7TH SEA

CITY OF FIVE SAILS

RULEBOOK

TABLE OF CONTENTS

Credits and Acknowledgements

Trading in Danger

by Nancy Sauer

Odette Dubois d'Arrent surveyed the room with a quick sweep of her eyes. The parlor looked much the same as it did on her previous week's visit: well-made but not ostentatious furniture, an embroidery frame with a newly-begun project in the corner, and books piled on nearly every table in the room. The exception was the table located near the window that looked out over the house's inner courtyard, neatly laid with table service for two.

"I am so happy you could join me this afternoon," her hostess said. "Our discussions are always so entertaining."

Odette smiled at her. "Your emotions exactly mirror mine," she said. "I was gratified to receive your invitation." It was a complicated truth. Urraca de la Murrieta was a young woman of many interests and a charming way of speaking about them; Odette enjoyed the time she spent with her. Urraca was also the daughter of one of Five Sails' wealthiest merchants, Guillen de la Murrieta, a man who Odette very much wanted to ingratiate herself with. He controlled a number of shipping contacts that would be very useful to her patron back in Montaigne.

"I have been reading the book you lent me!" Urraca said, moving towards the table. "Will Marie ever escape the castle? No, don't tell me, I want to read it myself. And you say that there are more?"

"Several more," Odette said. She seated herself at the table. "I think I will be getting another one when my mail from home next arrives here." She casually waved at the goblets and plates set out before them. "I take it that your father will not be able to join us?"

Urraca wilted a little. "He will not. He says he has no desire to meet you."

Odette didn't know how to react to this. She accepted rebuffs as part and parcel of a courtier's life, but rarely had she received such a blunt refusal. "I am sorry to learn that I have offended him so," she finally said.

"Oh, it isn't you personally," Urraca said. "It's because of the bandits."

"Bandits?"

"Well, really a street gang. They are led by a man from Montaigne, it is said, and they are causing trouble at some of Father's warehouses. He's taken it into his head that all the Montaigne in the city are in league against him, and he won't hear a word otherwise."

"I am so sorry to hear about your father's problems," Odette said. "But let us speak of happier things. Tell me about your embroidery."

* * *

When Odette finally left the house of de la Murrieta she found one of her musketeers, Jean Urbain, waiting for her at the gate. The other three musketeers had predictably wandered across the street, joining the locals in drinking and gambling with dice.

"So how did your meeting with the rich merchant go?" Jean asked. "And did you hear any word about our elusive lady?"

"Not a single word, though I am even more convinced that Urraca's social connections will be of great help in the search. And I didn't meet her father at all." She quickly summarized the problem of the street gang.

"Most unfortunate," Jean said.

"Indeed. I will need to find out more about this man, if he has any patrons or family that I could use to influence him." Odette flinched a little. She would have to go to her patron's other agents in Five Sails and ask for another round of favors. So far none of her plans had come to fruition, and she was running thin on goodwill.

Jean touched her arm slightly and smiled. "Powder your face," he said. "I have seen you in darker times than this."

Odette returned the smile. "I usually try to forget such things," Odette said. "But sometimes it is good to be reminded of them. Let us collect the others and go visit the merchants of knowledge."

* * *

Odette had taken a suite for herself and her musketeers at the Hotel Precieux. It was located on the edge of one of the seedier districts of Five Sails, which made it both fairly cheap to rent and convenient for dealing with the city's more unsavory inhabitants. It was thus perfect for her needs. Her office was furnished, like the rest of the suite, with furniture that had once been of high quality but had begun the gradual slide into shabbiness. The large, ornately carved desk contrasted with the rest of the furnishings. A map of the city and random piles of documents obscured much of the desk's rosewood surface. While her musketeers amused themselves, Odette read through her many reports.

"He isn't even from Montaigne!" Odette suddenly burst out. All around the room the others stopped what they were doing and stared at her. Henri Michelet had been practicing a new song on his lute, Jean was reading a philosophy tract, Leontine Giroux and Bastien Girard were playing cards. Leontine was in the process of raising a cup of wine to her mouth.

"His loss," Henri said.

"He's not?" Jean said.

"Wasn't the merchant supposed to be Castilian?" Bastien said.

"Who are we talking about?" Leontine said, as she finished drinking her wine.

"The criminal troubling de la Murrieta," Odette said, laying the report down on the desk and spreading her hands flat on it. She knew she shouldn't let her frustration get the better of her, but it remained an ongoing struggle. "He isn't from Montaigne, he is a member of the Red Hand gang from the Vodacce district. He's been nicknamed The Montaigne because of his hat!"

"Unfortunate for us," Henri said, "but a sign of good taste for him."

Odette ignored the observation. "He seems to be trying to raise his stature in the Red Hand by making raids in the Castilian district. If he can succeed in gaining a foothold there, the gang will become even more influential in the city and he will become more powerful within the gang."

"What is his real name?" Leontine said.

"Here's a list," Odette said, "you can take your pick. He uses a different one in the gambling houses of each district, and he owes money to all of them."

"If he owes many people money, then he could be bribed," Jean said.

"That will work until he gambles it all away again," Bastien said. "Then he will be back at work troubling honest merchants. Or somewhat honest merchants, as we are in Five Sails."

"And I could not get enough money to pay off all—" Odette paused, a distant look on her face. Her musketeers were silent: they knew what that look meant.

"It's somewhat risky," Odette finally said, "but manageable, and failure will harm us little." She reached for her writing kit. "Bastien, I need you to find me a professional rumormonger and an actor who can present himself as a Castilian gentleman. Henri, I need you and Jean to go to our patron's moneyholder to obtain some funds."

"How much?" Henri said.

"As much as you can. Be persuasive. Leontine, I need you to take a note to Urraca. We need to know if there is a pattern to The Montaigne's attacks on her father's warehouses."

"We are musketeers, not errand runners," Jean said.

