

GHOSTS *of* WAR

When it's your turn to contribute to the recollection of the war, choose one :

"No, it didn't happen like that. As I recall...". Say what happened as you recall it, contrary to the others' recollection. *Draw a new card, then discard a card.*

"Wait, how were you able to do that?". Ask a question about the situation, asking for more details on how a character was able to do something precisely. Let their player answer. *Look at one card in this player's hand.*

"But it was dangerous...". Reveal a complication or a new danger. Say what it was and how it was dangerously meddling with the situation or how the situation has worsen. *Replace one of the community cards with a card drawn from the deck.*

"Don't ask me, I wasn't there!". Admit you weren't involved in this situation. *Spend a Memory token to fold: you're not part of this situation anymore. You'll rejoin for the next hand.*

Instead, if you're a ghost, you can spend a Memory token, one for one, to:

"Let me help you". Be there and help a fellow comrade. Say how you helped them as if you were alive and physically present. *Give them one of your Memory tokens.*

"It wasn't meant to be". Say how things weren't as expected, as fate toys with a character. *Counter the choice a player has made; they have to take another option.*

"Follow me". Guide a character to their salvation or doom. *Look at the hand of their player, and exchange one of their cards for the dismissed card of another player who has folded.*

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