

PRINCE JOHN  
VILLAIN GUIDE



# Prince John's Objective

**Start your turn with at least 20 Power.**

Prince John is all about greed, so he needs to accumulate Power. However, as tempting as it might be to save all the Power you can, you will need to spend some Power in order to win.

Several Heroes can hinder Prince John's ability to gain Power. It is a good idea to play Allies, even before any Heroes have been played. By doing so, you will be prepared to Vanquish a Hero that is affecting your progress.

# The Jail

Prince John's Realm has a location that can be used to his advantage. The Jail does not have any action symbols that can be covered by Heroes, making Heroes at that location less disruptive. Prince John has Imprison cards which allow him to move Heroes to The Jail in order to make actions available elsewhere.



THE JAIL

**Note:** When at The Jail, Heroes' Abilities are still in effect.

# It's Good to Be the King!



Although Heroes can be disruptive to his plans, Prince John has several tricks up his sleeve. Cards such as Warrant, Sheriff of Nottingham, and Beautiful, Lovely Taxes allow him to profit from having Heroes in his Realm. Sometimes it pays to keep your enemies close!

# Special Fate Cards

When Steal from the Rich is played, 4 Power is taken from Prince John and placed on any one Hero that is in his Realm. When a Hero that has Power on them is defeated, Prince John takes all of the Power back.

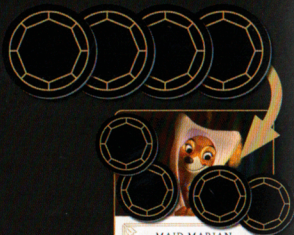


## STEAL FROM THE RICH

Take 4 Power from Prince John and put it on any one **Hero**. When that **Hero** is defeated, the Power is returned to Prince John.

Effect

The same Hero may be used to Steal from the Rich multiple times, which can lead to a big payoff when the Hero is defeated!



## MAID MARIAN

When Maid Marian is defeated, find Robin Hood and play him to the same location.

3

Hero

While Robin Hood is in Prince John's Realm, every time Prince John gains Power due to an action or card, he gains 1 less Power than he would normally gain. It is usually a good idea to defeat Robin Hood as soon as possible!



When Little John is played, 4 Power is taken from Prince John and placed on Little John's card. When Little John is defeated, Prince John takes all of the Power back. Waiting for just the right time to defeat Little John can help set up an unexpected victory!

