



The Kingdom quills over with threads and challenges. A candy land for any Sellsword who wants to earn and easy dime. But you strive higher. You want to lead the most famous and wealthy bunch of mercenaries, the land has ever seen.

For Gold,  
Glory, Fame  
...and Gold!

# SELLSWORD

In  
Short

- Highly thematic heavy Euro in the flair of a DnD Adventure
- Challenging Closed Drafting meets Worker Placement
- Over 300 unique Cards allow many Engine Building Strategies

2-5 Player

2 h

12+



## GAMEPLAY OVERVIEW



Each player represents the leader of a party of companions with the goal to gain the most fame. The game is played in 3 rounds with the following core mechanics:

- 1 A closed draft of companions, equipment and skills that you add to your party
- 2 The companions act as worker that can:
  - Fulfill contracts which may cause follow-up contracts, telling a different story of the Kingdom every game
  - Interact with the Kingdom and clear Side Quests near your destination
  - Acquire legendary companions and rare equipment to further strengthen your party.
- 3 Pay your companions to keep them in your party and earn additional fame.

### Components

- 4 Game Boards
- 278 Cards 63x88
- 32 Cards 41x63
- 40 Card 80x120
- 40 Square Token 2cm
- 40 Hex Token 2cm
- 20 Cubes 0,6cm
- 15 Tria Token 2,5cm
- 15 Square Tiles 3cm
- 5 Hex Tiles 1,6cm
- Starting Player Token

- Per Player:**
- 1 Game Board
  - 11 Meeple
  - 11 Cards 88x63
  - 7 Player Marker
  - 3 Camp Marker



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SCAN ME