"Never fear, my friend," Odette said. She wrote a note in a swift, decisive hand. "You will be showing your worth very soon now."

* * *

The moon had risen just high enough to be seen over the roofline of the buildings around them. Jean could hear the murmur of the nearby sea and the soft tapping of shoe upon cobblestone as one of his fellow musketeers moved, shifting their weight from one foot to another.

Two nights ago, rumor had it that The Montaigne had lost heavily at gambling. Tonight, Odette gambled on him keeping to his usual routine after a loss.

A crowd of about a dozen people came up the street, led by a man in a Montaigne hat.

"They are very reliable criminals," Bastien said.

"The biggest one is mine," Leontine said.

"That is a fine hat," Henri said.

"It's time," Jean said, and he strode out of the shadows of the de la Murrieta warehouse. The others followed him. When he reached the center of the street he stopped and held up his hand. "No further, good folk," Jean said in a loud, friendly voice. "You should turn around and go home."

The gang's leader stopped, giving a signal to his followers. "And why should we do that?"

"I have heard that there are criminals moving through this area, and I would hate for you to fall afoul of them."

"Very amusing." The man known as The Montaigne drew his rapier, a blade with an ornate basketweave hilt-guard but no other ornamentation. "I have business at that warehouse, but it doesn't require me to kill you. Leave now and I'll cause you no trouble."

"If you have business at this warehouse then your business is with us." Jean's tone remained friendly, even as he drew his own rapier.

"The four of you against all of us? They say a dog's bark is louder than his bite."

"Well, that is true," Jean admitted. He tilted his head slightly in Henri's direction. "But our bark is very, very loud." Henri smoothly raised his musket out of the shadows of his cloak and brought it into firing position.

The crowd was still and silent for a moment, and then a number of them started to edge back down the street. "Stand your ground!" their leader shouted. "They can try to shoot me if they like; I'm not afraid of them."

Henri adjusted his aim and pulled the trigger. A booming roar tore through the night, followed by a man on the edge of the crowd screaming as he collapsed.

"Ready your steel!" Leontine cried as she sprinted towards the tallest of their opponents. Jean and Bastien followed close behind. Henri took the time to carefully resling his musket and then he, too, charged into the fray.

The fight soon organized itself into several knots of activity. Several of the gang members were trying to help the man who had been shot. Leontine busied herself with a man half a foot taller than her and twice as wide. She locked his sword up with her blade catcher and then used her rapier to make several quick slashes to his arm and chest. Her opponent shouted something that was probably Vodacce, and likelier obscene, as he tried to free his blade. Leontine let it go before he could pull the blade catcher out of her hand, and then sprang in to continue her attack.

Jean duelled with The Montaigne, turning aside his opponent's blows and making quick replies that threatened but never actually landed.

"Coward! Are you going to do anything else but dance with me?"

"I'm waiting for you to do something interesting," Jean replied. His words had their intended effect, goading The Montaigne into a series of attacks that Jean easily parried. "Surely you can do better than that."

Henri had intercepted a woman with a heavy saber moving in to come to her leader's aid. They circled around each other warily, blades flashing in the moonlight, and the musketeer quickly realized that at some point in the past she had been given formal lessons in swordplay. That made her potentially dangerous, as someone half-trained with a sword could be wildly unpredictable. He grinned and brought his blade up for an attack. Tonight would be more entertaining than he thought it would be.

Bastien was engaged with two opponents who threatened him from opposite sides. The one on the left slashed boldly, but ineptly, at the musketeer, who parried the swing and then continued in to deliver a deep cut to the man's arm. The one on the right tried to move in for a blow, but Bastien snarled her blade with a flourish of his cloak, quickly pivoting around her to kick her in the back of the knee. She crashed forward, entangling her comrade and pulling him down as well. Without a pause Bastien drew a pistol out and shot at a man who was sneaking up behind Henri. He missed, but the noise had an immediate effect.

"He has a pistol," yelled one of those lurking in the back of the crowd.

"I have more than one," Bastien said, and flung back his cape to reveal the other resting in its holster. There was a burst of shouting from different people, and then the men tending the fallen bandit picked him up and started running away. Then the remainder of the gang turned and fled, with their leader following and cursing at them.

Stillness and silence reigned for a few moments, and then Odette emerged from the shadows. "Well done, musketeers." She spoke loudly, to make sure she could be overheard. "Let us go to the Gilded Darkness to celebrate our victory."

* * *

The Gilded Darkness was one of the more popular coffeehouses in Five Sails. Odette had chosen it after careful calculation: elegant enough to discourage open violence, but with a slight underlying disrepute that should make The Montaigne comfortable enough to show up in person. She sipped her coffee and waited. Leontine was at the next table, drinking a much larger cup of coffee and making her way through a plate of pastries. Bastien, Jean, and Henri had taken seats in different parts of the coffeehouse where they could keep an eye on Odette and in turn be not easily spotted by anyone entering the premises.

"He's here," Odette said in a voice just loud enough for Leontine to hear.

The musketeer glanced up for a moment and then returned to studying the pastries in front of her. "Powder and flint, he's wearing some kind of armor under that tunic," Leontine said quietly. "I owe Bastien a guilder."

The Montaigne strode directly to Odette's table and glared down at her. "You have made yourself an enemy tonight."

Odette raised an eyebrow, looking slightly puzzled. "Shouldn't you be busy arranging a way to get out of Five Sails? The city must be very dangerous for you now."

He stopped in mid-word and looked at her intently. "What do you mean by that?"

The courtier shrugged slightly. "Tonight a Castilian was at Madame Grimaldi's Fortuna Felix,

paying off your debts to the house and setting you up with some extra funds. And tomorrow morning it will be all over the dock areas that you had been bribed to set up the Red Hand for an embarrassing defeat."

"None of my brothers and sisters in the Red Hand will believe that," he said.

