

Achieving Victory

Victory

Winning can be achieved in City of the Five Sails in three different ways:

- Assassination Victory: Destroy the opponent's **Leader**. In multiplayer, every other player's **Leader** has been destroyed.
- Dominance Victory: At the end of the Day, control the three Core **City** Locations: The Docks(symbol), The Forums(symbol), and The Grand Bazaar(symbol). The Dominance Victory beats the Economic Victory during a tie.
- Economic Victory: At the end of the Day, control seven or more Renown.

Day Limit

The game ends at the end of the fifth day. If no player has won by the end of the fifth day, then the player with the most Renown wins. If there is a tie, continue to the tie-breakers below.

Ties

It is possible for multiple players to win at the same time. Below are tiebreakers and their order when determining the winner. If time runs out in competitive play, check every tiebreaker in order, even if it is not the fifth day.

- If two or more players achieve Economic Victory at the same time, the player with the most Renown wins.
- If two or more players have the same amount of Renown, then play another Day. [Maximum five Days].
- If it is the end of the fifth Day:
 - The player who controls the most locations wins.
 - If each player controls the same number of locations, the player with the most Influence wins.
 - If both players have the same amount of Influence, The player whose **Leader** has the fewest wounds wins.
 - If each player's **Leader** has the same number of wounds, the game is a Draw.
 - If the game is Draw, a winner will be determined randomly for competitive play.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Game Setup

Create a central pool of tokens: wounds and renown.

Shuffle the City Deck and place it within easy reach among all players. Then, place the three core **City** locations in a line among the players. The Forums (Symbol) is central with The Docks (symbol) and The Grand Bazaar (symbol) on either side. Place The Docks closest to the City Deck.

City Deck -> The Docks -> The Forums -> The Grand Bazaar

Note: in a three-player game, place Ole's Inn (symbol) to the outside of The Docks (symbol). In a four-player game, also place Governor's Gardens (symbol) to the outside of The Grand Bazaar (symbol).

City Deck -> (3player)Ole's Inn -> The Docks -> The Forums -> The Grand Bazaar -> (3/4player)Governor's Gardens

Players simultaneously reveal their **Leaders**. Players put their **Leaders** en garde (upright) in front of them in the area designated as their **Home**. A player's **Home** represents their headquarters, ship, back alley, or barracks. This is where they put their plans into motion to claim Five Sails for their own. A player can never move one of their characters into an enemy's **Home**. Your **Home** is adjacent to all city locations.

Each player places their non-randomized Approach deck face-down (suggested to the left). Then each player places their randomized Faction Deck facedown (suggested to the right). Do not draw a starting hand.

The game includes markers, tokens, and game pieces needed for play.

Key Concepts

Paying costs and Spending

Wealth Cost is indicated by the value on the top left of the card. Pay the cost of a card by discarding cards from hand equal to the value indicated. If a card has a value of 0 or is reduced to 0 by effects, play it without discarding any cards.

- All cards are worth one unless otherwise noted.
- Some abilities specify spending a resource other than cards. One example is Renown.
- Anytime a player must “spend” something, it must be under their control and have at least the specified amount.
- As costs must still be paid, if the player cannot spend the required resource the ability cannot be used.
- Anytime you must “spend” something, it must come from your collected resources.

Engage vs en garde

Cards enter play en garde, which is upright and ready to act. Some abilities engage cards. When a card is engaged it is indicated by turning the card 90 degrees. An engaged card cannot engage for any costs that require it to engage. Engaged cards can become en garde through effects. Once en garde, cards may engage for costs again.

Once per day ability activation

Generally, players can use **Actions** and **Reactions** on cards once per printed instance each full Day. **Techniques** may be used once per Duel. Cards with more than one ability can use each of the actions once per printed instance per full Day or challenge.

Pressures

A pressure is comparing the total sum of a stat among all characters at the given location. The pressure is successful if the initiating player has the highest total value. If there is a tie, the pressure is unsuccessful.

The most common pressure is when a player is attempting to take control of a location. By engaging their character at a location and taking the “**Claim**” action. During the **Claim** action, all players with characters at that location will sum up all their Influence(symbol).

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Key concepts (CONT)

First Player Token

The player who has the First Player Token is the First Player. The First Player is the first to act during the High Drama phase. When effects would resolve simultaneously, the First Player determines the order they resolve. First Player is usually determined by whichever player has the highest Initiative.

Conditional abilities

- Abilities sometimes will have another word preceding them. Examples such as: **Duelist Maneuver**, **Scoundrel Action**, **Villain Technique**. To activate these abilities, the acting character must have that trait. A **Duelist Maneuver** must be used by a character with the **Duelist** trait.
- A **City Action** or **City Reaction** refers to a card or action that must be taken at a **City** location. If **City Action** or **City Reaction** appears on a character, that character must be in a **City** to activate their ability.
- If **City Action** or **City Reaction** appears on a non-character card, a character at that location must be chosen to be the acting character. The character must be at the location where the effects are taking place.
- The effects of any **City Action** or **City Reaction** ability must remain in the location in which that action is taking place. Unless the effect specifically says the effect takes place at a different location.

Phases of the Day

7th Sea: City of Five Sails is played over a series of turns called Days. A full Day takes the players from Dawn to Dusk. They will muster a new character, hatch new schemes for the day, and carry out their activities. A full day has five distinct phases that are played in order. They are laid out briefly below and with more detail following.

