

Vodacce

Leader:

“The Don” Constanzo Scarpa

Approach:

Servo Scarpa

Sibella Scarpa

Vissenta Scarpa

Cesca del Rosso

Cirilo Naucriparos

The Great Game

Plans Within Plans

Marooned\*

Contempt and Hatred\*

Until Morale Improves\*

Risk:

Angelo x1

Alcee x1

Buratino x1

Dante x1

Stiletto x2

Fate's Burden x2

Veronica's Guile x2

Pack Tactics x2

Pull the Strand x1

Wrath of the Don x2

For the Family x2

Ambush x2

Rough 'Em Up x2

Objection x2

The Pressure is On x2

Bravos x2

Bleed Out x2\*

Shoddy Craftsmanship x1\*

Paid Off x2\*

A New Strategy x1\*

Boon x2\*

Pull x2\*

Not Today x2\*

Liberating Goods x1\*



### "THE DON" CONSTANZO SCARPA

- Character -

7

2

2

2

3

6

CREW CAP 6

Leader - Villain - Red Hand - Vodacce

During setup, reveal a **Red Hand Thug** from your deck and put it into your hand. You gain +1 during pressures at locations with your **Thugs**.

**Reaction:** At the beginning of Dusk

- Target character at Constanzo's **City** location loses Brute.

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### CESCA DEL ROSSO

- Character -

5

2

2

2

2

Sorcerer - Strega - Red Hand - Vodacce

**Action:** Reveal the top card of your deck. If it is a **Sorcery**, put it in your hand. If it is not, you may sink it.

**Reaction:** After a **Sorcery Action** targets a character at Cesca's location, give her a wound • Copy and repeat the **Action** paying all costs and choosing new targets.

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### CIRILO NAUCRIPAROS

- Character -

4

3

2

2

2

Red Hand - Extortionist - Numa

Your **Mercenaries** gain Brute.

**City Action:** Engage Cirilo • Recruit an available **Mercenary** at his location at 1 cost.

"That man would sell his own mother to slavers if the money was right."  
- Vissenta Scarpa

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### SERVO SCARPA

- Character -

5

3

2

2

1

Duelist - Red Hand - Vodacce

Servo may issue challenges at adjacent locations where you control a **Red Hand**. When he does, he moves to that location.

**Technique:** +1  $\leftrightarrow$  for each other **Red Hand** you control at this location.

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### SIBELLA SCARPA

- Character -

4

2

2

2

3

Sorcerer - Strega - Red Hand - Vodacce

**City Action:** Target an opposing character • Sibella and that character both suffer a wound.

"Her father's daughter, a spider lurking in her web."

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### VITTORIA ANSELMO

- Character -

4

2

3

2

2

Duelist - Red Hand - Vodacce

**Reaction:** When Vittoria is targeted by an opponent • Target a **Thug** at her location or put one into play there ignoring costs. The **Thug** is targeted instead. You may move Vittoria **Home**.

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### THE GREAT GAME

Add a Renown to  $\uparrow$  and  $\downarrow$ .

**Reaction:** After a character is destroyed • Draw a card.

**Action:** Destroy your character and give a target character at the same location a wound.

INITIATIVE 60

- Scheme -

PANACHE 0

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### PLANS WITHIN PLANS

Add a Renown to two different locations.

Search your deck for **Red Hand Thug**. Reveal it and put it in your hand.

**Reaction:** After you claim a location that has an opposing character • En garde your character at that location.

INITIATIVE 78

- Scheme -

PANACHE -1

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### CONTEMPT AND HATRED

Add a Renown to  $\uparrow$ . You may add another Renown to another location; if you do, discard any City Cards there.

All **Mercenaries** have -1  $\uparrow$ .

**City Action:** Engage your character • Pressure with  $\uparrow$ . You succeed even if tied. If successful, claim the location.

INITIATIVE 43

- Scheme -

PANACHE 0

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## MAROONED

Add a Renown to and .

**City Action:** Target a **Mercenary** • Discard any number of cards. For each card you discarded, engage the **Mercenary** or give them a wound if they are already engaged.

INITIATIVE 22 - Scheme - PARACHUTE +1

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## UNTIL MORALE IMPROVES

Add a Renown to any location or move a Renown to an adjacent location.

