7 WONDERS™ DUEL LEADERS

A Print & Play Expansion for 7 Wonders Duel

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Introduction

7 Wonders Duel: Leaders is a print and play fan expansion that enables players to adopt the mechanics and personalities from 7 Wonders: Leaders and experience them in a game of 7 Wonders Duel.

Leader cards allow players to enhance their gameplay and specialize their strategies in ways that they would not normally be able to during a game of 7 Wonders Duel.

This fan expansion adds a step to the beginning of the game during which players draft from two groups of leaders (similar to drafting Wonders). Players assemble a hand of four leaders and prior to each age, there is a Recruitment Phase where players may recruit leaders or discard them for two coins.

Additionally this expansion comes with two new Wonders, each focused on leaders in a unique way. Rome allows players to draw and play additional leaders, while Abu Simbel allows a player to bury an already recruited leader to earn additional victory points.

Rules

Changes to Preparation

Each player takes 3 additional coins from the bank, for a total of 10 coins.

Additional Leader Phase

Before the Wonder Selection Phase, perform a Leader Phase. Players draft leaders in a similar manner to drafting Wonders, except that the 2nd player picks first from the first batch.

- Choose a first player (skip this step in the Wonder Selection Phase)
- Shuffle the leader cards
- Place 4 random leaders, face up, between the two players
- The second player chooses 1 leader
- The first player chooses 2 leaders
- The second player takes the remaining leader
- Place 4 more leaders and repeat the selection process. This time, start with the first player

Once this step is complete, each player will have 4 leaders. The chosen leaders should be kept face up and available for both players to examine. The only moment when leaders are not available for inspection is the moment when players are deciding which leader to use for that age.

Changes to the Wonder Selection Phase:

- Skip the "Choose a first player" step, as you already chose a first player in the Leader Phase
- During the "Shuffle the 12 Wonders tiles" step, shuffle the new Wonders Rome and Abu Simbel, with the others

Changes to the Overview of an Age:

For each age, before preparing the structure for that age, each player will have the opportunity to build a leader during the Recruitment Phase.

- Each player takes the leaders that they have not recruited yet into their hand
- Each player chooses one face down
- Players turn their selected leader face up simultaneously
- Each player simultaneously declares if they are recruiting their leader, or discarding it for money
- For each leader that a player discards for money, they return the leader card to the box and gain 2 coins (This amount is not increased by yellow cards in a player's city)
- For each leader that a player recruits, they pay the leader's cost in coins to the bank, place it in their play area and resolve its ability, if applicable
- Each player returns their unplayed leaders to the board, face up, until the next Recruitment Phase of the next age

Once this phase is finished, the Age is played normally by the normal 7 Wonders Duel rules.

Note: Players will receive money for their discarded leaders prior to the resolution of their opponent's leaders.

Note: It is recommended that players place a chit or marker on leaders that they have recruited so as to eliminate any possible confusion between which leaders have been recruited and which are eligible to be recruited in the future.

Note: It may matter which player's leader resolves first. If it does, the player who is playing first or who has the choice for who plays first in the coming age resolves their leader first. If a military or scientific victory is achieved at this point, the game ends.

Wonders: When playing with 7 Wonders Duel: Leaders, do not return your 4th wonder to the box if your opponent has built their 4th wonder. Instead keep it in front of you, but turn it face down. You are unable to build that wonder if your opponent has built all 4 of their wonders.

Note: For more information on why you should turn the 8th wonder face down instead of returning it to the box, see the card for the leader Imhotep.

Leader Overview

Alexander

Alexander gives you bonus victory points at the end of the game depending on how many coins you have forced your opponent to lose through military conquests. If you removed the token forcing your opponent to lose 2 coins Alexander is worth 2 victory points. If you removed the token forcing your opponent to lose 5 coins, Alexander is instead worth 5 victory points.

- *You earn these victory points even if the conflict pawn is no longer in one of these zones*

Amytis

Amytis is worth 2 victory points for each wonder you have built.

Archimedes

Archimedes provides the listed linking symbols. You may build a card with these symbols in its cost for free.

- *Archimedes will aid in scoring victory points via Vitruvius' leader card and coins via Urbanism.*

Aristotle

Aristotle is worth three victory points for each progress token you have.

Aspasia

Aspasia cancels the movement of the conflict pawn the next time that it would be moved.

- *Aspasia will cancel the movement of the conflict pawn regardless of the direction it would move.*
- *You cannot decline to cancel the next movement.*
- *It is recommended that you place the token that is included on Aspasia's card when she is recruited and when she cancels the movement of the conflict pawn to place that token on that card to easily track which card has been canceled.*

Berenice

Berenice counts as a yellow card in your city when determining how many coins you receive when you discard a card.