1. **Dawn** - Preparing the City for the next full Day
2. **Planning** - Players choose schemes for the next Day
3. **High Drama** - The majority of play happens during this phase.
4. **Plunder** - Renown is collected and Victory is checked.
5. **Dusk** - Cleaning up the City and getting ready for the next Day

1. Dawn

- 1) Beginning of the Day.
- 2) Place City Deck cards onto each location. Start with the location nearest the City deck and proceed one location at a time, placing one card on each.

City Deck -> (3player)Ole's Inn -> The Docks -> The Forums -> The Grand Bazaar ->
(3/4player)Governor's Gardens

2. Planning

- 1) Each player secretly selects a scheme and character from their Approach Deck for the Day. Place them face down until all players have made their selections.
- 2) Reveal all the selected cards.
 - a) "When revealed" effects resolve.
 - i) If there is more than one "when revealed" effect, the First Player chooses the order they resolve in.
 - ii) If there is no First Player, perform the following Determine Initiative step now. The First Player then chooses the order the effects resolve in. Then, skip the following Determine Initiative step since the initiative is already determined this Day.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Phases of the Day(CONT)

- 3) Determine Initiative: The player with the First Player Token is the First Player.
 - a) The player with the highest Initiative on their scheme takes the First Player Token.
 - b) In the case of a tie, the First Player Token does not change players.
 - c) In the case of a tie when no player has the First Player Token, randomly determine who gains the First Player Token.
- 4) Muster: The revealed character joins their controller's Crew and comes into play at their **Home**. When a player exceeds their **Leader's** Crew Cap stat, they must send their characters to **The Locker** until they are no longer exceeding their Crew Cap.
- 5) Resolve Scheme: Starting with the First Player and proceeding clockwise, players resolve their schemes.
 - a) Players resolve the text on their scheme above the separation bar. Resolve the text from top to bottom in order. When all text above the separation bar has been resolved, pass to the next player clockwise.
 - b) If a scheme does not have a separating bar, resolve all the text.
 - c) After all text above the separating bar is resolved, place the scheme to the side, face-up, in play.
- 6) Draw: A player's scheme may modify the Panache of their **Leader** for the Day. Each player draws cards equal to the Panache of their **Leader** modified by their scheme.

Phases of the Day(CONT)

3. High Drama

- 1) Starting with the First Player, players take turns performing **Actions**. Players can use actions from this list any number of times per Day and in any order. If a player **Passes**, they may take an action at their next opportunity as long as every other player did not also **Pass**. Play continues in the High Drama phase until all players **Pass** consecutively. When all players **Pass**, the High Drama Phase is over.

a. Use an Action

Use any **Action** ability on any card you control in play or use an **Action** ability on a card in hand. If an **Action** ability is used on a card from a player's hand, discard it after all effects are resolved.

b. Move Action

Moving is the act of a character going from one location to another. Whenever a character moves, they maintain any and all wounds and attachments. Characters maintain the state they are in when moving: engaged or en garde. Generally, characters are only able to move to adjacent locations. Abilities will note if the character can move to a non-adjacent location.

Players always have access to the following ability:

Action: Engage your en garde character (unless they are at **Home**) • Move them to an adjacent location.

c. Equip Action

Attachments generally equip to characters. As a verb, attach and equip are used interchangeably. Thus attachments are both attached and equipped to a character. Attached cards go to the discard pile when the card they are attached to leaves play.

Players always have access to the following ability:

Action: Pay costs • Equip an attachment from your hand to a valid target; or attach an available attachment at your character's **City** location to a valid target at that location.

Phases of the Day(CONT)

d. Recruit Action

Mercenaries are characters that appear exclusively from the City Deck. Players can recruit available **Mercenaries** to supplement their crew. A City Deck card is available when it is not controlled by any player and it is on a **City** location. When a player has more characters than their **Leader's** Crew Cap, they must send characters to The Locker until they have reached their Crew Cap.

Players always have access to the following ability:

City Action: Choose an available **Mercenary** at your character's location and pay costs. You may engage one of your characters at that location. If you do, reduce the **Mercenary's** cost by your engaged character's Influence(symbol). • Put the **Mercenary** into play under your control at that location.

e. Challenge Action

Issuing a challenge is the only way to start a duel in Five Sails. There are many cards that issue challenges. Whenever a player issues a challenge, the character they are challenging with must be announced first. Duels are covered more extensively in the "Issuing a Challenge and Dueling" section. Duels that occur using the **Challenge Action** action use Combat(symbol) as their dueling stat. Thus most duels are duels of Combat(symbol).

Players always have access to the following ability:

City Action: Engage your character • Challenge target opposing character to a duel of Combat(symbol).

f. Claim Action

City Locations can only exist in one of two states. They can be either controlled or uncontrolled. When a player "claims" a location, they are "taking control of the location". Players control locations as the primary way to gain Renown. The following action initiates a pressure. Pressures are described above in Key Concepts.

Players always have access to the following ability:

City Action: Engage your character • Pressure that location with Influence(symbol). If successful, claim the location.

