

Montainge

Leader:

Odette Dubois d'Arrent

Approach:

Reputation Meritee

Epee Sanglante

Inspire Generosity*

Let the Sword Decide*

Midnight Shipment*

Bastian Girard

Leotine Giroux

Jean Urbain

Henri Michelet

Maxime de Lafayette

Risk:

Broken-time x2

Defending Honor x2

Disarm x2

A Heroic End x2

Friends at Court x2

Gallant Deeds x2

Cavalier Hat x2

Master of the Valroux Style x2

Legendary Reputation x2

Status Matters x2

Tabard of the Fallen Musketeer x1

Mastercrafted Rapier x2

You're Embarrassing Yourself x2

Valiant Spirit x2

Porte Travel x1

Breastplate x2*

Not Today x2*

I Know that Trick x2*

Triage x2*

Blood Mark x2

Appealing to the People x2*

ODETTE DUBOIS D'ARRENT

- Character -

5

1
2
3

7
6

Leader - Hero - Diplomat - Montaigne

When Odette is challenged, your en garde **Musketeer** at her location may intervene without engaging.

City Action: Move your **Duelist** from an adjacent location to Odette's.

City Reaction: When a duel occurs at this location • Move a Renown from an adjacent location to this one.

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BASTIAN GIRARD

- Character -

3

2
3
4
1

Duelist - Musketeer - Montaigne

Your characters at Bastian's location gain "**Technique:** Swap this character with Bastian in the duel."

Technique: If Bastian does not take any wounds this round • The adversary suffers a wound.
(Issuing a challenge is not a round of a duel.)

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HENRI MICHELET

- Character -

4

3
3
1

Duelist - Musketeer - Montaigne

Opponent's **Actions** cannot move your **Musketeers** at Henri's location.

Reaction: When Henri issues a challenge, engage one of his **Weapons** • Other characters cannot intervene.

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JEAN URBAIN

- Character -

4

3
2
2
1

Duelist - Musketeer - Montaigne

Your other **Musketeers** at Jean's location gain "**Technique:** +1 ."

Technique: +1 . You may +1 instead if there is another **Musketeer** at Jean's location.

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LÉONTINE GIROUX

- Character -

5

2
2
2
2

Duelist - Musketeer - Sorcerer - Montaigne

City Action: Give Léontine a wound • Move one of your characters from her location to another.

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MAXIME DE LAFAYETTE

- Character -

4

1
2
2
3

Sorcerer - Montaigne

Maxime ignores wounds from your **Sorceries**. (Wound costs are considered paid.)

Action: Discard a card • Put a non-Unique attachment from your discard pile into your hand.

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ÉPÉE SANGLANTE

Add a Renown to any location. Your **Musketeers** have +1 at locations with two or more Renown.

Action: Your **Musketeer** issues a challenge to an opposing character. Other characters cannot intervene. The first player to wound their adversary takes a Renown from their opponent.

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RÉPUTATION MÉRITÉE

Add a Renown to a location with no Renown.

City Action: Engage your **Leader** and pressure with only counting non-Mercenaries • You succeed even if tied. If successful, put a character from your Approach Deck into play at that location.

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LET THE SWORD DECIDE

Add a Renown to and .

Reaction: After you equip a **Weapon** • Draw a card.

Reaction: When your opponent uses a **Maneuver** or **Technique** • Cancel its effects.

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MIDNIGHT SHIPMENT

Add a Renown to and . Then, add a City Card to .

Action: If has no City Cards or only events • Move your character at to any **City** location.

INITIATIVE 80 - Scheme - PARACHUTE 0

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INSPIRE GENEROSITY

Move a Renown from any location to another location, then add a Renown to each location that has no Renown.

Each player draws a card; then any player with less Renown than every other player draws a card; then any player with fewer characters than every other player draws a card.

INITIATIVE 15 - Scheme - PARACHUTE 0

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2 CAVALIER HAT

- Attachment -

+0
+1
+0

Attire

May only attach to a **Duelist**.

City Action: Engage this character and challenge target opposing character to a duel of .

The Cavalier hat has begun to fall out of fashion in the courts, but those who know the blade still wear it as a symbol of pride.

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+0

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The Cavalier hat has begun to fall out of fashion in the courts, but those who know the blade still wear it as a symbol of pride.

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0 MASTERCRAFTED RAPIER

- Attachment -

+0
+0
+0
+0

Weapon - Melee

May only attach to a **Duelist**.

Technique: +1 .

1 A civilized weapon.

7555-74 Illustrated by Nathaniel Trahan Copyright 2022 Moon Design

0 MASTERCRAFTED RAPIER

- Attachment -

+0
+0
+0
+0

Weapon - Melee

May only attach to a **Duelist**.

Technique: +1 .

1 A civilized weapon.

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1 TABARD OF THE FALLEN MUSKETEER

- Attachment -

+0
+0
+1

Attire - Unique

Attached character gains **Musketeer**.

City Action: Engage this character and pressure with .

The pressure succeeds on ties. If successful, claim this location.

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0 BLOOD MARK

- Risk -

Sorcery - Porte

Action: Target your **Sorcerer**

- You may give your **Sorcerer** a wound to target another of your characters at the same location. Move each targeted character to a **City** location.

"Maxime, send word back to Montaigne. We will need more supplies."

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"Maxime, send word back to Montaigne. We will need more supplies."

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0

BROKEN-TIME

- Risk -

Valroux

1

Duelist Maneuver:

Reveal cards from your deck equal to your participant's . Play one as an additional combat card and sink the rest. If it has a Maneuver, you may use it paying all costs.

7555-77

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0

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Valroux

1

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7555-77

Illustrated by Paul "Pro" Herbert

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1

DEPENDING HONOR

- Risk -

Valroux

1

City Action:

Target an enemy character • They issue a challenge to an opposing character. (Their choice.)

