

Fifteen Men – Rule Summary

You can win the game!

At the start of the game, every player draws three Victory Cards. These Victory Cards are kept secret from the other players.

On each Victory Card is the name of one of the fifteen pirates. *When the game ends, the winner is the player who holds the most Victory Cards with names of surviving pirates.*

Combat Cards – Hands and Pools

Every pirate who is currently in play has:

- 1) a **hand** of no more than 5 Combat Cards *used to attack or protect the other pirates currently in play.*
- 2) a **pool** on his Character Sheet *during play Combat Cards will be played into this pool.*

Red cards are used for defense:

Increase odds of survival for a pirate when played into his pool.

Black cards are used for offense:

Decrease odds of survival for a pirate when played into his pool.

Black cards *with cutlasses* can also be used for *payback*.

When a character is killed:

- 2 new Combat Cards to the killer.
- 1 new Combat Card to every other character in play.
- The player who lost the conflict draws a new character Sheet and 5 new Combat Cards.

How to play Combat Cards

When your pirate character takes part in a roleplaying sequence of significance to another character:
Play 0-2 Combat Cards in the pool of the other character.

Your roleplaying must match the Combat Cards you play:

- Aggressive roleplay = black Combat Cards played face up
- Defensive roleplay = red Combat Cards played face up
- Ambiguous roleplay = black or red Combat Cards played facedown

How to kill

If the mood is right, you can try to kill another character. By doing this you risk the life of your own character.

You may only attack if:

- 1) The defender already has at least one Combat Card in his pool.
- 2) You can play at least one black Combat Card from your hand.
- 3) There is at least one Black Spot on the table.

Attacker: Declare the attack and play 1-2 black Combat Cards into the defenders pool.

Defender: Play 0-2 red Combat Cards into your own pool.

Other participants: Play 0-2 black or red Combat Cards into the defenders pool.

The defender then shuffles all the Combat Cards in his pool, and lets the attacker draw a single card:

If black: the defending character is killed.

If red: the attacking character is killed.

The winner of the conflict gets to describe how the other character was killed.

Remember that every death has to take place in a unique way.

The Black Spot

Pirates can only be killed when at least one Black Spot is present on the table.

The Black Spots are placed by the gamemaster during play. When a pirate dies a Black Spot is removed from the table.

In the 1st and 2nd act of the story, a total of 10 pirates will die.

Payback

When your character dies you get a final chance to take your killer down with you.

You can only get payback, if:

- 1) You hold 2 black Combat Cards *with cutlasses* in your hand.
- 2) The other character has at least one Combat Card in his pool.
- 3) At least one Black Spot remains on the table (even after you remove one for the death of your own character).

If you can get payback, you draw a Combat Card from the pool of your opponent. If that card is black, your opponent also dies, and you get to describe how both of you die.

How to roleplay 'Fifteen Men'

The Victory Cards are the players' means for winning the game, but they should be interpreted and turned into motivations for the pirate characters you play.

If you as a player want Tommy to survive (because you hold the Victory Card), then use your characters to protect him. Work out your own reasons why your character wants to protect Tommy:

- Is Tommy easy to fool, and thus not a threat?
- Does your character despise the enemies of Tommy?
- Or does your character just like Tommy for some reason?

If all the pirates on my Victory Cards are dead, then what?

You can no longer win the game yourself, but you can play for other reasons:

You can try to ensure that as few as possible win the game (in fact the game can have zero winners if all pirates die).

You can also focus on the character you are playing, and try to make his story as interesting as possible.