

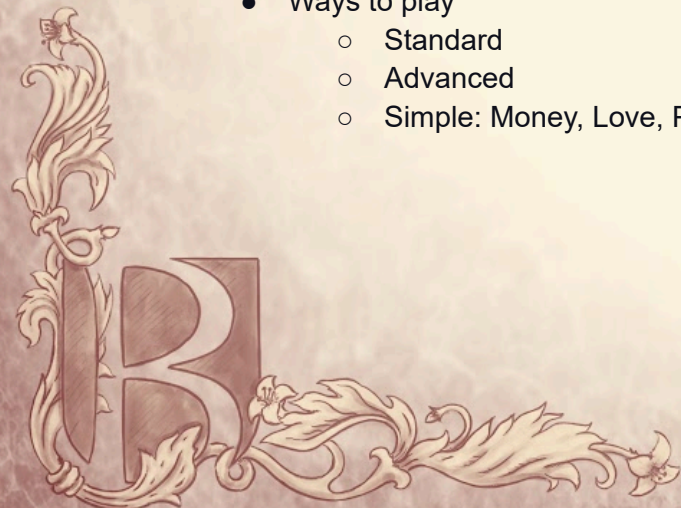
Balance of Power

Balance of Power was created by Herbert Peppard for the Tabletop Dynasties studio. All art and design assets contained within the game were created by Cepholope. The Realms of Mythodea, all associated logos and names related to that world and its characters, belong to Burgschneider GmbH

Balance of Power utilises a living rulebook that may be updated as the game engages with its audience. This version of the Rules is Current and correct as of 1/7/2025.

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Theme and overview:

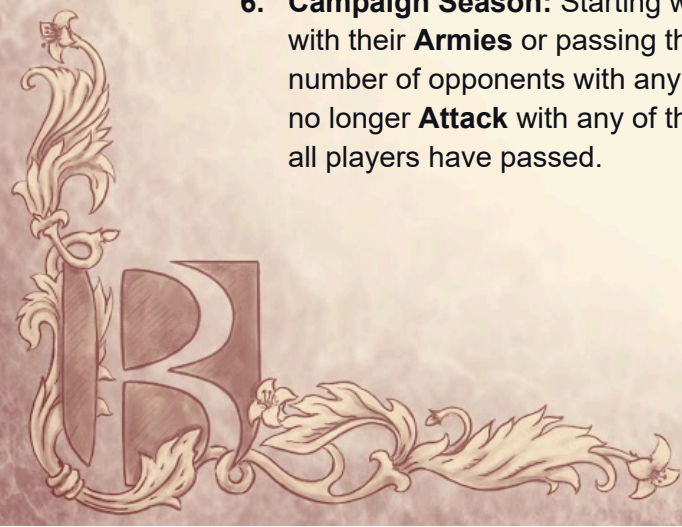
- Balance of Power is a game for two or more **Players** where you take control of powerful civilisations.
- These civilisations are represented by decks of cards, where each player has their own deck.
- **Nobles** of the **Court**, **Resources** of the **Realm**, shadowy **Agents** and your naked wit are the tools wielded to achieve dominance by any means necessary.
- But watch out! Time is short, and wasting precious resources may cause the collapse of everything you have built.

Seasons and The Lunar Year:

- The sequence of play is divided into Turns called **Lunar Years**.
- Each **Lunar Year** is divided into four **Seasons**, during which each player takes turns **Drawing**, **Playing**, and **Engaging** cards.
- The four **Seasons** are:
 - The **Planting Season**,
 - The **Harvest Season**,
 - The **Trade Season** and
 - The **Campaign Season**.
- Once all four **Seasons** have concluded, a new **Lunar Year** commences.

Overview of the sequence of play:

1. The **Lead Player** determines the **State of Play**.
2. All players **Disengage** all face-up cards in their territory
3. **Planting Season**: All players simultaneously draw and play the number of cards dictated by the **State of Play**.
4. **Harvest Season**: Starting with the **Lead Player**, players take turns **Engaging** cards until they decide to pass to the next player. The **Harvest Season** concludes when all players have passed.
5. **Trade Season**: Starting with the **Lead Player**, players take turns sending **Diplomatic Envoys**. Players may pass in place of sending a **Diplomatic Envoy**. The **Trade Season** concludes when all players have passed or sent a **Diplomatic Envoy**.
6. **Campaign Season**: Starting with the **Lead Player**, all players take turns **Attacking** with their **Armies** or passing the opportunity to **Attack**. Players may **Attack** any number of opponents with any number of **Armies**. Once a player passes, they may no longer **Attack** with any of their armies. The **Campaign Season** concludes when all players have passed.



Your hand:

- At the beginning of the game, all players draw seven cards to make up their starting **Hand**.
- There is no limit to the number of cards in each player's **Hand**.

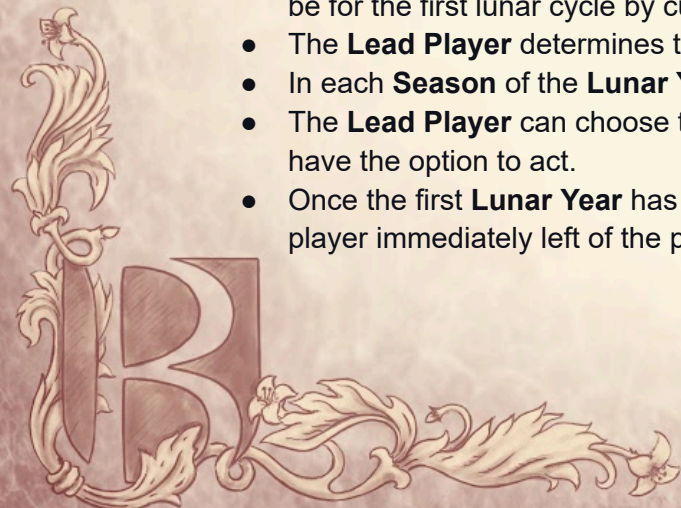
The State of Play :

- The **State of Play** is determined by the **Lead Player**, who rolls a **Dice** at the beginning of the **Lunar Year**
- The result of the dice dictates how many cards are drawn into and played from your hand in the **Planting Season**



The Lead Player:

- At the beginning of the game, players randomly determine who the **Lead Player** will be for the first lunar cycle by cutting decks or rolling dice.
- The **Lead Player** determines the **State of Play** at the beginning of the **Lunar Year**.
- In each **Season** of the **Lunar Year**, the **Lead Player** will **Activate** first.
- The **Lead Player** can choose to act first in any sequence of play where all players have the option to act.
- Once the first **Lunar Year** has concluded, the role of the **Lead Player** moves to the player immediately left of the previous **Lead Player**.