"Oh?" Odette picked up her coffee cup. "Many were hurt in tonight's fight, but you aren't even scratched." She drank her coffee, watching him over the rim of her cup. His face flushed red from anger and for a moment she feared that he would attack her. She wasn't afraid for her safety, not with several of her musketeers within arm's reach, but a fight in here would have consequences she didn't want to deal with.

Slowly his color edged back to normal. "You think you are safe," he finally said. "Because you have your hired swords here with you." He glanced over at Leontine, who didn't bother to look up from her food.

"I think I am safe," Odette said mildly, "because you have much more dangerous enemies in this city tonight."

"I'm not sure that is true," he said. He swept off his hat and gave her a deep bow. "Until we meet again, poisonous lady." Before Odette could think of a reply he turned on his heel and started walking towards the door.

"He's smarter than most," Leontine said. "He will be trouble for us."

"Only if he lives," Odette said, dismissing him from her mind. Tomorrow she would send a delicately worded note to Urraca, letting her know that the problem had been taken care of. Then she could arrange a meeting with Guillen de la Murrieta and advance her own plans. She smiled to herself as she savored the last of her coffee.

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 ⚓, The Forums 🏛, and The Grand Bazaar 💰. In case of a tie, the Dominance Victory beats the Economic Victory.

- *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.

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 an 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 a draw in competitive play, randomly determine a winner.

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 🏛 is central with The Docks ⚓ and The Grand Bazaar 💰 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 🎸 to the outside of The Docks ⚓ . In a four-player game, also place Governor's Gardens 🗽 to the outside of The Grand Bazaar 💰 .

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

Players simultaneously reveal their **Leaders**, placing them 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 facedown, followed by their facedown randomized Faction Deck. Do not yet draw a starting hand.

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

Key Concepts

Golden Rule

Whenever the text of a card contradicts the text of the rulebook, perform the text on the card. Cards supersede this rulebook.

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, e.g. Renown.
- Anytime a player must "spend" something, it must come from their control and collected resources 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.

En garde vs Engaged

Cards enter play en garde, upright and ready to act. Some abilities engage cards. When a card becomes engaged, rotate it sideways 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 compares 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 among the individually summed totals of all players and their cards at that location. If there is a tie, the pressure is unsuccessful.

The most common pressure occurs when a player attempts 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 of their Influence 👑.

First Player Token

The player who has the First Player Token is the First Player. The First Player acts first 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.

Key Concepts cont.

Qualified Abilities

- Any and all qualifiers that determine the specific character carrying out the ability must be satisfied by the acting character.

- Abilities sometimes have another word preceding them, e.g.: **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** location 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.

Acting Character

- An acting character is considered to be the person performing the ability.

- Must meet any qualifiers on the ability and also satisfy any additional restrictions as costs. (generally these are costs that appear before the • (bullet).

- Using ability printed on the character.

- Using an attachment they have equipped.

- Using a City Deck event card.

- Using an ability granted to them from a different source.

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 played in the following order:

1. **Dawn -** Preparing the City for the next full Day.

2. **Planning -** Players choose schemes and approach deck characters.

3. **High Drama -** The majority of play happens during this phase.

4. **Plunder -** Collect Renown and check for Victory.

5. **Dusk -** Cleaning up the City and getting ready for the next Day.

---

1. Dawn

1) Beginning of the Day.

2) Beginning of Dawn.

3) Starting with The Docks ⚓ and proceeding away from the City Deck, place one City Deck card onto each location. In a multiplayer game, locations other than The Docks ⚓ and The Grand Bazaar 💰 may be at the ends of the city.m

4) End of Dawn.

2. Planning

1) Each player secretly selects a scheme and character from their Approach Deck for the Day. Place them facedown 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 and the resulting 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.

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 passes to the left.
     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 no longer exceed their Crew Cap.

Phases of the Day cont.

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, faceup, in play.

5) 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** as modified by cards.

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.

   - Use an Action
   - Move Action
   - Equip Action
   - Recruit Action
   - Challenge Action
   - Claim Action
   - Pass

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. After using an **Action** ability on a card from a player's hand, discard it after resolving all effects.

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: en garde or engaged. 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 no longer exceed 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 parley with them. • Put the **Mercenary** into play under your control at that location.

Parley
Engage one of your non-**Mercenary** characters at that location. Reduce the cost of the card by your engaged character's Influence 👑.

e. **Challenge Action**
Issuing a challenge is the only way to start a duel in Five Sails. Many cards issue challenges. Whenever a challenge is issued, the character issuing the challenge must be announced first. Duels are covered more extensively in the "Issuing a Challenge and Dueling" section (p. 22). Duels that occur using the **Challenge Action** action use Combat 👊 as their dueling stat. Thus most duels are duels of Combat 👊.

Players always have access to the following ability:
City Action: Engage your character • Challenge target opposing character to a duel of Combat 👊.

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 (p. 10).

Players always have access to the following ability:
City Action: Engage your character • Pressure that location with Influence 👑. If successful, claim the location.

g. **Pass**
Players may **Pass** if they have nothing left 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.

Phases of the Day cont.

4. Plunder

1. Victory and Renown.
   a. Check for Dominance Victory.
   b. Renown.
      i) Players take Renown from any location they currently control.
      ii) Take additional conditional Renown (via your scheme, Leader, etc.).
   c. Check for Economic Victory.
   d. Check Fifth Day Victory.

5. Dusk

1. Beginning of Dusk.
2. 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**.
3. End of Dusk.
4. 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.

City Location Cards

Location cards represent the districts in the City of Five Sails. These locales represent the physical space where characters play the game, and where players compete with one another for control of Five Sails.

There are three core **City** location cards: The Docks ⚓, The Forums 🏛, and The Grand Bazaar 💰.

