

Isawa Letomo's Research: 2 Cards From GotE

Written by Isawa Letomo

Thursday, 19 March 2009 18:30 - Last Updated Thursday, 19 March 2009 19:26

For this Inaugural Article, I am going to cover two of the cards from the most recent set, Glory of the Empire. These are not brokenly great cards, or eyepoppingly good ones. They are probably average. But, they caught my eye, and so I will look at them a little more in-depth. The first is an uncommon action, Eradicate All Doubt. And the second is the common holding House of Exotic Goods.



Eradicate All Doubt is a 0 gold cost, 3 focus battle action. You can target a bowed personality, and straighten him, and you have to target another personality in the same army, and reduce that card's force to 0. Simple and straightforward, yes?

Maybe not. Let's start by examining that a little more. First, you have to have a bowed personality present. Without that, this card does nothing. Then, you have to have another personality present. So, you want to straighten the 7 F peep, and you have another guy with only 2F. Simple tradeoff, right? Zero out the 2F peep, gain 7F. Well, that is fine as far as it goes, but there is a little more to it.

One thing to note, there is nothing on there that says it has to zero out an unbowed personality. You can zero out a personality that is already bowed. Or, if you have no other bowed personalities, you can 0 out one that is going to be bowing anyway. If you know they are going to bow, why do they need force?

Isawa Letomo's Research: 2 Cards From GotE

Written by Isawa Letomo

Thursday, 19 March 2009 18:30 - Last Updated Thursday, 19 March 2009 19:26

Another thing to note about this card. Nowhere does it say that the targets have to be in your army. Instead, they can be in the opposing army. He bowed a low force guy, and has his brute standing by? Straighten the low forcer, and zero out the brute! It is freeing one of his personalities, but at the cost of all the force on another.

There are a couple negatives to note. As I stated earlier, you do have to have 2 targets, one of them bowed, in order to play this. Otherwise, it is a dead card in your hand. They can both be in your army, or in the opposing army, but there has to be 2. And, you have to have presence at the battle. No doing this to your opponent in a battle where you have nobody there.

The other card is House of Exotic Goods. This common holding is a simple 2 for 2. That is, it costs 2, and produces 2. No other bonuses, like the clan holdings, or such. Just pay 2, produce 2. So, what is special about it? As a Limited action, you can destroy it to put one or more face up cards on the bottom of your deck, and refill the provinces, then flip all your provinces face up.



Well, with a cost of destroying itself, it better be a good ability. Is the one it has worth it? Depends. It is very situational. It is mostly a mid-to-late game action. You would rarely do this early game, unless you got all your brutes early, and no gold. Of course, then you are taking the chance that you have just destroyed a guaranteed gold producing holding for the possibility of more. Not usually a good choice. So, better once you have a few holdings, and can live with

Isawa Letomo's Research: 2 Cards From GotE

Written by Isawa Letomo

Thursday, 19 March 2009 18:30 - Last Updated Thursday, 19 March 2009 19:26

having it destroyed.

The most obvious use is for that turn you need a personality or 2, and flipped nothing but holdings. This is when you want to use the House to get those holdings out of the way, and see what else you can get. And one of the bonuses is it flips all face down cards in your provinces face up. This means that if you had an event or region pop up, you can also flip that card face up. It is a little bit of a tempo boost in that situation.

And if you had more than one event or region pop, it is a huge tempo boost.

However, one thing I missed at first is that you are not required to target a face up card to put on the bottom of the deck. If you have no face up cards, it fails that part of the ability, and moves on. So, you get to flip all your cards face up. That is like a free extra turn! And that may be why this ability requires the holding to destroy itself. Pop 2 events, and a region, with one province already destroyed. Now, you get to flip the cards again! Note, in this situation, regions and events that show up will have to wait till the next turn to resolve or enter play. So, keep that in mind.

Another caveat to recall. If you do have any cards face up in your provinces, you do have to pick at least one to recycle. It might not be a huge restriction, but it is one. And at least it is not discarded, as so often happens. Instead, it enters the Dynasty deck again, though at the bottom. So, if the game runs long enough, you will see it again.

So, a look at two of the new cards from Glory of the Empire. Will they be of use to you? Only you can tell. But try them out, and let me know how they work. Talk about it on the forums!