Your territory:



- Your play area is called 'your **Territory**' and is divided into five zones.
- These zones are the **Deck**, the **Discard Pile**, the **Court**, the **Realm** and the **Frontier**.

Engaging Cards

ENGAGE



DISENGAGE



ENGAGED



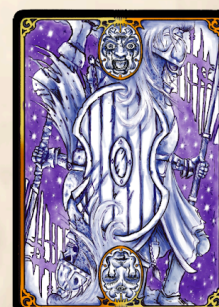
DISENGAGED



FACE-UP



FACE-DOWN



Types of Cards

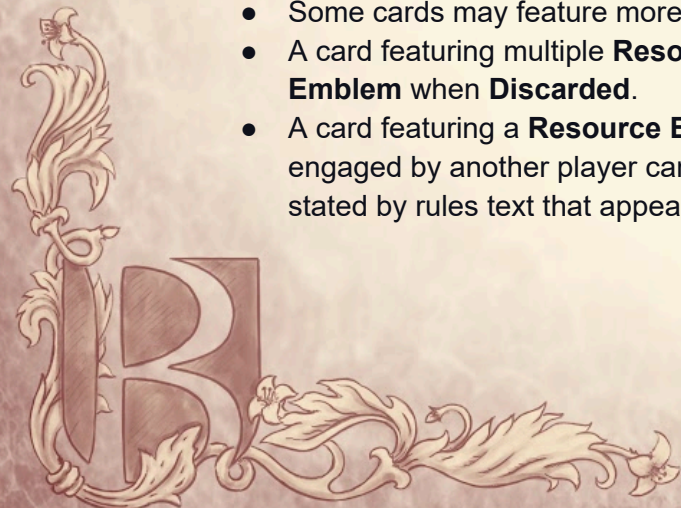
The three categories of cards are **Noble** cards, **Agent** cards and **Resource** cards. The Rank of a Card is determined by the number of **Resource Emblems** or their Noble rank.

Noble Card		Resource Card		Agent Card	
Noble Indicator	Noble Rank	Resource emblems	Set Emblem	Agent Emblem	Set Emblem
Card Name	Rules or flavour Text	Card Name	Rules or flavour Text	Card Name	Rules or flavour Text

Resource Emblems:



- **Resource Emblems** may appear on any card.
- Any card featuring a **Resource Emblem** may be **Discarded**, in the appropriate **Season**, and used for its **Resource**.
- Some cards may feature more than one type of **Resource Emblem**.
- A card featuring multiple **Resource Emblems** may only use one type of **Resource Emblem** when **Discarded**.
- A card featuring a **Resource Emblem** that is destroyed, discarded, stolen or engaged by another player cannot be discarded in response unless specifically stated by rules text that appears on that card.



Martial Resource Emblem:

- A **Disengaged** card with a **Martial Resource Emblem** can be **Engaged** before any **Clash** in the **Campaign Season** to add its **Rank** to one **Force** card in that clash.
- A card **Engaged** for this purpose is immediately discarded.
- If that card was leading an army, that army is **Disbanded**.



Population Resource Emblem

- One **Disengaged** card with a **Population Resource Emblem** in your **Court** or **Realm** can be **Engaged** in the **Harvest Season** to play up to three cards from your hand.
- Each player may only use one card with a **Population Resource Emblem** for this purpose in each **Lunar Year**.
- A card **Engaged** for this purpose is immediately discarded.



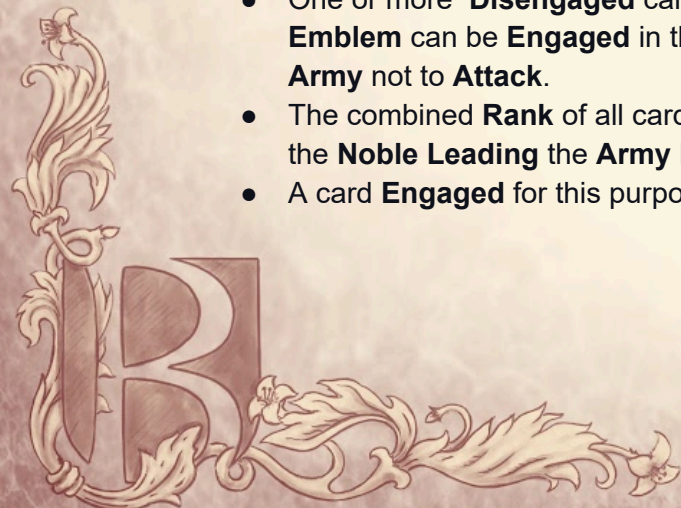
Treasure Resource Emblem

- A **Disengaged** card with a **Treasure Resource Emblem** in your **Court** or **Realm** can be **Engaged** in the **Harvest Season** to draw up to three cards from your deck.
- Each player may only use one card with a **Treasure Resource Emblem** for this purpose in each **Lunar Year**.
- A card **Engaged** for this purpose is immediately discarded.
- One or more **Disengaged** cards with a **Treasure Resource Emblem** can be **Engaged** in the **Campaign Season** to **Bribe** an **Army** not to **Attack**.
- The combined **Rank** of all cards used in the **Bribe** must equal or exceed the **Rank** of the **Noble Leading** the **Army** being **Bribed**.
- A card **Engaged** for this purpose is immediately discarded.



Diplomatic Resource Emblem:

- A **Disengaged** card with a **Diplomatic Resource Emblem** can be **Engaged** in the **Trade Season** to allow one **Noble** card you control to become a **Diplomatic Envoy**, add its **Rank** to the number of cards drawn when a **Diplomatic Envoy** is **Received**.
- A card **Engaged** for this purpose is immediately discarded when a **Diplomatic Envoy** containing this card is **Received**.
- One or more **Disengaged** cards with a **Diplomatic Resource Emblem** can be **Engaged** in the **Campaign Season** to **Bribe** an **Army** not to **Attack**.
- The combined **Rank** of all cards used in the **Bribe** must equal or exceed the **Rank** of the **Noble Leading** the **Army** being **Bribed**.
- A card **Engaged** for this purpose is immediately discarded.



Resource Cards

- A **Resource Card** is a card that features **Resource Emblems** and no **Crown** or **Agent Emblems**.
- A **Resource Card's** rank is determined by the number of **Resource Emblems** on the card.

