

Black Cadillacs – Rules Changes – June 17, 2009

1. *The concept of "not owning" a character is shitcanned. Instead, the Players own the Squad, and individual Allies are tasked with paying special attention to a given Trooper.*

- This still means that on a given Player's "turn", they can still "take over" your Trooper and do things to/with them.
- However, you now have a veto over fictional actions performed by your Trooper.
 - This veto does not extend into the resolution of Gos.

Notable impacts: pgs.12-3

2. *Another step is added to Trooper creation. The new process is:*

- Owning player gives the Trooper a Name and a Next of Kin.
- (pass to the right) Give the Trooper a Background.
- (pass to the right) Give the Trooper a Last Night.
- (return to the owner) Based on your interpretation of the character in front of you, assign two points of Strain to the character in any manner you like. Do not consult with other Players.

Notable impacts: pgs.27-9

3. *Each Ally/Trooper pairing now has a limited number of Strain chips to work with. There are only seven chips per Ally/Trooper pairing.*

- When all of a given Trooper's chips are assigned to the play mat, further

assignment opportunities (namely, the post-roll results of a GO) are effectively squandered.

- The only way to remedy this situation is to "spend down" the strain stacks by buying Memories.

Notable impacts: pgs.21, 57

4. The Cost boxes on the Trooper sheet are amended.

- Initially, Troopers only have check boxes for one through three; the box for two is infinite.
- The first time a Trooper gains a point of Mettle, the Ally chooses whether the Trooper now has a zero box or a four box, in addition to the initial boxes.

Notable impacts: pgs.75, 95, Trooper Sheet

5. During Rising Action, the Foe's authority relating to conflict proposals is increased. Specifically,

- The Foe may now propose conflicts.
- The Foe is now an active and welcome participant in the "massaging" of conflict proposals.
- The Foe's assent regarding the final form of a Goal is still not required – only the Allies must agree on the Goal.

Notable impacts: pgs.46-7

6. *The Foe no longer has a "bank" of cards (from the Death Die). Instead,*

- The Foe's maximum hand size = 6 + the number of Troopers. (The Foe doesn't receive bonus cards at the beginning of a mission, she must build her hand normally.)
- The Allies' maximum hand size is still 6.
- A card earned from the use of the Death Die by an Ally goes directly into the Foe's hand. If this card takes the Foe over her hand size limit, she must discard down.
 - To be clear: cards earned from the Death Die are not kept in a separate bank!
- Since there is no bank, the Foe no longer combines her remaining Hand and the Bank at the conclusion of the 3-trick card game during Endgame. In stead, she simply chooses any four remaining cards that she holds for the purposes of answering "the Big Three."

Notable impacts: pgs. 59, 71

7. *The way cards enter and leave hands has changed. Players can no longer buy cards at all. Both the Foe and the Allies draft cards from a central pool at the conclusion of each conflict.*

- At the beginning of a conflict, the Draft (an array of face-up cards) to the table. Deal out twice as many cards as there are Players.
- At the conclusion of the conflict, everyone picks up from the Draft.
- The winning side of the conflict controls how the cards are distributed.
 - If the Foe wins the conflict, she chooses a card for from the Draft for each Ally to pick up. She also chooses which card she takes.
 - If the Troopers win, the Ally who claimed the final (winning) Conflict token decides what card the Foe picks up from the Draft. He then sets

the order in which the Allies choose their cards, in a manner similar to how the Valour leader sets the resolution of Gos.

- Discards (if necessary) are handled as followed:
 - If you were on the winning side of the conflict, you may discard as you like.
 - If you were on the losing side of the conflict, your discard choices are constrained. You must attempt to abide by both of these restrictions:
 - Discard a card that's like-suited to the new card.
 - Discard a card that's higher-valued than the new card.
 - If you can't abide by both restrictions, you must abide by the one you can.
 - If you can't abide by either restriction, you must discard any two cards of your choice.
- Shuffle the remaining Draft cards back into the Deck.

Notable impacts: pgs. 52, 54, 57, 58-9, 61, 64

8. The memory landscape needs to be more directed and focused. It can not simply be a slush fund for overcoming the Foe.

- Each Ally is limited to triggering one Memory per conflict.
- Revisited Memories do not count against this limit.
- The "no same memory 2 times in a row" concept is shitcanned.
- More strongly enforce the **brief** and expandable (through revisiting) aspect of Memories.

Notable impacts: pgs.64-6

Name

Next of Kin

Background

Last Night

Horror

Valour

Hubris

Mettle

Black
Cadillacs

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4

3

2

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