

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	XI Strength
Alleyman's Tarot Card:	VIII The Strength (Page No. 11)
No. & Name of Plot:	55. Reinforcements / Desertions
Expansion	Forgotten Factions
Description	A Faction loses and another Faction gains members / Resources.
Specify	Specify (i) the Faction which gains the Resources, (ii) the Faction which loses the Resources and (iii) why this has happened.
Notes	<p>Allegiances change all the time in Tehmor. Members and groups may decide they would do better elsewhere, decide another Faction more suits their beliefs , or accept a tempting bribe. This Plot may be played to trigger the desertion of a group of members specified in the Resources section of a Faction's Information Sheet to another Faction. They are then played by the Player who has Activated the Faction to which they desert for the rest of the game (or until they decide otherwise or receive a better bribe from elsewhere). The desertion must be in-character for the deserting members and the Plot role-plays the immediate aftermath.</p>