

Six Winters

Playtest Rules

V2I.2

Six Winters is a cooperative fantasy campaign game for two players based on the *Wrath of the Autarch* tabletop role-playing game.

These rules default to the two player game, but there are options for 1, 3, and 4 player games at the end.

Players control **Sunfell**, a region under threat from the **Empire of the Autarch**. The Autarch works to achieve a sorcerous apotheosis, rendering The Empire unstoppable and spelling certain doom for Sunfell. The players have six winters to stop this from happening. Each game of *Six Winters* is 90-150 minutes long and plays out one year in the chronicle of Sunfell. A series of six games is called a **campaign**.

During a session of the game, players select from a rotating cast of characters to make progress against the Empire. Each character has their own unique capabilities and limitations. Effectively managing these characters over the six winters is critical to successfully stopping the Empire!

As this document is very much in progress, designer thoughts and notes are captured using this highlighted format.

These notes help provide context, but are not essential to understanding the game. The playtest version number matches that used in Tabletop Simulator and gitlab. All of the graphic design, art, and layout is only for prototype purposes and will change at production time.

The first few games will take closer to the 150 minute mark as you learn the rules. Two experienced players can finish a game in around 90 minutes.

Since this is a playtest version of the game, feel free to reach out with any questions: phil@ziapeltagames.com. You can also create issues at <https://github.com/ziapeltagames/six-winters> if you're comfortable using github. At some point I'll create an entry on BGG, which will become the best way to communicate. The most recent rulebook, character sheets, and (eventually) a sample playthrough will also be at <https://github.com/ziapeltagames/six-winters>.

Feedback will go towards clarifying the rules and tuning the game. Current focus areas for playtesting are noted at the end of these rules.

Resources

The conflict against the Empire is fought over six **resources** depicted with the following icons. Victory is achieved by maximizing Support, Espionage, or Diplomacy before the end of the sixth game.

Support



Technology



Espionage



Military



Diplomacy



Sorcery



Progress

Sunfell's **progress** in each resource is marked using a yellow cube **progress marker** on the associated twelve space **resource track** on the **trade board**. Markers move clockwise around the resource track.

Threats

Threats against Sunfell in each resource are tracked using a gray cube **threat marker** on each resource track.

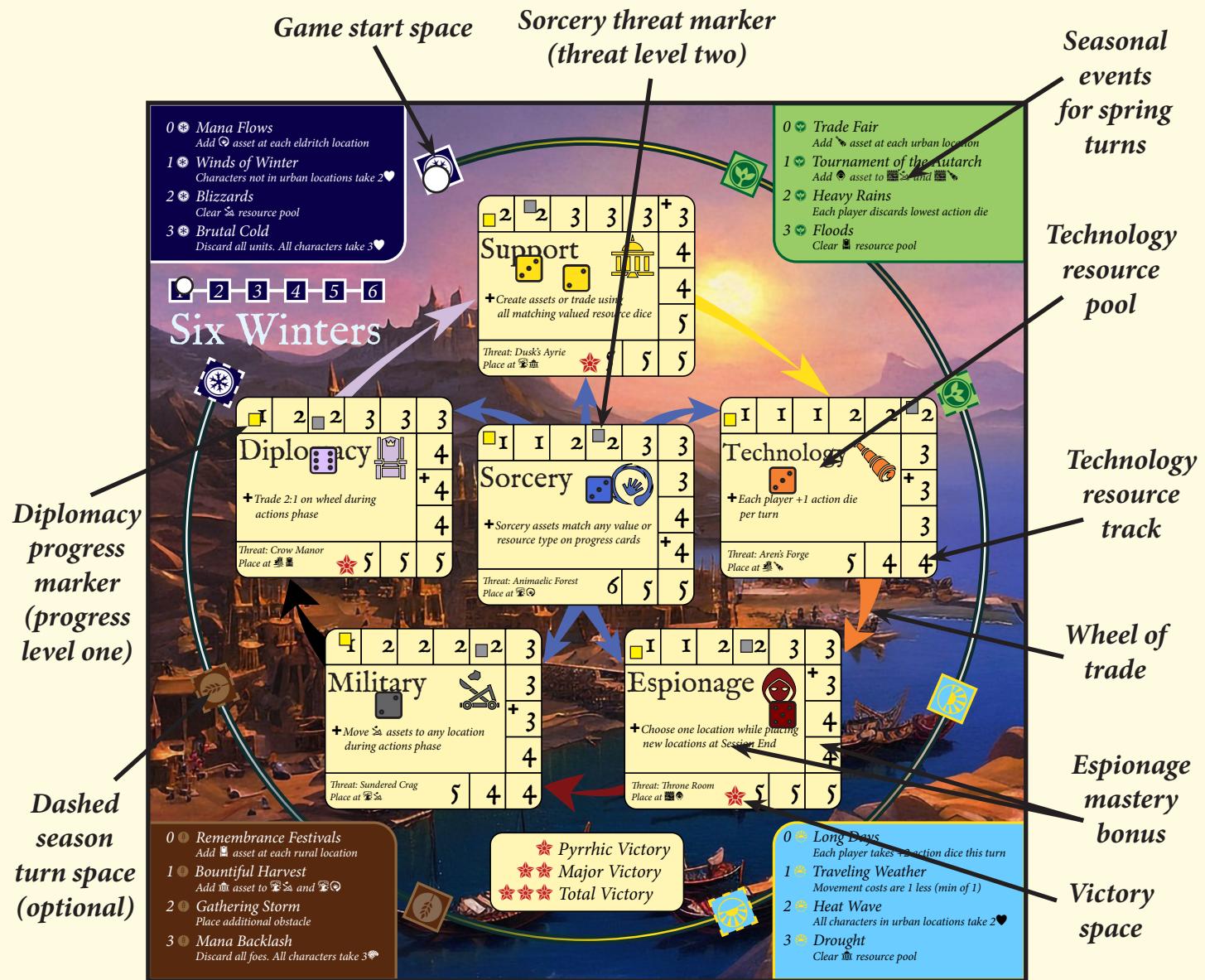
Lowering threats after they have advanced is much more difficult than trying to slow the rate of advancement in the first place.

Progress and Threat Levels

Each resource track has numbers on it between 1 and 6. The number under the progress marker's position is called the **progress level** for that resource, and the number under the threat marker is called the **threat level** for that resource.

How to Win

If a Sunfell progress marker is **alone** (not with a threat marker) on the last space of the resource track (the 12th space), that resource track is **complete**. After the sixth game, if either Diplomacy, Espionage, or Support are complete, the players win.



Starting Trade Board

Resource Dice Pool

Sunfell's raw capability in a resource is represented by a *pool* of resource dice. This pool of resource dice fluctuates in size and value over the course of a game, as capabilities are used for different effects. At the end of each turn, players *refresh* these pools with a number of dice equal to the current progress level. This is normally 1 to 6 dice, depending on the resource.

Asset Dice

If resource pools are raw capabilities, *assets* are specific creations. For instance, an espionage asset could represent anything from a helpful spy or contact to thieves tools or gear.

Assets are created by moving resource dice from resource pools on to *location cards*. Some game effects, particularly seasonal events, may create assets directly on location cards.

Assets are much more useful than dice in resource pools.



Components

Resource Dice

Resource dice match the color of the resource icons shown on the trade board. There are 12 resource dice of each color, for a total of 72 resource dice.

Resource dice are finite, if they run out for some reason, new resource dice may not be put into play until some become available again. As mentioned above, resource dice on location cards are called assets.



Resource Dice (12 x Resource)

One of the goals of playtesting is to determine how many of each type of resource dice are needed to avoid running out except in rare circumstances.

Action Dice

Each player has a pool of ivory action dice available each turn. These dice are spent to perform actions in the game. For some actions like movement, the value on the action die doesn't matter, but for most actions the values are important. There are 18 action dice included in the game.



Action Dice (18)

Action Dice are like action points in many boardgames.

Trade Board

The trade board tracks time, progress, threats, resource dice, and shows seasonal events. There are six resource pools on the trade board.

Resource Mastery Bonus

When Sunfell's progress for a resource is at or beyond the **+** symbol on the resource track, Sunfell gains **mastery** in that resource, and players gain the mechanical benefit described in the resource box.

Character Mats and Character Sheets

There are character mats for the seven characters in the game. Character mats are used along with character sheets during play to track the character. At the start of the campaign Fuscus, Thea, Menas, and Keel are unlocked and available.

You can find more blank character sheets at <https://github.com/ziapeitagames/six-winters>.

Skills

The back of each character mat show how proficient the character is at a set of eight **skills**.

Skills are ranked from 0 to 6. Starting skills for each character are marked. Skills may be improved further during play. A character with a skill of rank 6 has **skill mastery** in that skill, which gives additional benefits.

When a character is played for the first time in the campaign, a new character sheet is filled out with the character's name and starting skill values.

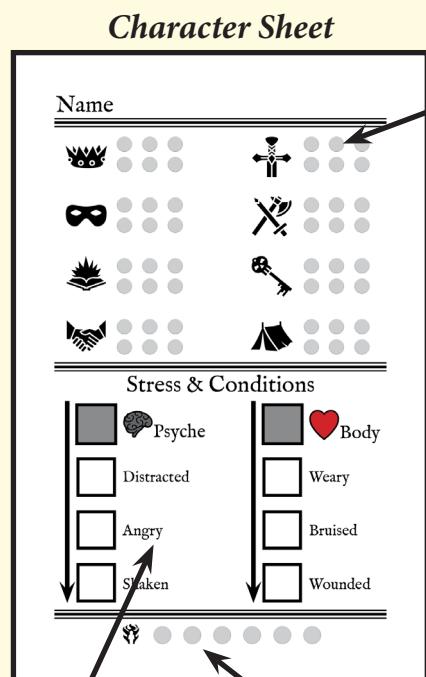
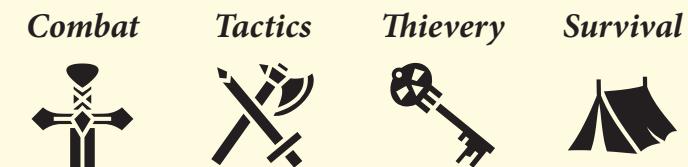
Stress

Each character has two stress tracks: one for **psyche** and one for **body**. Psyche is tracked with a **gray die**, and body is tracked with a **red die**. At the start of a game, each **stress die** is set at the top of each track to the value shown on the front of the character mat. These dice function as counters. As a character takes stress, the die is lowered in value.