**City Action:** Your character takes a wound • Engage a character at their location.

**City Action:** Your character takes a wound • Engage a character at their location.

INITIATIVE 30 - Scheme - PARACHUTE -2

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## ALCEE

- Character -

2

1 1 1 1 1

**Red Hand - Thug - Vodacce - Unique**

**Brute** (Does not count against your Crew Cap, goes to the discard pile when destroyed, and is discarded from play at the end of the day.)

**City Action:** Destroy Alcee • Engage target character at that location.

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## ANGELO

- Character -

2

1 1 1 1 1

**Red Hand - Thug - Vodacce - Unique**

**Brute** (Does not count against your Crew Cap, goes to the discard pile when destroyed, and is discarded from play at the end of the day.)

**City Action:** Destroy Angelo • Draw a card.

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## BURATINO

- Character -

2

3

1 1 1 1 1

**Red Hand - Thug - Vodacce - Unique**

**Brute** (Does not count against your Crew Cap, goes to the discard pile when destroyed, and is discarded from play at the end of the day.)

**City Action:** Destroy Buratino • Target character at that location suffers a wound.

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## DANTE

- Character -

2

2 1 1 1 1

**Red Hand - Thug - Vodacce - Unique**

**Brute** (Does not count against your Crew Cap, goes to the discard pile when destroyed, and is discarded from play at the end of the day.)

**City Action:** Destroy Dante • Move target character to that location.

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## STILETTO

- Attachment -

1

+0 +1 +0 +0

**Weapon - Melee - Ambrogia**

**Reaction:** After a duel occurs at this location, discard a card or engage equipped character • A participating character suffers a wound.

"Victory assured with but a flick of the wrist."  
- Cesca del Rosso

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## STILETTO

- Attachment -

1

+0 +1 +0 +0

**Weapon - Melee - Ambrogia**

**Reaction:** After a duel occurs at this location, discard a card or engage equipped character • A participating character suffers a wound.

"Victory assured with but a flick of the wrist."  
- Cesca del Rosso

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## AMBUSH

- Risk -

1

-1

**Reaction:** When a challenge is issued • Other characters cannot intervene.

"Eyes seem to lurk around every street corner and every alley seems haunted. I hate this place."  
- Bastian Girard

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**1** **AMBUSH**  
- Risk -

This card has -1 cost if you have a character with Brute at the location of the duel.

**Reaction:** When a challenge is issued • Other characters cannot intervene.

*"Eyes seem to lurk around every street corner and every alley seems haunted. I hate this place."*  
- Bastion Girard

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**1** **BRAVOS**  
- Risk -

Thugs cannot be spent to pay for this card.

**Action:** Put a Thug from your discard pile into play at your **Leader's** location ignoring costs.

*"One does not need to be sanctioned by the Duelist's Guild to pick a fight."*  
- Servo Scarpa

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**1** **BRAVOS**  
- Risk -

Thugs cannot be spent to pay for this card.

**Action:** Put a Thug from your discard pile into play at your **Leader's** location ignoring costs.

*"One does not need to be sanctioned by the Duelist's Guild to pick a fight."*  
- Servo Scarpa

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**0** **FATE'S BURDEN**  
- Risk -

**Sorcery - Sorte**

Attach to any character at your **Strega's** location.

Equipped character gains "When this character would en garde, destroy this card instead. Destroy this card at the beginning of Dusk."

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**0** **FATE'S BURDEN**  
- Risk -

**Sorcery - Sorte**

Attach to any character at your **Strega's** location.

Equipped character gains "When this character would en garde, destroy this card instead. Destroy this card at the beginning of Dusk."

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**0** **FOR THE FAMILY**  
- Risk -

**City Action:** Destroy your **Red Hand** • Engage target enemy character at that location. If they are already engaged, send them **Home** instead.

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**0** **FOR THE FAMILY**  
- Risk -

**City Action:** Destroy your **Red Hand** • Engage target enemy character at that location. If they are already engaged, send them **Home** instead.

