



Abbreviated Preview Rules

v. 1.337

Cards

The cards are divided into 5 categories: Character, Action, Equipment, Resources, and Heist. There are a variety of subtypes in each category. These cards may use different names depending on if they're meant for the heisters or the police.

Characters

Subtypes – Criminal player: Heisters. Police player: Police Officers (First Responders, SWATs, Elites, and Specials).

These cards are the actors that Payday Duel revolves around. The criminal player uses heisters to execute their heists; the police player uses all cops and SWATs at their disposal to stop them.

Actions

Subtypes – Criminal player: Skills, Perks. Police player: Orders, Mandate.

The player can use these cards to take special actions or modify the game rules.

Equipment

Subtypes – Weapon, Armor.

These cards give additional power boosts to the characters.

Resources

Subtypes – Criminal player: Loot Cards and Assets. Police player: Funding and Assets.

These cards give additional limited resources or actions to the player.

Heist Cards

Subtypes: Loot Cards, Obstacle, Guards

These cards are used to set up the game before play.

Criminal Deck

- Characters - Cards that represent the heisters in the team
 - Ability
 - Damage
 - Health
- Actions

- Skills - Once time use cards that let the player perform actions in the game
- Perks - Permanent modifiers that remain active as long as the heister is alive
- Equipment - Augment the heisters
 - Weapon - increase Damage dealt
 - Armor - reduce Damage taken
- Resources - Expendable funds and abilities
 - Loot Cards - Give players Cash to spend on new cards. Vary in value.
 - Assets - Single or multi-use items that must be played to the table before activation and will be discarded after a specified number of uses.

Police Deck

- Characters - Law Enforcer cards that represent the police
 - Ability
 - Damage
 - Armor
- Actions
 - Orders - Once time use cards that let the player perform actions in the game
 - Mandates - Permanent modifiers that remain active as long as the obstacle card at the given location remains in play
- Equipment - Augment the police
 - Weapon - increase Damage dealt
 - Armor - reduce Damage taken
- Resources - Expendable funds and abilities
 - Funding - Give players Cash to spend on new cards. Vary in value.
 - Assets - Single or multi-use items that must be played to the table before activation and will be discarded after a specified number of uses.

Heist Deck

- Loot Cards (PAYDAY) - The goal of the game.
- Loot Card (Key Items) - Items needed to overcome certain obstacles and advance further in the heist.
- Obstacle (Normal) - Regular blocks that the heisters can pass easily.
- Obstacle (Hard) - Stronger obstacles that require special key items to pass.
- Guards - Early enemies to seed the heist and pose early difficulty.

Tokens

Heister tokens

Tokens that represent the heisters. Come in 4 pairs. They don't represent any particular heister on their own, but each token pair represents a heister designated by the player.

Cash/Damage

Tokens that indicate monetary or Damage value, depict denominations of 1,3, and 5.

One side indicates the Cash, and the other side indicates the Damage.

Asset Uses/Obstacle Progress

Tokens that indicate the number of uses left on any given asset. On the backside, they are used to track the progress passed an Obstacle.

Game Flow

1. Heist Setup

1. Choose the heist size.
 - a. Choose 1-7 Loot cards
 - i. Choose any Loot cards up to the chosen number and make sure that half (rounded up) is PAYDAY cards.
 - ii. The Police player chooses twice as many obstacle cards.
 - b. Each PAYDAY card is placed facedown on the table with up to 1-3 face-down obstacles in front of it.
 - i. Make sure that:
 1. No hard obstacles are positioned in front of their respective key items.
 2. Hard obstacles are not positioned in such a way that their respective key items are unobtainable.
 3. Each key item has a matching hard obstacle and vice versa.
2. Place Guards
 - a. Take 2 Guard cards per Loot card and place them face down either between cards in a column or in front of a column.
 - i. A column may not have more first responders than obstacles.
 - ii. Guards can only be placed in the first row.
 - iii. Guards can't be placed in front of the first objective card.
3. Gain resources and cards
 - a. The Police player gains 4 Cash and 8 cards. The heister player draws 5 cards.
 - i. If the heister player does not have a heister in their hand, they may show and discard their hand and draw 5 new cards.
 1. This can be repeated as many times as the player wants as long as they can keep showing a hand without a heister.
 - ii. The police player may choose to secretly discard any number of cards from their hand and draw an equal amount of new cards.
 1. This can be done once.

