Mordiou!

Name & title :

Aspects & conflict stances : *Check one for +2, once all checked, reset at the end of scene*

& ☐

& ☐

& ☐

& ☐

Defense Pool
• 2 until you assign tokens
• Condition reduces it by 1
  • _____ ☐
  • _____ ☐

Effort
{☐ ☐ ☐ ☐ ☐}

• Once full lose 1 Fortune
• Spend 1 for 1 extra action

Good Fortune
{☐ ☐ ☐}

Help Pool
• Receive help from an ally
• Spend to add a token

Counter Pool
• Reserve to cancel actions
• If empty, you can spend ½ of your defense to parry

Attention
{ }
• Help x3
• Counter x2
• Move x1
• Act x∞

Eloquence
{ }
• Counter x3
• Help x2
• Attack x1
• Act x∞

Erudition
{ }
• Help x3
• Counter x2
• Restore x1
• Act x∞

Panache
{ }
• Move x3
• Attack x2
• Counter x1
• Act x∞

Resolution
{ }
• Restore x3
• Move x2
• Attack x1
• Act x∞

Ruse
{ }
• Move x3
• Help x2
• Attack x1
• Act x∞

Vigor
{ }
• Attack x3
• Move x2
• Help x1
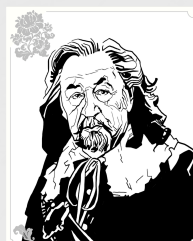• Act x∞

Mordiou!

Le Roi

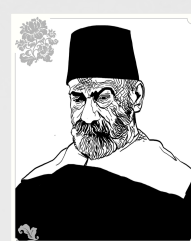La Reine

Le Cardinal

Le Frondeur

Le Roi des Gueux

Le Parlement

Le Cimmérien

Le Pape

Le Prince

L'Impératrice

Le Ministère

Rules in conflict

Initiative : Once per scene, round table order. The first player will be among the highest fortune.

Pick a Style: Collect tokens = Fortune + Style
- Add +2 tokens if an Aspect is used (check the aspect)
- Add afterward 1 help token if you need
- Max number of tokens is always 8

Count tokens:
Sum the **number of Success (S)**
and sum the number of **Actions (A)**

Defense: Assign unused tokens to your defense (usually the white)

Bargain: You can pick a bargain for 2 success
- to avoid some consequences
- or target more than 1 opponent (then use the highest of their defense)

Token	Success	Action	%
Red	2	1	16.67%
White	1	1	33.33%
Blue	0	0	50%

Compare number of Success to the target Defense
- Zero } Catastrophic Failure
- S < D } Failure, no action (only 1 move or act is allowed)
- S >= D } Hit, take your actions (1 per token)
- S>=2D } Perfect Hit, take actions and wound the target (it loses 1 fortune)

In conflict, once hit, pick actions in the limits of the style selected.
You can push your limits and spend 1 Effort to gain one extra action.

Actions in conflict :

Attack	Inflict 1 effort damage or 1 condition to an adversary
Counter	Keep, and use later to cancel 1 action (except fortune loss)
Help	Give a token to an ally, they can spend to add to it's tokens
Move	Manoeuver or pursuit or highest takes initiative
Restore	Uncheck 1 effort on you, or remove 1 condition on ally
Act	Chat, use props, do secondary actions