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**1** **OBJECTION!**  
- Risk -

**Reaction:** When a pressure succeeds with a difference of 1 or less • The pressure fails instead.

*"Your support in the courts fade, even now."*  
- Constanzo Scarpa

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**1** **OBJECTION!**  
- Risk -

**Reaction:** When a pressure succeeds with a difference of 1 or less • The pressure fails instead.

*"Your support in the courts fade, even now."*  
- Constanzo Scarpa

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**1** **PACK TACTICS**

- Risk -

**Action:** Target a location and move any number of your adjacent **Thugs** to it. Pressure with you gain +1 for each **Thug** you moved this way. If successful, claim it.

"What? Only four of you this time? The others couldn't make it?"  
- Leontine Giroux

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**1** **PACK TACTICS**

- Risk -

**Action:** Target a location and move any number of your adjacent **Thugs** to it. Pressure with you gain +1 for each **Thug** you moved this way. If successful, claim it.

"What? Only four of you this time? The others couldn't make it?"  
- Leontine Giroux

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**0** **THE PRESSURE IS ON**

- Risk -

**City Action:** Engage target opposing character at a location you control.

"The Vodacce District is under the control of the Red Hand. There is no escaping it. Just accept your fate."  
- Cirilo Nauciparos

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**0** **THE PRESSURE IS ON**

- Risk -

**City Action:** Engage target opposing character at a location you control.

"The Vodacce District is under the control of the Red Hand. There is no escaping it. Just accept your fate."  
- Cirilo Nauciparos

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**0** **PULL THE STRAND**

- Risk -

**Sorcery - Sorte - Unique**

**City Action:** Engage your **Sorcerer** and target an opposing character • Pressure with . That character's adds to your total instead. If successful, claim the location.

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**0** **ROUGH 'EM UP**

- Risk -

**Maneuver:** +1 for each **Red Hand** you control at this location. When your round ends, you may destroy your **Thug** at this location. If you do, gain Lethal.

"A simple plan: stab 'em in the neck, drop 'em in the bay. Job done."  
- Cirilo Nauciparos

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**0** **ROUGH 'EM UP**

- Risk -

**Maneuver:** +1 for each **Red Hand** you control at this location. When your round ends, you may destroy your **Thug** at this location. If you do, gain Lethal.

"A simple plan: stab 'em in the neck, drop 'em in the bay. Job done."  
- Cirilo Nauciparos

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**1** **VERONICA'S GUIDE**

- Risk -

**Ambrogia**

**City Action:** Your character challenges target opposing character to a duel of .

**Maneuver:** If you have more than the adversary, move them **Home**.

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**1** **VERONICA'S GUIDE**

- Risk -

**Ambrogia**

**City Action:** Your character challenges target opposing character to a duel of .

**Maneuver:** If you have more than the adversary, move them **Home**.

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**0 WRATH OF THE DON**  
- Risk -



**City Action:** Wound your character and target an opposing en garde character • Their controller may engage them. If they do not, en garde your wounded character.

*"Something must be done about this upstart from Montaigne."  
- Constanzo Scarpa*

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**0 WRATH OF THE DON**  
- Risk -



**City Action:** Wound your character and target an opposing en garde character • Their controller may engage them. If they do not, en garde your wounded character.

*"Something must be done about this upstart from Montaigne."  
- Constanzo Scarpa*

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**1 BLEED OUT**  
- Risk -



**Villainous**  
Bleed Out has -1 cost if your **Leader** is a **Villain**.  
**Action:** Target a non-**Leader** character with at least one wound in a **City** location • They suffer a wound.

*"Let him fall. Let him rot."  
- Servo Scarpa*

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**1 BLEED OUT**  
- Risk -



**Villainous**  
Bleed Out has -1 cost if your **Leader** is a **Villain**.  
**Action:** Target a non-**Leader** character with at least one wound in a **City** location • They suffer a wound.

*"Let him fall. Let him rot."  
- Servo Scarpa*

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**1 BOON**  
- Risk -



**Sorcery - Glamour**  
**City Action:** Engage your **Sorcerer** • Attach this card to a character at their location. That character gains +1 ♠, ♣, and ♠ while attached. Discard this card at the end of the day. (Cannot be copied.)  
*"Luck is a fickle mistress."*

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**1 BOON**  
- Risk -



**Sorcery - Glamour**  
**City Action:** Engage your **Sorcerer** • Attach this card to a character at their location. That character gains +1 ♠, ♣, and ♠ while attached. Discard this card at the end of the day. (Cannot be copied.)  
*"Luck is a fickle mistress."*

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**0 LIBERATING GOODS**  
- Risk -



**City Action:** Target your character and choose an opponent • Equip an attachment to your character from their discard pile paying all costs.

