

Andersonville Sequence of Play

1. **Action Card Phase:** The top Action Card is turned over.
2. **Player Card Phase:** Players simultaneously select one Player Card and place it face down in front of them.
3. **Results Phase:** All Player Cards are revealed and compared, and the results of the turn are implemented. All Player Cards are discarded.
4. **Health Check Phase:** If an Action Card with a Health Check is in play, all players must make a Health Check roll.

This completes one turn.

5. **End of Round Phase:** After 10 turns, the round is over. Before starting a new round you must do the following-
 - All used non-Tool Action Cards are set aside and are not used for the remainder of the game.
 - Any player who has an asterisked Tool (Wooden Spoon or Tin Cup) must discard them. Place them with the discarded Action Cards.
 - Two additional AC are now placed in the unused Action Card deck. AC#43 and 44 are placed at the end of round one. AC#45 and 46 are placed at the end of round 2.
 - Reshuffle the remaining unused Action Cards.

When the third round has been played, the game is over. The player with the most Survival Points is the winner.

Personal Characteristics

Each player gets two characteristic points to spend as they wish, in any combination, according to the table below.

Characteristic	Cost	Effect
Strong constitution	2	-1 to all Health rolls
Initial tool	2	Start game with one Tool (roll one die)*
Initial location	1	Start game with one extra Survival chit
Rank	2	Win ties (vs. other players with rank, roll as usual)
Weak constitution	-1	+1 to all Health rolls
Luck	1	May refuse to control one Negative AC
<div style="display: flex; justify-content: space-between; font-size: small;"> *1. Wooden Spoon *2. Greenbacks *3. Knife *4. Canvas *5. Tin Cup *6. Roll again </div>		

Health Table

Health Chits	Die Roll					
	1	2	3	4	5	6
0	-	-	1	1	1	2
1	-C	1	1	1	2	2
2	1C	1	1	2	2	3
3	1C	2	2	2	3	4
4+	2C	2	3	3	4	5



- If the roll results in a number the player must immediately lose that many Survival points.
- A “-” result means that the players does not lose any.
- A “C” result means the player is cured of one Health marker and may discard one, in addition to any Survival point lose indicated.