Phases of the Day(CONT)

g. Pass

Players may **Pass** if they have nothing to do, or do not want to take an action. **Passing** gives priority to the next player clockwise. A player who has **Passed** may take actions later in the same Day as normal if priority is **Passed** back to them. When all players **Pass** consecutively, the High Drama phase is over.

4. Plunder

1. Victory and Renown

h. Check for Dominance Victory

i. Renown

i) Players take Renown from any location they currently control.

ii) Take additional conditional Renown (via your Scheme, Leader, etc)

j. Check for Economic Victory

k. Check Fifth Day Victory

5. Dusk

1. Clean up

a. Locations become uncontrolled

b. Each character becomes en garde and moves to their **Home**.

c. Discard any City Deck cards left on any **City** Locations.

d. Schemes go to **The Locker**.

e. Discard down to the unmodified Panache value of your Leader.

2. End of the day.

Decks and Card Types

There are a variety of card types in 7th Sea: City of Five Sails, each with their own role, stats, and rules. They are described at a high level here.

City Location Cards

Location cards represent the districts in the City of Five Sails. These are the locales in which players compete with one another for control. The layout of the locations serves as the physical space where characters play the game.

- There are three core **City** location cards. They are: The Docks [symbol], The Forums [symbol], and The Grand Bazaar [symbol].
- Every game uses the three core **City** locations. In a game with at least three players, add Ole's Inn [symbol]. With four players also add Governor's Gardens [symbol]
- They do not belong to either player's deck.
- They are only affected by abilities that allow a player to do so.

Approach Deck

The Approach Deck represents a player's crew, tactics, and overall plan to control Five Sails. It consists of characters and schemes.

- Each player constructs their own Approach Deck.
- The Approach Deck is exactly ten cards using five characters and five schemes.
- The Approach Deck is **not** randomized as part of setup. They are placed face down.
- A player may look at their Approach Deck at any time.

Decks and Card Types(CONT)

Faction Deck

Each player constructs their own Faction Deck. It consists primarily of attachments and risks.

- Faction Decks must be 40 cards.
- Players randomize their Faction Decks as part of setup and place them face down.
- Characters with the Brute keyword go into the Faction Deck instead of the Approach Deck.
- A Faction Deck may include up to two copies of any non-**Unique** card, and exactly one copy of a **Unique** card.
- When a player must draw or reveal a card and cannot because their deck is empty, they must shuffle their discard pile. Place the shuffled discard pile face down to form a new deck.
- All cards in a Faction Deck have the combat values: Riposte [symbol], Parry [symbol], Thrust [symbol].
- A player never has to pay the wealth cost of a card to use its combat values during a duel.
- Cards are always drawn from the Faction Deck unless stated to draw from a different deck.

City Deck

The City Deck is a predetermined deck with exactly 30 cards. At the beginning of each Day, it adds one card to each **City** location.

- There are three types of cards in the City Deck: Characters, Attachments, and Events.
- All characters in the City Deck have the **Mercenary** trait.
- Randomize the City Deck as part of setup and place it face down within easy reach among all players.
- Its contents may change over the life of 7th Sea: City of Five Sails to show the evolving story. Any game of 7th Sea only requires one City Deck.

Character Cards

Characters represent the larger-than-life personalities of the inhabitants of Five Sails. They could be academics, mercenaries, diplomats, scoundrels, heroes, villains or anything else.

- At the beginning of the day, each player will choose a character from their Approach Deck to bring into play.
- Some characters, usually Mercenaries, have a Wealth Cost in the top left corner of the card. Players must pay for these characters like any other card with a cost.
- Characters enter play at their controller's **Home** unless directed otherwise.
- Send destroyed characters to **The Locker**. Note: characters with the Brute keyword go to their owner's discard pile instead.
- All characters are always **Unique** unless otherwise stated on the card.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Decks and Card Types(CONT)

Leader Cards

Leaders are characters with the **Leader** trait. Leaders function exactly like any other character in regards to abilities and effects. The stats Crew Cap and Panache only appear on **Leaders**.

- A player's **Leader** determines what faction they are playing.
- The **Leader** starts the game in play.
- A player cannot have more than one **Leader**.
- A player immediately loses the game if their **Leader** is destroyed.
- **Leaders** have a Crew Cap stat. This determines how many total characters that player can control, including their leader.
- **Leaders** have a Panache stat. It is modified by the Panache stat on schemes. The modified value is how many cards a player draws each Day.
- Panache dictates how many cards a player may hold at the end of the day into the next one.

Scheme Cards

Schemes represent the strategies and attitudes of your leader while attempting to control Five Sails. Schemes are part of a player's Approach Deck.

- All Schemes are **Unique** unless otherwise printed on the card.
- Schemes go to **The Locker** at the end of Day.
- Schemes have initiative values. The player with the highest initiative gains the First Player Token. In the case of a tie, the First Player Token does not change players. In the case of a tie when no player has the First Player Token, randomly determine who gains the First Player Token.
- Schemes have a Panache stat, it modifies the Panache of the **Leader**.
- Players draw cards equal to the Panache of their **Leader** modified by the scheme they played that Day.
- Card effects cannot remove schemes from play unless specifically stated otherwise

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Decks and Card Types(CONT)

Risk Cards

Risks are tactics your Leader and other characters use to secure control of Five Sails. They can be heroic, villainous, thuggish, academic, pious, corrupted, or anything else. Risks are part of the Faction Deck. Like other cards in a player's hand, they are hidden until played.

