

PLAYER'S GUIDE: THE MAP

BASIC MAP

Draw the template of your map on a sheet of paper, or multiple sheets depending on how large you want to make your map.

The map starts off with 5 plots marked off for players to roll for. As players invade lands, they can use stickers to mark their new territory.

After the game, you can reprint the map and color in the updated territories with markers or color pencils.

As players earn points, they can get stickers to put on the lands they choose to invade.

After the war night, print a new map outline and color in the updated nations. As long as a player has good attendance for War Nights, they can't be stripped of their last plot of land.

HAVEN OF HEXES

For players who love deck building and/or who can't make it many War Nights, it helps adding niche islands to the map to give them a chance to acquire lands that are less likely to be invaded during their absence.

Tribal Islands are for players who thrive on building tribal decks.

The Hollowprism Colonies are for players who enjoy building monocolored decks.

Rhandee's Settlements give players a month to build a deck from MTG's newest set or play the set's precons to earn an island that's safe from invasion until the six more sets have been released.

A. TRIBAL ISLANDS

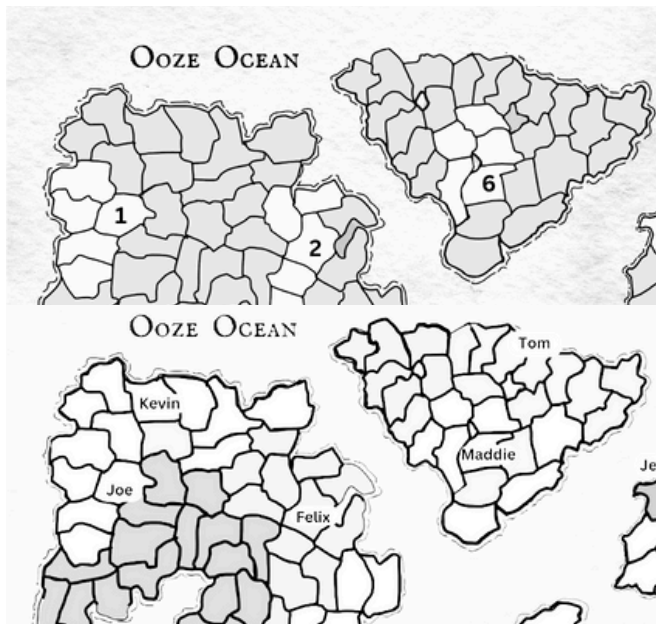
When the tribe of an island has been determined, it can only be invaded with points earned in War Night with a deck of that tribe.

If it's a Dragon Island, for example, then a player can only use points earned with a Dragon deck to invade that island.

For The Broken Realm, tribal decks are defined by having the name of tribal creature or planeswalker featured on at least 25 cards (in the title, ability, flavor text, etc). Exception: the text "Wizards of the Coast" doesn't count towards Wizards.

***If a player were to take over an entire tribal island, they can change the island to the tribe of their choice, but the player must produce a deck of that tribe.

This is to keep a player from turning the island to a rare tribe (elephants, horses, etc) just to make it difficult for other players to invade it.



B. THE HOLLOWPRISM COLONIES

Lands can only be won with a mono-colored decks!

If a player has claimed at least four different colonies, they will claim the 5-color central island for as long as they hold complete possession of at least 4 colonies.

If a player were to claim all 6 colonies, they get possession of the Hollowprism Colonies mainland for an entire year!

After that, they will be vulnerable to someone else claiming it by having possession of colonies.

C. RAHNDEE'S SETTLEMENTS

A month after each set, one of Rahndee's settlements is up for grabs! Players using a deck with at least 25 **nonland** cards with the symbol of that set, battle of out. where the winner takes the whole island.

Settlements cannot be invaded. Winners keep those lands until, it's up in rotation for the next MTG Set. That player's territories will be located elsewhere in the Realm.