

Wits: Land-Based Empires

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Ottoman**

Safavid

Mughal

Qing

ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



YOURS

YOU SAY
"Ottoman."

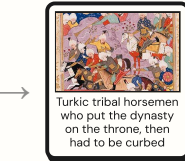
Camp stays Ottoman
The next player has to match it too.

2 Outwit – the move worth making

A **different camp**, but the **same issue** as the top card. Say both.



OTTOMAN · WHO SERVES



SAFAVID · WHO SERVES

YOU SAY
"Safavid. Same issue – who serves."

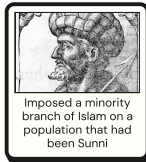
Camp flips to Safavid
Now everyone plays Safavid.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Ottoman."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

📄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION

Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

Witless

The next player is witless – they **lose their turn**.

ACTION

Devil's Advocate

Next player must **Outwit** on the issue. No action card saves them – or **draw 2**.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**

First player out of cards wins – but you can't go out on a Wild Wit.

Answer Key

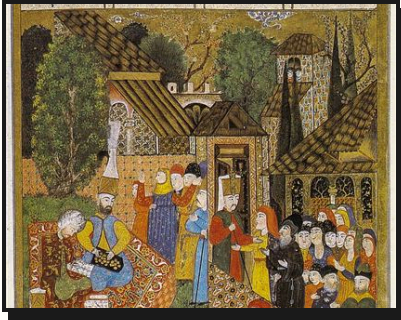
Camps across, issues down. **Flip this over to settle a challenge.**

	Ottoman	Safavid	Mughal	Qing
 WHO SERVES	Boys levied from the empire's own Christian villages, converted and trained for office An infantry corps that could not inherit rank, and answered to the throne alone	Turkic tribal horsemen who put the dynasty on the throne, then had to be curbed Caucasian slave-soldiers raised specifically to replace the tribal cavalry	Officers ranked by the number of cavalry each was required to supply Hindu warrior princes married into the dynasty and given command	Hereditary military households organized under coloured flags Officials chosen by written examination on the classics
 FAITH AND RULE	Each religious community judged its own people under its own law The ruler claimed the guardianship of Mecca and Medina	Imposed a minority branch of Islam on a population that had been Sunni Imported foreign clerics to teach a faith the people did not yet hold	One ruler abolished the tax on non-believers and a later one restored it A ruler set Muslims, Hindus, Jains and Jesuits arguing in his own hall	Conquered men ordered to shave the forehead and wear the braid Patronized Tibetan Buddhism to hold the western frontier
 MONEY AND TAX	Cavalrymen paid with the revenue of a district instead of with coin The right to collect was auctioned to whoever paid the treasury first	A royal monopoly on raw silk, sold straight to European buyers Moved an Armenian merchant community to the capital to run the export trade	Assessment set from a survey of what each field actually grew Hereditary local landholders kept a fixed share of what they gathered	Taxes demanded in a metal the empire barely mined All foreign trade confined to one southern port
 WAR AND EXPANSION	Cannon breached walls that had held for a thousand years, 1453 Twice the army reached Vienna, and twice it turned back	Tribal cavalry charged massed artillery in 1514 and were cut down Took a Gulf island back from the Portuguese with English ships	Field artillery beat a far larger army in 1526 Decades of southern campaigning drained a treasury it never refilled	Destroyed a Mongol rival and doubled the territory westward Took an island held by a rival naval family
 CAPITAL AND SPLENDOR	A palace of receding courtyards where the ruler was seldom seen A court architect who spent a lifetime answering the dome of Hagia Sophia	A capital rebuilt around one enormous royal square A bridge that doubled as a dam and a teahouse	A tomb of white marble raised for one wife A capital built from bare rock, then abandoned for want of water	A walled palace city that common people never entered A summer retreat built in Tibetan and Mongol styles

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Turkic tribal horsemen who put the dynasty on the throne, then had to be curbed

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Hereditary military households organized under coloured flags

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An infantry corps that could not inherit rank, and answered to the throne alone

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Caucasian slave-soldiers raised specifically to replace the tribal cavalry

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Hindu warrior princes married into the dynasty and given command

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Each religious community judged its own people under its own law

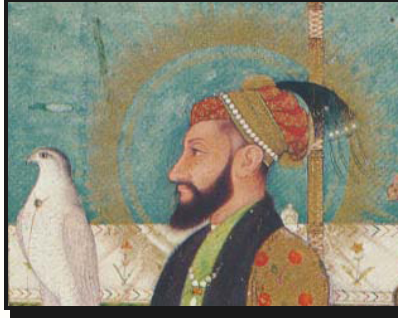
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Imposed a minority branch of Islam on a population that had been Sunni

