Heedless Rules

**Starting the Game:**

Place the two decks next to each other. Each player receives 3 Ally Cards as a starting hand, and 3 Bounty Cards are placed face down.

**On each turn:**

Excluding each player's first turn, start a turn by drawing a card. Each turn a player can play 1 free Aid card, and then a total of 3 cards after which can be either Aid or Attack. Aid Cards are played face up, and Attack Cards are played face down. Attack Cards are only revealed when a player attacks a Bounty.

A player ends their turn by either choosing to **Explore** or **Attack**.

**Exploring** means a player chooses a face-down Bounty and flips it face-up. The first time a player does this in a turn, they draw an extra Ally Card. If a player starts their turn and all Bounties are face-up, they get to "look at the top 3 cards, choose one, and put the other two cards back in any order" *instead* of drawing a card.

**Attacking** a Bounty means all current Attack Cards in play are placed next to a Bounty of choice (this can either be a face-up or face-down Bounty).

Once this is done by a player it starts an **Attack Round** in which all other players can play their turn and have the option to contest the Bounty or Attack a different one. Once all other player have a chance to play their turn, all targeted Bounty Cards are revealed to all players, and all players currently attacking reveal their Attack Cards.

If multiple players are contesting a Bounty, whoever has the most overall Might *against* *the* *Bounty* wins the Bounty. Reductions in difficulty via Tactics are only applied to the player with the matching Tactics.

All Battle effects are applied in the turn order starting from the player who initiated the Attack Round. A player only uses battle affects that were part of their original Attack Cards.

**Winning the Game:**

If a Attack Round ends and a player has 300 or more Gold worth of Trophies, they win the game. If multiple players meet or exceed 300, then whoever has more Gold between them wins. If multiple players are tied, then the game continues until any players finishes a round in the lead.

**Card Types**

Ally:

Attack - Played face down. Might is used to complete bounties.

Many attack Cards have *Tactics* as well. If an Attack Card's Tactics line up with a Bounty's Weakness, then the difficulty of that Bounty is reduced by one.

A single card's Tactics can't reduce a Bounty more than once per Weakness (with the exception of "all"). If a Bounty has the same Weakness multiple times, multiple Attack Cards need to have the same Tactic in order to reduce difficulty multiple times.

Attack Cards can also have battle effects that can assist in completing bounties, especially when competing against other players.

Aid - Played face up. Gives instant bonuses to players, and can do a large variety of things.

Bounty - The main source of Gold, and must be completed to progress the game.

In order for a Bounty to be completed, the combined Might of the attacking player's Attack Cards must exceed the “Difficulty” of the Bounty. If a player fails a Bounty, and no other player completes the Bounty, then the player loses their next turn.

Trophy - This is what a completed Bounty is now considered. It is owned by the player who won the Bounty.

**Additional Rules:**

* A player can only have up to 10 cards in their hand. If for any reason a player has more than 10 cards, they must immediately discard until they are down to 10 again.
* Alexander’s “All” Tactics does indeed work against ALL weaknesses of a Bounty. If there are multiple of the same weakness, Alexander counters them all.
* A player only activates Battle effects that they originally played when choosing to Attack on their turn. Meaning Cards such as Shady Dealer or Commander do not allow you to use the Battle effects of the cards you gain control of.
* If for a player fails a bou