

Cutthroat Rules

The cutthroat rules use the Masters Addendum rules set as its foundation.

Three-Player

Teams

There are no Teams White and Black. Each player is his own team.

Each player has his own adventure markers. One uses Team Black markers, one uses Team White, and one uses the Health markers from Masters Addendum, or other substitute.

Loner and Alliance

There are two sides during game play: the Loner, and two players as the Alliance.

The Alliance players take their turn together. They move, fire, and adventure as a team. Their characters must treat each other in every respect as allies. They may even trade if both players agree to the trade.

During the Adventure phase, Alliance characters use their own adventure markers. They never affect the ally's markers. The player to the Loner's left conducts his adventures first. That player must complete all adventures before the second player begins.

Unless stated otherwise, the Alliance is treated as a unified team. For example:

- The Loner is likely to get the +1 Lith Favor bonus in Lith Alliance and Lith Strategica.
- Mr. Catskill gains bonuses even for killed Allies.

The Lesser Ally

The ally with the least number of characters is the Lesser Ally. For this, count henchmen and characters not yet on the board, but not prisoners.

If the players are tied for lowest character count and both lost a character, the player with the fewer total equipment cards (including Badges and cards carried by characters not yet on the board) gains the chance to change alliances. If card count is tied, resolve the tie with a die roll.

In each phase, the Lesser Ally chooses whether he or his ally will act first. For example, in the Move phase, he may demand that his ally move first.

The Lesser also decides the order that attacks and adventures are resolved, and the destination of enemy banishments.

With cutthroat rules, do not use the OpFire Restriction variant in the Masters Addendum.

Game Setup

Each player rolls two dice. The highest roller is the Loner.

Each player selects a chosen platter, beginning with the player to the left of the Loner and moving clockwise. The Loner begins map building as if he were Team Black. Map

placement then continues clockwise.

Game Play

The Loner takes his turn first.

During Free Action of the Loner's first turn, he draws a new character from the unused deck, draws two cards for that character, and brings that character on using a normal dismissal roll. The new character is free to move that first turn.

Each player brings on two characters in each Reinforce phase. This means the Alliance is reinforcing twice as fast as the Loner.

The player to the Loner's left conducts any banishment of the Loner's character.

Switching Alliance

If an Alliance player kills, imprisons or takes over a Loner character or henchman, that player may decide at the end of the current player turn to become the Loner.

Note that his is player turn, not game round. You must check for Loner loss at the end of the Loner's turn, and at the end of the Alliance turn.

If he chooses to become the Loner:

- The other two players become the Alliance.
- The next turn is the Loner's turn.
- During the new Loner's Free Action phase, he draws a new character, and two cards for the character, and brings the new character into play.

If the Ally defeats more than one Loner character in a turn, his new character draws 4 cards rather than 2.

If both Alliance players each defeat one Loner character on a turn, the Loner decides which Alliance player may become the Loner. If that Ally refuses to become the Loner, the other Ally may then choose to do so.

If one Ally defeats one character and one defeats more than one, the Ally that defeated more than one is given the first choice to become the Loner.

Wallard Blatt is considered a kill every time he is killed.

Team Base

Remove the Team Black base from play. The Team White base is used. However, this is treated as the enemy base to all three players. Characters must break their way in normally.

Vault: All Vault cards are placed in this one Vault. However, this is the enemy Vault, so cards cannot simply be taken. Instead, characters must steal from the Vault. The Vault begins with two cards.

HQ: All players may use the HQ for Jump Pad placement, new characters, etc., as if it were the allied HQ.

The HQ may be attacked. If destroyed, that player earns 3 VP and all other players earn 0. Other players may not use the base for Jump Pad, etc. The HQ may not be attacked by any

player after being destroyed.

Prison: All imprisoned characters are placed in the Prison. Attempts to free prisoners affect only that player's characters. Characters may interrogate enemy prisoners.

All characters suffer -1 Hit when in the Base, as if they were in the enemy base.

Labyrinths

Some Amaze results add cards to the Vault. Add the cards normally. In addition, the character is not dismissed. Instead, he advances forward with his team marker, and may challenge the Labyrinth again during this Adventure phase.

