Rapport

For each courage, vision, or wisdom, move up 1 track 2 spaces

## Use Guild Perks

**You may use as many guild perks as you can afford each turn. However, each perk may only be used once per turn.**

To use a guild perk, move your rapport token down on the track as many times as required to gain that perk.

For example, you may move your marker down 2 spaces (and thus off the board) to use the "Martial Occupation".



## Initiate Alliance

**You may only initiate 1 alliance per game.**

To initiate an alliance, gain honor equal to the numbered spaces beneath two of your rapport markers on 2 different leader boards.

If your rapport marker is not on a numbered space, you do not have enough rapport to initiate an alliance.

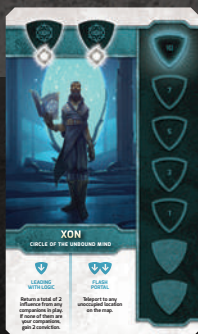
Then, move your rapport markers onto open alliance spaces above the guild leader portraits on those boards.

If no open alliance spaces remain, an alliance cannot be initiated there.

# Guild Perks

## What Makes Guild Perks Unique?

Guild perks can be leveraged strategically to create interesting and powerful combinations on your turn. Most of the guild perks abilities are not available outside of this expansion.



### Leading with Logic

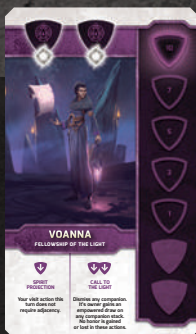
**Return a total of 2 influence from any companions in play. If none of them are your companions, gain 2 conviction.**

*You choose each companion, moving 1 influence on each back to it's owner's influence sphere. This detriment could become a powerful benefit, slowing down opponents who may want to add blocks on certain companions in order to use special abilities.*

### Flash Portal

**Teleport to any unoccupied location on the map.**

*This action has no relation to your normal movement, and can be used in addition to it.*



### Spirit Projection

**Your visit action this turn does not require adjacency.**

*You may visit any map region in play, regardless of how far away it is.*

### Call to the Light

**Dismiss any companion. Its owner gain an empowered draw on any companion stack. No honor is gained or lost in these actions.**

*This action can be used on yourself, or on another player. All influence on dismissed companions return to the owner's influence sphere.*



### Master of Secrets

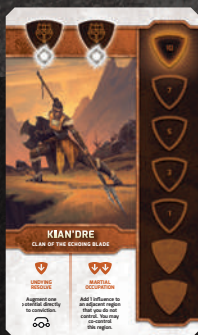
**Draw 2 secret quests and keep 1.**

*This ability costs 1 rapport for each secret quest you have. For example, if you have 3 secret quests, using this ability requires 3 rapport.*

### Dirty Deeds

**Place a black treachery block on any card; it's text is nullified until the block is removed for 1 conviction.**

*This ability negates all face-up card abilities for pets, companions, relics, loot cards, traits, infused crystals, and end-game bonuses for defeated monsters. It does not negate end-game trigger cards or secret quest cards.*



### Undying Resolve

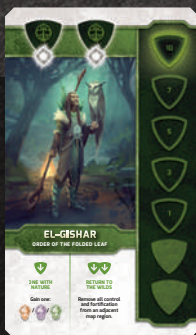
**Augment one potential directly to conviction.**

*This ability is often used in conjunction with a monster fight or taking control of a map region.*

### Martial Occupation

**Add 1 influence to an adjacent region that you do not control. You may control or co-control that region.**

*Co-control example: if green player visits a region controlled by orange and purple players, both orange and purple players gain 2 honor. If orange player visits the region, only purple player gains 2 honor. Both purple and orange player gain end-game honor for this region.*



### One with Nature

**Gain 1 courage, vision, or wisdom.**

*This ability assists greatly with players wishing to diversify in order to gain specific heroic attributes.*

### Return to the Wilds

**Remove all control and fortification from an adjacent map region.**

*This ability removes all players (including oneself) from that map region, as well as removing fortification.*

*This ability cannot affect a map region with a monument on it (see monument expanded rules).*



### Corner the Market

**Freely redistribute up to 7 of your, inspiration, knowledge, and/or strength.**

*This ability allows you to freely move your current attributes of those types from one sphere to another.*

*Example: you may move 5 of your 7 inspiration and 2 of your 3 strength to knowledge, then visit a monastery to augment several blocks at once.*

### Free Looter

**Draw 3 loot cards and keep one. Shuffle the others back into the stack. No honor is gained.**

*This ability can be used without the Myths & Wonders expansion.*

# 3-Turn Example



## Turn 1 : Gain Rapport

Gray player has recently acquired a trait using 2 Wisdom. She ended up with 2 extra Knowledge, and decides to use it to raise her rapport with Xon 2 spaces.

