












TAVERNKEEPERS AND MERCENARIES

Basic Rulebook v3.0

"Hire mercenaries, manage your gold, and destroy the rival tavern."

Note this is a work in progress. Feel free to give feedback and correct grammar mistakes. English is my second language, so I'll be happy if you point any grammar mistakes. This is just the barebones, and I'm planning on adding more roles, effects and type of cards. Thank you so much for our time

GLOSSARY

Symbol	Name	Meaning
	HP	Tavernkeeper Health Points
	Gold	Main resource
	Sword	Attack
	Shield	Defense
	Contract	Pay and place a mercenary into play
	Wage	Gold paid each Night
	2d6	Two six-sided dice
	Trash	Discarded cards
	Morning	Preparation
	Afternoon	Combat
	Night	Maintenance


SETUP

Each player receives:

 100 HP

 100 Gold

 4 starting cards

 Central Treasury: 200 Gold

Maximum 3 mercenaries per player.

The Board

The board has the following zones:

Deck

Mercenaries zone

Trash.

MERC 1	MERC 2	MERC 3	TRASH PILE
			DECK

TURN STRUCTURE

At the beginning of each game:

- Each player draws 4 cards.
- Place 200 Gold in the center of the table.
- Players shuffle their opponent's deck.
- Roll 1d6. The highest result goes first.
- In a Best-of-3 match, roll 1d6 before the first game. The loser of each game goes first in the next game.

MORNING

- Gain 10 Gold.
- Draw 1 card.
- Perform 1 Contract.
- Sell 1 mercenary for its Contract value once per turn.

Mercenaries cannot attack during the turn they are summoned.

AFTERNOON

Declare attacks.

Mercenaries in vertical position may attack.

The Tavernkeeper may only be attacked directly if no enemy mercenaries are controlled.

Combat is resolved in mercenary groups once per turn.

COMBAT

Attack Position (Vertical)

 Uses Sword to fight.

May declare attacks.

Defense Position (Horizontal)

 Uses Shield to defend.

Cannot declare attacks.

Attack vs Attack

Each player calculates:

$$\text{Strength} = \text{Total} \text{ ⚔️} + 2\text{d}6$$

Example

Attacker

$$\text{⚔️} 5 + \text{⚔️} 7 + \text{🎲} 8 = 20$$

Defender

$$\text{⚔️} 5 + \text{⚔️} 5 + \text{🎲} 6 = 16$$

Damage

$$20 - 16 = 4 \text{ HP}$$

The losing Tavernkeeper loses 4 HP.

An attacking Tavernkeeper may lose the roll and receive damage to their HP.

Additionally:

🗑️ The participating mercenary with the lowest Sword value is sent to Trash.

If there is a tie, that mercenary's controller chooses which one is discarded.

Overrun

If:

$$\text{Winning Strength} \geq 2 \times \text{Losing Strength}$$

Example

Attacking Player

$$\text{⚔️} 5 + \text{⚔️} 5 + \text{🎲} 10 = 20$$

Defending Player

$$\text{⚔️} 5 + \text{⚔️} 3 + \text{🎲} 2 = 10$$

Then:

🗑️ All participating mercenaries on the losing side are sent to Trash.

Damage to the Tavernkeeper is still applied normally.

Attack vs Defense

Attacker

$$\text{⚔️} \text{ Total} + 2\text{d}6$$

Defender

$$\text{🛡️} \text{ Total} + 2\text{d}6$$

Damage

Winning Strength – Losing Strength

The losing Tavernkeeper loses that amount of HP.

Additionally:

🗑️ The participating mercenary with the lowest value on the losing side is sent to Trash.

If there is a tie, that mercenary's controller chooses.

Overrun

If:

Winning Strength \geq 2 × Losing Strength

All participating mercenaries on the losing side are sent to Trash.

🗡️ DIRECT ATTACK

If the defender controls no mercenaries:

Base Damage = Total 🗡️ of attacking mercenaries

The defending Tavernkeeper rolls:

🎲 2d6

Final Damage

🗡️ Total – 🎲 Result

If the result is less than 0, damage becomes 0.

Example

🗡️ Total = 18

🎲 Defense Roll = 7

❤️ Damage = 11

🌙 NIGHT

Pay Wages.

Wages must always be paid.

Example

3 mercenaries with Wage 2

💰 Total Wage = 6 Gold

If there is not enough Gold:

🗑️ Mercenaries must be dismissed until the remaining wages can be paid.

Mercenaries may only be dismissed at Night due to unpaid wages or as an additional Contract cost.

LEADERS

Pay their Gold cost.

Field limits per side:

J = 3


Q = 2

K = 1

ALL IN

May only be activated during the Morning phase.

Conditions

 Less than 20 HP

or

 Less than 10 Gold

or

 Fewer than 5 cards remaining in the deck

Effects



- Donate all Gold to the Treasury.
- Lose half of current HP.
- Move Hand, Field, and Trash into a Reset pile.
- Shuffle.
- Draw 4 cards.
- Ignore Wage payments during that Night.

During that turn:

- Contracts are free.
- Ignore Summoning Sickness.
- J, Q, and K may be contracted without sacrifices.


Only once per game.

MERCENARY TABLE


Card	Group	 / 	Contract	Wage
A, 2	Novice	1	1	0
3, 4	Soldier	3	3	1
5, 6	Veteran	5	4	2
7, 8	Captain	7	5	3
9, 10	Elite	9	6	4
J, Q, K	Leader	10	9	5

VICTORY

A player wins if:

 The opponent's HP is reduced to 0.

or

 The opponent cannot draw a card during the Morning phase.

If both players reach 0 HP:

1. The player with more Gold wins.
2. If tied, the player with more HP wins.
3. If still tied, roll 1d6. The higher result wins.