- Every game uses these three core **City** locations. In a game with at least three players, add Ole's Inn 🎻. With four players also add Governor's Gardens 🚶.
- They do not belong to either player's deck.
- They are only affected by abilities that allow a player to do so.

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 facedown within easy reach among all players.

- Its contents may change over the life of 7th Sea: City of Five Sails to represent the evolving story of Five Sails. Any game of 7th Sea only requires one City Deck.

Event Cards

Events are a type of card that appear 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 once per Day.

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 contains exactly ten cards of five characters and five schemes.
- The Approach Deck is placed facedown and is *not* randomized as part of setup.
- A player may look at their Approach Deck at any time.

Decks and Card Types cont.

Character Cards

Characters represent the larger-than-life personalities of the inhabitants of Five Sails such as academics, mercenaries, diplomats, scoundrels, heroes, villains, or anyone 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.

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.
- A **Leader's** unmodified Panache dictates how many cards a player may hold at the end of the Day.

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 passes to the left. 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, modifying the Panache of the **Leader**.
- Players draw cards equal to the Panache of their **Leader**, modified by any other cards or abilities.
- Card effects cannot remove schemes from play unless specifically stated otherwise.

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 at least 40 cards.
- Players randomize their Faction Decks as part of setup and place them facedown.
- 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 facedown to form a new deck. discard pile face down to form a new deck.
- All cards in a Faction Deck have the combat values: Riposte ⚔, Parry ⚔, and Thrust ⚔.
- 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.

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 player must pay the wealth cost.
- A player never has to pay the wealth cost of a risk to use its combat values during a duel: (Riposte ⚔, Parry ⚔, Thrust ⚔).

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. During a duel, only equipped attachments can activate their **Techniques**.
- Attachments may modify the equipped character's stats; e.g.: Resolve ⊕+1, Combat ✊, Finesse 👣, or Influence 👑.
- 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 en garde or engaged.
- 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.

Decks and Card Types cont.

- 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.

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. These 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 up to that player to resolve any Passive Abilities that are a "may" effect.
  - It is the duty of all players to properly resolve any ability that is not optional.

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 part of an ability may meet the triggering condition of a **Reaction**.
- A **Reaction** does not use priority. After a **Reaction**, priority passes as normal to the next player, even if the next player just used a **Reaction**.
  - **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.

Maneuvers:
- **Maneuvers** are abilities used exclusively during a duel.
- **Maneuvers** appear on combat cards played during a duel.
- **Maneuvers** on it may be ignored, when playing a combat card only for its Riposte ⚔ , Parry ⚔ , or Thrust ⤐ .
- To use a **Maneuver**, the player must pay all costs.
- The **Maneuver** of a card is tied to that card's combat values. A player cannot use the **Maneuver** of one card and the ⚔ , ⚔ , ⤐ of another. Exactly one card is played during a round.

Abilities and Playing Cards cont.

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

Playing a Card

- Announce the ability to be used.
  - You must control the card or show the card from your hand.
- Pay any costs, including 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" to pay a cost, it must come from your collected resources.
- Satisfy targeting as additional/required costs.
  - 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.

Issuing a Challenge and Dueling

Duels use the Combat Stat 👊 unless otherwise noted by an ability.

Duels that use Stats other than Combat 👊 are clear in their text what Stat is being used. This appears as: "Challenge them to a duel of [SYMBOL]." The duel then uses that Stat when determining threat and wounds using Restricted Hostilities (**Additional Dueling Rules** pg 26).

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
  - Announce and Activate a **Technique**
- Target an opposing character
- Accept or Refuse the challenge
  - Intervene
- Resolve **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

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.
- **Technique:** The challenger may 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.

Target an Opposing Character
- The targeted character challenged to a duel must be opposing the character issuing the challenge.
- Any other targeting restrictions must be met.

Issuing a Challenge and Dueling cont.

Accept or Refuse the Challenge - The controller of the challenged character must now accept or refuse the duel.

- Accepting a challenge.
  - When a player accepts a challenge, they must play a card on their first round of the duel.
  - The duel may be accepted by the original target or a different character via intervening.
  - **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.
  - When the challenge is accepted, the challenging character and the character accepting the challenge are now the "participants."
  - Each participating character, and their controllers, are adversaries of each other.
  - "Adversary" can refer to the enemy participating character or their controller.
- Refusing a challenge.
  - When a challenge is refused, generate threat as outlined in the following "Threat" section and give the targeted character wounds. Follow any other applicable rules such as: Restricted Hostilities, activated **Techniques**, or other relevant effects.

Resolve Technique

- If a **Technique** was activated previously in the challenge, resolve its effects now.
- If the **Technique** adds +Thrust ⚔➤, it will be added in the next step.

Threat

- Combat ✊ 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 ⚔➤, add that much threat.
- Assign all generated threat to the adversary's threat pool.

The Duel

After a challenge is accepted, the duel is played in a series of repeating rounds until the duel ends. A duel ends only 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

- If it is the first round of the duel after accepting the challenge, a card must be

Issuing a Challenge and Dueling cont.

played. This can be either from hand or gambling (**Additional Dueling Rules** pg 26).

- 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 🤛 and the threat is discarded (**Additional Dueling Rules** pg 26). This will end the duel, as a duel ends when there is no threat in any character's threat pool.
- The player may play a card from their hand or by gambling (**Additional Dueling Rules** pg 26).
- Players keep cards played during a duel faceup in front of them. Display 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 of the duel.

  ○ ***Activate and resolve up to one Technique and/or One Maneuver***
    ▪ A **Technique** or **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 cannot use the **Maneuver** of one card and the ⚔, ✕, ⟼ of another. Exactly one card is played during a round.

Combat Values

- A card can always be played for its combat 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 choose not activate the **Maneuver**. This uses the combat values as normal.
- Always resolve all of the combat values in order, every time, from top to bottom: Riposte ⚔ , Parry ✕ , Thrust ⟼ .

