

OATH

CHRONICLES OF EMPIRE & EXILE

ACHIEVEMENTS

The first to win a game:

- ❖ With 3 advisors from **Order**
Name: _____ Date: _____
 - ❖ With 3 advisors from **Hearth**
Name: _____ Date: _____
 - ❖ With 3 advisors from **Arcane**
Name: _____ Date: _____
 - ❖ With 3 advisors from **Discord**
Name: _____ Date: _____
 - ❖ With 3 advisors from **Beast**
Name: _____ Date: _____
 - ❖ With 3 advisors from **Nomad**
Name: _____ Date: _____
 - ❖ As "Usurper".
Name: _____ Date: _____
 - ❖ As Chancellor 2 times in a row.
Name: _____ Date: _____
 - ❖ By "Succession".
Name: _____ Date: _____
 - ❖ By holding the oath of "Supremacy".
Name: _____ Date: _____
 - ❖ By holding the oath of "The people".
Name: _____ Date: _____
 - ❖ By holding the oath of "Protection".
Name: _____ Date: _____
 - ❖ By holding the oath of "Devotion".
Name: _____ Date: _____
 - ❖ With the vision of "Conquest".
Name: _____ Date: _____
 - ❖ With the vision of "Rebellion".
Name: _____ Date: _____
 - ❖ With the vision of "Sanctuary".
Name: _____ Date: _____
 - ❖ With the vision of "Faith".
Name: _____ Date: _____
- A fan made supplement by: Maalformed
To Cole Wherle's game Oath:
Chronicles of empire & exile*

The player who finished the game ruling the most:

Name: _____ Favours: ____ # Name: _____ Secrets: ____ #

Name: _____ Relics: ____ # Name: _____ Sites: ____ #

Name: _____ Warbands on sites: ____ #

Update these when someone beats the records.

Campaign game rules

Before the campaign game starts, you as a group decides when the campaign game should end. It can be after a certain number of games (e.g., after 15 games) or after a certain time has passed (e.g., after 6 months).

At the beginning of a game after it has been set up by the game rules, you deal a **faction card** to each new player who joins the campaign game. Players who previously participated in the campaign will not receive a new faction card. These cards show which 2 suits will give you points in the end of the campaign if they are in the world deck. You'll find them on the next page.

*Faction card
backside*



When the campaign game reaches its end, you count points for the following:

1. Each card in the world deck that have one of the two suits that matches your faction card gives you **1 point**.
2. Each achievement you were first to gain gives you **3 points**.
3. Each achievement you hold the record in gives you **5 points**.

The player with the highest point total at the end of the campaign game wins!

In the case of a tie you count to see whom has the **most suits in the world deck that matches their faction card**.
Is it still a tie you see whom has the **most achievements**.

Is it still a tie the victory is shared.

Faction Card	Hearth Arcane	Faction Card	Arcane Nomad
Faction Card	Discord Heart	Faction Card	Discord Order
Faction Card	Hearth Order	Faction Card	Discord Beast
Faction Card	Hearth Beast	Faction Card	Nomad Discord
Faction Card	Nomad Hearth	Faction Card	Beast Order
Faction Card	Arcane Discord	Faction Card	Nomad Order
Faction Card	Arcane Order	Faction Card	Beast Nomad
Faction Card	Arcane Beast		