2. Heister Turn

4. Loot
 - a. Gain 1 Cash

- b. Play 1 Loot card
 - i. Loot cards give additional Cash to the players.
 - 1. Only one Loot card can be per turn.
 - 2. The value can not be divided and must be used for a single card unless otherwise stated.
5. Play a card
- a. Some cards need to be paid for, others are free. The player can play as many paid cards as they want as long as they can afford them. They can also play one free card per turn.
 - i. Heister cards increase in cost per number of heisters that are on the table.
 - 1. The first heister card is played free.
 - 2. All heister cards are played to the table next to each other. You can have a maximum of 4 heisters on the table at once.
 - 3. You can only have one copy of the same heister at the same time.
 - 4. When playing a heister, take 2 matching heister tokens and place one on the heister card, then the other on a column of obstacle cards.
 - ii. Skill cards are played from the hand and have an immediate effect.
 - iii. Perk cards are played from the hand and are attached to active heister cards. They take permanent effects while in play.
 - 1. Each heister can only have one Perk card.
 - a. If you play another Perk card, it replaces the one currently attached.
 - iv. Weapon cards are played from the hand and are attached to any active heister cards. They take permanent effects while in play.
 - 1. These cards give the heister a boost in Damage while in play.
 - 2. They may also have rules or requirements that alter how this heister attacks.
 - 3. Each Heister can only have one weapon card.
 - a. If you play another Weapon card, it replaces the one currently attached.
 - v. Armor cards are played from the hand and are attached to any active heister cards. They take permanent effects while in play.
 - 1. The cards give the heister a defense boost while in play.
 - 2. Each heister can only have one Armor Card.
 - a. If you play another Armor card, it replaces the one currently attached.
 - vi. Assets cards are attached to a column of heist cards.
 - 1. Only heisters whose tokens are associated with this column can use the asset.
 - 2. Players will place tokens on the Asset card, and each use removes one token.
 - 3. Once there are no tokens on the card, the Asset is discarded.
 - 4. Asset cards cannot move.
6. Movement

- a. You may move all heister tokens that are on a column of heist cards one step left or right.
 - i. You don't need to move a token if you don't want to.
 - ii. Any token can only move one step per turn.
 - iii. You can not move a token to the left from the left-most column or right from the right-most card.
 - b. Transfer items
 - i. Any item can be moved between heists at the same location.
 - ii. The receiving heister needs to make room for the card and can't have more than one of each type of card attached.
 - iii. You may move Loot cards from a heister to the location where they are located.
7. Escape
- a. If a heister token is placed on the leftmost or the rightmost heist card column AND is carrying a PAYDAY Loot card, the heister can escape by moving one more step off the game board.
 - i. When a heister escapes, take all cards from the heister including the heister card itself. Place the PAYDAY Loot card to the side and put all other cards at the bottom of the draw pile. Shuffle the draw pile.
8. Draw a card
- a. Draw a card
 - i. If you have more than 8 cards in your hand, discard down to 8 cards.
 - b. End your turn and pass the play over to the police player.

3. Police Turn

9. Funding
- a. Gain 1 Cash
 - b. If you have active funding cards
 - i. Gain Cash according to the cards
 - c. Play 1 funding card
 - i. Funding cards are cards that give Cash to the player
 - 1. Only one Loot card can be played per turn.
 - 2. The card will contain detail on its trigger requirements and triggers.
10. Play a card
- a. Some cards need to be paid for, others are free. The player can play as many paid cards as they want as long as they can afford them. They can also play one free card per turn.
 - i. Police Officer cards are played above objective cards.
 - 1. You can have a maximum of 6 Police officers on the table above any single objective card.
 - 2. You can only place 3 cards next to each other and another 3 behind them.
 - 3. A location is full if there are two rows of 3 above a given objective card.
 - 4. You can only play cards to any objective that is not the top of a column with a heister present.

