

# Anarea *Forty* *Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>III The Emperor</b>
<b>Alleyman's Tarot Card:</b>	<b>The Battle (Page No. 130)</b>
<b>No. &amp; Name of Plot:</b>	<b>26. <i>On The Warpath</i></b>
<b>Expansion</b>	Sacred Circles
<b>Description</b>	A Faction goes on the Warpath.
<b>Specify</b>	Specify (i) the Activated Faction which goes on the warpath (which may be Activated by you or an Ally, but may not be the Temple of FIDAR), (ii) another Activated Faction which it goes on the warpath against (which may not be Activated by you or an Ally or Allied with the Faction on the warpath) and (iii) the cause (if any) of the war. The warring Factions need not be specified as Enemies on their Information Sheets.
<b>Notes</b>	Grasslander Tribes often go on the warpath against each other, sometimes for good reason and sometimes on a pretext. Such wars usually involve a skirmish or two and are then settled (with honour satisfied) or forgotten. Grasslanders are quick to anger, but also quick to forget, and such wars rarely escalate into lengthy campaigns of conquest or attrition. This Plot may also be played as an armed fight between Factions in Tehmor - such struggles usually follow a similar course to fights between Grasslander Tribes. Some Factions have longstanding enmities, which occasionally spark into violence.