If a character takes stress such that the tracking die would go to zero or lower, it is set back to the base stress level for that track, but moved down to the next **unmarked** box on the stress track.

Conditions

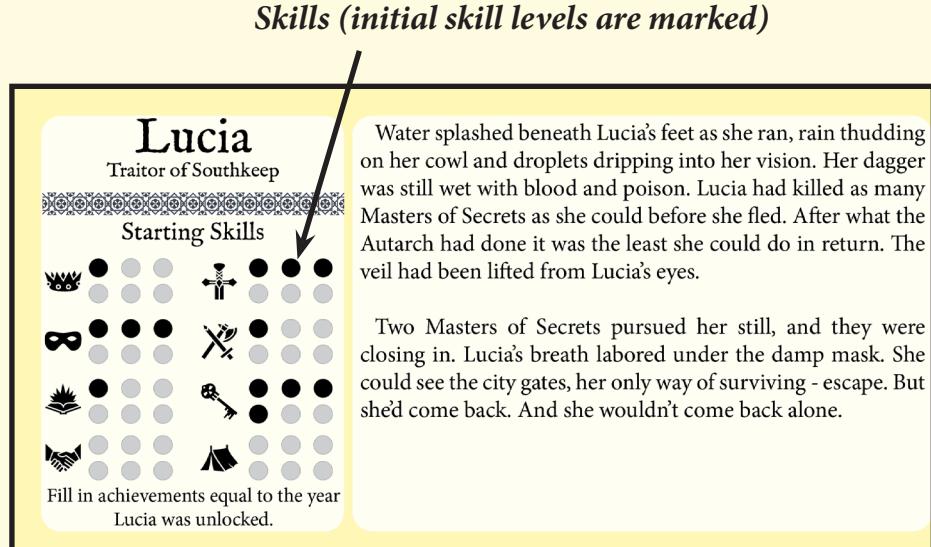
The stress track boxes below the starting position are called **conditions**. When a stress die moves on to a condition, it is marked off (the starting box is never marked). As the campaign progresses, characters may need to recover conditions instead of being played that year.



Fill in starting skills when character is first played

Stress tracks and conditions

Completed achievements



Character Mat (Back)

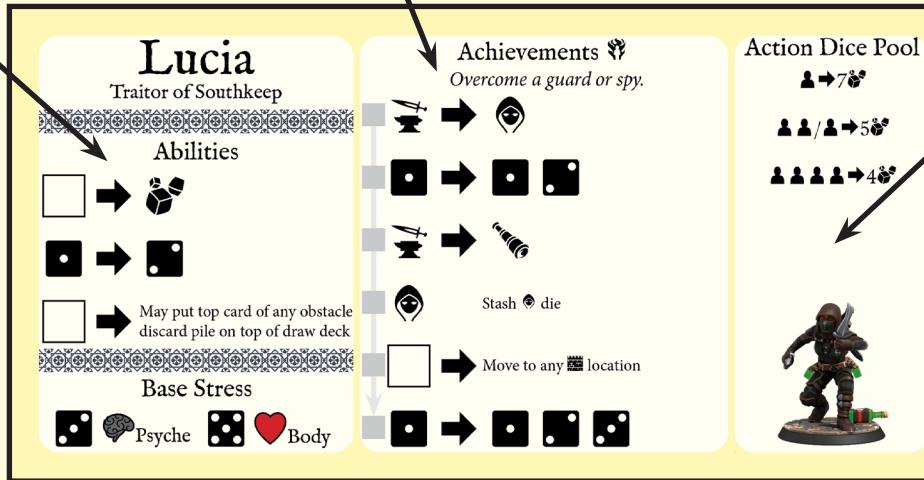
Water splashed beneath Lucia's feet as she ran, rain thudding on her cowl and droplets dripping into her vision. Her dagger was still wet with blood and poison. Lucia had killed as many Masters of Secrets as she could before she fled. After what the Autarch had done it was the least she could do in return. The veil had been lifted from Lucia's eyes.

Two Masters of Secrets pursued her still, and they were closing in. Lucia's breath labored under the damp mask. She could see the city gates, her only way of surviving - escape. But she'd come back. And she wouldn't come back alone.

Starting abilities

Task to unlock achievements

Space for unspent action dice



Character Mat (Front)

Knocked Out

If either stress die drops to zero or below while on the lowest condition box (Shaken or Wounded), the character is **knocked out** for the rest of that game. Remove the character token from the board, and that player doesn't take actions for the rest of the game.

Abilities

Abilities are available at any time while players take actions during their turn. Typically abilities are fueled by using an action die or an asset die at the character's location.

Most commonly a die is placed on the left side of an ability arrow to activate the text or effects on the right side. These dice remain on the ability until the end of the turn, effectively limiting most abilities to one use per turn.

Achievements

Characters have advanced abilities called achievements that may be unlocked during play. Achievements are listed under the achievements section of the character sheet. Achievements are gained in order, from top to bottom. The front of the character mat indicates what the character needs to do to unlock an achievement.

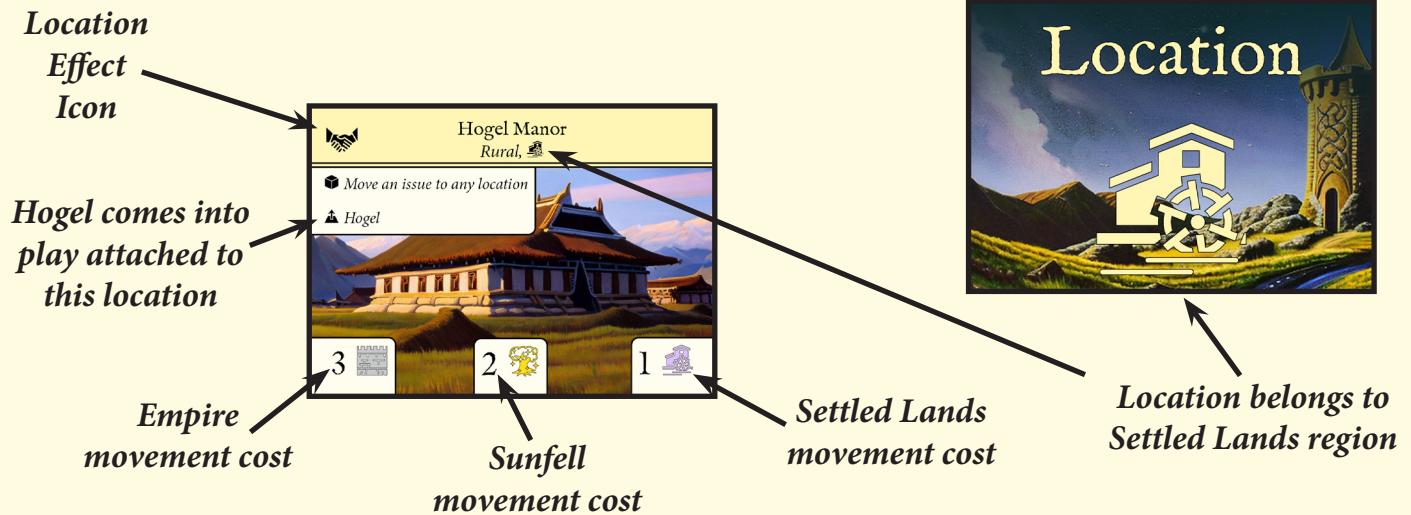
When a new achievement is unlocked, mark it on the character sheet, and use a blue tracking token on the character mat to indicate which achievements have been unlocked so far.

Character Stand-Ups

There are stand-ups for each character in the campaign. These are moved around the nine different location cards during play.

Tabletop Simulator uses character miniatures.





Location Cards

During play, characters move to different location cards. Each location is assigned to one of the following regions:

The Empire

Sunfell

Settled Lands

There are nine location cards in play, three for each region.

Location Tags

Location cards have a variety of tags used by other game effects. All locations have one of the following tags: urban, rural, or wilderness. Some locations have the icon, which indicates the location starts the campaign in play.

Movement Costs

Along the bottom of each card are movement costs for each region. A player spends the listed number of action dice to move their character to any location in that region. The value of the action dice don't matter for movement.

Location Effect Icon (Optional)

The upper left of each location card contain optional icons indicating various effects.

Port: A character may move from this location to another port for the cost of one action die.

Magic Gate: A character may take stress to move from this location to another magic gate.

Resource: Location generates assets of indicated type when activated.

Skill: Characters may create extra assets or trade extra dice up to their skill value.

Stress: May create asset by taking 2 stress of the indicated type, instead of spending action dice.

Location Text (Optional)

Locations may have a variety of effect text as well. This text applies to any character at the location, or in some cases moving to the location.

Starting Obstacle: When this location is put into play, attach the listed obstacle(s) to it.

Action: By spending an action die (value doesn't matter), players may apply the indicated effect.

Activation: This text takes effect if this location is activated during the activation phase.

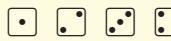
Progress Cards

Completing progress cards advances the progress tracks for Sunfell. Progress cards are completed by placing asset dice on them, creating an unbroken path from the starting space (the square with the diamonds on top) to the ending space (the square with diamonds on the bottom). From the starting space, dice are placed either orthogonally or diagonally in a chain towards the ending space. Typically there are many such paths from beginning to end which may be taken.

Asset dice may be moved from the character's location onto the controlling player's progress card. This does not require an action (asset dice are always free to use). Most progress card squares have restrictions on dice that may be placed there. These restrictions are depicted by colors and symbols on each square.

Any: Any asset die.

 **Any Value:** Asset must match the resource type (by color), but may be any value.

 **Any Type:** Asset must match the value, but may be any resource type.

 **Type and Value:** Asset must match both the resource type (by color) and value.

 **Region:** Asset die must be taken from location in listed region. If the region symbol is colored, the resource type must match as well.

+1, -1, =: The asset placed must match the given relation to the previous die in the path. The +1 die must be one higher in value than the previous die in the path, the -1 die must be one lower, and the = die must be equal.



Reward

When a progress card is completed, the resource progress track listed on the bottom middle of the progress card is increased by one. Some progress cards have more than one resource symbol, in which case corresponding progress tracks are increased by one for each symbol.