She also chooses to use 1 Vision and 2 Strength to raise her rapport with El-Gishar (green) 4 spaces.



## Turn 2 : Guild Perks

Gray player **could** now initiate an alliance between these 2 guilds for a whopping **17 honor**.

However, she deems it more advantageous for her to use guild perks to assist her this turn, so she uses 1 rapport to use the **One with Nature** guild perk, gaining a second Wisdom.

She also uses 2 rapport to use the **Return to the Wilds** guild perk, causing orange player to lose control of the Ancient Tomb, allowing her to visit it without paying honor to the Orange player, then utilize her Wisdom to attain a heroic trait, and subsequently control the Ancient Tomb for herself.

She could also use perks (once each) from other guilds this turn, but chooses not to.



### Turn 3 : Initiate an Alliance

Gray player chooses to use her guild leader rapport to initiate an alliance between the Order of the Folded Leaf (green) and the Circle of the Unbound Mind (blue). She currently has 3 rapport with El-Gishar (green) and 7 rapport with Xon (blue).

She moves her marker from the purple track to the last open alliance space above El-Gishar's portrait, locking it for the remainder of the game, and scoring 3 honor. *No new alliances may be initiated with this guild.*

She also moves her marker from the blue track to the first open alliance space above Xon's portrait, locking it for the remainder of the game, and scoring 7 honor. *Only 1 new alliance may be initiated with this guild.*

### Summary : Opportunity Cost

Using guild perks instead of an earlier alliance inherently cost Gray player 7 honor. However, the *One with Nature* perk allowed her to attain a trait (5 honor), and the *Return to the Wilds* perk gained her 2 honor now plus 2 honor at the end of the game, **and** cost the Orange player 2 honor at game's end, for an 11-honor comparative yield.

# New Map Regions



## Chronogate

Dilute 3 conviction to potential, then take an extra turn.

### Notes:

- *First turn: a visit action on the chronogate is required to gain the ability.*
- *Extra turn: must happen immediately after the current turn.*
- *A player may visit the chronogate, trigger the extra turn, then then complete their initial turn, before taking the extra turn.*



## Inn of the White Raven

Retire any number of companions and gain 3 honor for for each.

### Notes:

- *Retiring a companion is not the same as losing a companion—there is no loss of honor.*
- *Gain 3 honor for each companion retired.*
- *Retired companions go back in the box (not shuffled into the stacks).*



### Academy (alternate)

This academy tile functions exactly as the one in the base game. However, this version correctly shows the “2 honor” symbol.

For this reason, many players prefer to use this version to eliminate confusion, and may opt to replace the other tile entirely.

# Guilds & Monuments Expansion



# Play Variant Rules



## In a Nutshell

The **Vindication®: Leaders & Alliances** monument variant is an additional experience that can be added into games using the **Guilds & Monuments** expansion with the upgraded monument miniatures (see page 38 in the main rulebook). Once you have constructed a monument, you may place it directly onto any region that only you control. Doing so will grant you “esteemed” guild status.

## Esteemed Guild Status

Once your monument has been placed on the map, that region cannot be controlled by another player by any means (including the guild perk “Return to the Wilds”). That region, and all adjacent regions you control, grant double honor to you when visited by other players and at the end of the game.

## Example

- 1 In this illustration, blue player has constructed a monument on the Fort.
- 2 Blue player also controls the Ancient Tomb and an Inn.

Whenever another player visits this Fort, the Ancient Tomb, or this Inn, blue player will gain 4 honor instead of 2. At the end of the game, blue player will score 12 honor for these 3 map regions.

There is no effect on the Gaping Maw, the Holy Spire, the Library, or the Shrine, all of which are controlled by other players. There is no effect on the Command Post, Temple Ruins, or Well of Wishes, which are out of range.



**Game design,  
story & concept:**  
Marc Neidlinger

**Expansion design:**  
Marc Neidlinger  
Tom Mattson

**Game lore:**  
Tom Mattson

**Graphic design:**  
Marc Neidlinger

**Illustrators:**  
Grady Frederick  
Bartek  
Tomas Pavanas  
Reza Afshar  
Brett Carville  
Matt Olson



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## GAME COMPONENTS



**6 Leader Boards**



**15 Rapport Tokens  
and 1 Rapport  
Threshold Marker**



**10 Player Standees  
with Stands**



**3 Map Region Tiles**



**1 Gargantuan  
Mulberry Scumbag**



**2 Alternate Dice**



**1 Leaders  
& Alliances  
Rulebook and 1  
Solo Adventures  
Rulebook**