Play

- At any time you can play a card; **Resource** cards can be played from your hand into your **Realm face up**.
- At any time you can play a card; **Resource** cards can be played from your hand into your **Frontier, face down**, to become a **Force Card** in an existing **Army**.
- At any time you can play a card; **Resource** cards can be played from your hand into the **Frontier face down** to **Muster** a new **Army**; this card becomes the first **Force Card** in a new **Army**. An **unengaged Noble** card must be assigned from the court to lead the new **Army**.



Engagement

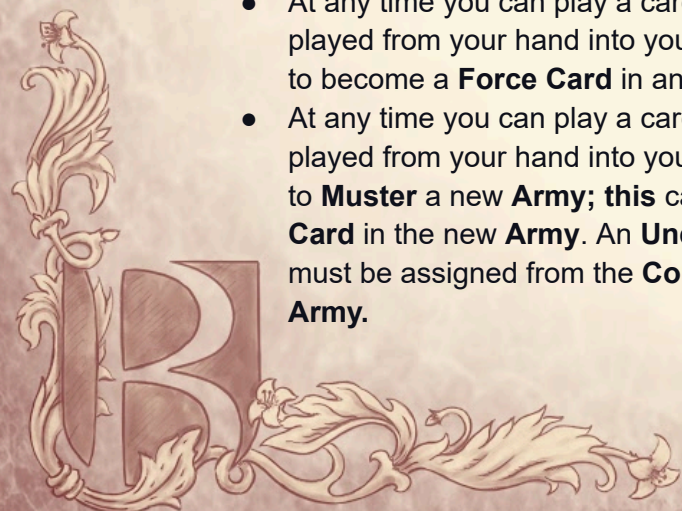
- An **Unengaged Resource Card** in your **Realm** can be **Discarded** in the appropriate **Season** to be used for one of its **Resource Emblems**.
- An **Unengaged Resource Card** in your **Realm** can be **Engaged** in the **Harvest Season** and turned **face down** to become a **Force Card** in an existing **Army** in your **Frontier**.
- An **Unengaged Resource Card** in your **Realm** can be **Engaged** in the **Harvest Season** to muster a new **Army in your Frontier**; this card is turned **face down** to become a **Force Card** in the new **Army**. An **Unengaged Noble** card must be assigned from the court to lead the new **Army**.

Noble cards

The **number of Crown** Emblems that appear on the right of the card determines a Noble Card's **rank**.

Play

- At any time you can play a card; **Noble** cards can be played from your hand into your **Court face up**.
- At any time you can play a card; **Noble** cards can be played from your hand into your **Frontier, face down**, to become a **Force Card** in an existing **Army**.
- At any time you can play a card, **Noble** cards can be played from your hand into your **Frontier, face down**, to **Muster** a new **Army**; this card becomes a **Force Card** in the new **Army**. An **Unengaged Noble** card must be assigned from the **Court** to lead the new **Army**.



Engagement

- An **Unengaged Noble Card** in your **Court** can be **Engaged** in the **Harvest Season** to allow you to **Draw one Card** or **Play one Card**.
- An **Unengaged Noble Card** can be **Discarded** in the appropriate **Season** to use one of its **Resource Emblems**. If that **Noble** was leading an army, that army is immediately **Disbanded**.
- An **Unengaged Noble Card** in your **Court** can be **Engaged** in the **Harvest Season** and turned **face down** to become a **Force Card** in an existing **Army** in your **Frontier**.
- An **Unengaged Noble Card** in your **Court** can be **Engaged** in the **Harvest Season** to muster a new **Army in your Frontier**; this card is turned **face down** to become a **Force Card** in the new **Army**. An **Unengaged Noble** card must be assigned from the **Court** to lead the new **Army**.
- An **Unengaged Noble** card in your **Court** can be **Engaged** in the **Trade Season** to become part of a **Diplomatic Envoy**.

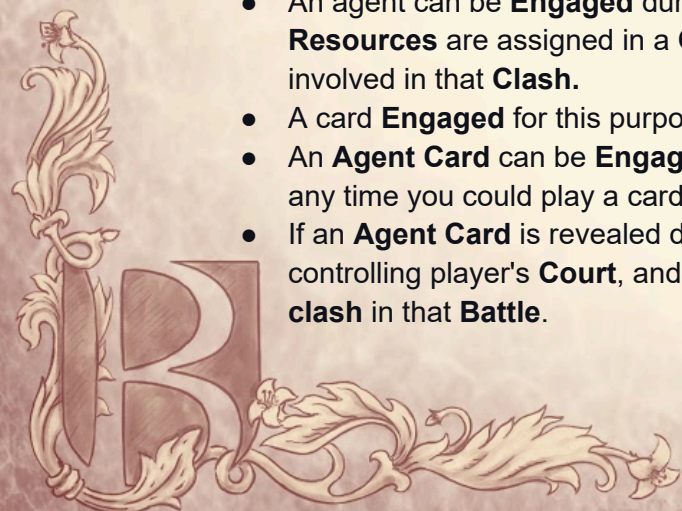
Agents Cards

Play

- At any time you can play a card; **Agent** cards can be played **face up** into your **Court**.
- At any time you can play a card; **Agent** cards can be played face down in your frontier to become a force card in an army.
- At any time you can play a card, **Agent** cards can be played from your hand into your **Frontier, face down, to Muster a new Army**; this card becomes a **Force Card** in the new **Army**. An **Unengaged Noble** card must be assigned from the **Court** to lead the new **Army**.

Engagement

- An **Agent** card may be **Engaged** at the beginning of the controlling player's **Trade Season** to automatically force a **Match** between any two **Unengaged Nobles** in play. The **Player** who owns the **Agent** must provide the required **Diplomatic Resource** to initiate this **Match**.
- A card **Engaged** for this purpose is immediately discarded.
- An agent can be **Engaged** during any **Battle** in the **Campaign Phase**, before **Martial Resources** are assigned in a **Clash** to destroy the top **Force Card** of one **Army** involved in that **Clash**.
- A card **Engaged** for this purpose is immediately discarded.
- An **Agent Card** can be **Engaged** in the **Harvest Season** or played from your hand at any time you could play a card to become a **Force Card** in an **Army**.
- If an **Agent Card** is revealed during a **Clash**, then that **Agent Card** is returned to the controlling player's **Court**, and the **Clash** is immediately ended. Move on to the next **clash** in that **Battle**.



Your Monarch

- The first **Noble** card you play **Face-Up** in your **Court** becomes your **Monarch**; mark them with a Token to differentiate them from other **Nobles** in your **Territory**.
- If your **Monarch** is destroyed, you are **Knocked Out** of the game.
- If your **Monarch** is removed from play for any reason other than being **Destroyed** (eg, discarded to use its resource emblem or a rule that appears on their card), then the controlling player must choose a new **Monarch** from their remaining **Face-Up Nobles**.
- If there are no **Face-Up Nobles** in the controlling player's **Territory**, then the next **Face-Up Noble** to be controlled by that player becomes their **Monarch**.