If the marker is already at the Labyrinth entrance, the character remains in that space and may challenge again.

For the Amaze result that causes 3 damage to enemies, the Loner must choose one enemy team to be the target of the damage.

Ruins/Merc Camp/Lith Alliance

On an Amaze result, the character advances with the marker rather than being dismissed. He is then free to challenge the next position during the current Adventure phase.

For adventure locations requiring cards, the character may give up one extra card and gain this same effect.

Big Herr may not use this option.

Royal Tournament

Challenging a Royal Tournament adventure does not remove enemy team markers. Instead, place a team marker on a Squeak or better result. On an Amaze, the character is not dismissed. He instead must remain in the space where the adventure occurred.

When one team defeats all six adventures, that team receives the extra character and no further challenges can be made by any player.

Field of Honor

The Loner chooses the Ally that he wishes to challenge in the Field of Honor.

Towers

If the Loner is successful in the Tower of Havoc or Knowledge, he chooses one of the Allies. That Ally suffers the effect.

Pets

When the Loner becomes an Alliance player, he must give Pets that are targeted at his new ally to the new Loner.

The Pet remains unleashed, on the board.

Cards

Allies may not look at each other's unrevealed cards.

Game End

The game must end on a Loner's turn, not an Alliance turn. It must end on a turn where a Loner character/henchman was not killed, imprisoned, or switches sides.

As per normal rules, the game ends when time expires, or when any player is eliminated.

Count victory points differently. For adventures, look at marker position (or, in the case of Royal Tournament and Field of Honor, number of markers).

– Marker ahead of all other players: 3

– Marker tied for first: 2

– Marker second or tied for second: 1. This is true even if the team did not move or place any markers. Example: If one player has one Royal Tournament marker, and the other two have no markers, the two gain 1 point each.

Count victory points for characters in the same way: 3 for most, 2 when tied for first, and 1 when second or tied for second.

Four-Player

Each player is his own team. Each has his own adventure markers.

Game Start

Each player rolls two dice. The highest roller and the player to his right is Team 1. The other two are Team 2.

The highest roller selects a chosen platter first. Selection then moves around the table clockwise. The highest roller begins map building as if he were Team Black. Map building then moves clockwise.

Alliance 1 takes the first turn. They bring on **one** character each. Alliance 2 brings on **two** characters each. From then on, each player brings on two characters each turn.

Switching Alliance

At the end of each Alliance turn (not game round), determine the Lesser Player from among all the players, in the same way you would choose a Lesser Ally. If that player lost a character (to death, team-switching or imprisonment) this turn, he may choose to change alliances at the end of the turn. He may select any other player as his new ally. He and his new ally take the next turn.

Other Changes

Rules for allies, the team base, pets, and victory points are the same as for three-player.

Special Card Notes

TiAx Assassin

If TIAX becomes his target's Ally, he is reassigned a new target as if he killed his previous target. In three-player cutthroat, this means that he automatically targets the new character brought on by the Loner.

Baron von Krule

Von Krule's diabolical plan affects all enemies.

Devon Regal

Devon Regal's base penetration ability works against the single team base.

Avindel

In cutthroat, Avindel automatically passes the Main Gate Stealth challenge to enter the Team Base. This allows him a more reasonable access to be able to refresh himself.

Redoubt Cube, Mudgepus The Genie, etc.

Such cards work for the single Team Base HQ.

Credits

Thanks to the regular DOA and Venatic test groups.

The cutthroat rules also passed through the beta playtest of the following excellent game review groups:

Sager Group – Lexington, KY

Tyler Sager (me)

Max Brown

Joe LaMothe

Andrew Wigginton

Chris Carmen

Martin Group – Norway

Vegard Hasselstrøm

Geir Johansen

Martin Usikker

Svein Martin Gaasholt

South Group – Kirksville, MO

David A. South

Stacey Hays

Brian Koch

Jeff "Redbeard" Morton

Dominoni Group – Italy

Paolo Dominoni

Andrea La Malfa

Francesco Montera

Stefano Turchetti

Francesco Isabella

Corrado Ravello

Alessandro Turchetti

Michele Carbonari