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One ruler abolished the tax on non-believers and a later one restored it

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Conquered men ordered to shave the forehead and wear the braid

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A ruler set Muslims, Hindus, Jains and Jesuits arguing in his own hall

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Patronized Tibetan Buddhism to hold the western frontier

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Cavalrymen paid with the revenue of a district instead of with coin

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A royal monopoly on raw silk, sold straight to European buyers

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Assessment set from a survey
of what each field actually
grew

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Taxes demanded in a metal
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auctioned to whoever paid the
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Moved an Armenian merchant
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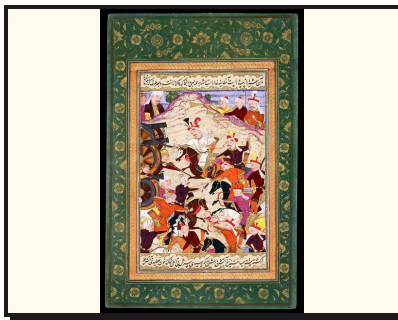
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Cannon breached walls that
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Field artillery beat a far larger
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Twice the army reached
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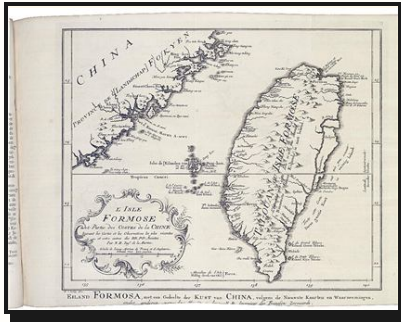
Took a Gulf island back from
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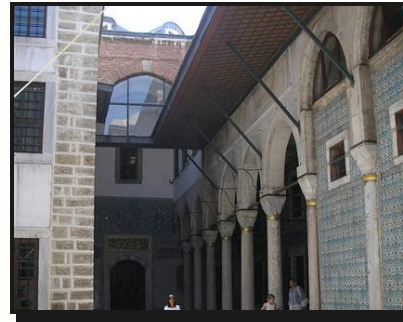
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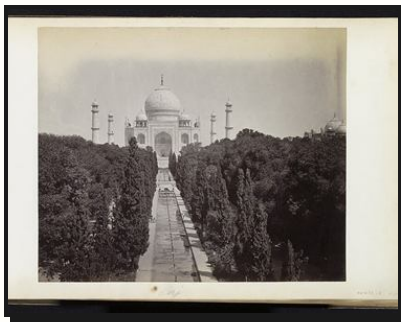
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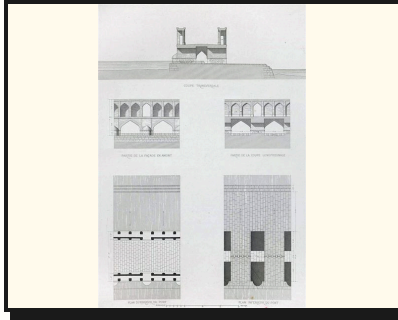
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A court architect who spent a lifetime answering the dome of Hagia Sophia

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A bridge that doubled as a dam and a teahouse

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A summer retreat built in Tibetan and Mongol styles