Winning the Game or being Knocked Out of the Game

Balance of Power has Two **Victory** conditions, two **Knock-Out** conditions and one condition with no winners:

- **Peace in the realms:** A player immediately **wins the game** when they have four face-up noble cards in their court, each with a different resource emblem in the top left corner of their card **and**, four resource cards **Face Up** in their **Realm**, each with a different resource emblem in the top left corner of their card.
- **Dominance:** A Player immediately wins when they are the last player in the game.
- **Fall From Grace:** A Player is immediately knocked out of the game if their monarch is destroyed.
- **End of an era:** A Player is immediately **Knocked Out** of the game when they draw the last card in their deck.
- **Mutually Assured Destruction:** If two or more players are subject to an effect that causes them to draw their last card as a result of that effect, and no other players remain in the game, then nobody wins. Only carrion remain to pick at the bones of once great civilisations.

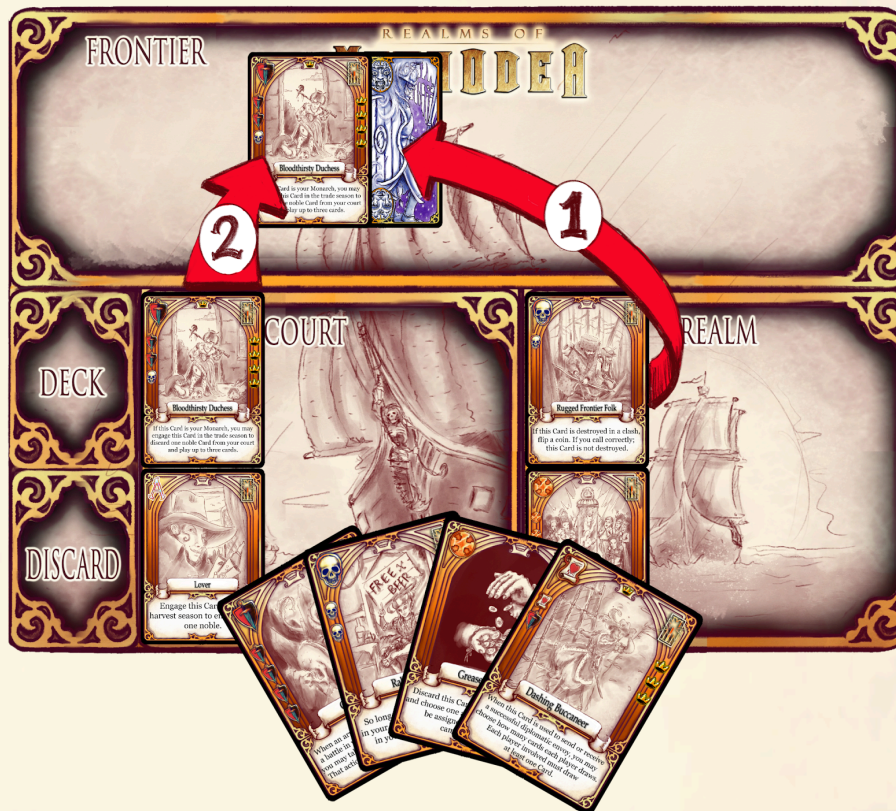


Special actions

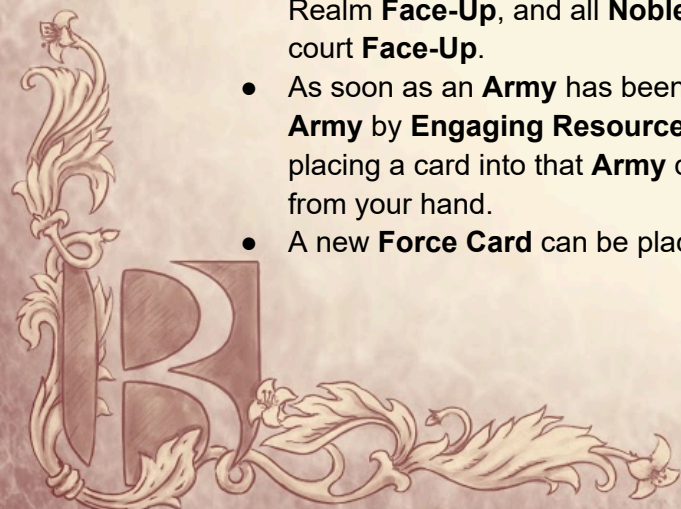
Muster an army

- An **Army** can be **Mustered** during the **Harvest season** or whenever a card can be played from your hand.

Mustering an army in the Harvest Season



- To **Muster** an army in the **Harvest season**, place any one **Unengaged** card in your **Realm** or **Court**, **Face Down** in your **Frontier**. This card becomes the first **Force** card in a new **Army**.
- Once the first card is placed, an **Unengaged Noble** from your court must be selected to **Lead** the new **Army**; this **Noble** is placed **Face-Up** on top of all force cards in the **Army** and becomes the **Leader** of that **Army**. This **Noble** can be your **Monarch**
- An **Army** cannot exist without a **Leader**; if the **Leader** of an army is removed, that **Army** is **Disbanded**. Return all **Resource** cards from the **Disbanded Army** to your **Realm Face-Up**, and all **Noble** and **Agent** cards from the **Disbanded Army** to your court **Face-Up**.
- As soon as an **Army** has been **Mustered**, more **Force Cards** can be added to that **Army** by **Engaging Resources, Agents** or **Nobles** in the **Harvest Season** or placing a card into that **Army** directly from your hand whenever a card can be played from your hand.
- A new **Force Card** can be placed anywhere in the **Army**.



- Once **Force Cards** have been placed, you are not allowed to look at or rearrange any of those cards unless you are called to **Reform** or **Disband** that **Army**.

Mustering an army whenever a card can be played from your hand.