- *Berenice does not count as a yellow card for any other purpose.*

Bilkis

Each time you build a card, you may buy one resource from the bank for 2 coins. This cost is not increased because of the brown or grey cards of the opposing city.

Caesar

Caesar provides two shields, similar to constructing a Military card.

- *There is no penalty for being forced to lose coins that you do not have.*
- *If Caesar forces the conflict pawn to enter a zone for the first time, your opponent will lose coins accordingly. This will take effect after your opponent has paid for their current leader, so it is impossible to force them to not be able to afford the leader that they choose to build. However, if they discarded the leader for coins, it is possible those coins will be lost.*

Caligula

Whenever your opponent loses coins due to your military conquests, they lose twice as many coins.

- *There is no penalty for being forced to lose coins that you do not have.*

- *If a player has recruited both Caligula and Nero, they will gain the additional coins that their opponent loses due to their military conquests, but cannot gain more coins than their opponent loses.*

Cleopatra

Cleopatra is worth 5 victory points.

Croesus

After building the structure, take the three cards of the current Age which were returned to the box during the game's setup. Choose and construct one for free, returning the other two to the box.

- *If the wonder The Statue of Liberty is played later in the age, the wonder's player will choose and construct one for free and give one to their opponent to construct for free. There will not be a card added to the discard pile.*

Darius

Your opponent loses two coins.

- *Darius does not cost any coins to recruit.*
- *There is no penalty for being forced to lose coins that you do not have.*

- *Darius takes effect after your opponent has paid for their current leader, so it is impossible to force them to lose coins and not be able to afford the leader that they choose to build. However, if they discarded the leader for coins, it is possible those coins will be lost due to Darius's leader card.*

Diocletian

Your opponent loses four coins.

- *There is no penalty for being forced to lose coins that you do not have.*

- *Diocletian will take effect after your opponent has paid for their current leader, so it is impossible to force them to lose coins and not be able to afford the leader that they choose to build. However, if they discarded the leader for coins, it is possible those coins will be lost due to Diocletian's leader card.*

Da Vinci

Da Vinci provides the listed linking symbols. You may build a card with these symbols in its cost for free.

- *Da Vinci will aid in scoring victory points via Vitruvius' leader card and coins via Urbanism.*

- *If playing with Da Vinci, it is recommended to not play with Archimedes, Hammurabi, Leonidas or Xenophon in your Leader pool.*

Euclid

Once per game when you get a card that would give you a pair of science symbols, you may put one of them under Euclid. The card under this one provides all of its normal benefits, but instead of any other science symbol, it provides a Law symbol. As the card provides a Law symbol instead of its normal symbol, you should not take a progress token for having a pair (as you no longer have a pair).

- *If you have a Law symbol and utilize this ability, you may take a progress token for having a pair of Law symbols. There is no benefit for having three of the same type of symbol, Law or otherwise.*

Example: Antoine has the Pharmacist from Age 1 and Euclid in his city. In Age 2 he builds the Dispensary. Instead of playing it normally, he places the Dispensary under Euclid. The Dispensary now provides a law symbol instead of the pestle and mortar symbol. It still provides 2 victory points at the end of the game. Since Antoine does not have matching symbols he does not take a progress token. However, he now has two different symbols and is closer to winning the game via Scientific Supremacy.

Hammurabi

Hammurabi provides the listed linking symbols. You may build a card with these symbols in its cost for free.

- *Hammurabi will aid in scoring victory points via Vitruvius' leader card and coins via Urbanism.*

Hannibal

Hannibal provides one shield, similar to constructing a Military card.

- *There is no penalty for being forced to lose coins that you do not have.*

- *If Hannibal forces the conflict pawn to enter a zone for the first time, your opponent will lose coins accordingly. This will take effect after your opponent has paid for their current leader, so it is impossible to force them to not be able to afford the leader that they choose to build. However, if they discarded the leader for coins, it is possible those coins will be lost.*

Hatshepsut

Whenever your opponent buys resources from the bank, you get 1 coin for each resource they buy. This coin comes from the bank.

- *You do not receive coins if they purchase a resource via a yellow "reserve" card or the Customs house card.*

Hiram

Hiram is worth 2 victory points for each guild card you have in your city.

Hyppatia

Hyppatia is worth 1 victory point for each green card you have in your city.

Imhotep

You may build your 4th Wonder, even if your opponent has built their 4 Wonders.