Resolve Riposte ⚔

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

Resolve Parry ✕

- Remove threat in your threat pool by X.

Resolve Thrust ⟼

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

Resolve Threat

- Your participant takes wounds equal to the threat remaining in your threat pool up to a maximum of the adversary's stat in the duel. (usually Combat 🤛). For more on Restricted Hostilities see (**Additional Dueling Rules** pg 26).
- Discard all threat in your threat pool.

Issuing a Challenge and Dueling cont.

- 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. For more on Moving During a Duel (**Additional Dueling Rules and Concepts** pg 27)

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.

Final Strike

The last combat card played before that character is destroyed is their Final Strike. A character is destroyed after resolving their combat cards ⚔, ✕, ⟿. Therefore, a player may have threat in their pool after the adversary 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 ⚔, ✕, ⟿ as normal. This gives the surviving character a chance to ⚔ or ✕ any threat away.

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 🖐.
- If a gambled card does not enter the dueling line because it is equipped, discarded, sent to **The Locker,** etc, that card is still considered gambled and counts against the participant's 🖐 for the duration of the duel.

Modifying Combat Values

Each card included in your deck has three combat values. They are: Riposte ⚔, Parry ✕, and Thrust ⟿. 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 challenge and duel. The stat used in most challenges and duels is Combat ✊.

Example: A character with 1 Combat ✊ sends four threat to their adversary. The adversary chooses to not play a combat card which

Additional Dueling Rules and Concepts cont.

removes none of the threat from their 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.

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.

- Kaspar and Soline are both at The Forums. Kaspar resolves threat to Soline and after that, moves to The Docks. Since Kaspar played his combat card during his round and resolved the threat while he was at The Forums, the threat is in Soline's threat pool at The Forums.

  Soline then plays a card and generates threat but does not move. She resolves her threat while still at The Forums.

  Kaspar is at The Docks, but the threat Soline just sent back and resolved is at The Forums.

  Since Kaspar is not at the same location as his threat pool, he cannot play a card and skips to threat resolution. The threat is discarded. Kaspar has managed to escape.

- Kaspar and Soline are both at The Forums. Kaspar resolves threat to Soline and after that, moves to The Docks. Since Kaspar played his combat card during his round and resolved the threat while he was at The Forums, the threat is in Soline's threat pool at The Forums.

  Soline plays a combat card and generates threat at The Forums, even though Soline is the only character there. Then, as a **Maneuver**, Soline moves to The Docks where Kaspar is.

  Now that all **Techniques, Maneuvers,** and Combat Values are finished, Soline resolves the threat and ties it to her location. Soline resolves the threat in The Docks

  Now that they are both at the same location, even though Soline generated threat at The Forums, she moved and resolved the threat at The Docks. The threat is now in Kaspar's threat pool at The Docks. Kaspar didn't manage to escape, and must continue the duel as usual.

In practice, threat is in the adversary's pool 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.

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.

Additional Rules

Dashes as Values

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

- A character with a -(dash) as a stat cannot initiate or be the acting character in any abilities that use that stat.
  - For example, a character with a -(dash) in Combat 👊 cannot issue a challenge via the **"Challenge Action"** action. Similarly, a character with -(dash) Influence 👑 cannot initiate a Pressure to claim a location.
- When a player must consider the value of a -(dash), treat it as a 0. This will happen most often when a character with a -(dash) for a stat is challenged to a duel of that stat. Note: The character with a -(dash) in that stat cannot issue the challenge of that stat, but may be challenged.

Pronouns

Pronouns on a card refer to the most recent card referenced 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 paid 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

- Lasting effects of **Actions** or **Reactions** end at the end of the Day.
- Lasting effects of **Techniques** and **Maneuvers** end at the conclusion of the duel.

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.

Parley

Engage one of your non-**Mercenary** characters at that location. Reduce the cost of the card by your engaged character's Influence 👑.

Replacement Effects

Some abilities modify how a cost or effect functions. Whenever an ability uses "as if" or "instead" then do as the ability instructs.
- When a cost has been replaced, it is considered satisfied.
- When an effect has been replaced, the original unmodified effect did not occur and the new modified one did occur.

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 +1 , Combat 🖐, Finesse 🦿, and Influence 👑 . **Leaders** have two additional Stats: Panache and Crew Cap.

- **Resolve:** 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 🖐 :** Represents a character's ability in a fight.

- **Finesse 🦿 :** Represents a character's agility or coordination.

- **Influence 👑 :** 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.

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 passes to the left.

CARD ANATOMY CONT.

○ 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.

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.

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 , Parry , Thrust .

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

- **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.
- **Parry**
  - ○ Reduce threat in your threat pool by X.
- **Thrust**
  - ○ Add X threat to the adversary's threat pool.

Soline El Gato

- Character -

7

3 🤜 **A.**
2 🐾 **B.**
2 👑 **C.**

8

PANACHE **6**
CREW CAP. **6**

Leader – Pirate – Scoundrel – Castille

Adversaries at Soline's location have -1 🐾.

City Reaction: After an **Action** resolves
• Move Soline to an adjacent **City** location.

7555-89   Illustrated by Kuo Yang   Copyright 2023 Moon Design

Sarafina

- Character -

5

2 🤜 **A.**
2 🐾 **B.**
1 👑 **C.**

8

Spy – Vodacce

When Sarafina gambles during a duel,
reveal an additional card.

Technique: Look at the top card of the
adversary's deck, or two cards instead if
you control a **Strega** at this location • Sink
any number of them.

7555-10   Illustrated by Giorgio Baroni   Copyright 2023 Moon Design

Cavalier Hat

2

- Attachment -

+0 🤜 **A.**
+1 🐾 **B.**
+0 👑 **C.**

8

Attire

May only attach to a **Duelist**.