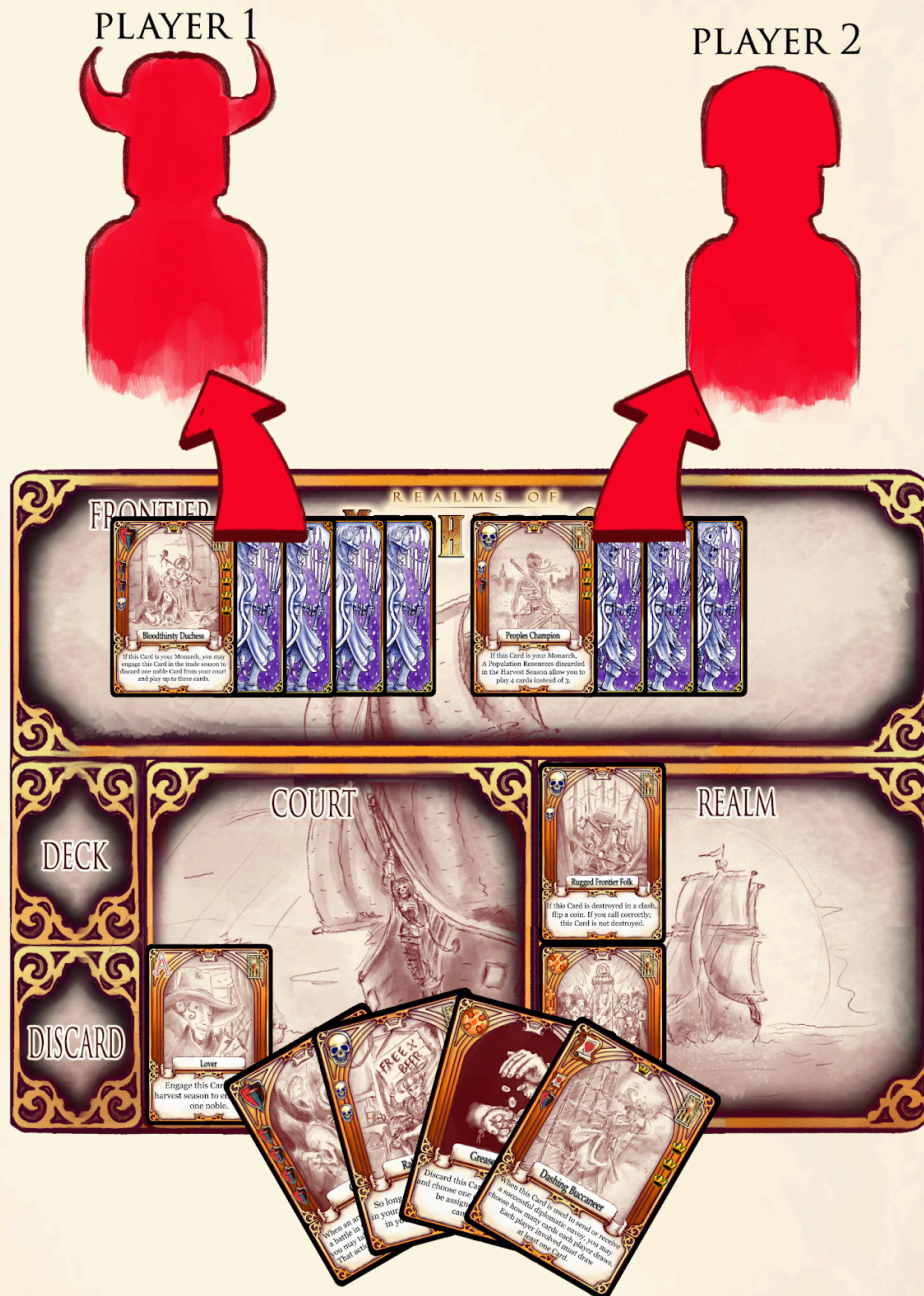
- To **Muster** an army whenever a card can be played from your hand, place any one card from your hand in your **Frontier**, **Face-Down**. This card becomes the first **Force Card** in a new **Army**.
- Once the first **Force Card** is placed, an **Unengaged Noble** from your **Court** must be selected to **Lead** the new **Army**; this **Noble** is placed **Face-Up** on top of all other force cards in the **Army** and becomes the **Leader** of that **Army**. This **Noble** can be your **Monarch**.
- An **Army** cannot exist without a **Leader**; if the **Leader** of an **Army** is removed, that **Army** is **Disbanded**. Return all **Resource** cards from the **Disbanded Army** to your **Realm Face-Up**, and all **Noble** and **Agent** cards from the **Disbanded Army** to your **Court Face-Up**.
- As soon as an **Army** has been **Mustered**, more **Force Cards** can be added to that **Army** by **Engaging Resources** or **Nobles** in the **Harvest Season** or placing a card into that **Army** directly from your hand whenever a card can be played from your hand.
- A new **Force Card** can be placed anywhere in an **Army**.
- Once **Force Cards** have been placed, you are not allowed to look at or re-arrange any of those cards unless you are called to **Reorganise** or **Disband** that **Army**.



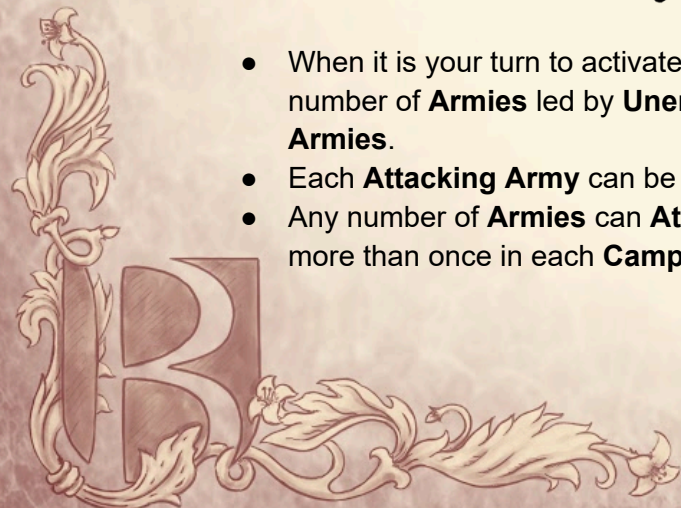
Fight a Battle

- **Battles** are fought with existing **Armies** in your **Frontier** during the **Campaign Season**.

Attacking



- When it is your turn to activate in the **Campaign Season**, you can **Assign** any number of **Armies** led by **Unengaged Nobles** that you control to be **Attacking Armies**.
- Each **Attacking Army** can be **Assigned** to **Attack** any other player.
- Any number of **Armies** can **Attack** any number of players, but no **Army** can **Attack** more than once in each **Campaign Season**.