Finally, some progress cards have the ★ wild card symbol, which allows players to increase any progress track by one.

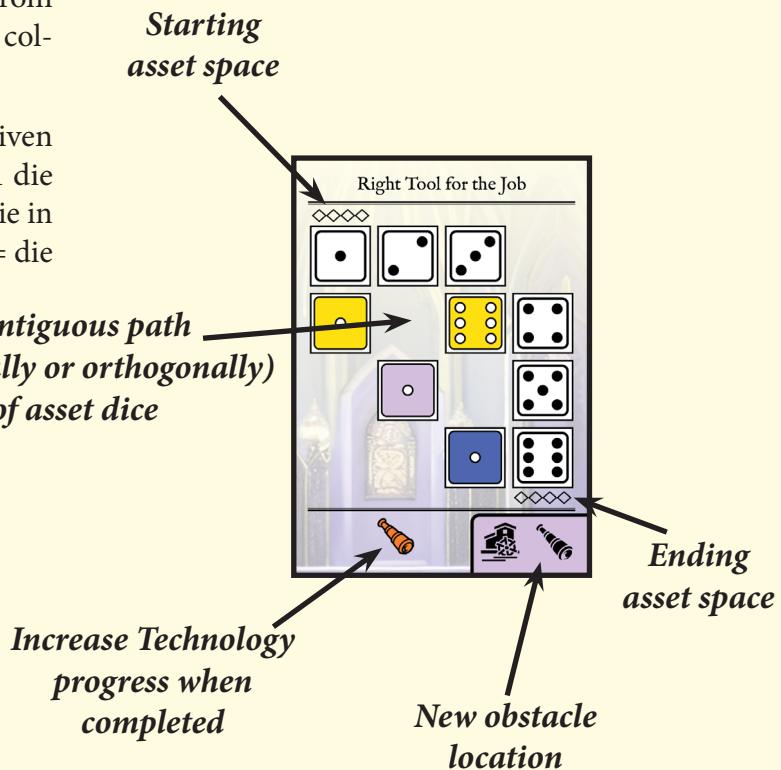
Obstacle Location

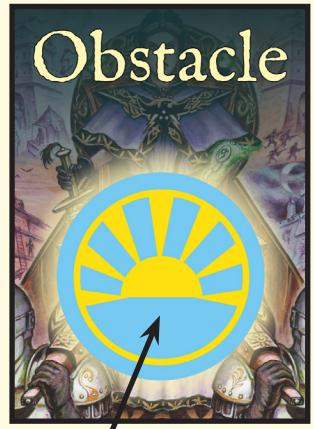
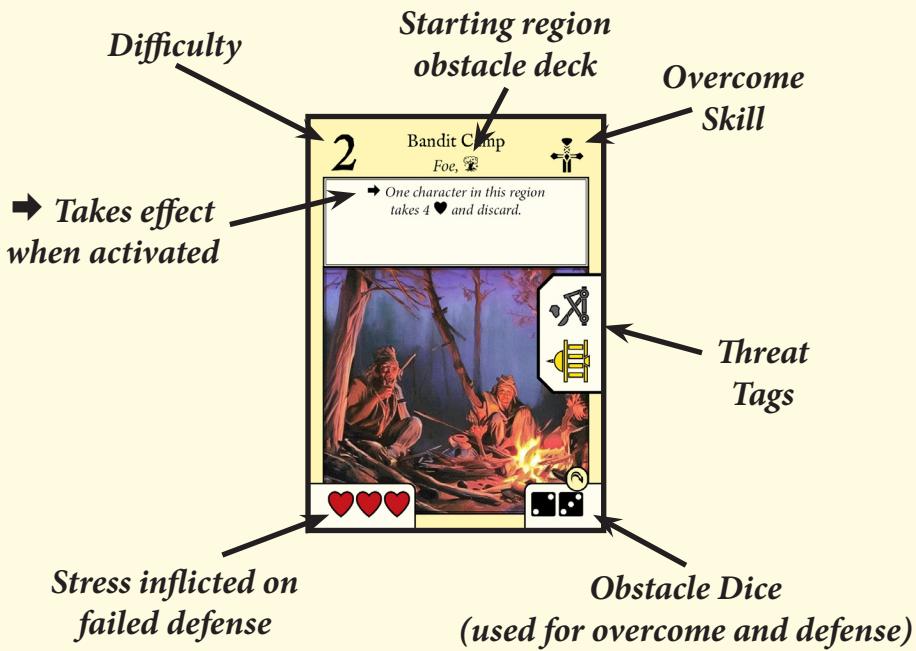
The lower right section of each progress card shows a location position, used to place new obstacle cards.

Stage and New Obstacles

The back of each progress card shows the progress card's **stage** and between one and three card icons. Progress cards are organized by stage: all stage one cards are shuffled together, then all stage two, and so on. As the campaign progresses, some of the lower stage progress cards will be removed from the game.

The number of card icons determines how many new obstacles come into play during the turn.





Used for location activation, seasonal events, and dashed season turns

Obstacle Cards

Obstacle cards represent adversaries, challenges, but also opportunities for Sunfell. There is one deck of obstacle cards in each region: The Empire, Sunfell, and the Settled Lands. Over the course of the campaign, obstacle cards may move between decks, and decks may grow or shrink based on campaign events. Obstacle cards come into play at locations during the new obstacles step. An obstacle at a location is *attached* to it.

Obstacle Tags

Below the name, as for location cards, are a set of text tags and icons for each obstacle. Similarly to locations, these tags may interact with other obstacle cards, location effects, and character abilities. The ⚔, 🏰, and 🏴 tags indicate which region's obstacle deck the obstacle starts in.

Additionally, some obstacles feature a starting location ⚪ icon, indicating they come into play when the associated location comes into play.

Difficulty

The upper left of the obstacle shows its difficulty from 1 to 6. This comes into play when overcoming (discarding) the obstacle, and can also impact when the obstacle is unlocked (as threats increase, new and more difficult obstacles come into play).

Threat Tags

Along the right side of the obstacle are one or more threat symbol, showing one of the six resources in the game. If there are **more than two** of the same symbol in play during the threats phase, the related threat track will increase by one for each resource symbol beyond two. Usually obstacles only have one of any particular symbol.

These threat tags are also important for unlocking obstacle cards and putting them into play. As the threat levels increase, more difficult obstacles with matching icons are unlocked as part of the unlock new threat obstacles step.

Occasionally, game effects will refer to an obstacle by the threat icons. For instance, “a military obstacle” or “a sorcery obstacle”. An obstacle qualifies if any of its threat icons match the listed type.

Obstacle Text (Optional)

Many obstacles have text that details game effects while the obstacle is in play. Text may be preceded by the following symbols:

↗ **Overcome:** Takes effect when the obstacle is overcome.

→ **Activation:** Takes effect if the location where the obstacle is at is activated.

Overcome Skill

The upper right of the obstacle indicates the character skill used to remove the obstacle from play.

Obstacle Damage

Each obstacle may inflict psyche stress, body stress, or both. Each symbol in the lower left of the obstacle indicates one stress of the particular type. This occurs when a character fails to defend during the overcome obstacle action.

Obstacle Dice

To remove an obstacle from play (overcome the obstacle), players need to spend specific dice matching the listed dice in the lower right of the obstacle during the overcome obstacle action.

Season Symbol

The back of each obstacle card shows one of four season symbols: ☽, ☾, ☺, and ☻.

The season symbol affects which locations get activated during the activation phase, which seasonal event occurs during the seasonal event phase, as well as how many turns players get each season.

Region Boards

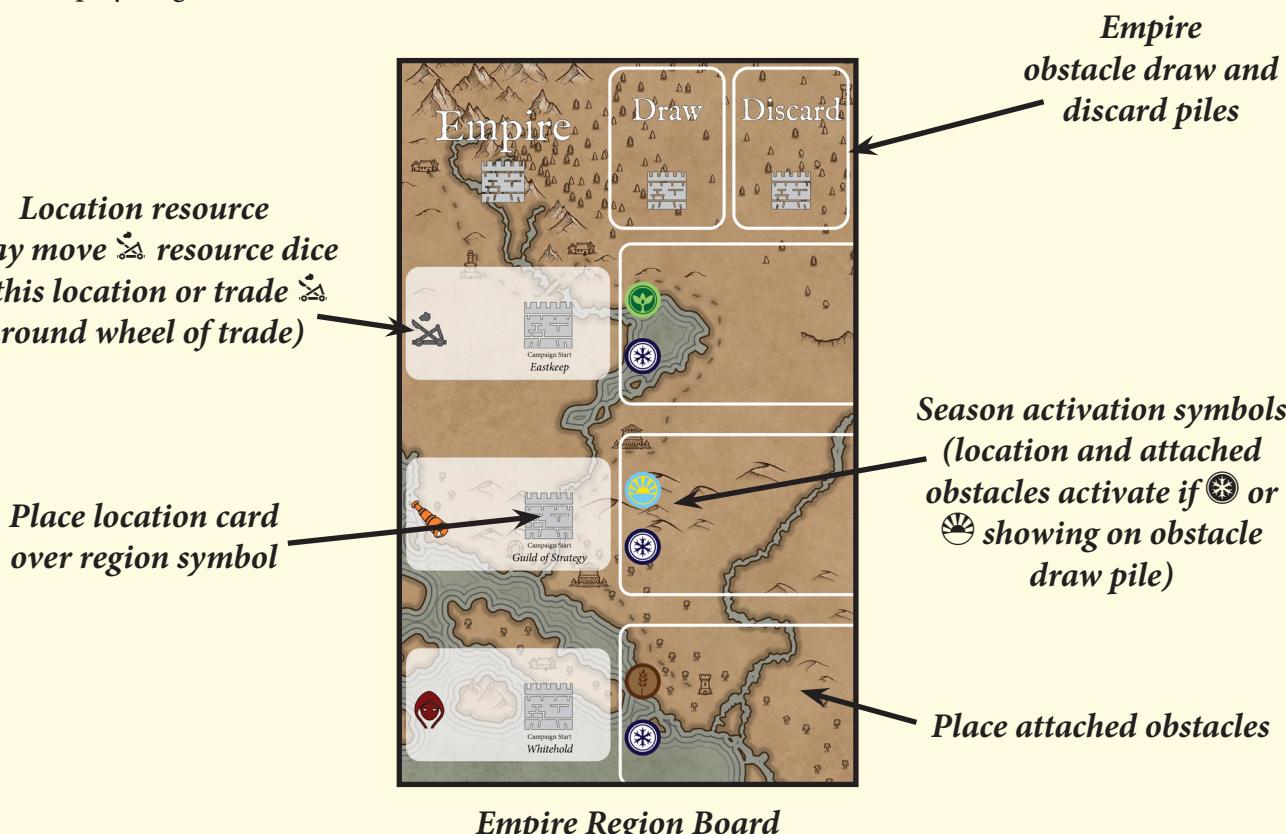
There are three region boards, one for The Empire, one for Sunfell, and one for the Settled Lands. Each region board has space for three locations, obstacles **attached** to those locations, and the obstacle draw and discard pile for the region.