- Risks can have several kinds of abilities: Passive Abilities, **Actions**, **Reactions**, and **Maneuvers**.
- Risks go to the player's discard pile after they are fully resolved.
- To play a risk, the wealth cost must be paid.
- A player never has to pay the wealth cost of a risk to use its combat values during a duel: (Riposte [symbol], Parry [symbol], Thrust [symbol]).

Attachment Cards

Attachments cards represent items, armor, trinkets, weapons, or even virtues and hubrises. Attachments are 'attached' or 'equipped' to their target.

- Attachments go to the discard pile when they leave play.
- Some attachments have **Technique** abilities. Only equipped attachments can activate their **Technique** during a duel.
- Attachments may modify the equipped character's stats: Resolve(symbol), Combat(symbol), Finesse(symbol), or Influence(symbol).
- Stat modifications on an attachment always affect the character while the attachment is equipped. An attachment modifies the stats whether the attachment or character is engaged or en garde.
- Any stat with a -(dash) cannot be modified.
- An attachment may only attach to a card you control unless otherwise specified.
- A character may have exactly one: **Weapon**, **Armor**, and **Attire**.
 - The controlling player must choose and destroy attachments on the character until this restriction is met.
- Some attachments may have Passive Abilities, **Actions**, or **Reactions**. To use these abilities, the attachments must be equipped and in play.
- When a character an attachment is equipped to is destroyed, the character is sent to **The Locker** and the attachment goes to the discard.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Decks and Card Types(CONT)

Event Cards

Events are a type of card that appears only in the City Deck. They only affect the Location they are at, unless stated otherwise.

- Event cards are not controlled by any player.
- A player has access to any abilities that appear on an Event when they have a character at that location.
- Players may use **Actions** on Events even though they do not control the Event card.
- Because Events are not controlled by a specific player, each player may use the **Action** on an Event in the same Day.
- Actions may be used once per day per player. Thus, a player may only use **Actions** or abilities on an Event once per Day.

Abilities and Playing Cards

To play a card, all costs must be paid. This could include the Wealth Cost and any other additional costs. Additional costs could be: engaging a character, receiving a wound, etc.

Some cards have a bullet point •. Additional costs precede the • and effects follow after the •. Effects resolve after all additional costs and targeting have been satisfied.

Types of Abilities

- **Passive Abilities:**
 - Constant effects. They do not have to be announced and are always active.
 - Passive Abilities are denoted with plain text. They are not preceded by **Action**, **Reaction**, **Technique**, **Maneuver**, or any other kind of ability marker.
 - Passive Abilities are always active.
 - It is the duty of all players to properly resolve any ability that is not optional.
 - It is up to the player to resolve any Passive Abilities that are a "may" effect.

- **Action:**
 - When a player has priority, they may use an **Action** ability or **Pass**.
 - **Actions** are only used in the High Drama phase.
 - **Actions** cannot be used during a duel.

- **Reaction:**
 - A **Reaction** is a type of ability that is used in response to another ability or effect. **Reactions** must respond to a triggering condition.
 - A triggering condition is a specific set of circumstances, usually effects. The triggering condition is described in the first phrase of the **Reaction**, preceding the •.
 - Any effect from an ability may meet the triggering condition of a **Reaction**.
 - A **Reaction** does not use a player's chance to activate an **Action** ability. Meaning after a player uses a **Reaction**, priority passes as normal. If the "reacting" player is next in priority order, they may take an **Action** as normal.
 - **Reaction: When** will interrupt whatever ability is being resolved. It interjects itself into the mid-resolution of whatever is happening. These are *usually* cancel or intervene effects.
 - **Reaction: After** are used after an ability has completely resolved. If an ability has multiple effects, "**Reaction: After...**" abilities are used after ability is completely resolved.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Abilities and Playing Cards(CONT)

● **Maneuvers:**

- **Maneuvers** are abilities used exclusively during a duel.
- **Maneuvers** appear on combat cards played during a duel.
- When playing a combat card for its Riposte, Parry, Thrust (RPT), **Maneuvers** on it may be ignored.
- To use a **Maneuver**, all costs must be paid.
- The **Maneuver** of a card is tied to that card's Combat Values. A player may not use the **Maneuver** of one card and the Values of another. They play exactly one card during their round.

● **Techniques:**

- **Techniques** are abilities used exclusively during a duel.
- **Techniques** appear on cards already in play, usually characters and attachments.
- Cards with a **Technique** ability must be in play to activate its ability.
- A card played as a combat card during a duel with a **Technique** cannot activate its ability.
- Do not pay the wealth cost when activating a **Technique** ability.

Playing a Card

- Announce the ability to be used.
 - You must control the card or show the card from your hand.
- Pay any costs. wealth cost and any additional costs.
 - Pay the wealth cost by discarding the number of cards to meet it.
 - Cards with a • have additional costs. Additional costs must be paid before effects can resolve.
 - Anytime you must “spend” something, it must come from your collected resources.
- Satisfy targeting.
 - Targeting may occur during costs or effects.
 - Targeting during costs must be satisfied to use the ability
- Resolve effects in the order they appear. Do as much as possible. If an effect cannot be resolved, the rest of the effects continue as normal.
- The ability is now used.
 - If the ability came from a risk card, discard it now.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Issuing a Challenge and Dueling

Duels use the Combat Stat(symbol) unless otherwise noted by an ability.