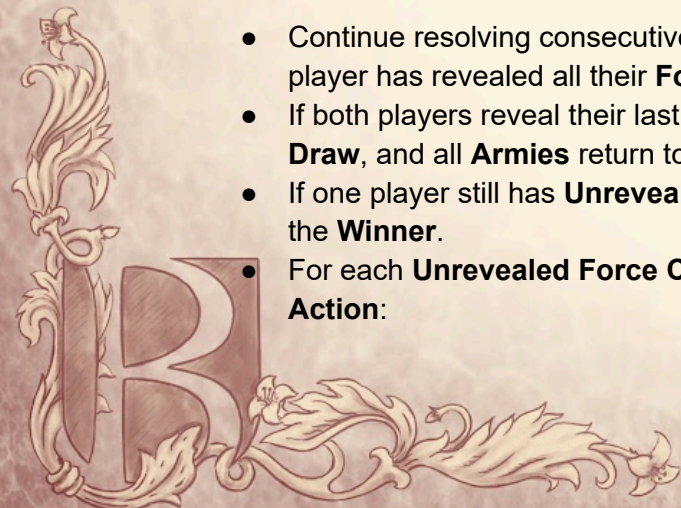


Defending

- Any number of **Armies** can be used any number of times to **Defend** against any number of **Attacking Armies**, regardless of whether or not the **Leading Noble** is **Engaged**.
- Only **Armies** controlled by a player targeted by an **Attack** can be used as a **Defending Army**.
- If a player cannot or chooses not to **Defend**, then the **Attacker** automatically wins the **Battle** but can only take the **Pillage** or **Raise Victory Actions** (see below).

Battle

- Once **Attackers** and **Defenders** have been determined, the **Battle Commences**, with the **Attacking** player initiating the action.
- **Battles** are fought in rounds called **Clashes**, during which both players reveal the top **Force Card** of any one **Army** they control and compare ranks to determine the victor. The order of actions during a **Clash** is as follows:
 1. The **Attacking** player chooses which force card they will reveal.
 2. The **Defending** player chooses which force card they will reveal.
 3. The attacking player may choose to assign an **Agent** to either side of the conflict.
 4. Starting with the **Lead Player**, all other players may choose to **Assign** an **Agent** card to either side of the **Clash**.
 5. If an **Agent** is used to destroy a force card during a **Clash**, then the targeted player must immediately choose another **Force Card** from the top of one of their armies to continue the **Clash**.
 6. The **Attacking** player may assign a **Face-Up, Unengaged Martial Resource** to either side of the **Clash**.
 7. Starting with the **Lead Player**, all other players may choose to assign a **Face-Up, Unengaged Martial Resource** to either side of the clash.
 8. Both players simultaneously reveal their **Force Cards**.
 9. Compare the ranks from both sides of the **Clash**, including the ranks of any **Martial Resources Assigned** to the **Clash**. The player with the highest total ranks is the **Winner**. The losing card is **Destroyed** and moved to the **Discard Pile**. The **Winning** card is left face up in the order in which it was revealed. The **Winner** of the clash **Must Draw a Card. Discard Assigned Martial Resources** and move on to the next **Clash**.
 10. In the case of a **Draw**, randomly determine the **Winner** by rolling a dice, tossing a coin or cutting decks (defender chooses). The losing card is **Destroyed** and moved to the **Discard Pile**. The **Winning** card is left face up in the order in which it was revealed. The **Winner** of the clash **Must Draw a Card. Discard Assigned Martial Resources** and move on to the next **Clash**.
- Continue resolving consecutive **Clashes** in the above order until one participating player has revealed all their **Force Cards**.
- If both players reveal their last **Force Cards** at the same time, then the **Battle** is a **Draw**, and all **Armies** return to their respective **Frontiers**.
- If one player still has **Unrevealed Force Cards** in any of their **Armies**, then they are the **Winner**.
- For each **Unrevealed Force Card** in the **Winner's Army**, they may take a **Victory Action**:



Victory Actions

If the attacker won

1. **Raize: Destroy** any one card in the **Loser's Court** or **Realm**; A **Monarch** can only be **Destroyed** if all other cards in the **Loser's Court** or **Realm** have already been **Destroyed**.
2. **Pillage**: Move one card from the top of the **Loser's Deck** into their **Discard Pile**, **Draw a Card**
3. **Slaughter: Destroy** one **Face-Up Force Card** in one of the **Losing** players' **Armies**, starting with the last card revealed in that **Army**. You may only **Destroy** the **Noble Leading** an **Army** if all **Force Cards** in that **Army** are already **Destroyed**. If that **Noble** was the **Losing** player's **Monarch**, that player is **Knocked Out** of the game.

If the defender won

1. **Slaughter: Destroy** one **Face-Up Force Card** in one of the **Losing** players' **Armies**, starting with the last card revealed in that **Army**. You may only **Destroy** the **Noble Leading** an **Army** if all **Force Cards** in that **Army** are already **Destroyed**. If that **Noble** was the **Losing** player's **Monarch**, that player is **Knocked Out** of the game.
- **Victory Actions** do not require the **Winning Army** to reveal their remaining **Face-Down Force Cards**.
 - Once the **Winning** player has taken all of their **Victory Actions**, the **Battle** is concluded; all **Armies** that participated in the **Battle** may **Reform**.
 - If there are no **Force Cards** in an **Army** at the end of a **Battle**, then the **Army** counts as **Disbanded**. **Return** the surviving **Noble** to the controlling player's **Court**.



Reform an Army

- Once a **Battle** has concluded and **Return Victory Actions** have been taken, any **Army** involved in that **Battle** can be **Reformed**.
- To **Reform** an **Army**, simply pick up all remaining **Force Cards** and the leading **Noble**. Arrange them in any order and return them to your **Frontier** with a **Noble** at the head of that **Army**, and all **Force Cards Face Down**
- If another **Noble** was a **Force Card** in the **Army**, that **Noble** may become the leader of a new **Army** as long as the number of **Force Cards** in the **Reformed Army** does not exceed the rank of the leading **Noble**.
- A **Reformed Army** may be split into two or more **Armies**, provided that each **Army** contains at least one **Noble** card and one **Force Card**. No **Army** can have a number of **Force Cards** greater than the rank of the leading **Noble**.
- If more than one **Army** you control was involved in the same **Battle**, then all participating **Armies** can be combined and reformed in any order and any number of **Armies**, so long as the number of **Force Cards** in the **Reformed Armies** do not exceed the rank of the new leading **Nobles**.

