

Rules for players/Provinces dropping in and out during a Seafall Campaign.

PROVINCES THAT MISS GAMES

If you know that a province is permanently dropping out, return all enmity held by that province to their owner and take any other cards held by the province and return them to their respective decks. Reassign ranking cards at the start of the next game to account for the missing province.

If it is a temporary absence, that province cannot be raided or otherwise interacted with the games they are missing.

If a province is going to miss one game, do nothing.

If a province is miss more than 1 game, do the following. At the end of each game after the first, each province that has enmity with the missing province both returns one token and/or reclaims one token from the missing province. At the end of the second game missing, return the kept advisor to the deck. At the end of the third game, return any other cards that province has.

PROVINCES THAT JOIN THE CAMPAIGN

New provinces should not join after 4 packets have been opened, but provinces that have missed a few games should rejoin.

If the province has not played, have the player make their initial choice for the province found on the back of the province card.

Regardless of whether a province is joining for the first time or after an absence of any length, have provinces that have not played the follow the following:

- Improve their ship so that they have as many as games played
- If they don't have an advisor from a previous game: deal out 5 random ones and have them select one
- Place one permanent enmity on an island of their choosing for every 2 games missed
- Upgrade their province card so they have as many upgrades as the province with the fewest upgrades. For example, if one province has 3, another 2, and another 1, then the new province gets one upgrade.
- Gain campaign glory in the historical record so that they have 1 fewer glory than the province in last place. Take the appropriate ranking card.