

1st **Resolve the Decree**—recruit for each column with at least one card from left to right, then move in that way, then battle in that way.

Recruit warriors, equal to cards in this column, in a matching clearing with a roost.

⌘ **Ties.** *Recruit in such a clearing with the most enemy pieces, then fewest Eyrie warriors, then lowest priority.*

Move from the matching clearing you rule with the most Eyrie warriors. Move to an adjacent clearing with no roost—if all of them have a roost, move to the one with the fewest enemy pieces. Leave warriors to exactly rule the origin clearing or equal to cards in this column, whichever is higher.

⌘ **Destination Ties.** *Move to such a clearing with the fewest enemy pieces, then lowest priority.*

Battle in a matching clearing. The defender is the player with the most buildings (including zero). If this column has the most cards, deal one extra hit.

⌘ **Clearing Ties.** *Battle in such a clearing with no roost, then most defenseless buildings, then lowest priority.*

⌘ **Defender Ties.** *Battle such a player with the most pieces there, then most victory points.*

2nd **Build**

Place a roost in the clearing you rule of highest priority with no roost. If you cannot place a roost, you fall into turmoil.



Root: *Clockwork Expansion*
Electric Eyrie - Daylight
Errata

Root:
Underworld
Expansion
Player Tokens