

# FIRST PLAYER SHEET

A Game Turn represents one month and is divided into **Phases** and **Sub-Phases**. The First Player announces the opening of each Phase and goes first, by acting on or passing on each Sub-Phase, followed clockwise by the other players. A Phase is over when all players have had the opportunity to act or pass on each Sub-Phase. Check Victory Conditions before starting the next Phase.

## I EFFECTS PHASE

- A. **Resolve**: In the following order: World Encounter and other card effects. Apply Infected Wounds Damage, discarding Characters who have reached their maximum Damage or have 3 Psychological Damage.

## II TOWN BUSINESS PHASE

- A. **Deal**: Each player receives 1 Action card. If applicable, deal extra Action and/or Spoils cards received from Town Technologies.
- B. **Resource Production**: Receive all Town Health and Salvage Coins produced.
- C. **Auction House**: Open bartering on Spoils cards located in any Auction House. This occurs simultaneously for all players.
- D. **Town Events Chart**: Each player rolls 1d10 and consults the chart to determine its affects on their Faction's town.

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|-----|---|
| 1   | Gain 2 Prestige, 4 Town Health, and an Action, Spoils <u>or</u> Character card. |
| 2   | Gain 1 Prestige and 2 Town Health.  |
| 3   | Gain 1 Town Health.   |
| 4-7 | No effect.  |
| 8   | Lose 1 Town Health.   |
| 9   | Lose 1 Prestige and 2 Town Health.  |
| 10  | Choose a Resource you own. It reverts to Neutral. All penalties apply.          |

- E. **Financial Period**:

- 1st. **Sell**: Spoils and Action cards, Town Technologies and Town Defense chips may be sold to the Bank for Salvage Coins
- 2nd. **Purchase**: Buy a Tier 1 Town Technology (for 30 or 40) or upgrade an existing Town Technology to a Tier 2 (for 30 or 40). Then equip it.
- Purchase a Town Defense Chip (for 10, 15, 20, 25 or 30). Then equip it.
- 3rd. **Hire**: Pay for Non-Player Character Mercenaries (NPCMs) and declare their listed assignment out loud to all players.



### III PARTY EXPLOITS PHASE

A. NPCMS: Move Non-Player Character Mercenaries according to player order and resolve their assignments or have them wait for a Party to join them.

B. Party Exploits: Each player has four weeks to spend assigning their Party the following **Deeds**:

~**Movement Deed**: Costs 1 week. Roll 1d6 adding all movement bonuses. Move your Party accounting for all terrain cost. When a Party ends their movement, they must draw an Encounter card or perform another **Deed** appropriate to their location (Resource, Mission or PVP), before they can move again, even if they have to wait a month. The only exception is a Party ending their Turn in a Starting Town.

~**Encounter Deed**: Costs 1 week. Draw an Encounter card from the appropriate deck or activate a Point of Interest location.

~**PVP Deed**: Costs 1 week. Attack another Party in your hex.

~**Resource Deed**: Costs 2 weeks. The Party must occupy a Resource hex to claim or destroy it.

~**Healing Deed**: Costs 2 weeks. Perform a Party Medical Skill Check and remove 1d6 Damage for each Success. Remove an additional 1 point of Damage per Character (excluding Psychological), if a Party is in their Starting Town. Radiation and Infected Wounds Damage can only be Healed in a Starting Town. Discard 5 Salvage Coins to Heal in a Neutral Starting Town or pay another player who agrees to let you Heal in their town. Healing cannot be substituted for an Encounter.

~**Mission Deed**: Costs 3 weeks. The Party must occupy a hex with a Mission chip to draw a Mission card.

### IV END TURN PHASE

A. Adjust the Turn Marker Chip: Move it 1 space to the right.

B. Pass the First Player Sheet: The player to your left becomes the new First Player and the Chairman of the Ten Towns.