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.

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

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.