Location Resources

Each location space has an associated **location resource**. When placing locations on the region board, cover the region symbol and leave the resource symbol showing. The location resource shows which type of asset may be created at the location.

Activation Symbols

In the space where obstacles are played are season symbols used during the activation phase. Locations and attached obstacles are activated if a season symbol matches the top obstacle draw card in the region.



Campaign Setup

Perform the following steps when undertaking a new campaign. The campaign may be played more than once, although it is not possible to play multiple campaigns at the same time.

1. Set Starting Progress
2. Set Starting Threat Levels
3. Choose Starting Locations
4. Assemble Starting Obstacle Decks
5. Assemble Unlocked Character Mats

Starting Progress

The yellow cubes are used to track Sunfell's progress on each resource track. At the start of the campaign, the yellow cubes are placed on the first space of each track (the space in the upper left surrounding each resource pool). All resource pools start at size 1 except , which is at size 2.

Starting Threats

The gray cubes are used to track threats for each resource type. Place one gray cube on the *final* 2 space (the space right before level 3) on each resource track.

Alternative Difficulties

Play the campaign on *easy* mode by placing the threat markers on the *first* 2 space on each resource track. Or on *hardcore* by placing the threat markers on the *final* 3 space on each resource track.

At the standard difficulty, there's a very high chance of at least a pyrrhic victory. The game at this level is more about what happens to characters along the way and the degree of success than it is losing. At the hardcore level, there's a chance you will not succeed at all.

Starting Locations

Each region board indicates the starting location cards for each location slot. Find the matching locations and put them into play as indicated. The starting location cards also have the  icon below their name.

Alternative Starting Locations

Alternatively, shuffle the location cards by region. Then draw four cards from each region, and choose three to put into play as desired. If any locations have attached obstacles, as indicated by the  icon, find and put those obstacles into play at the location now.

The first time playing the campaign, it is suggested players use the standard starting locations. These are basic locations with no special effects text or symbols.

And don't worry! Locations will change during the campaign, so you still see many interactions between them. The idea in the standard game is to add more and more location complexity later on.

The random method can be very chaotic, potentially making the starting game either much easier or tremendously difficult.

Assemble Starting Obstacle Decks

In the standard and easy difficulties, gather all obstacle cards of difficulty 1 or 2 that *don't have* the  icon ( obstacles come into play only when their associated location comes into play). Sort these obstacles into region decks by their region icons (, , and ), shuffle each deck, and place on the appropriate region board's obstacle draw area. On the hardcore difficulty, additionally gather all obstacles of difficulty 3 before making the region obstacle draw piles.

Set aside all of the  obstacle cards into a separate deck. These will be searched through when new locations come into play that have  icons.

Assemble Unlocked Character Mats

At the start of a new campaign Menas, Keel, Thea, and Fuscus are available. Gather these mats together. Each player should also take a new character sheet.

Session Setup

Perform the following steps at the start of each session.

1. Restore Locations and Obstacles
2. Build Progress Deck
3. Draw Starting Progress Cards
4. Create Progress Staging Area
5. Choose Characters
6. Set Tracks and Fill Starting Dice Pools
7. Place Characters at Locations
8. Place Season Time Marker

Restore Locations and Obstacles

Retrieve the stored obstacle decks, location cards, and attached obstacles from the end of the last game. Starting with the last region stored (畏惧), put location cards into play, starting with bottom location slot in the region and working up to the top of each region board. Any obstacles stored with a location card should be put into play at the attached location. Then put the region's obstacle draw pile into play.

Ignore this step when starting a new campaign.

Build Progress Deck

Gather all of the lowest stage progress cards available and shuffle them to form the current progress deck.

Draw Starting Progress Cards

Each player draws one starting progress card and places it face up next to their character sheet.

New Campaign Obstacles

During year one only (the start of a new campaign), each player puts **one obstacle** into play at the new obstacle location in the lower right of their progress card. For instance, if the progress card shows  in the new obstacle location, draw the top  obstacle card and place it at the  location in the Empire.

This seeds the board with starting obstacles, since there are no obstacles in play from previous games. After year

one, other obstacles will most likely start in play (both from obstacles that weren't removed from the previous game as well as obstacles attached to new location cards).

Create Progress Staging Area

Draw **four** progress cards and place them face up in a column next to the Trade Board to form the **progress staging area**.

Choose Characters

Each player chooses one character from all unlocked characters for this game. Take the chosen character's mat, five action dice, and a die to track psyche and body. Place the psyche and body dice at the start of each stress track using the indicated starting values.

If this is the first time playing the character this campaign, take a new character sheet and fill out the character's name and starting skills.

Set Tracks and Fill Starting Dice Pools

Place progress and threat markers at locations recorded from previous game (or at start positions). Roll and place a number of resource dice for each pool equal to the current progress level.

Additionally, each player rolls five action dice for their starting action dice pool, placing these dice on their character mat.

Unlocking the  mastery bonus gives players one extra action die each turn.

Place the rest of the resource dice and action dice in an easily accessible location near the trade board.

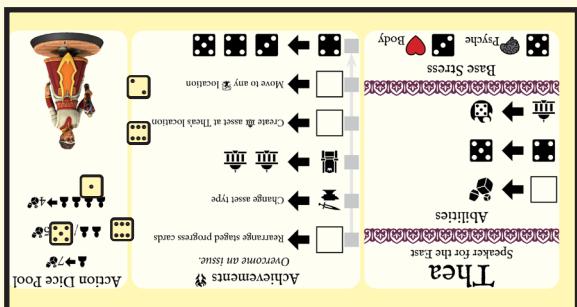
Place Characters at Locations

Each player places a token for their character at any location.

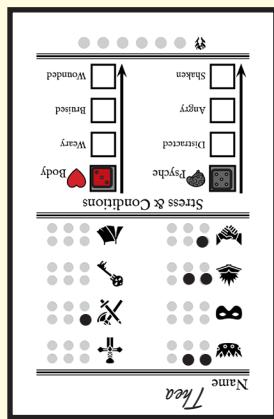
Place Season Time Marker

One of the white time markers is placed on the first winter space (the winter space with a solid outline).

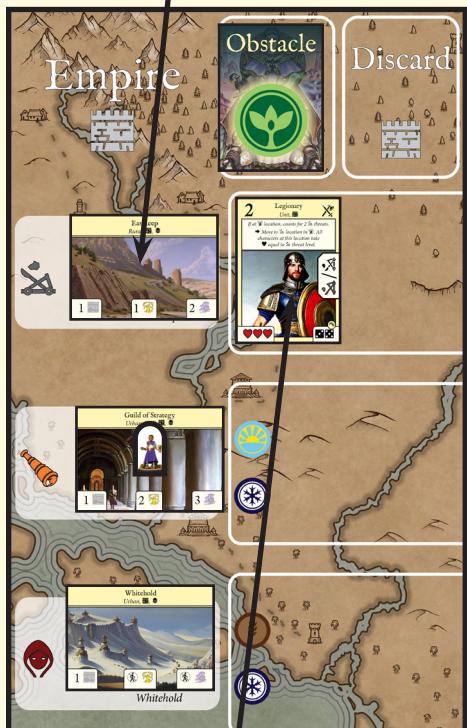
For the first game of a new campaign, set the year marker to Year 1.



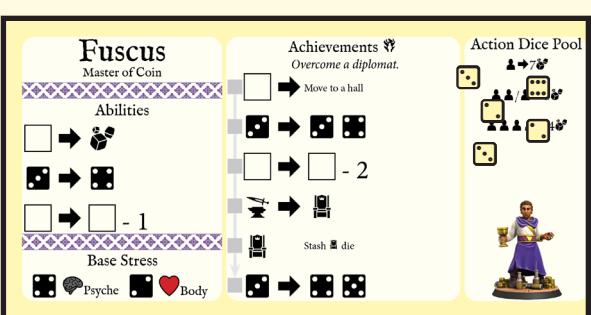
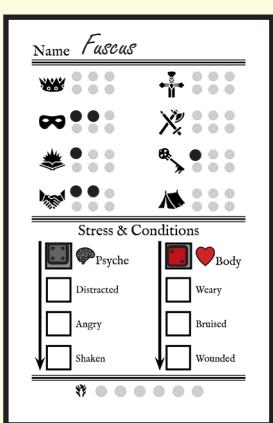
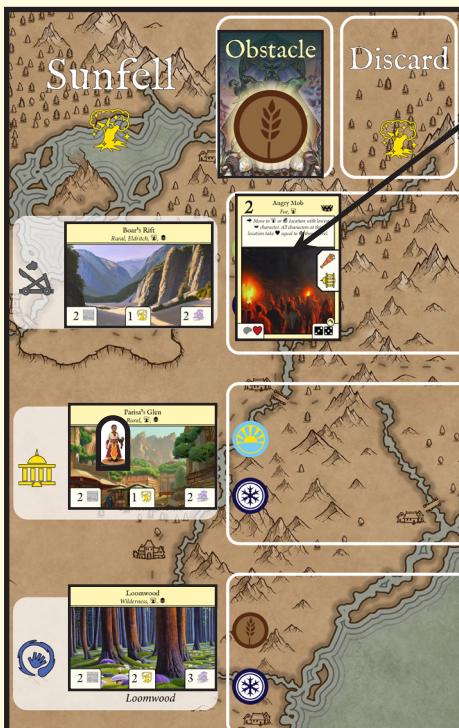
Standard starting locations



Starting obstacles for year one only



Starting obstacles for year one only



Year One Game Setup (Standard Difficulty)

