

Gauntlet v0.6.3 Diplomat Faction Guide

1. Diplomat overview

How it works

Before a battle begins, a Diplomat may offer **Terms**. The Diplomat stakes Influence and presents a Proposal. The opponent may accept, preventing the battle, or refuse and fight under the Proposal's refusal effect.

Accepted or successfully imposed Proposals become Treaty Articles. Ratify five different Proposals and survive until the start of your next turn to win through the **Peace Treaty**.

Complete rules

Element	Diplomat rule
Victory	Run the Gauntlet or complete the Peace Treaty.
Resource	Influence, minimum 0 and maximum 10.
Starting value	1 Influence.
Faction procedure	Offer Terms during a pending battle before Onset.
Faction Actions	None. Terms and Leverage do not spend Actions.
Leaders	Ambassador and Senator.
Proposal set	Nine double-sided Proposal / Treaty Article cards.
Faction pool	13 Diplomat card titles.

Faction Actions

Diplomats have **no Faction Actions**. Offering Terms is a faction procedure during a pending battle before Onset, and Leverage is a Faction Ability used before dice are rolled after refused Terms. Neither takes an Action. Playing a Diplomat card for its Action effect still uses the normal Action rules.

2. Components and setup

A Diplomat Deck includes:

- one Diplomat Leader Card: **Ambassador** or **Senator**;
- one Influence Tracker;
- one Diplomat Reference Card;
- nine double-sided Proposal / Treaty Article cards; and
- any Diplomat cards included in the Deck.

Begin with 1 Influence. Place all nine Proposals Proposal side up.

3. Influence and Terms

How it works

Influence pays for negotiation and can strengthen a battle after Terms are refused. To offer Terms, choose one Proposal whose Requirement is satisfied and stake its listed Influence.

If the opponent accepts, no battle is fought. If the opponent refuses, apply the Refused effect and continue to Gambits.

Complete rules

Influence

Diplomats begin with 1 Influence and may have up to 10.

When Influence is staked or spent, lower the tracker. Staked Influence is unavailable until the Terms conclude. Influence gained above 10 is lost.

Offering Terms

Terms occur during a pending battle after the attacker, defender, contested Position, and attacker's previous Position are established but before Onset.

To offer Terms:

1. choose one eligible Proposal;
2. confirm its Requirement;
3. confirm enough available Influence for its Stake;
4. lower available Influence by the Stake; and
5. the opponent accepts or refuses.

A Diplomat may normally offer one Proposal for a pending battle.

Diplomat mirrors

Only one player may offer Terms for a pending battle.

1. The attacker has the first opportunity.
2. If the attacker passes, the defender may offer.

3. Once either player offers Terms, the other cannot offer Terms for that battle, even if the Proposal is refused.

Accepted Terms

When Terms are accepted:

1. no battle begins;
2. apply the Proposal's **Accepted** effect;
3. return the Stake;
4. if the Proposal is unratified, flip it to its Treaty Article side;
5. if newly ratified, gain 1 Influence; and
6. apply effects that occur after acceptance.

Accepted Terms do not create Onset, a battle, winner, loser, retreat, or Aftermath. Unless the Proposal says otherwise, the attacker withdraws and the defender remains at the contested Position.

An already-ratified Proposal grants no default ratification reward.

Refused Terms

When Terms are refused:

1. apply the Proposal's **Refused** effect and any refusal modifiers;
2. continue to Set Gambits;
3. before dice, the Diplomat may use Leverage; and
4. continue the battle through the Aftermath.

Apply the result:

Result	Stake	Ratification	Normal reward
Diplomat wins	Return	If new, impose and flip	Gain 2 Influence if newly ratified unless stated otherwise
Diplomat loses	Lose	None	None
No winner	Return	None	None

To **impose** a Proposal is to ratify it after winning the battle caused by its refusal.

Withdrawal produces no winner. Return the Stake and do not impose the Proposal.

Leverage

Before dice are rolled in a battle following refused Terms, the Diplomat may spend Influence for Leverage:

Bonus	Total Influence cost
+1	1
+2	3
+3	6
+4	10

The progression continues without a fixed maximum. Each additional +1 costs one more Influence than the previous increment. Staked Influence cannot be spent as Leverage.

Treaty Articles and Peace Treaty

A ratified Proposal is a Treaty Article. It may be offered again for its tactical effects but cannot be ratified again and grants no normal newly-ratified Influence reward.

At the start of the Diplomat's turn, after the Capture step and before the Draw step, if five different Proposals are ratified, the Diplomat wins through the Peace Treaty.