- *If you have already built all of your Wonders when you recruit Imhotep, he has no effect.*

- *When playing with Imhotep in the Leader Pool, players should turn the 8th wonder face down, but keep it in front of them, instead of returning it to the box. This ensures that if Imhotep is played, there is no discrepancy with making the correct wonder available.*

Justinian

Justinian is worth three victory points for each set of a blue, green and red cards you have in your city.

- *If you have multiple sets, you score the three victory points multiple times.*

- *Partial sets are not worth partial points. Sets must be complete to score any points for it.*

Leonidas

Leonidas provides the listed linking symbols. You may build a card with these symbols in its cost for free.

- *Leonidas will aid in scoring victory points via Vitruvius' leader card and coins via Urbanism.*

Maecenas

Look at two random leader cards that were not used this game. You may recruit one of them without paying their cost.

- *After viewing the leaders, you do not have to recruit one if you do not wish to. If you do not recruit a leader, you do not receive any coins.*
- *The leaders not chosen remain outside of the game, they are not added to your hand.*

Midas

Midas is worth 1 victory point for every three coins you have.

Nebuchadnezzar

Nebuchadnezzar is worth 1 victory point for each blue card you have in your city.

Nefertiti

Nefertiti is worth 4 victory points.

Nero

Whenever your opponent loses coins due to your military conquests, you receive the coins instead of the bank.

- *Nero does not cost any coins to recruit.*
- *Nero no effect on military conquests prior to recruiting him.*
- *You only gain the coins your opponent actually loses.*
- *If a player has recruited both Nero and Caligula their opponent will lose twice as many coins as normal when suffering a military conquest and that player will receive all of the coins their opponent loses instead of the bank.*

Example: Antoine has recruited Nero and builds Walls, moving the Conflict Pawn towards his opponent, Bruno. This moves the pawn across a dotted line for the first time, into the zone that would make Bruno lose five coins. Bruno only has four coins, so he loses all of them. Instead of those coins returning to the bank Antoine receives them.

Pericles

Pericles is worth 1 victory point for each red card you have in your city.

Phidias

Phidias is worth 1 victory point for each brown card you have in your city.

Plato

Plato is worth 7 victory points for each set of brown gray, blue, yellow, green, red and purple cards you have built.

- *If you have multiple sets, you may score the victory points multiple times.*
- *Partial sets are not worth partial points. Sets must be complete to score any points for it.*

Praxiteles

Praxiteles is worth 2 victory points for each grey card you have in your city.

Ptolemy

Once per game, in the 2nd or 3rd age, when building a green card you may choose to have that card's science symbol a copy of the symbol on a green card you have already built instead of its printed symbol.

- *Place the second card horizontally underneath the first card to indicate copy.*
- *As you will have two copies of the same symbol, you may take a progress token. You gain no additional benefit for having three copies of the same symbol.*

Example: Antoine has recruited Ptolemy and built the Pharmacist in Age 1 and it provides the pestle and mortar symbol. In Age 2 his opponent, Bruno, builds the Dispensary to deny Antoine a progress token. However, Antoine builds the School and uses Ptolemy to have the School's science symbol copy the Dispensary's pestle and mortar symbol instead of its own wheel symbol. As Antoine now has two pestle and mortar symbols, he can take one of the available progress symbols. The School no longer provides a wheel symbol and Antoine is further away from a Scientific Supremacy victory. The School still provides one victory point to Antoine.

Pythagoras

Once per game, on your turn you may place the card you choose under Pythagoras instead of using it for any other purpose. You gain no benefit from this card, but you may play a second turn.

- *This ability is similar to the "Immediately play a second turn" ability found on many wonders.*

Ramses

After the structure for Age 3 is created, you may look at two random guild cards that were not used as part of the structure. You may build one for free.

- *As a reminder, leaders are recruited before the structure is dealt.*
- *You may build Ramses' leader card during any age. As long as he has been recruited when the structure for Age 3 would be built, he will allow you to gain one of the unused guilds.*
- *If the guild gives coins when it is built, you receive those coins.*

Sappho

Sappho is worth 2 victory points.

Semiramis

Each time your opponent completes a military conquest, you receive a shield.

- *It is recommended that you place the military tokens from the conquests on Semiramis's card to easily keep track of the military that she provides.*
- *Semiramis does not provide shields for your opponent's military conquests that occurred prior to her being recruited.*
- *If your opponent would win the game via Military Supremacy Semiramis will not prevent them from doing so.*

Solomon

When you recruit Solomon you may choose a card in the discard pile and add it to your city for free.

- *The cards that were not used to build the structure are not part of the discard pile.*
- *Solomon will not have an effect if recruited during the first age as there will be no discard pile.*

Tomyris

Any time you would lose coins from your opponent's military conquests, they lose that many coins also.