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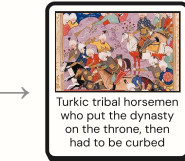
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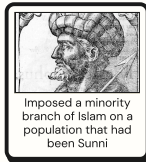
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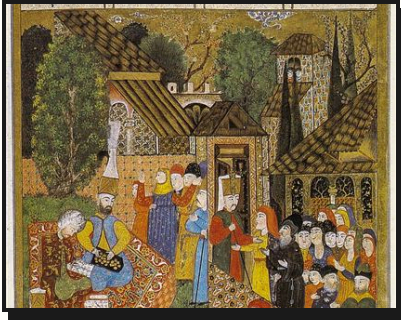
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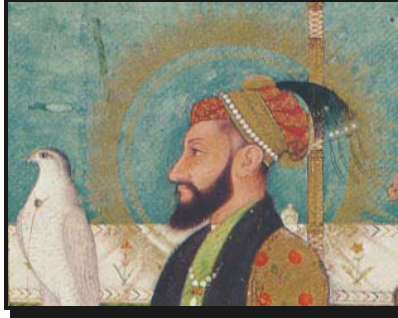
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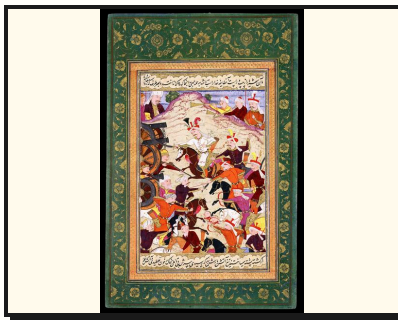
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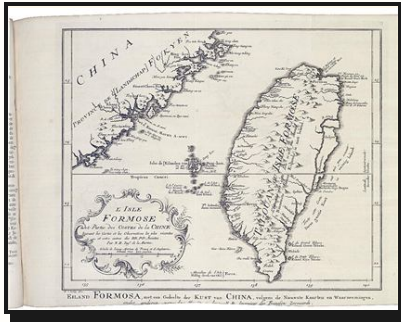
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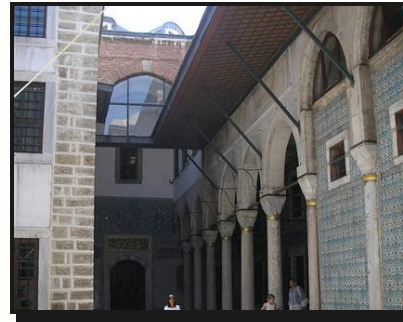
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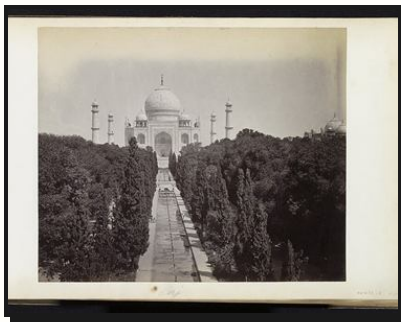
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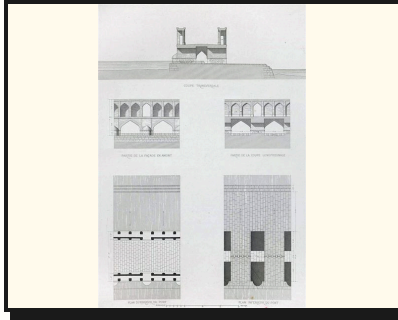
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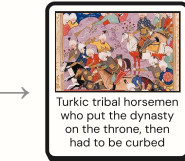
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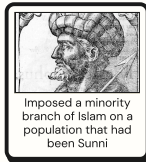
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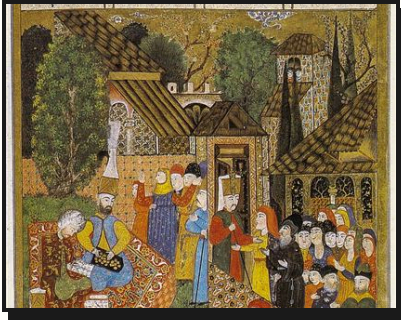
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 FAITH AND RULE	Each religious community judged its own people under its own law The ruler claimed the guardianship of Mecca and Medina	Imposed a minority branch of Islam on a population that had been Sunni Imported foreign clerics to teach a faith the people did not yet hold	One ruler abolished the tax on non-believers and a later one restored it A ruler set Muslims, Hindus, Jains and Jesuits arguing in his own hall	Conquered men ordered to shave the forehead and wear the braid Patronized Tibetan Buddhism to hold the western frontier
 MONEY AND TAX	Cavalrymen paid with the revenue of a district instead of with coin The right to collect was auctioned to whoever paid the treasury first	A royal monopoly on raw silk, sold straight to European buyers Moved an Armenian merchant community to the capital to run the export trade	Assessment set from a survey of what each field actually grew Hereditary local landholders kept a fixed share of what they gathered	Taxes demanded in a metal the empire barely mined All foreign trade confined to one southern port
 WAR AND EXPANSION	Cannon breached walls that had held for a thousand years, 1453 Twice the army reached Vienna, and twice it turned back	Tribal cavalry charged massed artillery in 1514 and were cut down Took a Gulf island back from the Portuguese with English ships	Field artillery beat a far larger army in 1526 Decades of southern campaigning drained a treasury it never refilled	Destroyed a Mongol rival and doubled the territory westward Took an island held by a rival naval family
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Challenged and right? The card goes back to the player who lied, and they draw 2.

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An Outwit needs a different camp **and** a matching issue. Check both here.



