

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	XXI The World
Alleyman's Tarot Card:	XXI The World (Page No. 36)
No. & Name of Plot:	21. Land Grab
Expansion	Base Game
Description	A Faction attempts to seize control of an Area controlled by another Faction.
Specify	Specify (i) the Activated Faction making the Land Grab (which may be held by you) (ii) the Location which that Faction is attempting to Land Grab (which must be a Location on the Board (or a Circle on the SC Board) which is marked with the Pawn of another Activated Faction (which may also be held by you) and may be a Variable Location). You may specify more details of how the Land Grab is to be made, but the full details and outcome are to be resolved by role-playing.
Notes	A Land Grab may be anything from an armed assault to a legal challenge. / DD : This Plot may be played to enable a Grasslander Tribe to attempt to link its Otherworld to the Hall of Mirrors.