Set aside locked  obstacles



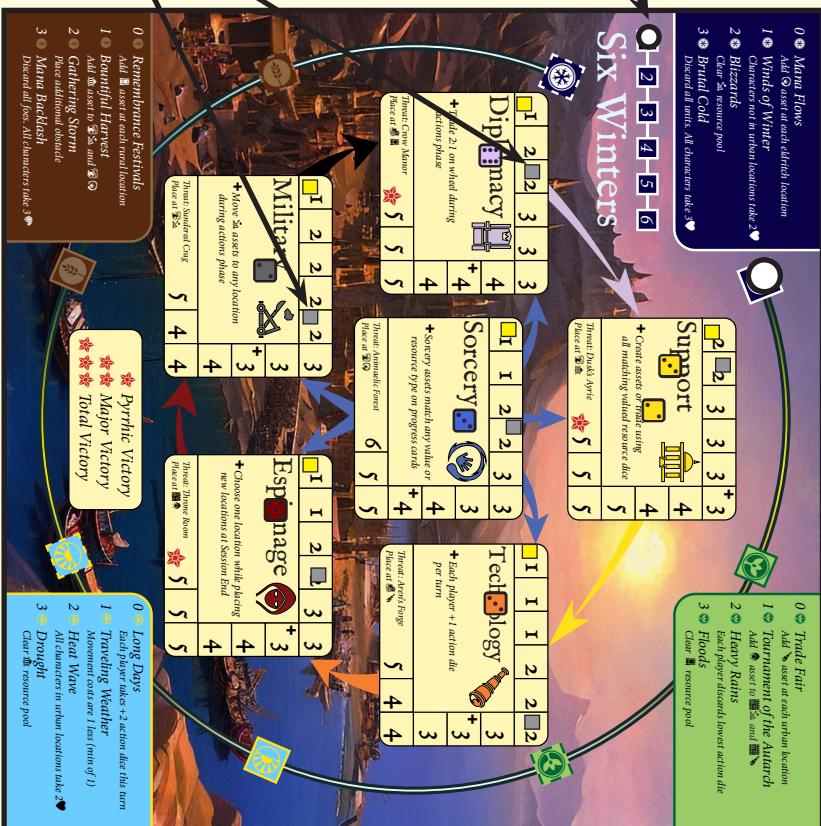
Set aside locked , ,  obstacles of difficulty 3 or higher



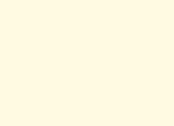
**Standard difficulty
(threats set to last level 2 space
on each track)**

Year one

**Later stage progress
cards set aside
until needed**



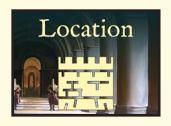
**Current stage 1
progress draw pile**



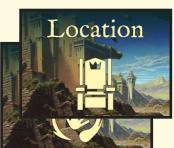
**Bottom progress card
in staging area**

Progress staging area

**Locked region
location decks**



**Top progress card
in staging area**



**Set aside locked threat
locations (when threat
marker reaches last space)**

Turns

Each turn is composed of the following steps.

1. Seasonal Event
2. Actions
3. Refresh
4. Activate or Move Obstacles
5. Place New Obstacles
6. Threats
7. Obstacle Surge (3 or 4 Players Only)
8. Advance Time

Refresh

Remove any dice on character abilities.

New resource dice are rolled and added to each resource pool until there are a number of dice matching the progress level. ***Do not reroll any resource dice already in the pool***, and do not remove any dice if there are more dice in the pool than the progress level.

Next, five (six if player's have  mastery) action dice are added to any saved action dice and ***all action dice, including saved action dice, are rolled*** and placed into each player's unspent action dice pool.

Unused resource dice in the resource pools keep the same value, but unused action dice are rerolled.

Seasonal Event

Add up all the season symbols on the obstacle draw piles matching the current season (between 0 and 3). In the current season's event text box, apply the effect that matches this number.

Actions

During the actions step, players spend their action dice to perform actions. Players may freely use character abilities and resource mastery abilities during this step.

Actions may be taken in any order by any player. When all players are done spending action dice and using abilities, the actions phase is complete. See the Actions section for a detailed explanation of all possible actions.

Players may save ***up to two action*** dice for next turn.

Activate or Move Obstacles

For each region, starting with , then , and finally , activate locations and obstacles as indicated on the season symbol on the region's obstacle draw pile.

The  symbol activates the top location card and any attached obstacles, the  symbol activates the middle location and attached obstacles, the  symbol activates the bottom location and attached obstacles, and the  symbol activates all locations and obstacles in the region.

Follow any  effect text on activated locations and obstacles. Make sure to check for resource effect icons on location cards, which create an asset at the location.

Note: **obstacles may never activate more than once** in the same turn. Rarely an obstacle may move to a different location that also activates. In this circumstance, the obstacle does not activate again.

Moving Obstacles

If the season symbol is , , or  and the **activated location has no attached obstacles**, move the highest difficulty obstacle in the region to this location. If there are multiple obstacles with the same highest difficulty in the region, players may choose which to move. This obstacle **is not activated**, it is only moved.

Place New Obstacles

Draw and place new obstacles equal to the number of card icons on the current stage draw pile (1, 2, or 3).

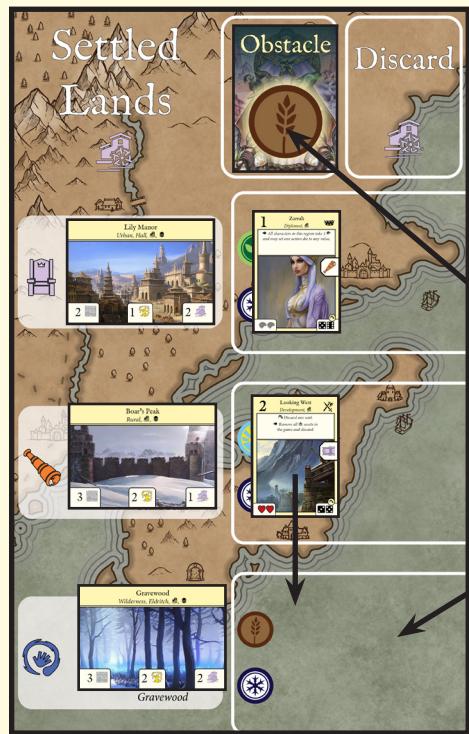
For each obstacle to place:

1. Look at the bottom progress card in the staging area
2. Place one obstacle at the obstacle location (in the lower right of progress card)
3. Discard the bottom progress card

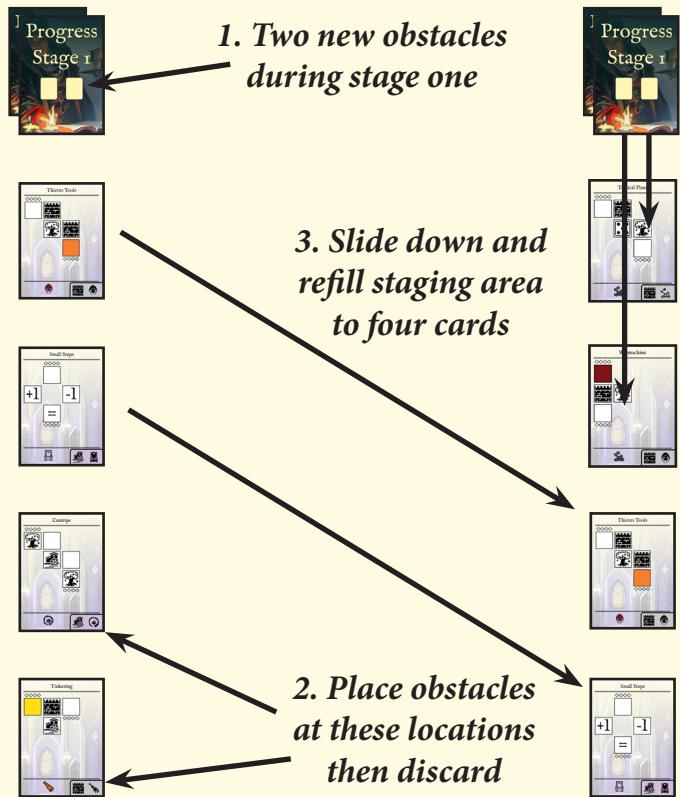
After placing obstacles, slide down remaining progress cards (there will be 1 to 3 remaining progress cards) and draw new progress cards at the top of the staging area to refill the staging area to four face-up progress cards.

If a region's obstacle draw deck is ever emptied, shuffle the discard pile and create a new draw deck. It's okay if some cards in the discard pile did not start in the region, as obstacle cards may move between regions.

If the current stage's progress deck empties, immediately shuffle and put into play the next stage's progress deck. Additionally, if the progress deck is in Stage 5, and there aren't enough Stage 5 progress cards to refill the staging area, shuffle all of the discarded Stage 5 progress cards and form a new deck.



Fall location activates, but is empty, so highest difficulty obstacle moves



Threats

Add up all matching threat tags for each obstacle in play. Increase each threat track by one for every matching threat symbol **beyond two**. For instance, if there are 4 threat tags on obstacle cards in play, the threat marker will move 2 spaces around the resource track.

If a threat track **is already at** the highest position (step 12 on the track), increase the next threat track in trade order. For instance, if the threat track is maxed out, increase the threat marker instead. If is maxed out, players may choose which track to increase.

Unlock More Difficult Obstacles

If **increasing a threat track increases the threat level**, unlock all non-location obstacles (no icon) with a difficulty equal to the new threat level that have a matching threat tag. So, if the threat level increases to 3, unlock all difficulty 3 obstacles with a threat tag (and no icon).

Shuffle these newly unlocked obstacles into the indicated region's obstacle draw deck(s).

Unlock Threat Locations

Additionally, **when a threat marker reaches the final space on the track**, immediately unlock and put into play the related threat location. The threat location is listed on the final space for each track on the Trade Board. Burn the current location in the space where the threat location should go (leave any attached obstacles), and put the threat location into play at the indicated space. Unlock and attach any obstacles as indicated on the threat location card.

Obstacle Surge (3 or 4 Players Only)

In a three or four player game, more obstacles are put into play during this step. Skip for solo or two player games.

For an obstacle surge, place two new obstacles as described in the Place Obstacles step, with two important differences. Do not discard the bottom two progress cards used to decide where to place obstacles. Also, draw from the bottom of the respective obstacle deck.