Boys levied from the empire's own Christian villages, converted and trained for office

WITS



Turkic tribal horsemen who put the dynasty on the throne, then had to be curbed

WITS



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WITS



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WITS



An infantry corps that could not inherit rank, and answered to the throne alone

WITS



Caucasian slave-soldiers raised specifically to replace the tribal cavalry

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Hindu warrior princes married into the dynasty and given command

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Officials chosen by written examination on the classics

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Each religious community judged its own people under its own law

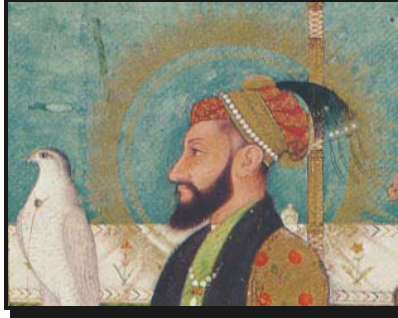
WITS

[illegible]



Imposed a minority branch of Islam on a population that had been Sunni

WITS



One ruler abolished the tax on non-believers and a later one restored it

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Cavalrymen paid with the revenue of a district instead of with coin

WITS



A royal monopoly on raw silk, sold straight to European buyers

WITS

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Assessment set from a survey of what each field actually grew

WITS



Taxes demanded in a metal the empire barely mined

WITS



The right to collect was auctioned to whoever paid the treasury first

WITS



Moved an Armenian merchant community to the capital to run the export trade

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Hereditary local landholders kept a fixed share of what they gathered

WITS



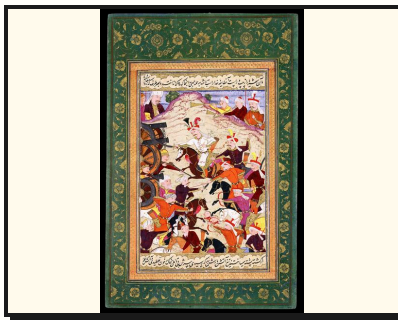
All foreign trade confined to one southern port

WITS



Cannon breached walls that had held for a thousand years, 1453

WITS



Tribal cavalry charged massed artillery in 1514 and were cut down

WITS



Field artillery beat a far larger army in 1526

WITS

[illegible]



Destroyed a Mongol rival and
doubled the territory
westward

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Twice the army reached
Vienna, and twice it turned
back

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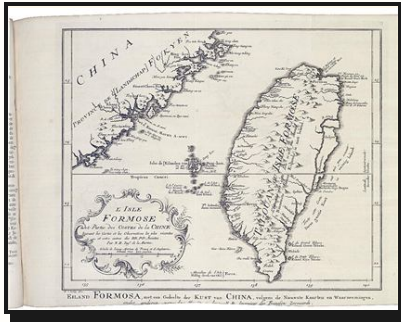
Took a Gulf island back from
the Portuguese with English
ships

WITS



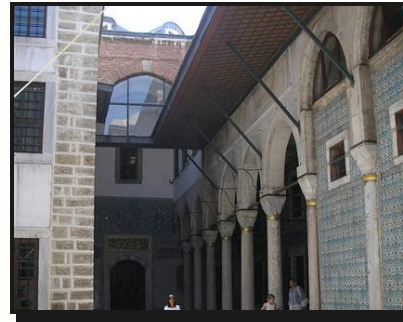
Decades of southern
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treasury it never refilled

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Took an island held by a rival
naval family

WITS



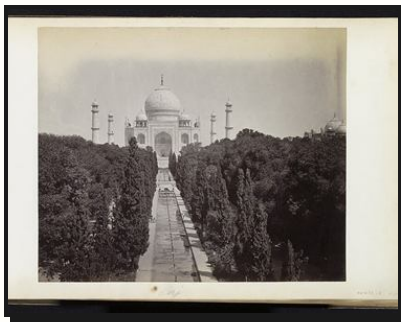
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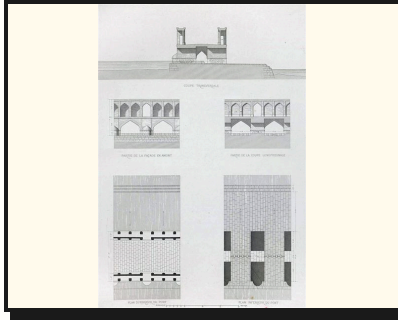
WITS

[illegible]



A court architect who spent a lifetime answering the dome of Hagia Sophia

WITS



A bridge that doubled as a dam and a teahouse

WITS



A capital built from bare rock, then abandoned for want of water

WITS



A summer retreat built in Tibetan and Mongol styles

WITS

ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Witless

Play it on anything except a Devil's Advocate. The next player is witless — they lose their turn.

ACTION

Devil's Advocate

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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Wits: Land-Based Empires

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Ottoman**

Safavid

Mughal

Qing

ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



YOURS

YOU SAY
"Ottoman."

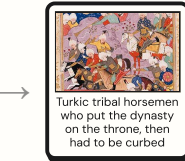
Camp stays Ottoman
The next player has to match it too.

2 Outwit – the move worth making

A **different camp**, but the **same issue** as the top card. Say both.



OTTOMAN · WHO SERVES



SAFAVID · WHO SERVES

YOU SAY
"Safavid. Same issue – who serves."