- *Tomyris has no effect on military conquests that happened prior to her being built.*
- *Your opponent can only lose as many coins as you actually lose. If you have less coins than the military conquest would otherwise make you lose, your opponent will only have to lose as many coins as you lost, not as much as you could have lost.*
- *There is no penalty for being forced to lose coins that you do not have.*

Varro

Varro is worth 1 victory point for each yellow card in your city.

Vitruvius

Vitruvius is worth two victory points for every pair of cards you have in your city that share linking symbols.

- *You receive these victory points even if the cards were not actually built via linking (For example, if they were built via the Mausoleum or Croesus).*
- *The leader cards of Da Vinci, Archimedes, Hammurabi, and Leonidas are potential matches for the purpose of victory points through Vitruvius.*

Example : Bruno has the Theater (which provides the Mask linking symbol) and the Statue (which can be built via the Mask linking symbol) in his city. Vitruvius provides him with 2 victory points for this pair.

Xenophon

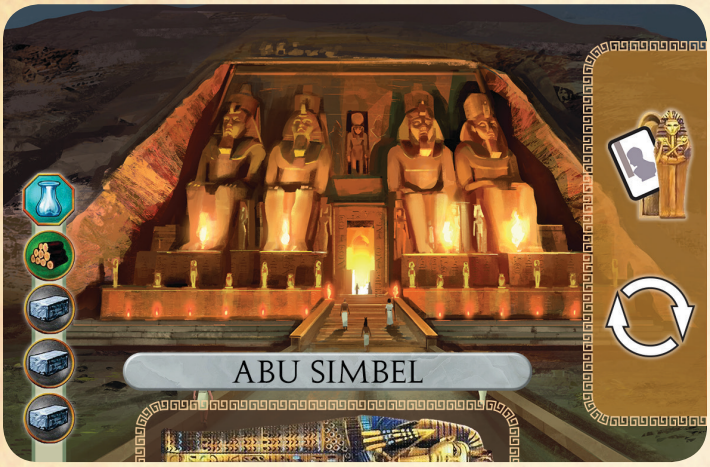
Xenophon provides the listed linking symbols. You may build a card with these symbols in its cost for free.

- *Xenophon will aid in scoring victory points via Vitruvius' leader card and coins via Urbanism.*

Zenobia

Zenobia is worth 3 victory points.

Wonder Overview



Abu Simbel

Bury a leader you have already recruited by placing them under this wonder. Buried leaders have no abilities, but they are worth victory points equal to twice their cost.

Immediately play a second turn

- *Buried leaders will no longer provide benefits after they are buried, but effects that have already happened will not be undone.*
- *Hannibal / Caesar: Do not move the conflict pawn.*
- *Ptolemy / Euclid / Imhotep / Ramses / Pythagoras: If these leaders' abilities have not been used they may no longer be used, but if they have been used they are not undone.*

Rome

Draw two leader cards randomly from those not used in this game and add them to your available leader cards.

You may immediately recruit a leader card from your available leader cards for free.

This Wonder is worth 2 victory points

- *The two additional leader cards are available to be chosen during the Recruitment Phase in future ages.*
- *Apply the effects of the recruited leader immediately*
- *If you choose to not recruit a leader, you may not gain two coins.*
- *The free leader may be recruited from any of your available leaders, it doesn't have to be one of the two you just acquired.*

Variants

Some players may want to play with a more concise leader pool than with all 41 leader cards. For these players we offer two variant leader pools.

One leader pool uses the pool of leaders that have the laurel symbol ( ) on the bottom of the cards. The other uses the pool with the shield symbol ( ) on the bottom.

When shuffling the leaders during the Leader Phase, only shuffle the 16 leaders listed in the variant you wish to use. If a card refers to leaders outside the game, only use the 8 leaders that were not drafted at the beginning of the game.

Feel free to come up with interesting pre-generated pools on your own also!

Victory Point Oriented Variant ( )

This leader pool is centered on leaders that provide victory points:

Amytis	Justinian	Pericles	Alexander
Cleopatra	Midas	Phidias	Varro
Hiram	Nebuchadnezzar	Plato	Vitruvius
Hyppatia	Nefertiti	Praxiteles	Aristotle

Card Ability Oriented Variant ( )

This leader pool is centered on leaders with interesting abilities:

Aspasia	Caligula	Hannibal	Ptolemy
Berenice	Darius	Hatshepsut	Pythagoras
Bilkis	Diocletian	Imhotep	Semiramis
Caesar	Euclid	Nero	Tomyris

Credits

Fan Expansion Credits

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