Duels that use Stats other than Combat(symbol) are clear in their text what Stat is being used. This appears as: “Challenge them to a duel of [STAT].” The duel then uses that Stat when determining threat and wounds using Restricted Hostilities.

Duels are the primary way characters engage in combat in Five Sails. All duels follow the same procedure. To begin a duel, a challenge must be issued.

- Issue a Challenge
 - Announce Challenger
 - Target an Adversary
 - Intervene
 - Technique
 - Threat

- Repeating Rounds
 - Round Begins
 - Play a Combat Card
 - Activate and resolve one **Technique** and/or **Maneuver**
 - Combat Values
 - Riposte
 - Parry
 - Thrust
 - Resolve Threat
 - Round Ends

Issuing a Challenge and Dueling(CONT)

Issue a Challenge

Issuing a challenge is the process to begin a duel. It dictates which characters will be fighting each other in the following duel.

- **Announce Challenger**
 - Announce the character that is issuing a challenge
 - If using the rulebook "**Challenge Action**" action, engage the challenging character.
 - Some effects can issue a challenge without using the "**Challenge Action**" action. These effects may not require the challenging character to engage. Despite this, the challenging character must be announced.
- **Target an Opposing Character**
 - The character challenged to a duel must be opposing the character issuing the challenge.
 - Any other targeting restrictions must be met.
- **Intervene**
 - The player redirects the duel that is targeting their challenged character.
 - To Intervene, the player controlling the challenged character engages another character they control at the same location.
 - The announced challenger is now targeting the Intervening character.
 - The challenging character and the challenged character are now the “participants”.
 - Each participating character in the duel are adversaries of the other.
 - “Adversary” can refer to the opposing participant or that character's controller.
- **Activate a Technique**
 - The challenging character may issue a challenge with one **Technique**.
 - **Techniques** used during the challenge are considered to have been used during the duel. That **Technique** cannot be used again during that same duel.

Issuing a challenge and Dueling(CONT)

- **Threat**

- Combat(symbol) is most commonly used. Some abilities allow different stats to be the stat used during the duel.
- The challenging character generates an amount of threat equal to their dueling stat.
- If a **Technique** adds + Thrust(symbol), add that much threat.
- Assign all generated threat to the adversary's threat pool.

The Duel

After the challenge, the duel is played in a series of repeating rounds until it is over. A duel is only over when neither participant has any threat in their threat pool.

A Round of the Duel

- **Round Begins**

- The duel occurs at the beginning of the first round.
- The player with threat in their threat pool is the active player and it is their round of the duel.

- **Play a Combat Card**

- The active player may choose to play a combat card or not. If they do not, their character suffers wounds equal to the active threat up to a maximum of the adversary's Combat(symbol) and the threat is discarded. More on Restricted Hostilities in the Additional Dueling Rules and Concepts section. This will end the duel, as a duel ends when there is no threat targeting any character.
- The player may play a card from their hand or by gambling. More on gambling in the Additional Dueling Rules and Concepts section.
- Players keep cards played during a duel faceup in front of them. Splay the cards such that the combat values on the bottom left remain visible. This is the Dueling Line. The Dueling Line remains in play during the duel. Discard it at the end.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Issuing a challenge and Dueling(CONT)

- **Activate and resolve One Technique and/or One Maneuver**
 - The **Technique** and **Maneuver** may be activated and resolved in any order.
 - Each **Technique** and **Maneuver** may be used once per card per duel. (The same ability may be used more than once as long as each use was from different copies of the card.)
 - The **Maneuver** of a card is tied to that card's Combat Values. A player may not use the **Maneuver** of one card and the Values of another. They play exactly one card during their round.

● **Combat Values**

- A card can always be played for its combat (RPT SYMBOLS) values regardless of its cost.
- If a player wants to use a card for its combat values, and the card has a **Maneuver**, they may not activate the **Maneuver**. This uses the combat values as normal.
- Always resolve all of the Combat Values (RPT SYMBOLS) in order, every time, from top to bottom. Riposte(Symbol), Parry (Symbol), Thrust (Symbol).

■ **Resolve Riposte**

- Reduce threat in your threat pool by X and add threat to your adversary's threat pool equal to the amount reduced.
- This cannot "return" more than what was reduced.

■ **Resolve Parry**

- Reduce threat in your threat pool by X.

■ **Resolve Thrust**

- Add X threat to the adversary's threat pool.

Issuing a challenge and Dueling(CONT)

- **Resolve Threat**

- Your participant takes wounds equal to the threat remaining in your threat pool up to a maximum of the adversary's Combat(symbol). More on Restricted Hostilities in the Additional Dueling Rules and Concepts section.
- Discard all threat in your threat pool
- If your character has wounds greater than or equal to their resolve, they are destroyed and sent to **The Locker**.
- If there is no adversary at this location, discard any threat in their threat pool.

- **Round Ends**

- If no player has any threat in their threat pool, the duel is over.

Additional Dueling Rules and Concepts

Ending a Duel

The duel only ends when there is no threat in any threat pool. It is entirely possible for a character to be destroyed during a duel and have the duel continue.

