

Seafall Cheat Sheet (After prologue, no unlocks)

Game phase

- Winter: Lowest **glory** (if tied: lowest title) takes astrolabe and sets to 1, and takes event deck, and shuffles all event cards.
- 6 rounds

Winter

- Dismiss advisor market. Draw 5 new ones.
- Collect gold from all fields without **enmity**
- Move site **enmity** on province board to *At War With*. Move **island enmity** to cover island garrison.
- Islands produce goods on sites that are colored.
- Refresh all advisors in council rooms, structures and upgrades in supply, but NOT damaged upgrades on ships.

Round order

- Reveal event card
- Each player takes a turn:
 - Hire 1 Advisor or buy 1 treasure
 - Activate advisor
 - Hire guild
 - Claim milestone
 - Exhaust active advisor
- Resolve and dismiss event card
- Check for **game end** - one player reaches or exceeds **target glory**
- Advance astrolabe by 1

Damage

- May take damage (to flagship) by...
 - Drawing a damage card
 - Exhausting a ship upgrade
- Ships can carry 2 damage cards. On 3rd, ship sinks, losing all upgrades to supply, facedown. **Lose 1 glory** per upgrade lost

Fortune tokens

- Spend to convert blank die into standard success during endeavor.
- Can't be used outside your turn, or at a **red number site**

Reputation tokens

- May spend tokens to buy advisor
- May offer 1 to a player to gain all benefits/powers from a single region they control

Discount rules

- When purchasing a treasure, structure, or ship upgrade, you may pay 1 good to discount a same-colored item by 8 gold. The good must come from the same location that the card/structure/upgrade will go

Sailing

- Each ship may move up to its **sail** value
- May still move 1 space if **sail** value is 0
- Can only move goods while on land, before or after a **sail** action.

Fortune / Reputation (end of game)

- At end of game, roll for each token. May use 2 success dice to cross out **1 permanent enmity token**. May use 1 success die to take back an **enmity token**.

Enmity

- If you run out of enmity, you can no longer take actions where success would cause you to spend 1 enmity. If you must give enmity through other events, **lose 1 glory** for each token you cannot spend.
- When giving enmity, you must use *At War With* enmity tokens of the same color as the player you giving enmity to. Lacking those, give your own enmity. When giving to a island site, use your home enmity.
 - Cannot use give enmity on your province sites until it is moved to *At War With* space in winter
- When defending against a **raid**, each enmity held from attacker subtracts 1 die from their attack
- Each *At War With* enmity grants +1 die in a **raid** against that player

Builders Guild - Repair both OR upgrade 1 ship

- Repair - If ship is at location with repair symbol, refresh all upgrades and remove all damage cards. You may bring back sunken ships to home harbor.
- May purchase 1 upgrade for 1 ship at location with dock symbol. Adjust per active advisor.
 - Cost is +1 gold per enmity at island site
 - Discount rules apply
 - **Gain 1 glory**

Builders Guild - Build 1 structure

- Adjust cost per active advisor. Place purchased structure on a build site
 - Discount rules apply
 - **Gain 1 glory**

Builders Guild - Upgrade and Structure note

- May return owned upgrade/structure to the supply. Exhaust upgrade when returning it and **lose 1 glory**
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Merchants Guild - Buy goods

- Buy up to two cubes + Buy Good advisor value
 - May buy only from the island sites that you have ships at
 - Each good costs 3 gold + 1 gold per your enmity on island
- Ships can only store up to **hold value**. Excess goods get returned to the supply

Merchants Guild - Sell goods

- Sell up to two cubes + Sell Goods advisor value for 6 gold each
- Can only sell at regions with market symbol, and goods must be present.

Explorers Guild - Research

- Pay 3 gold, draw research cards = 1 + Research advisor value. Keep only 1

Explorers Guild - Explore site

- May spend research cards before rolling
- **Endeavor**
- If ship survives endeavor and got at least 1 success, **pick a location on the explorer's map, read the entry, and mark that number with an exploration sticker**

Soldiers Guild - Collect taxes

- Add 3 gold + Advisor w/ taxes value to vault

Soldiers Guild - Raid

- If no enmity on that specific site, you may **raid**
 - **Endeavor**
 - If ship survives endeavor and got at least 1 success, **plunder the site**
 - Leave 1 enmity on island **raid** site
 - Leave enmity equal to the plunder level of site when **raiding** a province
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Endeavor (any dice roll)

- Create a dice pool
 - Add dice = 1 die per **raid** or **explore** + ship upgrade value + 1 for support ship at location + advisor value + 1 per target enmity token held in *At War With* (if **raiding**)
 - Subtract dice per certain damage card values
 - If **raiding**, subtract dice per **all** your enmity held by defender (tokens and permanent stickers), total garrison (including structure garrison), and defending ships
- Roll the dice pool. Count # of successes. Adjust for some damage cards.
- May spend **fortune** only if at a **black-numbered site** to convert 1 blank die into standard success
- **Total success** if amount of success dice is greater than or equal to site defense - **Gain 1 glory**
- If amount of success dice is less than site defense, take **1 damage** per each success die you missed by
 - If you sank or got 0 success dice, **no glory is gained** and turn ends immediately
 - If you survived and rolled at least 1 success, **gain 1 glory**