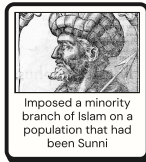
Camp flips to Safavid
Now everyone plays Safavid.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Ottoman."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

📄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION

Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

Witless

The next player is witless – they **lose their turn**.

ACTION

Devil's Advocate

Next player must **Outwit** on the issue. No action card saves them – or **draw 2**.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**

First player out of cards wins – but you can't go out on a Wild Wit.

Answer Key

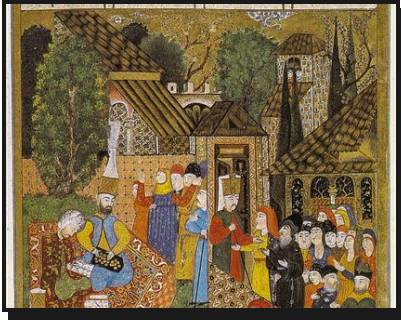
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	Ottoman	Safavid	Mughal	Qing
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Boys levied from the empire's own Christian villages, converted and trained for office

WITS



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Hindu warrior princes married into the dynasty and given command

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Officials chosen by written examination on the classics

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Each religious community judged its own people under its own law

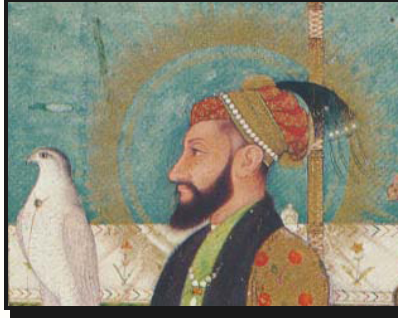
WITS

[illegible]



Imposed a minority branch of Islam on a population that had been Sunni

WITS



One ruler abolished the tax on non-believers and a later one restored it

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Cavalrymen paid with the revenue of a district instead of with coin

WITS



A royal monopoly on raw silk, sold straight to European buyers

WITS

The background features a repeating pattern of the text "LAND-BASED EMPIRES 4 · WITS LAND-" diagonally across the page.



Assessment set from a survey of what each field actually grew

WITS



Taxes demanded in a metal the empire barely mined

WITS



The right to collect was auctioned to whoever paid the treasury first

WITS



Moved an Armenian merchant community to the capital to run the export trade

WITS



Hereditary local landholders kept a fixed share of what they gathered

WITS



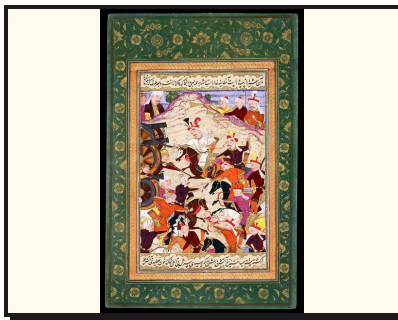
All foreign trade confined to one southern port

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Cannon breached walls that had held for a thousand years, 1453

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WITS



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WITS

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WITS



Twice the army reached Vienna, and twice it turned back

WITS



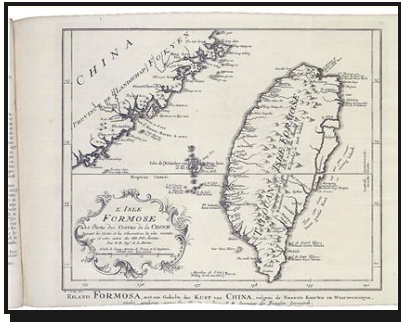
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WITS



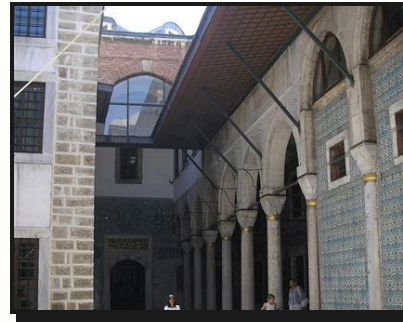
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Took an island held by a rival naval family

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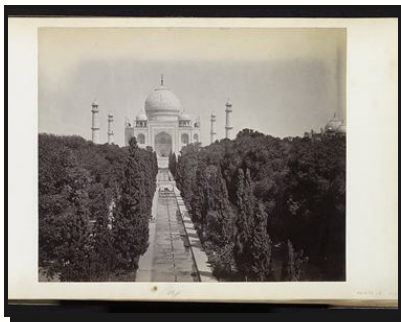
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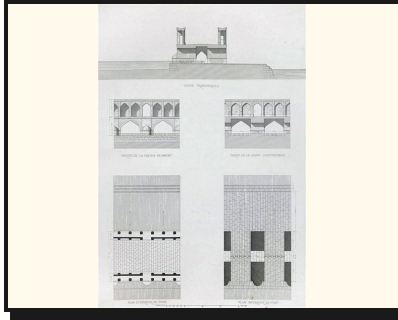
WITS