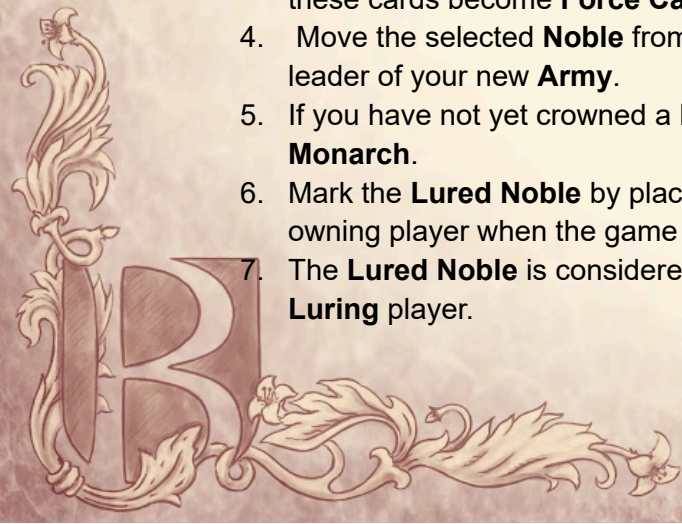
Disband an Army

- An **Army** is disbanded at any point if the **Noble** leading it is removed from play, is returned to the **Court**, or if an **Army** led by a **Noble** no longer contains any **Force Cards**.
- This happens most commonly at the end of a **Battle** or when a **Noble** leading an **Army** is **Discarded** for the use of its **Resource Emblem**.
- To **Disband** an **Army**, remove all remaining **Resource** cards in that **Army** to your **Realm Face-Up** and all remaining **Noble** or **Agent** cards to your **Court Face-Up**.

Lure a Noble

Any player may attempt to **Lure a Noble** from a rival **Court** to serve as the leader of an **Army** in their **Frontier** when it is their turn to activate in the **Harvest Season**. The procedure is as follows:

1. Select a **Noble** in another player's **Court** that is not that player's **Monarch**.
2. **Engage** a number of **Face-Up** cards equal to the rank of the **Noble** you intend to **Lure**.
3. Place the **Engaged Resources** face down in your **Frontier** to form a new **Army**; these cards become **Force Cards** in that **Army**.
4. Move the selected **Noble** from the selected player's **Court** to your **Frontier** as the leader of your new **Army**.
5. If you have not yet crowned a **Monarch**, the **Lured Noble** will become your **Monarch**.
6. Mark the **Lured Noble** by placing a token on the card so it can be returned to the owning player when the game ends or the **Lured Noble** is **Destroyed**.
7. The **Lured Noble** is considered, for all intents and purposes, to be controlled by the **Luring** player.



Send a Diplomatic Envoy

Each Player may send a single **Diplomatic Envoy** when it is their turn to activate during the **Trade Season**. To send a **Diplomatic Envoy**. The procedure is as follows:

1. Select any one **Unengaged Face-Up Noble** card in your **Court** or **Frontier**.
2. Select one **Unengaged Face-Up** card in your territory with a **Diplomatic Resource Emblem**.
3. These two cards become the controlling player's **Diplomatic Envoy**.
4. Starting with the **Lead Player**, all players may elect to **Pass** or **Assign** an **Agent** to **Intercept** the **Diplomatic Envoy**, forcing a match between the envoy and an unengaged noble chosen by the dispatching player.
5. If no **Agents** are **Assigned**, then all players, starting with the player to the left of the initiating player, may choose to **Pass** or **Receive** the **Diplomatic Envoy**.
6. If all players **Pass**, then the envoy is **Disbanded**; the card bearing the **Diplomatic Resource Emblem** and the **Noble** are returned **Unengaged** to their previous positions in the controlling player's **Territory**.
7. A **Diplomatic Envoy** can only be **Received** by a player who has an unengaged **Noble** in their **Territory**. That player chooses one of their **Unengaged Nobles** to **Receive** the **Envoy**.
8. When A payer **Recieves** a **Diplomatic Envoy**, they may **Discard** an **Unengaged** card with a **Diplomatic Resource Emblem** and add its rank to the **Recieving Noble**.
9. When a **Diplomatic Envoy** is **Received**, add together the following numbers
 - The rank of the **Noble** leading the **Diplomatic Envoy**.
 - the rank of the **Receiving Noble**
 - The Number of **Diplomatic Resource Emblems** featured on all cards **Assigned** to the **Diplomatic Envoy**.Once all ranks have been tallied, divide the final number evenly between the participating players. In the case of odd numbers, assign the higher number to the player who sent the diplomatic envoy and the lower number to the player receiving the diplomatic envoy. Each player draws a number of cards equal to their assigned number.
10. Once cards are drawn, **Engage** and return to the controlling player's **Court**, all **Nobles Assigned** to **Lead** or **Recieve** the **Diplomatic Envoy**.
11. Any cards on either side besides the **Leading** or **Recieving Nobles** that were used to add their rank to the **Diplomatic Envoy** are discarded.

When a **Diplomatic Envoy** has been successfully received, the sender and receiver have had '**Diplomatic Relations**'

Players who have **Diplomatic Relations** cannot **Attack** each other with their **Armies** in the **Campaign Season** of a **Lunar Year** in which they had **Diplomatic Relations**.



Bribe an army not to attack

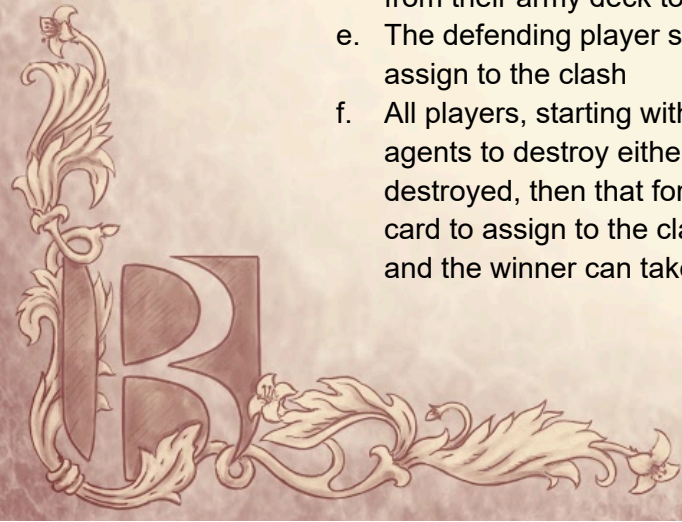
When **Armies** are **Assigned** to **Attack** in the **Campaign Season**, All Players, starting with the **Lead Player**, may **Bribe** any number of **Armies** not to attack or **Pass**. The procedure is as follows:

1. Once **Attacking Armies** are **Assigned** in the **Campaign Season**, All Players, starting with the **Lead Player**, may choose to issue **Bribes** to any **Nobles** leading an attacking army or **Pass** to the next player.
2. **Bribes** are paid by **Discarding** cards bearing **Diplomatic** and or **Treasure Resource Emblems**.
3. The combined number of **Diplomatic** and or **Treasure Resource Emblems** on the cards used in a **Bribe** must equal or exceed the rank of the **Noble** leading the **Bribed Army**.
4. Once the **Bribe** has been paid, the **Noble** leading the **Bribed Army** becomes **Unengaged** and may select another player to be the target of their **Attack**.