City Action: Engage this character
and challenge target opposing
character to a duel of 🐾.

2 **D.**
— **E.**
2 **F.**

The Cavalier hat has begun to fall out of fashion in the courts, but those who know the blade still wear it as a symbol of pride.

7555-73   Illustrated by Wilma Mateusz   Copyright 2023 Moon Design

Iron Reply

1

- Risk -

8

Eisenfaust

This card has -1 cost if this
character has an **Eisenfaust**
attachment.

Maneuver: If you have equal or
greater Combat than the
adversary, or have an **Eisenfaust**
attachment • The adversary
takes a wound.

2 **D.**
— **E.**
0 **F.**

7555-54   Illustrated by Mirco Paganessi   Copyright 2023 Moon Design

LEADER · **CHARACTER** · **ATTACHMENT** · **RISK**

1. Name   **2.** Type   **3.** Wealth cost   **4.** Resolve   **5.** Panache   **6.** Crew Cap   **7.** Initiative
8. Traits   **9.** Stat banner with : **A.** Combat   **B.** Finesse   **C.** Influence   **10.** Combat Values with:
D. Riposte   **E.** Parry   **F.** Thrust   **11.** Faction Symbol

Scheme

Leshiye of the Wood

Choose one of the outermost locations.
Add a Renown to two other locations.

Attach this card to the chosen location.
Discard all City Cards and Renown there.
All characters there go **Home** and actions
cannot move Renown or characters to or
from the location. It cannot be controlled.
At the end of the day, discard this card.

INITIATIVE 34

- Scheme -

PANACHE 0

7SSS-126. Illustrated by Zulkarnaen Hasan Basri   Copyright 2023 Moon Design

City Character

Takama Siad

3

3

- Character -

2

○ 👊 **A.**
2 ✋ **B.**
2 ✊ **C.**

Mercenary – Academic – Surgeon – Maghreb

Reaction: After a duel ends • Heal a
wound from your participating character
at Takama's location.

*"Educated in the finest schools of her homeland, Siad is the best
physician in the whole city... if you can afford her."*

7SSS-199 Illustrated by Charlotte Creber   Copyright 2023 Moon Design
23

City Attachment

Crystal Eye

1

- Attachment -

2

+○ 👊 **A.**
+○ ✋ **B.**
+1 👑 **C.**

Artifact – Syrneth – Unique

When you equip this card, look at an
opponent's Approach Deck and name a
card in it.
Reaction: When an opponent plays a card
with that name • Gain a Renown. (This can
occur during future days.)
*"There are things of our world we have yet to truly understand, best use
such things with caution."*
- Rosine Friese
7SSS-200 Illustrated by Kuo Yang   Copyright 2023 Moon Design
24

City Risk

Siren's Scream

- Event -

2

Monster – Catastrophe

When this card is revealed, each player
spends a Renown to it.
This card can only be discarded when it
has no Renown.
City Action: Engage your character • Take
a Renown from this card. *(Each player may
activate this ability once per Day.)*

7SSS-179 Illustrated by Shen Fei   Copyright 2023 Moon Design
3

1. Name   **2.** Type   **3.** Wealth cost   **4.** Resolve   **5.** Panache   **6.** Crew Cap   **7.** Initiative
8. Traits   **9.** Stat banner with : **A.** Combat   **B.** Finesse   **C.** Influence   **10.** Combat Values with:
D. Riposte   **E.** Parry   **F.** Thrust   **11.** Faction Symbol

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 minimum of 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 name may be included in the Faction deck. Cards with the **Unique** trait can have exactly one copy by name included in the Faction Deck.

Sample Deck Lists

*denotes neutral faction cards

Castille

Leader:
Soline el Gato

Approach Deck:
The Cat's Embargo
Shifting Blame
Marooned*
Midnight Shipment*
Parley Gone Wrong*
Makepeace Botwighte
Maya de La Rioja
Sanjay
Madre Dolores
Padre Anibal

Faction Deck:
Gallegos Blade x2
Unfortunate x2
Adaptable x1
Research x1
Robbery x2

Roll the Bones x2
Improvising x2
Revelry x2
Night of Drinking x2
Amour x2
Life in the Canals x2
Nothing Personal x1
It's Personal x1
Taunt x2
Drinking Games x2
The Cat's Glass x1
Throwing Knife x2*
Uppman's Jacket x2*
Hidden Corridors x1*
A New Strategy x1*
Not Today x2*
Triage x1*
I know that Trick! x1*
Liberating Goods x1*
Matchlock Musket x1*
Paid Off x1*

Eisen

Leader:
Kaspar Dietrich

Approach Deck:
The Song of Eisen
Armed and Marshaled
Let the Sword Decide*
Let's Haggle*
Parley Gone Wrong*

Uwe Zimmerman
Daniella Dietrich
Otto Streit
Philip Hase
Terrell Brant

Faction Deck:
Fight Through the Pain x2
Answering the Call x2

Langschwert x2
Last Word x2
Iron Reply x2
Polished Flintlock x2
Precision x2
Move Along x2
Stratege x2
Regroup x2
Well Equipped x2
Throwing Knife x2*

A New Strategy x1*
Breastplate x2*
Not Today x2*
I Know that Trick x1*
Improvised Weapon x2*
Triage x2*
Matchlock Musket x2*
Dark Gift x1
Kaspar's Panzerhand x1
Press the Advantage x2

Montaigne

Leader:
Odette Dubois
d'Arrent

Approach Deck:
Reputation Meritee
Epee Sanglante
Let's Haggle*
Let the Sword Decide*
Midnight Shipment*
Bastien Girard
Leotine Giroux
Jean Urbain
Henri Michelet
Maxime de Lafayette

Faction Deck:
Broken-time x2
Defending Honor x2
Disarm x2
A Heroic End x2

Friends at Court x2
Gallant Deeds x2
Cavalier Hat x2
Master of Valroux Style x2
Legendary Reputation x2
Status Matters x2
Tabard of the Fallen
    Musketeer x1
Mastercrafted Rapier x2
You're Embarrassing
    Yourself x2
Valiant Spirit x2
Porte Travel x1
Breastplate x2*
Not Today x2*
I Know that Trick x2*
Triage x2*
Blood Mark x2
Appealing to the
    People x2*

Sample Deck Lists cont.

