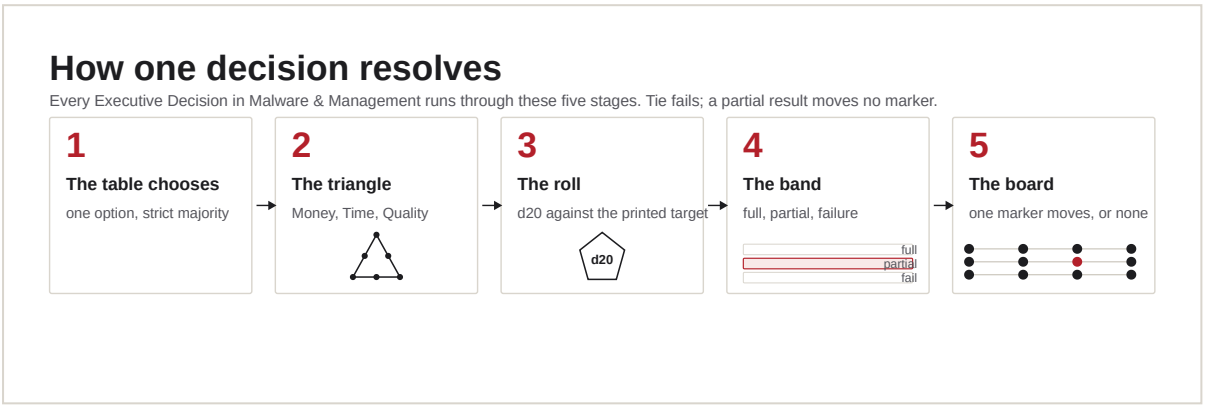
HOW ONE DECISION RESOLVES

Five stages, the same for every Executive Decision, in both versions. The mechanic with the incident taken out.



One decision in five stages: choose, set the triangle, roll the d20, read the band, move the board

WHAT THE TABLE DOES. One sentence per seat, the triangle set, cards laid face down, all revealed together. A strict majority carries the option; a tie fails and nobody breaks it. Spending money is never the goal: the triangle decides which risk the table protects.

IF THE TIMER EXPIRES. The decision is spent and the wait option applies with its printed cost and its complication, with no roll and no shield.

WHAT THE DICE DECIDE. Roll only in doubt. At or above the printed target the intended result happens. Within three below, it happens with a complication told as a story beat, and no marker moves. Four or more below, the complication lands in full and moves the board.

BONUSES. Backers add +1 each for a concrete commitment, to a maximum of +3. The proposing seat adds its specialty grade when the option uses it. There is no bonus for holding the card.

A partial result is not a quiet failure. The table gets what it asked for and pays for it in a story it will have to answer for later. The marker does not move; the memory of it does.

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