*"These were just here, out in the open for anyone to take... only had to pick a few locks..."  
- Ratón*

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**0 A NEW STRATEGY**  
- Risk -



**Action:** Spend a Renown • Draw two cards. Then send this card to **The Locker**.

*"Contingencies and sacrifices must be made if one is to succeed in the chaos of the world."  
- Constanzo Scarpa*

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**0 NOT TODAY**  
- Risk -



When your round ends, move your participant **Home** engaged.

*"I deeply apologize, but I must depart."  
- Bastian Girard*

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0

NOT TODAY

- Risk -

1

5

1

When your round ends, move your participant **Home** engaged.

"I deeply apologize, but I must depart."  
- Bastian Girard

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2

PAID OFF

- Risk -

1

1

1

**Villainous**

Paid Off has -1 cost when targeting a character at the same location as your **Villain** or **Scoundrel**.

**Action:** Engage target opposing **Mercenary**. If they are already engaged, move them **Home** instead.

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2

PAID OFF

- Risk -

1

1

1

**Villainous**

Paid Off has -1 cost when targeting a character at the same location as your **Villain** or **Scoundrel**.

**Action:** Engage target opposing **Mercenary**. If they are already engaged, move them **Home** instead.

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1

PULL

- Risk -

1

2

3

**Sorcery - Sorte**

**Action:** Move target character to your **Sorcerer's City** location. Give your **Sorcerer** a wound unless they are a **Strega**.

"And here you are."  
- Cesca del Rosso

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1

PULL

- Risk -

1

2

3

**Sorcery - Sorte**

**Action:** Move target character to your **Sorcerer's City** location. Give your **Sorcerer** a wound unless they are a **Strega**.

"And here you are."  
- Cesca del Rosso

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1

SHODDY CRAFTSMANSHIP

- Risk -

1

1

3

**Action:** Destroy target non-Unique attachment.

"You get what you pay for."  
- Rena Klingenhuter

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### Actions and Abilities

#### Use an Action

Use any Action on a card you control or from hand

#### Move


**Action:** Engage your character *(unless from home)*  
• Move to an adjacent location.

#### Equip

**Action:** Equip an attachment from hand or at your character's location.

#### Recruit


**City Action:** Choose a an available **Mercenary** at your location and pay costs • Put the **Mercenary** into play at that location.

*(You may reduce the cost by your character's .)*

#### Challenge

**City Action:** Engage your character  
• Challenge an opposing character.

#### Claim

**City Action:** Engage your character • Pressure that location with . If successful, claim the location.

#### Pass

Skip priority. When all players pass, the High Drama phase is over.

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### Challenges and Duels

#### Issue a Challenge

Announce Challenger  
Target an Adversary  
Intervene  
Technique  
Threat

#### Repeating Rounds

Round Begins  
Play a Combat Card  
Activate and resolve one **Technique** and/or **Maneuver**

#### Combat Values

##### Riposte

Reduce threat in your threat pool by X and add threat to your adversary's threat pool equal to the amount reduced.

##### Parry

Reduce threat in your threat pool by X.

##### Thrust

Add X threat to the adversary's threat pool.

#### Resolve Threat

#### Round Ends

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### Phases of the Day

**Dawn** - Preparing the City for the next full Day.  
Deal a new set of city cards to each City location.




**Planning** - Players choose cards from their approach deck.

Each player chooses one character and scheme.

Characters come into play, schemes place renown and resolve effects, each player draws cards equal to **Leader's** Panache modified by scheme's Panache

**High Drama** - The main phase of the game. Refer to possible actions on other reference card.

**Plunder** - Collect Renown and check for victory.

**Dominance** - One player controls  ,  ,  .

**Renown** - Collect renown in City. If a play has 7, they win.

**Dusk** - Clean the **City** and getting ready for the next day.

Remove City cards still in the city.

Move all characters go **Home** en garde. Send schemes to **The Locker**.

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### Symbols



- Combat



- Finesse



- Influence



- Riposte



- Parry



- Thrust



- The Docks



- The Forums



- The Grand Bazaar



- Ole's Inn



- Governor's Gardens

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