[illegible]



A court architect who spent a lifetime answering the dome of Hagia Sophia

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Wits: Land-Based Empires

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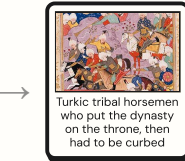
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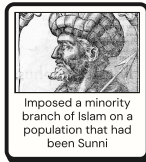
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ON THE PILE



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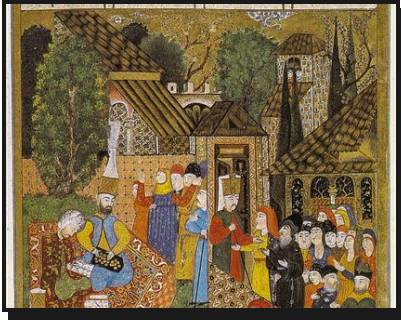
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Hereditary military households organized under coloured flags

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An infantry corps that could not inherit rank, and answered to the throne alone

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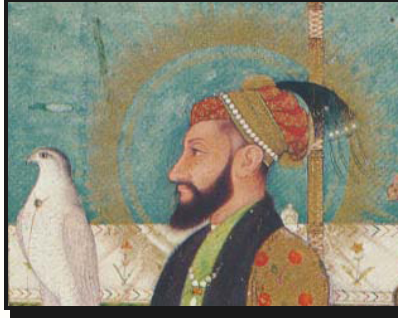
WITS

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Imposed a minority branch of Islam on a population that had been Sunni

WITS



One ruler abolished the tax on non-believers and a later one restored it

WITS



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The ruler claimed the guardianship of Mecca and Medina

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Assessment set from a survey of what each field actually grew

WITS



Taxes demanded in a metal the empire barely mined

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The right to collect was auctioned to whoever paid the treasury first

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Moved an Armenian merchant community to the capital to run the export trade

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WITS



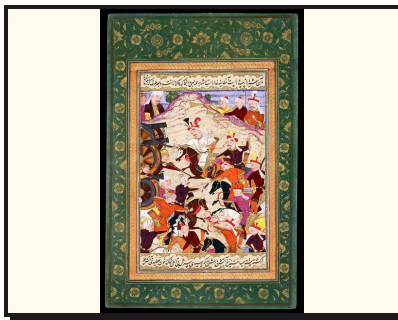
All foreign trade confined to one southern port

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Cannon breached walls that had held for a thousand years, 1453

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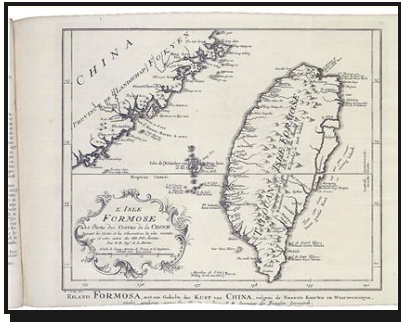
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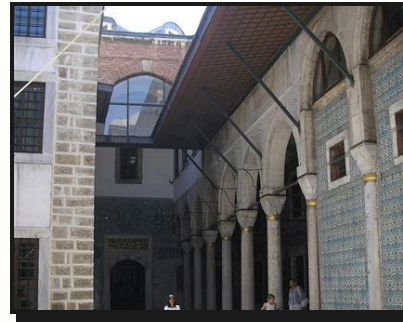
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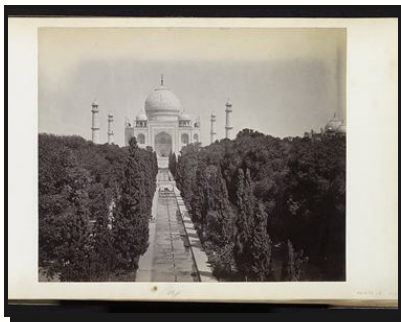
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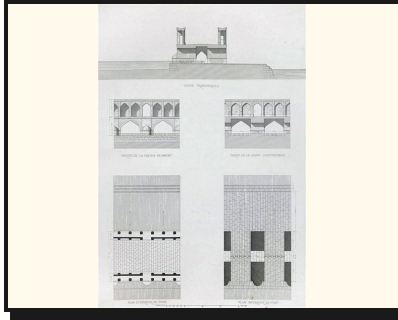
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ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

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Wits: Land-Based Empires

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Ottoman**

Safavid

Mughal

Qing

ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



YOURS

YOU SAY
"Ottoman."

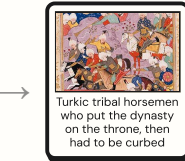
Camp stays Ottoman
The next player has to match it too.