*denotes neutral faction cards

Ussura

Leader:
Yevgeni the Boar

Approach Deck:
The Boar's Guile
Lashiye of the Woods
Filling the Ranks*
Parley Gone Wrong*
Inspire Generosity*
Valeri Mikhailov
Ved'ma
Elina Georginova
Torsten Vakt
Pavel Ivanov

Faction Deck:
Grandfather's
  Hammer x1
Mireli Saber x2
Stubborn x2
Strength of Ten x1

Iron and Velvet x1
Matushka's Command x2
Matushka's Sight x2
Matushka's Efficiency x2
Sunder x1
My Fight Alone x2
Indomitable Will x2
Mireli's Revision x2
Strong Hands x2
Predatory Pursuit x2
Razrushitel x2
Breastplate x2*
Appealing to the
  People x1*
Come Hither x1*
A New Strategy x1*
Boon x2*
Pull x2*
Triage x1*
I Know that Trick! x2*
Improvised Weapon x2*

Vodacce

Leader:
Don Constanzo
  Scarpa

Approach Deck:
Servo Scarpa
Sibella Scarpa
Vissenta Scarpa
Cesca del Rosso
Cirilo Naucriparos
The Great Game
Plans Within Plans
Marooned*
Contempt and Hatred*
Until Morale Improves*

Faction Deck:
Angelo x1
Alcee x1
Buratino x1
Dante x1

Stiletto x2
Fate's Burden x2
Veronica's Guile x2
Pack Tactics x2
Pull the Strand x1
Wrath of the Don x2
For the Family x2
Ambush x2
Rough 'Em Up x2
Objection x2
The Pressure is On x2
Bravos x2
Bleed Out x2*
Shoddy Craftsmanship x1*
Paid Off x2*
A New Strategy x1*
Boon x2*
Pull x2*
Not Today x2*
Liberating Goods x1*

The Way Ahead

By D.G. Laderoute

There is far more beneath the City than just rocks and worms. There are secrets—many, many secrets.

--Kaj Kousei

Kaj peered into the cramped, black void gaping under the grave-slab.

"Are you sure that this leads into the catacombs, and not just into—" She looked up at the weather-beaten monument set atop the slab of stone, a grim, downcast figure in flowing robes "—well, this person's afterlife?"

Fidget nodded back at her, his eyes pale in the night-gloom. "I've been. Down and down and down. Tunnels. Caves. Many!"

She gave the boy a doubtful look. One of the scruffy urchins that Padre and Madre—Anibal and Dolores—had gathered like loose bits of trash from the streets, he pushed out his words with a thick—Ussuran accent? Or Sarmatian, or eastern Eisen?

Whatever his origin, the old couple had insisted he was sharp as a blade and knew the city's nooks and crannies better than nearly anyone else. He apparently eked out a living by trading secrets, or guiding around those who wanted to get into those nooks and crannies themselves.

Including, apparently, this way into the catacombs beneath Five Sails. Kaj was skeptical, though. Many hours of exhaustive research, and many more of clambering through sewers and tunnels convinced her that the ancient tombs didn't wend their way this far east. But the boy insisted, and it was more than possible the faded maps and dusty tomes were wrong.

In any case, she couldn't just let it go, now could she? Extracting her lantern from her pack, she struck sparks off steel and flint until it caught. The abrupt flare of light amid the sprawling graveyard darkness made her feel suddenly and starkly conspicuous, like a lighthouse crouching on the craggy shores of the Signore Islands. She quickly slid the shield into place, stopping the light down to a single, glowing shaft she could direct as she wished.

Which she did now, pointing it into the space under the tomb. She'd tensed, ready to find herself face-to-dessicated-face with the tomb's occupant. But her light revealed nothing but empty space. Not much of it—she'd have to crawl flat on her belly to get inside it—but it hinted at falling away into a bigger void off to her left, to the west.

"No one home. Hmm. I wonder what happened to whoever lived here?" she muttered.

Fidget slapped her arm lightly. "No living, silly. Just dead."

"I—know, yes. It was just a—oh, never mind."

She pushed the lantern into the cramped space, then herself and rucksack, and peered down the sloping way to the west. Sure enough, the floor dropped such that five or six paces away she could probably kneel, and maybe even crouch.

"Well, well. It seems my grubby little friend was right after all," she muttered.

"Who you talk?"

She glanced back. Fidget had jammed his way in behind her, crowding the little space.

"Myself, because I'm usually the only one around worth talking to."

"That why Padre call you Thorn? 'Cause you sting?"

Kaj gave the boy a thin smile. "He does, does he?" She shrugged, awkwardly, since she was sprawled under a tomb. "I suppose I do get in peoples' way and sting them a little, yes."

It was either that, though, or just stay out of the way and take everything as it seemed. And in the City of Five Sails, nothing was ever what it seemed.

Kaj turned and, dragging her rucksack, wormed her way forward, first to her knees, and then to her feet. Fidget nimbly squirmed in after her. Kaj held up a hand.

"I work alone."

"Eh?"

She pointed back at the entrance. "Go. To Padre and Madre. Shoo!"

But Fidget shook his head. "I come with," he said, pointing back at her.

She frowned at the boy, dirty, scabby, scrawny and barefoot. He was hardly prepared to start exploring catacombs—

But Kaj caught herself. The boy was no doubt always dirty, scabby, scrawny and barefoot. Some of it was probably a sort of costume, in fact, supporting his role as grimy street-rat. But he had apparently been in and out of here several times, and might know something useful. She finally sighed.