Summary of the Sequence of Play

1. Determine the lead player.
2. The lead player determines the state of play.
3. Planting season: all players draw and play a number of cards determined by the state of play.
4. Harvest season: starting with the lead player, all players take turns activating cards in their territory. When one player has finished activating, they will pass to the next player. In the harvest season, Players may do the following:
 - a. Engage and discard a single treasure resource to draw three cards
 - b. Engage and discard a single population resource to play three cards
 - c. Engage a noble in your court to either draw or play one card.
 - d. Muster an army
 - e. Lure a noble
5. Trade season: Starting with the lead player, all players take turns sending a single diplomatic envoy. Players have the option to pass on this action. A diplomatic envoy is composed of one unengaged noble and one unengaged card bearing a diplomatic resource emblem. The sequence is as follows:
 - a. A player assembles a diplomatic envoy.
 - b. That player chooses whether or not to use an agent to force a match
 - c. All other players, starting with the lead player, choose whether or not to intercept the envoy.
 - d. If received or intercepted, the total ranks of all cards involved are combined and divided between the players. The initiating player draws a higher number of cards if an odd number is determined.
 - e. Diplomatic resource cards assigned to the envoy on either side are discarded.
 - f. If not received, all cards return to their initial positions in the controlling player's territory.
6. Campaign Season: Starting with the lead player, all players take turns choosing whether or not to attack with armies that are led by an unengaged noble. The sequence for battles is as follows:
 - a. Declare attackers
 - b. Starting with the lead player, all players may elect to bribe any attacking army not to attack the selected target. That army may choose a new target.
 - c. Any player being attacked may choose to defend with any number of their own armies. If they do not defend, the attacker automatically wins the battle and may take victory actions.
 - d. If the defender chooses to defend, the attacking player selects a force card from their army deck to assign to a clash.
 - e. The defending player selects a force card on top of one of their armies to assign to the clash
 - f. All players, starting with the lead player, choose whether or not to assign agents to destroy either force card assigned to the clash. If a force card is destroyed, then that force card's controlling player must select a new force card to assign to the clash; if they cannot do so, then they have lost the battle, and the winner can take victory actions.



- g. All players, starting with the lead player, choose whether or not to assign Martial resources to the clash.
- h. Reveal all force cards assigned to the clash and add the ranks of any assigned martial resources; the side with the highest total ranks is the winner. In the event of a draw, the winner is determined randomly.
- i. Continue in this fashion until one player has no force cards left to reveal. The player with unrevealed force cards is the winner and may take victory actions. If neither player has unrevealed force cards, then it is a draw
- j. All armies that participated in the battle may reform.

Prescribed Card Numbers

All Standard preconstructed decks of cards contain the correct distribution of cards for a legal format of play.

If all players agree, then you are allowed to play Balance of Power with modified or constructed decks.

When modifying or adjusting a deck for Balance of Power, you must adhere to the following principles:

- A deck must consist of 52 cards.
- A deck cannot contain more than one copy of each named card.
- A deck must contain 6 agent cards, 10 noble cards, and 36 Resource cards.
- The 10 noble cards must consist of 4 rank 3 nobles of each suit, 4 rank 2 nobles of each suit and 2 rank 5 nobles; these must be of different suits.
- The 36 Resource cards must consist of 2 rank 1 resources of each type of resource, 2 rank 2 resources for each type of resource, 2 rank 3 resources of each type of resource, 2 rank 4 Resources of each type of resource and 1 rank 5 resource of each type of resource.



Ways to Play

Standard

- When playing the standard game, follow the rules outlined above.
- When playing the standard game, players disregard any rules text that appear on the card.
- Civil war does not occur in the standard game.

Advanced

- When playing the advanced game, follow the rules outlined above.
- When playing the advanced game, Players may use any rules text that appears on the cards.
- The most common types of rules text are 'Active Rules' and 'Reactive Rules.'
- Active rules are triggered when a player engages or discards a card (as stated by the specific rule) to activate its rules.
- Reactive rules are triggered when the conditions for a reactive rule to activate are met; at this point, the controlling player may engage or discard the card (as stated by the specific rule) to activate its rules.
- Unless specifically stated, reactive rules cannot affect the card on which that rule is featured.
- Unless specifically stated, the last reactive rule to activate takes precedence over all other rules and will interrupt the sequence of play.
- If a reactive rule destroys another card or prevents a card from engaging the target card's rules fail to activate.
- Unless otherwise stated, Rules that appear on a card that is destroyed, discarded, or engaged by another card's rule are not activated.
- Card abilities can only be activated once a card is in play; no card abilities can be activated from a player's hand.



Simple: Love, Money, Power, Death

The Deck

- 'Love, Money, Power, Death' is a simpler game that uses identical cards as the Standard format of the game.
- 'Love, Money, Power, Death' is played using a single deck of cards.
- The only requirement for deck composition in 'Love, Money, Power, Death' is that, besides the noble cards, there must be at least as many cards equal to the number of noble cards for each player in the game. (eg, With 10 noble cards and four players, you will need at least 40 additional cards for a total of 50 cards, or play with fewer noble cards and more players.)

Dealing

- First, separate the 10 Noble cards from the rest of the cards.
- The noble cards are shuffled and laid face down in a pile between all players.
- All remaining cards are dealt face down and distributed evenly among the players.
- Players cannot view these cards; they remain face down and form each player's pile.

Play

- Each player draws three cards from the top of their pile to form their hand; they may look at these cards but must conceal them from other players.
- All players simultaneously play a single card from their hand face down.
- Once all cards are down, the top card of the noble deck is flipped over.
- All players reveal the card they played.
- The player with a suit matching the noble's suit wins the noble. Place the noble face up Next to that player's pile; this pile becomes their court.
- In the case of more than one player with the same suit, the player with the highest-ranking card is the winner.
- In the case that no player has the right suit, the highest rank wins.
- If two players are tied in suit and rank. The face-up noble is discarded.
- If an agent card is played, the player who played the agent card wins the noble.
- If more than one agent card is played, then the winner is decided among the players who didn't play an agent card.
- If all players played an agent card, then the face-up noble is discarded.
- Once a winner or the round is determined, all players draw another card to commence the next round.

Winning

- Once all nobles are revealed, the game concludes.
- The winner is the player with the highest combined ranking of all nobles in their court.
- In the case of a tie. The winner is the player with the highest combined ranks of all nobles and the least number of nobles.
- If the game is still tied, the winner is the player with the lowest combined ranking of all nobles in their court.