2 Outwit – the move worth making

A **different camp**, but the **same issue** as the top card. Say both.



OTTOMAN · WHO SERVES



SAFAVID · WHO SERVES

YOU SAY
"Safavid. Same issue – who serves."

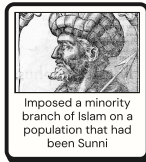
Camp flips to Safavid
Now everyone plays Safavid.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Ottoman."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

📄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION

Wild Wit

Play on anything. You name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

Witless

The next player is witless – they **lose their turn**.

ACTION

Devil's Advocate

Next player must **Outwit** on the issue. No action card saves them – or draw 2.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**

First player out of cards wins – but you can't go out on a Wild Wit.

Answer Key

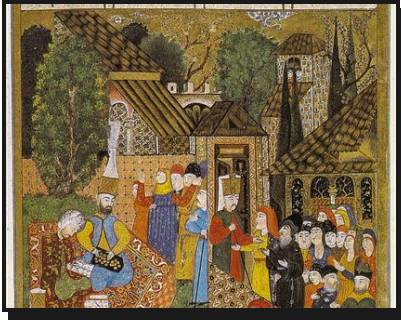
Camps across, issues down. **Flip this over to settle a challenge.**

	Ottoman	Safavid	Mughal	Qing
 WHO SERVES	Boys levied from the empire's own Christian villages, converted and trained for office An infantry corps that could not inherit rank, and answered to the throne alone	Turkic tribal horsemen who put the dynasty on the throne, then had to be curbed Caucasian slave-soldiers raised specifically to replace the tribal cavalry	Officers ranked by the number of cavalry each was required to supply Hindu warrior princes married into the dynasty and given command	Hereditary military households organized under coloured flags Officials chosen by written examination on the classics
 FAITH AND RULE	Each religious community judged its own people under its own law The ruler claimed the guardianship of Mecca and Medina	Imposed a minority branch of Islam on a population that had been Sunni Imported foreign clerics to teach a faith the people did not yet hold	One ruler abolished the tax on non-believers and a later one restored it A ruler set Muslims, Hindus, Jains and Jesuits arguing in his own hall	Conquered men ordered to shave the forehead and wear the braid Patronized Tibetan Buddhism to hold the western frontier
 MONEY AND TAX	Cavalrymen paid with the revenue of a district instead of with coin The right to collect was auctioned to whoever paid the treasury first	A royal monopoly on raw silk, sold straight to European buyers Moved an Armenian merchant community to the capital to run the export trade	Assessment set from a survey of what each field actually grew Hereditary local landholders kept a fixed share of what they gathered	Taxes demanded in a metal the empire barely mined All foreign trade confined to one southern port
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An Outwit needs a different camp **and** a matching issue. Check both here.



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Caucasian slave-soldiers raised specifically to replace the tribal cavalry

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Each religious community judged its own people under its own law

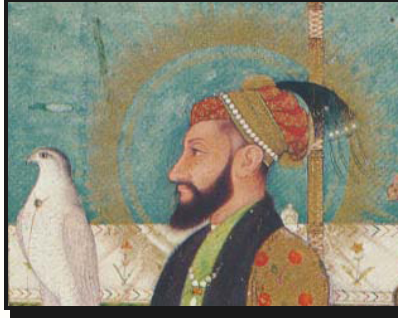
WITS

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Imposed a minority branch of Islam on a population that had been Sunni