Essentially, the goal is to add more obstacles to the mix without changing pacing for the progress deck or without affecting more season symbols on top of obstacle decks.

Haven't played enough 3 or 4 player games to decide if this is a fun way to play, or if the game should be restricted to 2 players.

Advance Time

Advance the seasonal time marker to the next box clockwise around the wheel of seasons. Only advance to the second turn of a season, as indicated by a dashed box around the season symbol, *if at least one season symbol matching the dashed box* is showing on the obstacle draw piles. If there is no matching season symbol, skip the dashed box and move on to the next season on the wheel. If the time marker advances past the second winter turn, the game is over.

Actions

Spending action dice to take actions makes up the bulk of a turn. Character abilities and resource mastery abilities may be used at any time during this step.

The available actions are:

- Move
- Location Action
- Create Asset
- Complete Progress Card
- Trade
- Overcome

Move ⚓

Every location card lists action dice costs for traveling to each region in the game. To move to a different location, spend the indicated number of action dice for the destination's region. The value of the action dice don't matter.

Regions with the ⚓ symbol may not be moved to directly. For instance, characters can only move from Whitehold to other Imperial locations.

Special Movement

Characters may move between two ⚓ locations by spending one action die. Characters may move between two ⚙ locations by spending one stress (either ❤ or ♦). Many character abilities have reduced movement costs to move to particular locations.

Location Action 🎲

Some locations allow characters there to spend an action die to perform the listed effect. The value of this action die doesn't matter.

Create Asset 💰

This action moves a resource die matching the location's resource from the resource pool to the location the character is at. This turns the resource die into an asset.

Asset dice are used for filling in progress cards, as well as overcoming obstacles and fueling character abilities, so this is a very common action.

To create an asset, spend an unspent action die, and move a resource die from the location's resource pool to the location that is less than or equal to the value of the spent action die.

At The Guild of Strategy, Fuscus may spend action dice to create 💰 assets



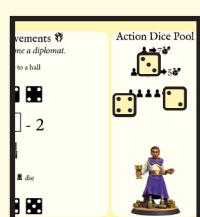
Current 💰 resource pool



A value 3 action die is spent, so the player may move the value 2 or 3 💰 resource die to location



Next, the value 3 or 4 action die may be spent to create an asset from the value 3 💰 resource die. The player currently can't create an asset from the value 6 💰 resource die



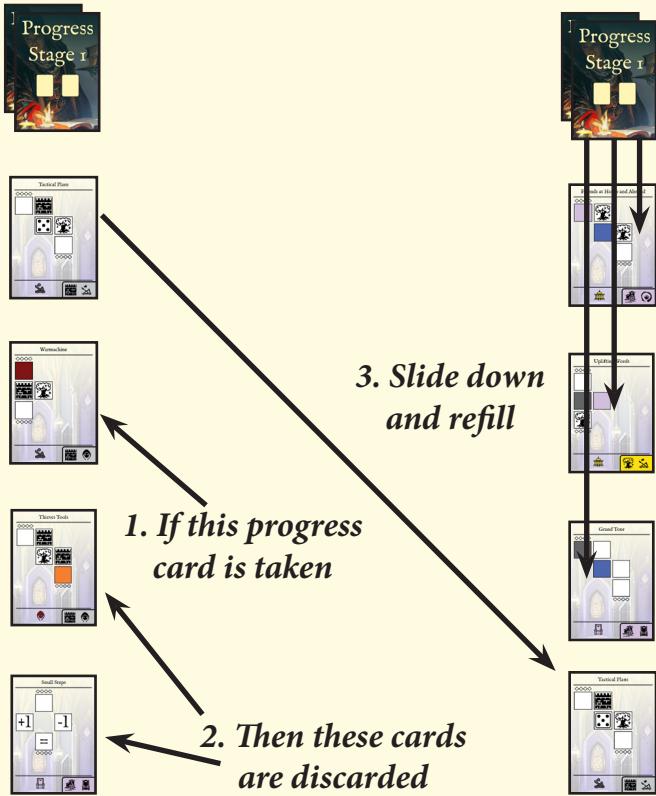
Complete Progress Card

Players may freely take any asset dice at their character's location and place them on their current progress card. Dice are placed on a path from the beginning space to the end space of the progress card, subject to the constraints on the card, as described under Progress Cards in the Components section.

When an asset die is placed on the end space of the current progress card, it is completed. Players immediately gain the progress track reward(s) indicated. Additionally, when a progress track increases, ***immediately fill the resource dice in the improved pool*** up to the progress level.

The asset dice and progress card are discarded, and a new progress card is taken from any of the four in the progress card staging area. The progress cards ***below*** the chosen progress card are discarded.

After discarding progress cards, slide down remaining progress cards, if any, and draw new progress cards at the top of the staging area to refill the staging area to four face-up progress cards. If the current stage progress deck is emptied, move on to the next stage (or reconstruct the Stage 5 deck) and continue refilling.



Trade

Trade allows players to move resource dice between pools, as indicated by the arrows on the trade board. To trade, spend an unspent action die, then move a resource die into or out of the location's resource pool.

The resource die moved must be less than or equal to the value of the spent action die. The die is traded one step along the wheel of trade as indicated by the trade arrows ($\text{III} \rightarrow \text{I}$, $\text{I} \rightarrow \text{II}$, etc.). When a die is moved from one resource pool to another, it changes type. Dice from the O pool may move into any other resource pool, but no resource may be converted to O dice.

At I location, may trade $\text{III} \rightarrow \text{I}$,
 $\text{I} \rightarrow \text{II}$, or $\text{II} \rightarrow \text{III}$



Value I action die spent, may trade I or II into I , or II into III . The I and II are higher than the value of the action die spent. Die resource type is changed after trade, but value is the same

Overcome Obstacle

Overcome allows players to discard obstacles from the location where their character is located. To overcome an obstacle, dice must be placed on the obstacle matching the obstacle dice. This is done by:

1. Approach
2. Defend
3. Overcome

Before starting the overcome process, determine if any characters are **skilled**. A character is skilled if the character's skill is **greater than or equal to** the overcome skill difficulty for the obstacle.

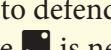
Approach

During approach, skilled characters may spend any of their unspent action dice or assets at their location by placing them on the obstacle card.

If the obstacle has dice on it matching its obstacle dice pattern, it is immediately overcome! Skip defense and move on to overcome. If the obstacle dice pattern is incomplete, continue on to the defending step, leaving any dice placed during approach on the obstacle.

Defend

All unspent action dice are rerolled. To successfully defend, at least one of each **unique** value on the obstacle dice pattern must be rolled on the action dice. **Assets may not be used for defense.**

For instance, if an obstacle has  for the obstacle dice pattern, a character needs at least one  and one  on their rerolled action dice to defend. If the obstacle dice pattern is , only one  is needed.

It's much easier to defend against an obstacle with only one value of obstacle dice! Note that **none of the rerolled dice are spent** to defend. The character only needs the dice values showing in their pool.

If the character doesn't successfully defend, they take the amount of stress listed for the obstacle's damage.

Remember, character abilities may be used at any time during the player's turn. Using character abilities to manipulate action dice after a defense reroll is common.

Overcome

Any unspent action dice or assets at the character's location may be placed on the obstacle to overcome it. If, after this step, the obstacle has dice on it matching the obstacle dice pattern, it is overcome. When an obstacle is overcome, it is discarded to the current region's obstacle discard pile.

This could be in a different region's obstacle deck than where the obstacle card started! Many obstacles move around the board outside of their starting region when activated or by other means.

Some obstacles have other effects when they are overcome, as indicated with an  icon in the effect text section.

Finally, when an obstacle is overcome, characters who aren't skilled **increase their overcome skill by one**.

If the obstacle doesn't have enough dice on it to complete the pattern, leave any dice on it. Further dice may be placed on the obstacle with more overcome actions on the same or future turns.

If a character's skill improves, fill in the next box for that skill on the character sheet. Characters skills will never decrease.

Teamwork

Multiple characters may work together to overcome an obstacle, provided they are at the same location with the obstacle. In this case, all skilled characters may add dice and check for success during the approach.

All characters successfully defend if **between** them they have the right set of dice values. If the team fails to defend, the stress may be split between characters overcoming the obstacle.

If the obstacle is overcome, any characters who are not skilled increase their skills.

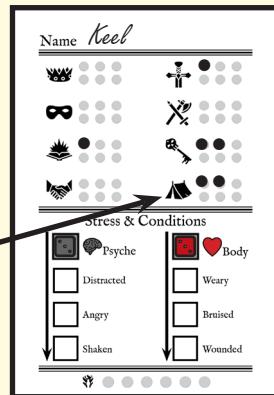
It's significantly easier to overcome obstacles as a team, although it's not very efficient to move around the board with another character. A skilled character can overcome an obstacle on the approach, and another unskilled character may improve their skill. Essentially, the lower skilled character has learned by watching a competent character in action!

Assets and Obstacles

Assets may be spent on approach (if character is skilled) and to overcome, but not for defense. No dice are spent during defense. Rather, successful defense depends on the dice showing in the character's action dice pool.

Skill Mastery

Finally, in the rare case a character has skill mastery for the obstacle (the character's obstacle skill is rank 6), the values of dice on the obstacle are ignored for the purposes of overcoming the obstacle! That is, only the number of dice on the obstacle matter, not the values. Defense is handled as normal.

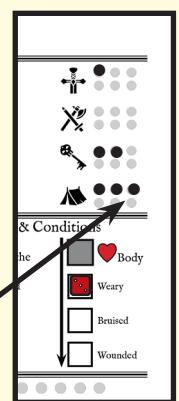
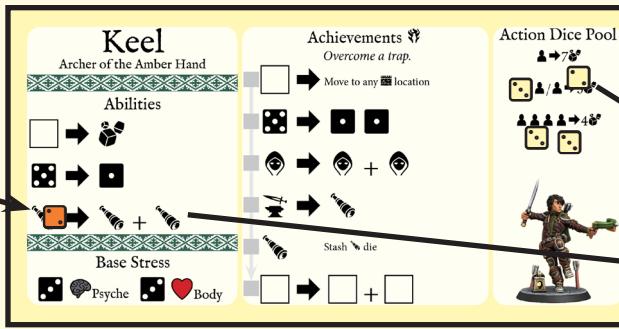


2a. Reroll action dice for defend.