Gambling

During a player's round in a duel, they may play a combat card. If they choose to, they may play a card from their hand or by gambling. To gamble, the active player reveals the top two cards of their deck. They choose one and discard the other. The chosen card is the card they must play that round.

- When a player gambles in a duel, they must set their hand aside. They may not choose to play a card from hand that round after choosing to gamble.
- Play the chosen card into the dueling line engaged. This is to easily track how many times a player has gambled in the duel.
- A player cannot gamble more times than their participating character has Finesse(symbol).

Modifying Combat Values

Each card included in your deck has three Combat Values. They are: **Riposte(Symbol)**, **Parry(Symbol)**, and **Thrust(Symbol)**. Abilities can modify these values. If a value drops below 0, treat it as a 0.

Restricted Hostilities

A character can only inflict wounds on the adversary up to their Stat Value used for the duel. The stat used in most duels is Combat(symbol)

Example: A character with 1 Combat(symbol) sends four threat to their adversary. The adversary chooses to not play a combat card. The adversary removes none of the threat from their threat pool. They suffer a total of one wound and discard the four threat.
Now that no player has any threat in their threat pool, the duel is over.

Additional Dueling Rules and Concepts(CONT)

Final Strike

The last combat card played in a duel before that character is destroyed is their Final Strike. A character is destroyed after resolving their combat cards (RPT SYMBOLS). Therefore, the adversary may have threat in their threat pool after the character is destroyed. Continue the duel as normal. The duel only ends when there is no threat in any threat pool.

- Some abilities have “Final Strike” as an additional cost. The effect only activates if that character is destroyed the same round that ability is activated.
- If a character’s adversary is destroyed but still has threat in their own threat pool, they may use (RPT SYMBOLS) as normal. This gives the surviving character a chance to Riposte or Parry any threat away.

Moving During a Duel

All threat generated during a round of a duel is flexible to which location it is tied. Threat is tied to the location it resolves in, at the end of the round. Thus a character can generate threat in a location where there is no adversary. However, if that character then moves to the adversary's location and resolves the threat there, then the threat is in the adversary's threat pool.

- Ann and Bob are both at The Forums. She resolves threat to Bob and then moves to the Docks after the resolution. Since Ann played her combat card during her round and resolved the threat at The Forums, the threat is in Bob’s threat pool. Bob then generates and resolves threat during his next round but does not move. The threat is now in Ann’s pool at The Forums while she is at The Docks. Since Ann’s character is not at the same location as her threat, she cannot play a card and skips to threat resolution. The threat is discarded. She managed to escape.
- Ann and Bob are both at The Forums. Ann generates threat and resolves it to Bob. She then moves to the Docks after the resolution. Bob plays a combat card and generates threat in Ann's threat pool at the Forums, even though she has already moved away. Then, as a part of that card, Bob moves to the Docks with Ann. Now that all **Techniques**, **Maneuvers**, and **Combat Values** are finished, he resolves the threat. Now that they are both at the same location, even though Bob generated threat in The Forums, he moved and resolved the threat in The Docks. The threat is now in Ann’s threat pool at The Docks. She didn’t manage to escape.

In practice, threat is targeting the adversary if and only if the threat in the threat pool resolves at the same location as the adversary. The exact timing of the movement and threat generation is irrelevant. What matters is who is at which location when the threat resolves.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Additional Dueling Rules and Concepts(CONT)

Lethal

Your participant ignores Restricted Hostilities until your next round of the duel. This allows your character to inflict wounds to the adversary greater than their stat used for the duel.

Belayed

A **Technique** with the Belayed keyword cannot be activated during issuing a challenge. It can be activated during a round of duel as normal, however.

Additional Rules

Dashes as Values

Any value on a card that is a - (dash) ~~as its value~~ cannot be modified or set.

- A character with a - (dash) as a stat cannot use, initiate, or participate in any actions that use that stat. For example, a character with a - in Combat(Symbol) cannot issue a challenge via the “**Challenge Action**” action. Similarly, a character with -(dash) Influence(Symbol) cannot initiate a Pressure to claim a location.

Pronouns

Pronouns on a card refer to the most recent card called out by name. Generally, pronouns will appear on characters and refer to themselves.

Self Referentials

- Most cards refer to themselves with the phrase “this card”. Characters may refer to themselves by name but refer to themselves nonetheless.
- When an ability copies the effect of another ability, then any self-referentials on the copied card will refer to the card doing the copying.
 - When a card copies the ability of another card that destroyed itself as part of the effect, the card doing the copying will destroy itself. It will not destroy the card it copied.

Costs vs Effects

Some cards have additional costs. All costs must be paid before any effects resolve. Cards with a • have the costs before the • and effects after it. If the costs cannot be after announcing the action, the card is discarded.

After all costs have been paid, effects resolve. Effects resolve in the order they appear on the card or ability. If a portion of an ability fails to resolve, continue resolving the rest.

Duration of Abilities

- The duration of lasting effects of **Actions** or **Reactions** end at the end of the day.
- The duration of lasting effects of **Techniques** and **Maneuvers** end at the conclusion of the duel.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Additional Rules(CONT)

Brute

Characters with this keyword do not go into the Approach Deck when building a deck. They are shuffled into the Faction Deck and are brought into play by paying costs as normal. Brutes enter play at that player's **Home** unless stated otherwise. Brutes are discarded from play at the end of the day. When a character with Brute would be discarded or destroyed they enter the discard pile instead. Brutes do not count towards a **Leader's** Crew Cap.