"Fine. But stay close. If you get lost, I will not come looking for you."

"I not get lost. You go get lost," he said, grinning around two missing teeth.

"Alright, if I get lost, you get us found again. Better?"

"I save Kaj, no worry!" Fidget said, proudly thumping his chest.

She turned away smiling. A furtive creature of the grinding, merciless streets, Fidget still shone with a carefree spirit as bright as her lantern. And how could you not admire that?

***

Kaj stopped and shone the lantern around at another junction, the third they'd encountered. She peered as far as her light would reach down each way. Cracked stone tunnel giving way to utter blackness in each direction. She'd turned to the right at each intersection, which now brought the number of unexplored directions to six.

She had to reign in a desire to just rush off and start exploring willy-nilly. As far as she knew, though, these tunnels were wholly unmapped, so she had to approach this with systematic care.

There was no question, though. The patient chew of time and water had eaten away at the stonework, but there was no mistaking the remnants of a delicate, fluted style.

"This is definitely part of the catacombs," she said, her voice muffled flat by the weight of stone and earth pressing around them. She shone the lantern around again, but nothing distinguished one way from the others. So, to the right once more, then—

Fidget's callused feet scuffed the gritty floor behind her. She turned and saw him walk a few paces up what would be their left-hand way.

"Where are you going?"

"Smell, eh?" He pointed further down the passage.

Kaj moved to join him, and sniffed the air. "I smell the lantern, and—ugh, you, you stinky little creature."

"Well, you stink perfume!"

"That would be soap, something you've apparently never encountered—"

Her voice trailed off. She did smell something besides lantern oil and smelly boy. Something both bitter and sweet.

"Priest-stink," Fidget said.

Kaj shot him a glance. "Priest-stink—? Oh, you

mean—incense? Hmm. I think you're right, little mouse. But who would be burning incense down here?"

Intrigued, Kaj started cautiously forward. The faint reek of incense intensified a little with each step. She ran through the possibilities, but kept returning to a sinister fact. Incense was a common component of rituals. But what sort of rituals were performed in dark, dank catacombs?

She set her mouth in a grim line. Probably not rituals all about sunshine and happiness. She touched her sword, bumping reassuringly at her hip.

The tunnel abruptly opened up ahead into some larger space. She hissed a warning to Fidget, then stopped the lantern down to nothing but a faint glimmer and took a moment to listen.

She heard her own breathing, Fidget's behind her, and the steady plink of dripping water somewhere ahead, nothing else.

Kaj edged her way forward.

The stone floor abruptly gave way to dank, moldy wood. Lifting the lantern, she saw a rickety bridge vaulting across a shaft at least as high and deep as her light would penetrate. Water dripped from above. The tunnel resumed on the other side, three, maybe four paces away. She could taste the incense now, an acrid, bitter tingle in the back of her nose and throat. A cool draft wafted it out of the tunnel towards her, hinting at another way out somewhere ahead.

She turned back to Fidget. "Okay, I'm going to start making a map. You just—"

"Map, pfft," Fidget hissed, then pushed in beside her and put his toes on the bridge, testing it. "We just go."

"No, we do not just go." She knelt, put the lantern on the floor and started digging into her rucksack. "I need to make a sketch, take some notes—"

"Nah, waste time." He pointed across the bridge. "Treasure, maybe!"

"In due course. First, we—"

The boy muttered and started across the bridge.It creaked alarmingly under his weight.

"No! Fidget, get back here—!"

A loud snap cut her off, then the bridge abruptly collapsed with a splintering crash. Fidget yelped and plunged into the abyss.

Kaj didn't even think, she just dove for the boy, catching one thin wrist. Slight as he was, his deadweight still nearly yanked her over the brink. Cursing like an Albion sailor, she caught his other, flailing wrist and braced herself to haul the little wretch back up—

"No—please, no drop please!"

Kaj winced as the boy's wails shattered against the stone into a cascade of echoes. But a new sound washed them out, a deep rumble that shuddered the stone around her. Gasping, she glanced up to see a slab of stone scraping slowly downward, relentlessly closing off the way ahead. She looked back down into the pale hint of Fidget's face, into eyes shining wide and white.

"Please!"

Kaj glanced back up, where the slab ground its way implacably down. She'd jumped as far before, and could probably just make it before the passage, the incense and whatever else lay beyond it was sealed away behind unyielding stone.

But only if she dropped Fidget into the gaping abyss.

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.
- **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 qualifier on **Action** and **Reaction** abilities. Abilities with a **City** qualifier 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 🏛, The Docks ⚓, and The Grand Bazaar 💰. And the Extra City Locations include the Governor's Garden 🌱 and Ole's Inn 🎻. 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 faceup 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.
- **Excess Threat:** The remainder of threat that does not convert into wounds due to Restricted Hostilities.
- **Heal:** Remove a wound from a character.

GLOSSARY cont.

- **Home:** A player's **Home** location. A qualifier on **Action** and **Reaction** abilities. Abilities with a **Home** qualifier 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.
- **Parley:** Engage one of your non-**Mercenary** characters at that location. Reduce the cost of the card by your engaged character's Influence 👑 .
- **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 👑 .

- **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 🗡 , ⚔ , ➹ .
- **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

ONLINE RESOURCES

7th Sea City of Five Sails Website:
https://pineboxentertainment.com/7s5s/

Official 7th Sea: City of Five Sails Facebook Group:
https://www.facebook.com/groups/548835193230190/?ref=share

Video Channel w/7th Sea Intro and Comprehensive Learn to Play:
https://www.youtube.com/channel/UC9pG0mLboUcUgWQ5qWCfn-g

Pine Box Entertainment Discord:
discord.gg/egUUWKH

Newsletter:
https://pineboxentertainment.com/newsletter/