

The Emperor's Guard

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1 Introduction

The Guard is an idea that came out of wanting some way to have automatic movement around the board and possibly a way for no one to win the game. I thought about having a creature that remains and scavenges the board while the Players try to avoid it and I'm working on that. Anyway, the Guard works well, but can be killed.

2 THE EMPEROR'S GUARD

This set assumes you play with the Far-Outer Reaches Board. If you do not, ignore any references thereto. Noted with an asterisk (*).

If The Emperor's Guard Event Card is drawn, immediately place one of the Emperor's Guard Playing Pieces on each of these spaces: City Gate, Chapel, Tavern, Village Square, Monastery of Pure Good*, Endless Sea*, Tower of Ultimate Evil* and Bandit's Fortress*. All Players must immediately pay a tax of 1 Gold. If they do not have enough to pay, they must take a Warrant.

At the end of each Round of play roll 1D6 and move each remaining Emperor's Guard Piece this number of spaces clockwise around the Region. The Guard will never change Regions.

3 GUARD ENCOUNTERS

If the Guard lands on a space occupied by a Character they will attempt to take a Life from them. If there is more than one Character, the Guard will Encounter each one in order of play. The Guard may be Evaded. The Guard will accept bribes, however. Roll 1D6. The Guard cannot be bribed if the Character holds a Warrant Card.

A player may still opt not to pay the bribe and fight anyway after rolling. If the Guard loses the combat or Psychic Combat they are removed from play and the player must take a Warrant Card. If the Player loses, lose a Life.

Should the Guard Encounter any card, follow these instructions:

Any Player landing on a Closed (Face-Down) Adventure Card may reopen it by losing one Turn. Then

Roll	Bribe Accepted
1	Nothing
2	5 Gold & a Magic Object
3	5 Gold
4	3 Gold or any Magic Object
5	1 Gold or any Magic Object
6	The Guard accept you as a friend, no bribe needed

Tab. 1: Guard Bribe

Space Type	Action Taken
Stranger	Discard
Enemy	Combat or Psychic Combat
Object	Discard
Follower	Hide (Turn face-down)
Place	Hide (Turn face-down)
Magic Object	Discard
Magic Item	Discard
Permanent Location	Ignore the space

Tab. 2: Guard Encounter

turn card Face-Up. Any Player landing on a Hiding Follower may immediately take the Follower.