Last Known Information

When the resolution of an effect references a value that was in play but is not anymore, use the value that was last known when it was last in play. This frequently occurs during a duel when a character is destroyed.

For example: A player has active threat in their pool. Their character is doomed and will be destroyed this round. They play a combat card and resolve the threat. They send threat back to the adversary, and their own character is destroyed. The adversary is still at risk of taking wounds during their next round. Wounds are still applied with respect to restricted hostilities, despite the destruction of the character.

Card Anatomy

The information printed on cards includes the following:

Wealth Cost

Wealth Cost is indicated by the value on the top left of the card. Wealth Cost is paid by discarding cards from your hand equal to the value indicated. If a card has a value of 0 or is reduced to 0 by game effects, it is played without having to discard any cards.

- All cards are worth one unless otherwise noted.
- Cards with the Wealth keyword are worth two.

Stats

Characters and Attachments

Characters and attachments have four main Stats: **Resolve**(symbol), **Combat**(symbol) , **Finesse**(symbol) , and **Influence**(symbol) . **Leaders** have two additional Stats: **Panache** and **Crew Cap**.

- **Resolve**: is the number of wounds a character can take before they are destroyed. When a character has wounds equal to or exceeding their Resolve, they are immediately destroyed and sent to **The Locker**.
- **Combat**(symbol): represents a character's ability in a fight.
- **Finesse**(symbol): represents a character's agility or coordination.
- **Influence**(symbol): represents a character's reputation, wealth, infamy, or clout.

When a card has a + or a - in its stat, it modifies the card it is attached to.

Card Anatomy(CONT)

Characters (Leaders)

Leaders have **Resolve**, **Combat**, **Finesse**, and **Influence** in addition to **Crew Cap** and **Panache**.

- **Crew Cap:** is the number of Characters (including your **Leader**) that you may have in play. Players can gain more characters by recruiting **Mercenaries**. They will also Muster a **Loyal** character from their Approach Deck each Day. Certain factions can have specific character cards in their deck with special rules.

*Note: When a player has more characters than their **Leader's** Crew Cap, they must send characters to **The Locker** until they have reached their Crew Cap.*

- **Panache:** is modified by a player's Scheme. Together they determine how many cards they draw during the Planning Phase. Panache dictates the number of cards a player may keep in their hand at the end of the Day. Any excess must be discarded.

Schemes

Scheme Cards have a **Panache** modifier and an **Initiative** value.

- **Initiative:** How quick the Leader and their crew is to act that Day.
 - The player with the First Player Token is the First Player.
 - The player with the highest Initiative on their scheme takes the First Player Token.
 - In the case of a tie, the First Player Token does not change players.
 - In the case of a tie when no player has the First Player Token, randomly determine who gains the First Player Token.

Traits

Traits are bolded tags on a card that give it extra definition. Some actions refer to traits as an additional requirement to use the action.

Some Abilities refer to a Trait. To use an ability that refers to a trait, the acting character must have that trait or be in a location with that trait. For example, a **Thug Maneuver** requires a character with the **Thug** trait to enact the effect.

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

Card Anatomy(CONT)

Combat Values

Cards in a player's faction deck have combat values. These values are on the bottom left-hand corner of each card and are always in order. From top to bottom: Riposte(Symbol), Parry(Symbol), Thrust(Symbol).

These values are used during a duel. They can be modified by abilities.

- Riposte(symbol)
 - Reduce threat in your threat pool by X and add threat to your adversary's threat pool equal to the amount reduced.
 - This cannot "return" more than what was reduced.
- Parry(symbol)
 - Reduce threat in your threat pool by X.
- Thrust(symbol)
 - Add X threat to the adversary's threat pool.

Deck Building Requirements

Building a Deck

Each player must construct two decks— an Approach Deck and a Faction Deck.

1. **Choose a Leader** - This assigns your Faction and Loyal cards.
 - a. The symbol on your **Leader** determines which cards are Loyal.
2. **Construct an Approach Deck** - Ten cards consisting of five characters and five Schemes
 - a. Schemes are **Unique** by card title (one per deck).
 - b. Characters must all be Neutral or Loyal. All characters are **Unique** by card title (one per deck).
 - c. Any card from the Approach Deck may be played again if it is returned to the Approach Deck.
3. **Construct a 40-card Faction Deck** - using cards that are Neutral and Loyal to your **Leader**.
 - a. Faction Decks are composed of a combination of Neutral and Loyal cards. Loyal cards share your **Leader's** faction symbol.
 - b. A maximum number of two copies of a card by title may be included in the Faction deck. Cards with the **Unique** trait can have exactly one copy by title included in the Faction Deck.