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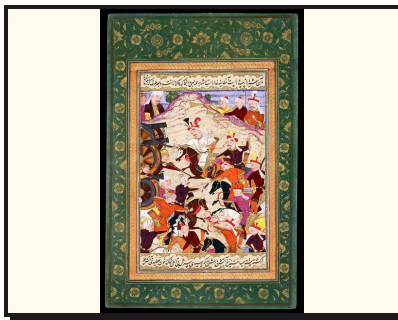
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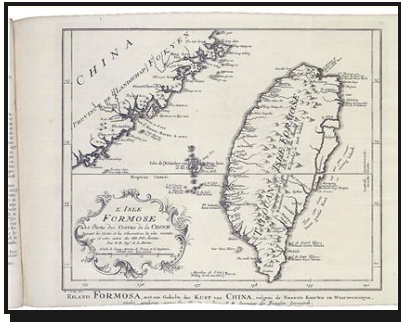
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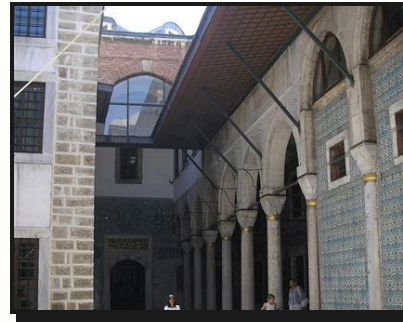
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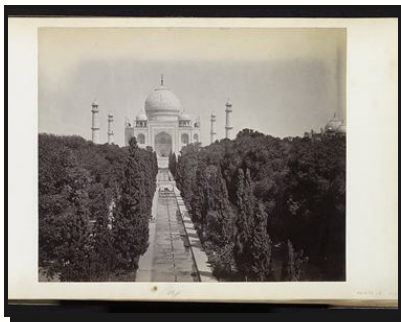
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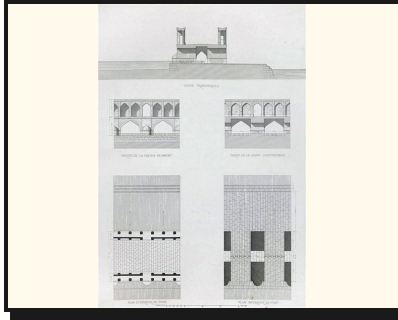
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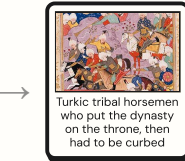
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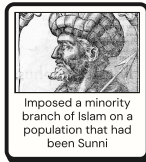
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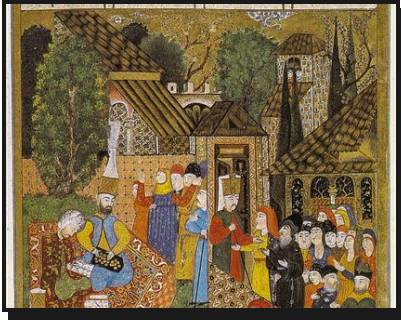
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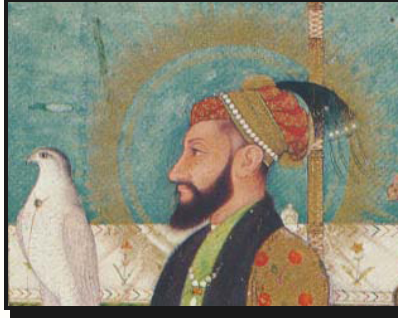
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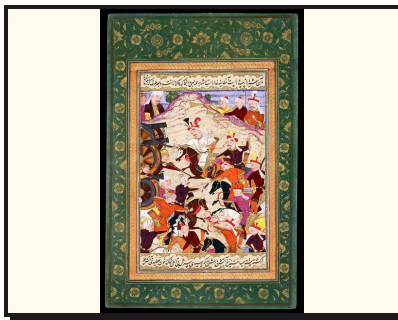
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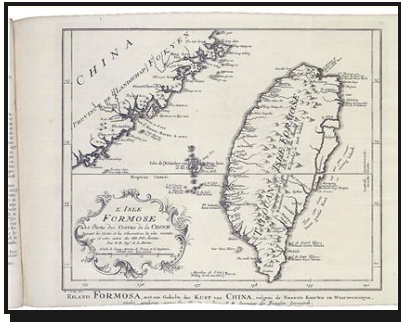
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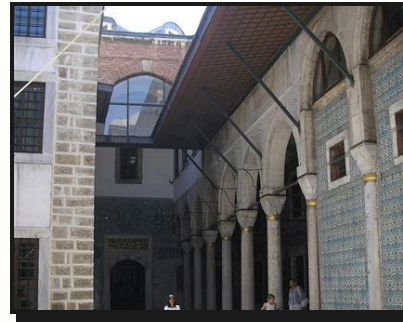
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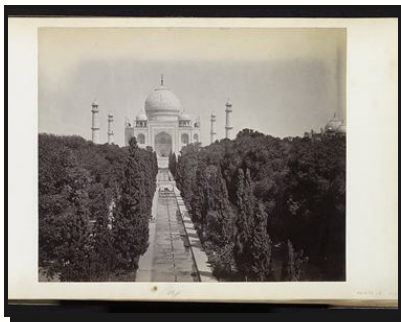
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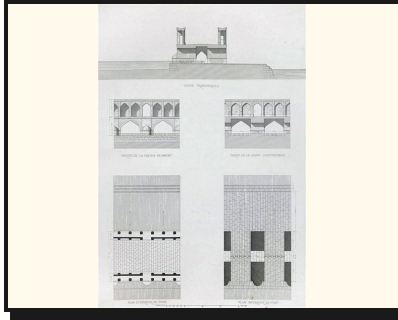
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The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Witless

Play it on anything except a Devil's Advocate. The next player is witless — they lose their turn.

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(The background features a repeating diagonal pattern of the text "LAND-BASED EMPIRES 7 · WITS LAND")

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