4. Leaders

Ambassador

Archetype: Agreement, card flow, and settlement

Motto: *Words first. War last.*

Cordiality: Once per turn, after the opponent accepts your Terms, draw one card.

Senator

Archetype: Risk management, resilience, and imposition

Motto: *Procedure endures.*

Political Capital: Once per turn, when you would lose staked Influence after losing a battle following refused Terms, you may put up to that many cards from your Hand in your Graveyard. Recover 1 staked Influence for each card put there; lose the rest.

5. Proposal set

Proposal cards are physically presented to the receiving player. Accepted and Refused text therefore uses explicit roles rather than perspective-dependent **you** or **your**.

De-escalation

Stake: 0

Requirement: None

Accepted: Both players withdraw. The accepting player draws one card. **Refused:** The Diplomat draws one card.

Orderly Withdrawal

Stake: 0

Requirement: The Diplomat must be the attacker.

Accepted: The Diplomat withdraws. The accepting player remains at the contested Position, then draws one card. **Refused:** Add +1 to the Diplomat's battle total.

Capitulation

Stake: 0

Requirement: The Diplomat must be the defender.

Accepted: The Diplomat withdraws. The accepting player remains at the contested Position and becomes the occupier when applicable, then draws one card. **Refused:** If the Diplomat loses, the Diplomat draws two cards.

Open Channels

Stake: 1

Requirement: The Diplomat must have a card in Hand.

Accepted: Both players reveal their Hands, then both players withdraw. The accepting player draws one card. **Refused:** The refusing player reveals their Hand. When the Diplomat forms their Reserve, the Diplomat draws one additional card.

Mutual Disarmament

Stake: 1

Requirement: Both players must have a card in Hand.

Accepted: Each player discards one card from Hand. The accepting player draws one card, then both players withdraw. **Refused:** The Diplomat may discard one card from Hand. If they do, the Diplomat draws one additional card when forming their Reserve.

Prisoner Exchange

Stake: 1

Requirement: Each player must have a card in their Graveyard.

Accepted: Each player may move one card from their Graveyard to their Discard Pile. Then both players withdraw. **Refused:** If the Diplomat loses, the Diplomat may move one card from their Graveyard to their Discard Pile.

Rebuilding Pact

Stake: 1

Requirement: The Diplomat must have a card in Hand that can be banked as an Asset.

Accepted: Each player may bank one eligible card from Hand as an Asset without taking an Action. Then both players withdraw. **Refused:** During the Aftermath, the Diplomat may bank one eligible card from Hand as an Asset without taking an Action.

Ultimatum

Stake: 2

Requirement: None

Accepted: The accepting player withdraws. The Diplomat remains at the contested Position and becomes the occupier when applicable. **Refused:** Add +1 to the Diplomat's battle total.

Diplomatic Recognition

Stake: 2

Requirement: The Diplomat must be defending a Counterattack while occupying a Territory the opposing player controlled immediately before the Diplomat became its occupier.

Accepted: The Diplomat advances their Front Line by one Territory, if able. The accepting player withdraws, then draws two cards. **Refused:** If the Diplomat wins, advance the Diplomat's Front Line by one Territory during the Aftermath, if able. The Diplomat gains no Influence for imposing this Proposal.

6. Diplomat-specific rules

Multiple Proposals

Diplomatic Latitude may offer two eligible Proposals with the same Stake. Stake that amount once. Only the selected Proposal takes effect or may become ratified.

Sanctions

Sanctions is a shared title series, not a separate card type. A card whose title begins **Sanctions:** is a **Sanction**.

When a Sanction is played, placed, or banked because an opponent refused its owner's Terms:

- that opponent remains associated with that Sanction for as long as it remains in play; and
- unless the Sanction says otherwise, after that opponent accepts the owner's Terms, put the Sanction in its owner's Discard Pile.

A Sanction may state additional removal conditions. Cards therefore do not need to repeat identification of the refusing opponent or the default expiration after later acceptance.

7. Canonical Diplomat card pool

Card-text boundary. The card identities and ordering below are inherited from certified clean v0.6.2 faction authority. The printed v0.6.3 effect text is the exact pinned finalized canonical-data evidence produced by the approved v0.6.3 card-language pipeline (PRs #540, #549, #550, #551, and #560). This adoption does not authorize any withdrawn or downstream v0.6.3 release surface.

Clemency

Cost: 1

Action: Choose one card in the opponent's Graveyard. They choose one:

- Move it to their Discard Pile; +1 Influence.
- Leave it there; +1 Card.