Rolled $\square \square \square \square$.

Achievements	Overcome a trap.
→	Move to any camp location
→	$\square \square$
→	$\diamond + \diamond$
→	\wedge
→	Stash die
→	$\square + \square$

2b. Defend failed, needed at least one \square and one \diamond . Could use $\square \rightarrow \wedge$ to reroll some \diamond action dice, hoping for a \square , but player chooses not to. May not use assets (\diamond) to defend. Keel loses \hearts and takes Weary condition. Action dice are not spent to defend



3. Keel splits \diamond asset into \diamond and \diamond using $\wedge \rightarrow \wedge + \wedge$ and places the \diamond on the obstacle along with the technology assets. This matches $\square \square \square$ so the obstacle is discarded and dice on it are placed in spent pools/supply

4. Keel's camp icon improves to 3 since the obstacle difficulty is higher than Keel's current camp icon

Session End

At the end of games for years 1 through 5, complete the following steps. At the end of the year 6, move on to the campaign end instead.

1. Clear Unfinished Progress and Assets
2. Burn Progress Cards
3. Reconstruct Obstacle Decks
4. Burn Locations
5. Place New Locations
6. Recover Conditions
7. Achievements for New Characters
8. Advance Year
9. Store Game

Instructions to burn cards refer to placing them out of play for the remainder of the campaign. There is no effect that brings a burned card back into play.

Clear Unfinished Progress and Assets

Remove and discard any asset dice currently on location cards. Discard asset dice on currently unfinished progress cards and discard the progress cards to the appropriate progress card deck by stage.

Burn Progress Cards

Gather and shuffle all of the progress cards for the lowest available stage, then burn twice as many cards as the current year.

For instance, after the first game, when it is year one, 2 random stage 1 progress cards are burned. After the second game, in year two, 4 random stage 1 cards are burned. After the third game, the rest of the stage 1 cards are burned. The fourth game will start in stage 2.

Burned cards are set aside and removed from the current campaign. Once a card of any type is burned, it is never used in the current campaign again.

This changes the pacing and difficulty of the campaign as the years advance. There are different strategies in play depending on what stage players start in.

Reconstruct Obstacle Decks

For each region, place the region's obstacle discard pile *under* the current obstacle draw deck.

Burn Locations

In each region, burn the location card with the most attached obstacles. If there is a tie, the players choose the location card (this includes the case when there are no obstacles in the region - players still choose one location card to burn).

Place any attached obstacles from the burned location on top of the associated region draw deck starting with the outermost (most recently placed) obstacle and moving inward.

Boar's Peak has the most obstacles and is burned (unavailable for the rest of the campaign)



Discard attached obstacles to top of draw pile, starting with most recently placed (outer) obstacle

Obstacles at locations that aren't burned stay in play and will start in play next game

Place New Locations

For each region, shuffle the region's location deck and draw *two* locations. Choose one card from each region deck to put into play, placing the location in the appropriate region. Players may look at all six cards before making decisions on what locations to use for next session.

Some location cards will unlock new location obstacles at this time. If the location has a  starting obstacle icon, look through the locked obstacle cards and put any matching named obstacles into play with the location.

The Espionage resource mastery ability allows players to choose an unburned location for one region instead of drawing cards. Choose this location first, before drawing other location cards.

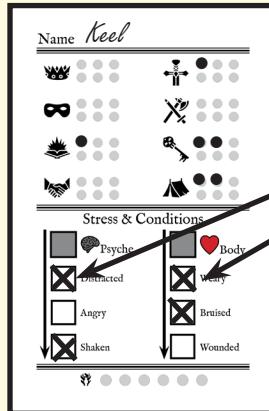
There is one location in each region that allows players to unlock a new character: Undari's Tomb ( / Oniri), Pearlescent Marsh (img alt="Pearlescent Marsh icon" data-bbox="750 700 780 725"/> / Yasmina), and Guild of Secrets (img alt="Guild of Secrets icon" data-bbox="750 730 780 755"/> / Lucia). The attached obstacles specify how to unlock the characters.

Recover Conditions

Each unlocked character who *wasn't active* for this game erases the highest (the one closest to the starting stress position) marked condition box on each track. Erase the mark on this condition.

For instance, if a character is both Weary and Bruised, the Weary condition is erased. Bruised remains.

If a character accumulates many conditions in one track, it will take a few years sitting out of the action to recover them all.



The highest conditions on each track are erased for all unlocked characters who weren't active for the previous game

Players draw two  locations, choosing Pearlescent Marsh



Forager's Tome
starts in
play at the
Pearlescent
Marsh, as
directed by the
— 

*Obstacles at locations that aren't
burned stay in play and will start
in play next game*

Achievements for New Characters

Fill in achievements equal to the current year for characters unlocked this session. For instance, if Lucia was unlocked in year 3, fill in Lucia's first 3 achievements.

Advance Year

The year advances by one. If this is year six, the campaign is over, move on to campaign end.

Store Game

For Tabletop Simulator, the game can be left as-is after performing session end steps (in particular, remember to clear off unused assets from location cards).

For the physical game, locations and obstacle decks will have to be stacked in such a way that they are easy to recover for next session.

Starting with the region, place the top location card in the region onto the obstacle draw pile. Then put any attached obstacles face up onto the location card. Next place the middle location card onto this pile, along with attached obstacles. Finally, place the bottom location card and attached obstacles onto this pile.

Do this for each region, starting with the and ending with . Place this deck in a tuckbox.

Finally, record the current position of threat tracks and progress tracks on the back of a character sheet.

There are more campaign tracking sheets at <https://github.com/ziapeitagames/six-winters>.



Store obstacles and locations for next game



Similarly stacked and cards are placed on top of cards



Campaign End

Check for victory as follows:

- **Pyrrhic Victory:** One of Diplomacy, Espionage, or Support are complete.
- **Major Victory:** Any **two** of Diplomacy, Espionage, or Support are complete.
- **Total Victory:** Diplomacy, Support, **and** Espionage are all complete.

Players get 1 point for a pyrrhic victory, 3 points for a major victory, and 6 points for a total victory.

Additionally, players get 1 point for every non-victory (Technology, Military, and Sorcery) resource track in which Sunfell's progress marker is higher than the threat marker.

Finally, multiply the total points by the difficulty to find your score:

- Easy: x1 (1-9 points)
- Standard: x2 (2-18 points)
- Difficult: x3 (3-27 points)

Results

Score	Title
1-3	Novice
4-8	Adept
9-14	Initiate
15-20	Master
21-26	Grand Master
27	Champion of Sunfell

The plan is to eventually have some fiction and character epilogues around these different win conditions. There are seven possible victory states (3 pyrrhic, 3 major, and 1 total) as well as seven characters. So each victory condition will map to one character.

Resource Mastery Abilities

Unlocked resource mastery abilities are free to use at any time during the actions step. The Espionage mastery ability is used during Session End.

Support

May create assets or trade using all the resource dice **matching the value** of the action die used. This makes sets of the same value in resource pools particularly easy to move around.

For instance, if the  pool has the following dice:    , and a value  action die is used to create assets in that pool, all four of the value three dice are placed at the location as assets!

If a value  action die is used to trade in that pool, all four of the value three dice may be traded into the  resource pool, etc.

Espionage

In the Place New Locations step during Session End players choose any location from **one** region to put into play. This is done before drawing locations randomly for the other two regions.

Military

May move any  assets from a location to any other location. This may be done by any player freely at any time during the actions step.

Technology

All players get one additional action die at the start of each turn.

Diplomacy

May trade 2 resource dice for any 1 resource die along the wheel of trade. The 2 dice are discarded and a new die is rolled.

That is, 2  resource dice may be spent to roll and place new  resource die, 2  resource dice for a  resource die, 2  resource dice for any other resource die, etc. This may be done by any player freely at any time during the actions step.

Sorcery

Sorcery assets may be treated as any resource type or die value when playing onto progress cards, effectively making them wildcards. The , , and  region restrictions still apply.

Character Abilities

Character abilities are used at any time during the Actions turn step. Most of them require spending a die, and placing it on the activated ability.

Many abilities feature the  symbol. These abilities are activated **by spending a die and placing it on** the  during the actions step. The die spent comes from one of two places: an **unspent action die** or an **asset** from the character's location. After a die is placed on , the action to the right of the arrow is performed.

Once an ability has a die on it, it can't be used again this turn. These dice are cleared during the Refresh step.



The  ability lets the player reroll **any** dice in **one of the following dice pools**: the character's remaining unspent action dice or any asset dice at the character's location.

To reiterate: players may choose which dice to reroll from the selected pool, they do not have to reroll all the dice.



Every character has abilities of this type, which allow players to convert a die of the specified value into one or more dice with the value(s) listed.

This ability turns a  die into a  die. As with , the  can be an **unspent action die** or an **asset** where the character is located.

The chosen die (with a value of 1) is placed on the . This generates a value  die, which is of the **same type** as the die placed on the .

That is, if an asset of type  is placed on the , a new asset  is placed at the character's location. If an unspent action die  is spent, the player generates a new unspent action die of value .

Thea



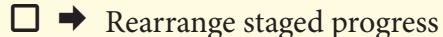
Spend a  asset at Thea's location to explode all value  dice in a chosen pool. Place the spent  die on the  icon.

One of the standard two dice pools may be exploded: Thea's unspent action dice or assets where Thea is located.

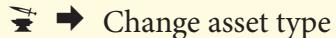
Gain one extra die of the appropriate type for each  in the selected pool and roll them. If any of those newly rolled dice also roll a , take additional dice and roll those. Continue gaining new dice every time a  is rolled.

For instance, if Thea has     in her unspent action dice pool, and uses a  asset at her location to explode fives in that pool, the player gains 3 new action dice and rolls them (one for each five). These dice result in   , so the player takes one more action die and rolls it (for the five). This die results in a .

Thea's unspent action die pool now has        !



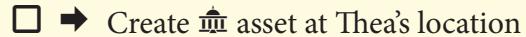
After spending an unspent action die or asset, the player may rearrange the four staged progress cards in any order desired. This is frequently beneficial right after a progress card is completed or at the end of the Actions turn step.



Select an asset at Thea's location, and place it on the  symbol. Place a new asset of any type at Thea's location. The value is the same as the spent asset die.



