

Your village

The Watchmen | Marcus Draper | Deskatur.com | Alpha v0.1

NIGHT

1	2	3	4	5	6	7
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LIGHT (0 = loss)

0	1	2	3	4	5	6
---	---	---	---	---	---	---

SUPPLY CHIPS: ____ / 24

ACTIONS LEFT: 3 2 1 0

1. Households

Queen of Hearts Used this night: ☐

STRAIN (4 = loss)

0	1	2	3	4
---	---	---	---	---

Need 1: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

Need 2: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

2. Storehouse

Queen of Diamonds Used this night: ☐

STRAIN (4 = loss)

0	1	2	3	4
---	---	---	---	---

Need 1: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

Need 2: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

3. Workshops

Queen of Clubs Used this night: ☐

STRAIN (4 = loss)

0	1	2	3	4
---	---	---	---	---

Need 1: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

Need 2: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

4. Gate and Roads

Queen of Spades Used this night: ☐

STRAIN (4 = loss)

0	1	2	3	4
---	---	---	---	---

Need 1: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

Need 2: _____

Target: ____ Urgency: ____ / 3

Progress: ____ (cap = Target minus 1)

Upkeep: +1 Strain per unfinished Need; Urgency below 3 gains 1 and Target +1; Light -1.

Encounter and quick reference

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THREAT (start 4)

0	1	2	3	4
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PRESSURE (3 = fail)

0	1	2	3
---	---	---	---

ESCAPE (2 = safe)

0	1	2
---	---	---

ROUND

1	2	3
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King: _____ Peace attempted: ☐

Stand Firm

Clubs/Spades. Target 9 for Clubs/Hearts Kings; 10 for Diamonds/Spades. Success: Threat -2. Fail: Pressure +1. Threat 0: gain 2 Supply.

Protect and Withdraw

Hearts/Spades. Target 9. Success: Escape +1. Fail: Pressure +1. Escape 2: lose 2 Supply, +1 Strain in affected district; encounter resolved.

Seek Peace

Hearts/Diamonds. Target 11. Once per encounter. Success: resolved with no resource change. Fail: Pressure +2.

Roll

One or two number cards: 2-4 = 1 Help, 5-7 = 2 Help, 8-10 = 3 Help. Useful suit +2 once. Matching Jack +2 OR Ace reroll. Add d8. Spend at most 2 chips.

Failure

Pressure 3, no number card committed, or unresolved after round 3: apply the King penalty once. Clubs: Workshops +2 Strain, -3 Supply. Diamonds: Storehouse +2, -4 Supply. Hearts: Households +2, -1 Light. Spades: Gate +2, -1 Light.

Village actions

Work on a Need / Relief Target 8 (Hearts, Clubs) / Gather Target 8 (Diamonds) / Tend Lamp: 2 Supply -> 3 Light / Rest: draw 2 up to 7. Village rolls allow up to 3 chips.

Seven-night journal

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NIGHT 1

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

NIGHT 2 | KING ENCOUNTER

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

NIGHT 3 | KING ENCOUNTER

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

NIGHT 4

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

NIGHT 5 | KING ENCOUNTER

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

NIGHT 6

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

NIGHT 7 | KING ENCOUNTER

d12: ____ d10: ____ King/result: _____

Light: ____ Supply: ____ Strain 1/2/3/4: ____ / ____ / ____ / ____

DIFFICULTY: First Watch / Standard Watch / Perilous Nights

OUTCOME: _____ **UNFINISHED NEEDS:** _____

What worked or confused you? _____