- ii. Order cards are played from the hand and have an immediate effect.
- iii. Mandate cards are played from the hand and are attached to an active obstacle card.
 - 1. These are in play as long as the obstacle card is present.
- iv. Weapon cards are played from the hand and are attached to any active police office card and take permanent effect while in play.
 - 1. These cards give the police officer a boost in Damage while in play.
 - 2. They may also have rules or requirements that alter how this police officer attacks.
 - 3. Each police office card can only have one equipment card assigned to them.
- v. Armor cards are played from the hand and are attached to any active police office card and take permanent effects while in play.
 - 1. These cards give the police officer a defense boost while in play.
 - 2. Each police office card can only have one equipment card assigned to them.
- vi. Assets cards are attached to an objective card.
 - 1. Only heisters whose tokens are associated with this column can be affected by the asset.
 - 2. Players will place tokens on the Asset card, and each use removes one token.
 - a. Once there are no tokens on the card, the Asset is discarded.
 - 3. Asset cards cannot move.

11. Movement

- a. You may move any/all police office cards assigned to a single location.
 - i. Cards can move one column at a time, either left, right
 - 1. They may also move to any location, above an obstacle card, in their new or original column.
 - 2. You can choose where to move the individual cards assigned to the activated location.
 - a. They don't all need to move to the same destination.
 - ii. You don't need to move a card if you don't want to.
 - iii. You can perform two move actions per turn.
 - 1. You can move a single card twice in one turn by activating a move for two adjacent obstacle cards.
 - iv. You can move a card to the left from the left-most column or right from the right-most card.
 - 1. This will move the card and all assigned cards back to your hand.

12. Draw a card

- a. Draw a card
 - i. If you have more than 10 cards in your hand, discard down to 10.
- b. End your turn and pass the play over to the criminal player.

3. Combat

13. Attacking

- a. Each column of heist cards is solved through a combat phase.
 - i. The order in which the columns are resolved is chosen by the police player.
- b. For each combat phase
 - i. Play combat cards. These steps are repeated until both players pass.
 1. The police players can play a combat-order card.
 2. The criminal player can play a combat-order card.
 - ii. Resolve combat phase
 1. The criminal player deals Damage to the police officers.
 - a. Each heister deals their Damage value to all the police officers that they can attack at once.
 - i. A heister can attack police officers equal to their Target value. They deal their full Damage to each Target.
 - ii. Damage is decreased by the Armor value of the police officers.
 - iii. If any Damage exceeds the Armor, the police character is killed. The character and any attached cards are discarded.
 - b. Each unarmed heister has a Target value of 1 by default.
 2. The police player deals Damage to the heisters.
 - a. Each police officer can only deal Damage to one of the heisters.
 - b. Damage is decreased by the Armor value of the heister.
 - c. Add Damage token equal to the remaining Damage value of the heister card.

14. Discard heisters

- a. If any heister has Damage tokens equal to its health value, discard the heister and all attached cards (except Loot cards).
 - i. Place any Loot cards at the location where the combat took place.

4. Update obstacles

15. Reveal Obstacles

- a. Flip over every obstacle card at the top of any column of heist cards, closest to the criminal player, where there is at least one heister.

16. Update obstacles

- a. Check each face-up obstacle and determine if their requirements are met.
- b. Remove any obstacle cards that have met the discard requirement.

17. Move police Characters

- a. If there are police characters at the location when the obstacle is discarded:
 - i. The police player may move any police character from the original top location to the new top location.

1. If there are more characters in the original location than can fit in the new location, the police players choose which card to move.
2. Any card that does not fit should be moved to the police player's hand.

18. Reveal Loot Cards

- a. Flip over any Loot cards at the locations where there are heisters and no police characters.
 - i. Attach any face-up Loot cards to a heister in this location.
 1. A heister can only have 1 Loot card attached at a time.
 - ii. Loot cards can only attach to heisters in their location.

5. Win Conditions

Criminal player:

The criminal player wins if any heister escapes and all available Loot Cards (PAYDAY) have been secured.

Police player:

The criminal player wins if the criminal player has no active heisters in play.