Spend a  asset die at Thea's location to take two  dice and roll them, placing them at Thea's location (creating two  assets).



Spend an unspent action die or asset to roll a new  die and place it at Thea's location.

Menas

Stash  asset

 → Flip die

Generates a die of the same type (asset or unspent action die) as placed in , but the die is flipped, changing its value. A  is flipped to a , a  to a , etc.

 → Create  asset at Menas's location

Spend an unspent action die or asset to roll a new  die and place it at Menas's location.

Keel

 →  + 

Spend a  asset at Keel's location, and gain two  assets. The two assets must sum to the spent  asset.

 →  + 

Spend a  asset at Keel's location, and gain two  assets. The two dice must sum to the spent  asset.

 → 

Select an asset of any at Keel's location, and place it on the  symbol. Place a new  asset of the same value at Keel's location.



Asset

The character card for Keel, titled "Archer of the Amber Hand". It includes:

- Abilities:**
 -  → 
 -  → 
 -  →  + 
- Achievements:**
 -  Overcome a trap. Move to any  location
- Action Dice Pool:** Unspent action die (7 dice shown)
- Base Stress:** Psyche (2), Body (1)
- Artwork:** Illustration of Keel, a character with a bow and arrow.

, , , , , , and  may come from two sources:
unspent action die or assets from character's location

For , , , , , and  the generated die is of the same type as the spent die,
for  follow the specific ability directions

Fuscus

□ → □ - 1

Gain a die of the same type as placed on □, but one value lower.

□ → □ - 2

Gain a die of the same type as placed on □, but two lower in value.

Yasmina

□ → □ + 1

Gain a die of the same type as placed on □, but one higher in value.

♥ → Discard top obstacle card from any obstacle draw pile

Yasmina takes one ♥ stress (lower the ♥ die by one) to discard the top obstacle card from any draw pile. Remember: character abilities may only be used during the Actions step of the turn.

Oniri

♥ → Move to any ♀ location

Oniri takes one ♥ stress (lower the ♥ die by one) to move to one of the two ♀ locations.

May convert ♀ resource pool dice to action dice

Oniri spends one ♀ resource pool die (remove it from the pool and place it into the supply) and takes an unspent action die of the same value as the resource pool die.

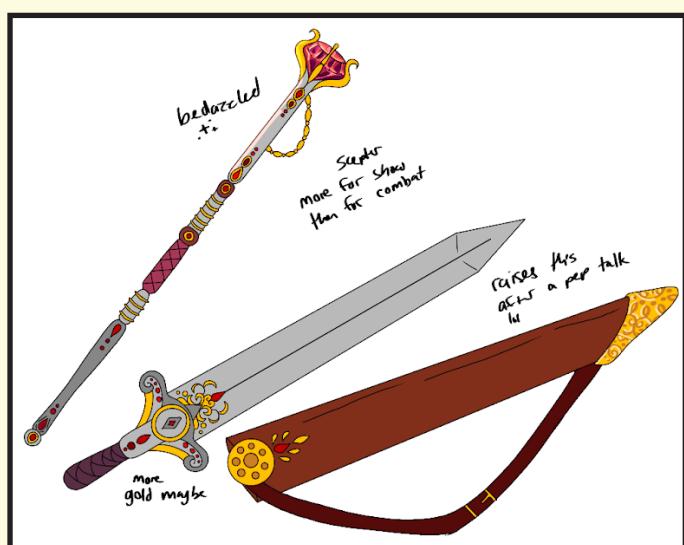
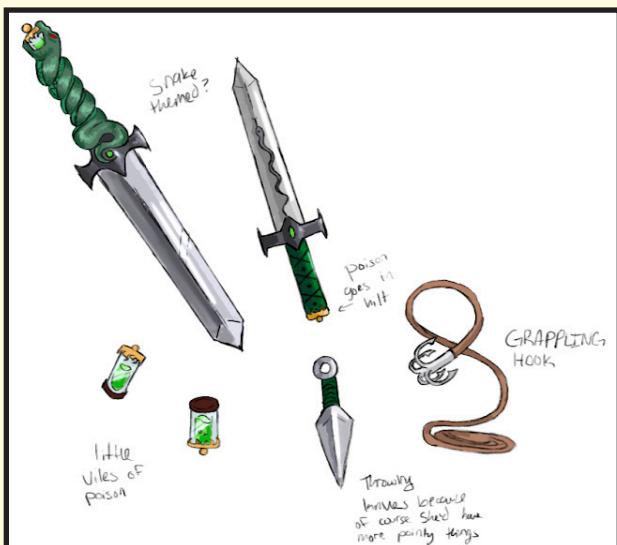
♥ → For each ♥ spent, from another character's stress

Oniri takes one ♥ stress (lower the ♥ die by one) in place of the other character in play. Any amount of ♥ stress taken by the character may be given to Oniri's character instead (as decided by Oniri's player).

Lucia

□ → Put top card from any obstacle discard pile onto top of draw pile

This is essentially the opposite of Yasmina's discard ability. Lucia may take a discarded obstacle and place it on top of the obstacle draw pile (in the same region).



Location Reference

Amaranth Bourne

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die. Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

Amber Trade Fair

During the Activate or Move Obstacles step of the turn, if Amber Trade Fair is activated, roll and place a  die there.

Arankh

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die. Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

Beetle Burrough

During the Activate or Move Obstacles step of the turn, if Beetle Burrough is activated, roll and place a  die there.

Dusk's Ayrie

During the Activate or Move Obstacles step of the turn, if Dusk's Ayrie is activated, roll and place a  die there.

Guilder Farms

During the Activate or Move Obstacles step of the turn, if Guilder Farms is activated, roll and place a  die there.

Guild of Secrets

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

Hall of Brass

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die. Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

House Lavender

During the Activate or Move Obstacles step of the turn, if House Lavender is activated, roll and place a  die there.

Long Wastes

During the Activate or Move Obstacles step of the turn, if Long Wastes is activated, roll and place a  die there.

Lower Wash

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die. Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

Mirror Woods

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die. Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

Obfuscated Bribe

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

Sightrock Keep

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die. Players may also Trade a number of resource dice up to their  skill from/to **one pool** as described in the Trade action while at this location.

May spend an action die to move a unit from any location to any other location.

Throne Room

This location comes into play if the threat marker reaches the final space of the  threat track during the Threats step of the turn. Place the Throne Room at the  location, burning the location currently in that slot. Leave any obstacles in play, and find and place the Wrath of the Autarch obstacle at this location as well.

During the Activate or Move Obstacles step of the turn, if the Throne Room is activated, roll and place a  die there. Creating assets in this way does not cause any characters to lose stress.

Any character taking the Create Asset action at this location must take 3  stress.

Weird Rock

Characters may spend 2  at this location to create an asset, instead of spending an action die. If this is done, any resource die from Weird Rock's resource pool, regardless of value, may be taken for the asset.

Yearly Field

Characters may spend 2  at this location to create an asset, instead of spending an action die. If this is done, any resource die from Yearly Field's resource pool, regardless of value, may be taken for the asset.

Notes For Solo, Three or More

The game has mainly been designed and playtested for two players. However, there are ways to play with different numbers of players.

Solo Play

I have played a solo campaign by playing two characters at once, and *sharing* 7 action dice per turn between them. This means either character may use the action dice, and supply character abilities with them during the Actions step of a turn.

I've also thought about trying a solo game where you play one character for a year, with five action dice each turn, then another character for a year. Only conduct game end steps (removing assets, etc) after the second year. The key change: for the first year, only draw new obstacles on the second turn of each season. Then, on the second year, only draw new obstacles on the first turn of each season. Both characters could have different numbers of turns when they play out their years.

Three or Four Players

For three or four players, use the Obstacle Surge step in the turn sequence to add additional obstacles into play. Additionally, for four players, each player only receives 4 action dice each turn.

I haven't played with four players at all. I think it might be too busy for that, but it's possible.



Playtest Guidance

The general structure of the game is fairly set at this point. I'm interested in specifics surrounding pacing and ability interactions, with an eye towards the following questions:

- Did any characters get knocked out during a session? When and what session? Did it feel arbitrary, or was the risk fairly well understood?
- How many conditions do characters usually take in a given session?
- Did any resource dice ever run out from the supply? When? How often? How many resource dice are needed so they don't run out? This question is driven by the cost of including dice in the game. (I think 10-15 dice per resource is somewhere in the right ballpark.)
- Which character abilities are the most fun? Which character abilities aren't? Is there a place for each character in the campaign?
- How much progress was made in each session? Was it easy to win?
- Were there any particularly memorable interactions between characters and obstacle cards? Any obstacle cards with confusing and/or not very interesting text effects? Any obstacles that were particularly interesting?
- The game is mainly about the puzzle of filling in progress cards. Any particularly interesting progress cards? Are there other ways to fill out progress cards that seem interesting or useful?

Characters and Conditions

One of the core cycles is character conditions. It's important to the game that characters take some conditions to create pressure and incentivize unlocking/resting characters.

Potential options: characters who went on missions also recover one or two conditions. Additionally, characters who site out a year may recover more than two conditions, perhaps two in each stress track.

The current approach could be too punitive if characters are taking many conditions in one game.

Also, currently the condition names are just flavor text. I had versions of the game where different conditions had effects (for instance, being wounded hampers movement), but it wasn't very interesting. There are probably possibilities for location and obstacle interactions with specific condition names. Or maybe a "downtime phase" where you roll on different tables based on character conditions - which has an effect on the world.

Obstacle Decks

Currently new cards get added to decks, and they can move between decks, but they really never get burned or come out. The game world changes as the game goes on, but there's no question that decks can become watered down.

I've tried many approaches to burn/get rid of cards from obstacle decks after each game, but I haven't found any of them very interesting. It's another area I keep thinking about.

Obstacle and Location Effects

As with character abilities, there are tons of options for obstacle and location effects. That kind of tuning can go on forever, but it's good to prune the cards that really aren't working, and lean into the ones that are.

Intentionally, most obstacle cards are fairly straightforward and similar, as they mostly are used to build up threat tags. However, it's nice to have some obstacle cards with more unique abilities and interactions.

Credits

The following people made this game possible.

Game Concept and Design: Phil Lewis
Character Concept Art and Design: Jack Mitchell
Narrative Development: Alhana Lewis

Legal

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