Trade Concessions

Cost: 2

Terms: When you offer Terms, before the opponent accepts or refuses, you may reveal this card from your Hand and set it aside. **Accepted:** The opponent chooses one available option:

- +2 Cards.
- Bank one eligible card from Hand. Then put this card in your Discard Pile; +1 Card.

Refused: Return this card to your Hand before Gambits are set. **Gambit/Tactic:** Opponent: +1 Card. +2 Battle Total.

Safe Conduct

Cost: 2

Card form: Asset

Asset: When you would lose a battle following refused Terms, you may discard this card to withdraw instead. The opponent remains at or takes the contested Position.

Neutral Observers

Cost: 2

Card form: Asset

Asset: After Terms are refused, before Gambits are set, you may discard this card. The opponent sets a Gambit face up or passes. Then you set a Gambit face down or pass. This overrides other Gambit-order effects.

Neutral Observers does not change Tactic order. Fog may still determine Tactic order.

Good Faith

Cost: 3

Card form: Asset

Asset: When you offer Terms, before the opponent accepts or refuses, you may discard this card for +1 Card, then reveal one card from your Hand and set it aside. **Accepted:** Put that card in your Graveyard, then +1 Influence. **Refused:** Return it to your Hand before Gambits are set.

Demilitarized Zone

Cost: 3

Card form: Territory Overlay

Terms: After your Terms are accepted and the Proposal's Accepted effect applies, you may place this Overlay on the contested Territory. Each player there withdraws. Neither player may enter there this turn. **Overlay:** To enter here while unoccupied, discard 1. When this Territory would be captured, discard this Overlay instead. At the start of your turn before Capture, if you are here: Discard 1 or withdraw. After the next battle here, discard this Overlay.

Diplomatic Latitude

Cost: 3

Terms: When you offer Terms, you may reveal this card from your Hand and offer two eligible Proposals with the same Stake instead of one. Stake that amount once. **Accepted:** The opponent chooses which Proposal is accepted. **Refused:** Choose one Proposal before applying its Refused effect. Only it may be imposed. The other Proposal does not take effect or become ratified. After the Terms conclude, put this card in your Discard Pile.

Nonbinding Resolution

Cost: 3

Terms: When you offer Terms, before the opponent accepts or refuses, you may reveal this card from your Hand and set it aside. **Accepted:** If the Proposal is unratified, the opponent chooses one before ratification:

- Ratify it normally.
- Leave it unratified; +2 Influence. After the accepted Terms conclude, put this card in your Discard Pile, then +1 Card.

Refused: Put this card in your Discard Pile, then +1 Card before Gambits are set.

Sanctions: Censure

Cost: 3

Card form: Asset

Text: After an opponent refuses your Terms, you may bank this card from your Hand.

While banked, the first time each turn that opponent plays a card for its Action effect, they choose one: discard one card; or +1 Card.

Gunboat Diplomacy

Cost: 4

Terms: When you offer Terms, before the opponent accepts or refuses, you may reveal this card from your Hand. **Accepted:** Put this card in your Discard Pile. **Refused:** Set this card face up as an additional Gambit in the resulting battle. It does not count against your Gambit limit. **Gambit/Tactic:** +2 Battle Total.

Sanctions: Embargo

Cost: 4

Card form: Asset

Text: After an opponent refuses your Terms, you may bank this card from your Hand.

While banked, that opponent's Asset limit is reduced by 1, to a minimum of 0.

Sanctions: Blockade

Cost: 5

Card form: Territory Overlay

Text: In the Aftermath following an opponent's refusal of your Terms, you may place this Overlay on a Territory that opponent controls.

The first time each turn that opponent enters or leaves this Territory, they choose one: discard one card; or +1 Influence. Put this card in its owner's Discard Pile if that opponent loses control of this Territory.

Détente

Cost: 3

Card form: Asset

Action: Bank this card. You may have only one banked Détente. **Asset:** The first time each turn an opponent accepts one of your Proposals that was already ratified when you offered it, +1 Influence.

Détente does not trigger when the accepted Proposal becomes ratified during those Terms.

8. Quick reference

- Begin with 1 Influence; maximum 10.
- Terms occur during a pending battle before Onset.
- The attacker has first opportunity to offer Terms in a Diplomat mirror.
- Accepted Terms prevent the battle.
- Refused Terms continue to Gambits.
- Withdrawal creates no winner and cannot impose a Proposal.
- Check Peace Treaty after the Capture step at the start of your turn.