Glossary

- **Active Threat:** All threat in a threat pool during that player's round. The player with threat in their pool at the beginning of a round determines whose round it is.
- **Adversary:** The other participating character and their controller in a duel with your character.
- **Attach:** Placing a card under the specified target.
- **Available:** City Deck characters in a **City** location that can be recruited and City Deck attachments in a **City** location that can be equipped are available.
- **Belayed:** This **Technique** cannot be activated during issuing a challenge.
- **Brute:** Characters with this keyword do not go into the Approach Deck when building a deck. They are shuffled into the Faction Deck and are brought into play by paying costs as normal. Brutes enter play at that player's **Home** unless stated otherwise. Brutes are discarded from play at the end of the day. When a character with Brute would be discarded or destroyed they enter the discard pile instead. Brutes do not count towards a **Leader's** Crew Cap.
- **City:** A trait on locations denoting them as a **City** location. See "**City** locations".
A conditional on **Action** and **Reaction** abilities. Abilities with a **City** conditional can only be used at **City** locations. If it appears on a character, that character must be at a **City** location.
- **City Locations:** There are two types of **City** locations. The Core City Locations include The Forums(symbol), The Docks (symbol), and The Grand Bazaar (symbol). And the Extra City Locations include the Governor's Garden (symbol) and Ole's Inn (symbol). The Core City Locations always begin play in the center of the table. The Extra City Locations are used depending on the number of players in the game. A location has two states: **Uncontrolled** and **Controlled**. City Locations become controlled with claim effects. All locations become uncontrolled at the end of each Day.
- **Claim:** Taking control of a location.
- **Crew:** Collective term for all characters a player controls in play.
- **Discard Pile:** When cards leave play, place them in a discard pile. Cards in a discard pile are always face-up and out of play. They have no impact on the current state of the game unless a card effect acts on them in some way. When a City Deck card leaves play, it goes to a communal City Deck discard pile, kept next to the City Deck.
- **Duel:** Combat that occurs as a result of a challenge.
- **En garde:** The upright position. A character that is en garde is ready to act.
- **Engaged:** A card that is turned 90 degrees (sideways). This generally indicates that the card is used. A card that must engage as a cost cannot engage if they are already engaged.
- **Events:** A type of card in the City Deck. They are not controlled by any player. Any player can use an **Action** on an event as long as they have a character at that location and meet all other requirements. Events with no **Actions** or **Reaction** have Passive abilities and are always in effect. Events are not available because they cannot be recruited or equipped. Note. Events are like other **Actions** in that each player may only activate it once per Day.

Glossary(CONT)

- **Excess Threat:** The remainder of threat that does not convert into wounds due to Restricted Hostilities.
- **Heal:** Remove a wound from a character.
- **Home:** A player's **Home** location.
A conditional on **Action** and **Reaction** abilities. Abilities with a **Home** conditional can only be used at their **Home** location. If it appears on a character, that character must be at their **Home** location.
- **Intervene:** Redirecting a challenge by engaging another character at the same location.
- **Lethal:** Your participant ignores Restricted Hostilities until your next round of the duel.
- **Loyal:** Loyal refers to any faction-specific card defined by your Leader. These do not include any cards in the City Deck and will have your Faction emblem on them.
- **Mercenary:** Characters the City Deck. **Mercenaries** join your crew through the **Recruit Action**. **Mercenaries** are not Loyal. Discarded **Mercenaries** go to the City Deck Discard Pile. Destroyed **Mercenaries** are sent to **The Locker**.
- **Move:** A character going from one location to another.
- **Opposing:** A character controlled by another player that is at the same location as your character.
- **Pressure:** The event of summing a value at a location. Count all characters, en garde and engaged. If you have a greater total than any other player, you are successful.
- **Recruit:** Buying an available **Mercenary**. You may engage your character at that location. If you do, reduce the Mercenary's cost by your engaging character's Influence(symbol).
- **Reveal:** When revealing cards from a deck it will always be from the top of that player's Faction deck.
- **Round:** The time between playing a combat card and resolving active threat. The player who has active threat during a duel has the current round. During a round of a duel, a player may resolve one maneuver, one technique, and their combat values from a played card Combat card. They may also not play a card, in which case all active threat is converted to wounds (with respect to Restricted Hostilities.) A player's Round ends when they have resolved the threat.
- **Set:** Any value that is set will go to a static number. Any calculations happen first and then the value is set. A set value, this way, cannot be changed from what it is set to.
- **Sink:** Put the rest of the revealed cards on the bottom of your deck in a random order.
- **The Locker:** When a card is sent to **The Locker**, remove it from the game. The most common way for a card to be sent to **The Locker** is when a character is destroyed. Some effects of a card may also send themselves or other cards to **The Locker**.
- **Threat Pool:** All threat that a character can modify with a combat card. Unresolved threat converts into wounds.
- **Threat:** Number of potential wounds being sent to an opposing character. usually via a combat card's Combat Values (RPT).

Playtest Rules v5.9.4e (last updated 07/26/2022)

NOTE: Text highlighted in yellow is the latest iterations and changes. May need further testing and input. There might be a few different ideas being tested behind the scenes; feedback on these items is specifically requested.

Comments on the sidebar is an unfinished iteration or design note. This is added for completeness, but should not be taken as final, or even necessarily likely. The game is playable and testable without reading anything in sidebar comments.

- **Unique:** A player may only have one copy of a card with **Unique** in their Faction Deck. All characters and schemes in the Approach Deck are **Unique**, unless noted otherwise.
- **Wealth:** A keyword. Cards with Wealth are worth two when discarded to pay costs