

FIRST PLAYER SHEET

A Game Turn represents one month and is divided into **Phases** and **Sub-Phases**. The First Player is the Chairperson of the Council of Towns. They announce the opening of each Phase and go first, 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 of its Sub-Phases. Check Victory Conditions before starting the next Phase (20 Prestige or 80 Town Health for standard play).

I. EFFECTS PHASE

A. Resolve:

Resolve in the following order: World Encounter and other card effects; apply one Infected Wounds Damage chip to each character with an Infected Wounds chip; discard Characters who have 3 Psychological Damage along with their equipment.

II. TOWN BUSINESS PHASE

A. Deal:

Each player receives 1 Action card. If applicable, deal extra Action cards and/or Spoils cards received from Town Technologies or cards.

Descendants: If the Town Events deck is utilized, deal a Town Events Card to each player.

B. Resource Production:

Receive all Town Health and Salvage Coins from Resources.

C. Financial Phase:

1. Auction House:

This occurs simultaneously between all players.

Begin open bartering on Spoils cards located in all Auction Houses.

2. Sell and Purchase:

All transactions are with the bank.

Sell:

- **Spoils and Action cards:** Salvage Coin Value
- **Town Technologies:** 25 Salvage Coins
- **Town Defense chips:** 10 Salvage Coins

Purchase:

- Players may buy one **Tier 1 Town Technology** or upgrade an existing one to **Tier 2**.
- Players may buy one **Town Defense chip**.

3. Hire NPCMs:

Pay for Non-Player Character Mercenaries (NPCMs) and declare their listed assignment to all players.

TOWN DEFENSE CHIPS

CHIPS	SALVAGE COINS
1st	10
2nd	15
3rd	20
4th	25
5th	30

III. EXPLOITS PHASE

A. NPCM:

Move NPCMs according to player order and resolve their assignments, or have them wait for a Party to join them.

IV. PARTY EXPLOITS PHASE

Each Player has **four Weeks** to spend on the following Deeds:

~ Movement Deed: 1 Week

Roll 1d6 and add all **Movement Bonuses**. Move your Party, accounting for any terrain **Movement Cost**.

When a Party ends their movement, the next Deed performed must be an **Encounter**, **PVP**, **Resource** or **Mission Deed**, even if that next Deed must take place in the following month. The only exception is a Party ending their movement on a **Starting Town Location**.

~ Encounter Deed: 1 Week

Draw an **Encounter card** from the appropriate deck or activate a **Point of Interest**.

If your Party is on a **City/Rad hex** and draws a **City/Rad Encounter**, draw a **Spoils** or **Action Card** before attempting it. This **Spoils card** may be equipped immediately.

~ PVP Deed: 1 Week

Attack another Party or NPCM in your hex. Defending Party receives a **1 Week Penalty Chip**.

~ Resource Deed: 2 Weeks

The Party must occupy a Resource hex to claim or destroy it.

Neutral: Draw from any Encounter deck and successfully complete it to claim the Resource. World cards and Encounters with no Skill Checks are claimed automatically.

Owned: Each Party Character takes 1 point of Physical Damage for every **Town Defense Chip** the Owner has. This Damage ignores **Armor**.

Claiming a Resource grants **1 Prestige**. Losing a Resources loses **1 Prestige**.

~ Healing Deed: 2 Weeks

Perform a **Party Medical Skill Check** and remove 1d6 Physical Damage for each Success. If the Party is healing in a Starting Town Location, they may remove an additional point of damage per Character and can heal **Radiation** or **Infected Wounds Damage**.

Neutral Town: Pay 5 Salvage Coins to perform this Deed.

Player Town: Owner must consent and sets their price.

~ Mission Deed: 3 Weeks

The Party must occupy a hex with a Mission chip to draw a Mission card. After completing a Mission, roll 2d10 to move the Mission chip to a new random hex.

V. END TURN PHASE

A. Town Events Chart or Town Events cards:

Each player rolls 1d10 and consults the Town Events Chart. If the Town Events Deck is being utilized, then players resolve their Town Events card instead. Some have their own Town Events Chart roll.

B. Adjust the Turn Marker Chip:

Move the Turn Marker 1 space to the right.

C. Pass First Player Sheet:

The player on the left becomes the new First Player.

TOWN EVENTS CHART

ROLL	TOWN EFFECT
1	Gain 2 Prestige, 4 Town Health, and 1 card (Action, Spoils, or Character).
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	Lose one of your owned Resources. All penalties apply.