

HEGEMONY OF FAITH

Overall

"Hegemony of Faith" is a card game set in medieval Europe. Players assume the role of sect leaders, navigating conflicting beliefs. Using action cards, they strategize to recruit believers and combat rivals. Losing all believers triggers a unique surrender mechanic; players become followers. Loyalty isn't absolute; followers can betray. After enduring treacherous calculations, the player with the most believers wins.



4-8



40-60

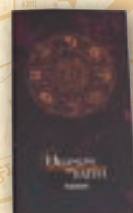


12+

Features

- Unique Cooperate and Betray mechanic
- One-to-many confrontation mechanism
- Many paths to victory
- High replayability
- Good player interaction
- Easy to learn
- No dead turns

Components



Rulebook



8 sect Leader token



16 unique Skill Cards



78 Action Cards



60 Believer Cards



8 Player aid card

CAUTION

SMALL PARTS

Not for children under 3 years

Contact

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