"Very well, Valeri. My office is open at any time."

- Jean Urbain

3

7555-78

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1

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- Risk -

Valroux

1

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3

7555-78

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1

DISARM

- Risk -

Gault

1

Disarm has -1 cost if you have more than the adversary.

1

Maneuver:

The adversary may destroy their Weapon. If they do not, they suffer a wound. (They cannot suffer a wound if they do not have a Weapon.)

3

7555-79

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1

DISARM

- Risk -

Gault

1

Disarm has -1 cost if you have more than the adversary.

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3

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0

FRIENDS AT COURT

- Risk -

Odette Dubois d'Arrent

0

Reaction:

After a duel where your adversary was destroyed • Pressure with . If successful, claim the location.

"I assure you, the Red Hand is a plague which threatens all of us. If I help you be rid of them, will you answer my questions?"

- Odette Dubois d'Arrent

3

7555-80

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0

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3

7555-80

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1

GALLANT DEEDS

- Risk -

Jean Urbain

1

Action:

Target your character and target an enemy character opposing them • En garde both characters.

"Five Sals is an unsavory pit with criminals and ruffians. All the more reason to hold true to one's self and not succumb to what is around you."

- Jean Urbain

2

7555-81

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1

STATUS MATTERS

- Risk -

Valroux

1

City Action:

Target a location with no characters or only **Mercenaries** • It becomes uncontrolled.

Maneuver:

-1 cost if the adversary is a **Mercenary**; Engage the adversary. If they are already engaged, they take a wound instead.

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2

VALIANT SPIRIT

- Risk -

Valroux

1

Action:

En garde your non-**Mercenary** character.

Maneuver:

En garde your non-**Mercenary** participant.

Valeri grinned, "Heroism is a futile idea in a city such as this."

To which Jean simply replied, "Spoken like a man whose heart has never known a worthy cause."

7555-87

Illustrated by Manuel Castanon

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2

VALIANT SPIRIT

- Risk -

Valroux

1

Action:

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Maneuver:

En garde your non-**Mercenary** participant.

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To which Jean simply replied, "Spoken like a man whose heart has never known a worthy cause."

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0

YOU'RE EMBARRASSING YOURSELF

- Risk -

Valroux

2

Reaction:

When a challenge is issued by a **Mercenary** • Cancel it.

Maneuver:

If the adversary is a **Mercenary** • +1

"I can not waste this wine on the likes of you."

- Jean Urbain

7555-88

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0

YOU'RE EMBARRASSING YOURSELF

- Risk -

Valroux

2

Reaction:

When a challenge is issued by a **Mercenary** • Cancel it.

Maneuver:

If the adversary is a **Mercenary** • +1

"I can not waste this wine on the likes of you."

- Jean Urbain

7555-88

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0

I KNOW THAT TRICK!

- Risk -

Maneuver:

Copy the effects of a **Technique** on the adversary or one of their attachments.

"Each school of the blade has its own strengths and weaknesses, best to learn as many as you can."

- Bastian Girard

7555-165

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0

I KNOW THAT TRICK!

- Risk -

Maneuver:

Copy the effects of a **Technique** on the adversary or one of their attachments.

"Each school of the blade has its own strengths and weaknesses, best to learn as many as you can."

- Bastian Girard

7555-165

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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

7555-170

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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

7555-170

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1

GALLANT DEEDS

- Risk -

1

2

3

Action: Target your character and target an enemy character opposing them • En garde both characters.

"Five Sails is an unsavory pit with criminals and ruffians. All the more reason to hold true to one's self and not succumb to what is around you."
- Jean Urbain

7555-81

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0

A HEROIC END

- Risk -

1

2

3

Desaix

Maneuver: Final Strike • +2 and Lethal. (Ignore Restricted Hostilities until your next round.)

"There was a fifth, but he has fallen for our cause. He will not be forsaken, nor forgotten. We must succeed."
- Odette Dubois d'Arrent

7555-82

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0

A HEROIC END

- Risk -

1

2

3

Desaix

Maneuver: Final Strike • +2 and Lethal. (Ignore Restricted Hostilities until your next round.)

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- Odette Dubois d'Arrent

7555-82

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2

LEGENDARY REPUTATION

- Risk -

1

2

3

City Action: Your character challenges target opposing character to a duel. Non-**Leader** characters cannot intervene.

"You have obviously heard of the steel of the Musketeers from Montaigne."
- Leontine Giroux

7555-83

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2

LEGENDARY REPUTATION

- Risk -

1

2

3

City Action: Your character challenges target opposing character to a duel. Non-**Leader** characters cannot intervene.

"You have obviously heard of the steel of the Musketeers from Montaigne."
- Leontine Giroux

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1

MASTER OF VALROUX STYLE

- Risk -

1

2

3

Valroux

This card has -1 cost when the adversary is engaged.

Duelist Maneuver: +1 and draw a card. The adversary gains +1 on their next combat card.

7555-84

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1

MASTER OF VALROUX STYLE

- Risk -

1

2

3

Valroux

This card has -1 cost when the adversary is engaged.

Duelist Maneuver: +1 and draw a card. The adversary gains +1 on their next combat card.

7555-84

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0

PORTE TRAVEL

- Risk -

1

2

3

Sorcery - Porte - Unique

When played as a combat card, immediately wound your target **Sorcerer** and move your participant to their location.

Action: Wound your **Sorcerer** • Move one of your characters to that **Sorcerer's** location. You may repeat this action.

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1

STATUS MATTERS

- Risk -

1

2

3

Valroux

City Action: Target a location with no characters or only **Mercenaries** • It becomes uncontrolled.

Maneuver: -1 cost if the adversary is a **Mercenary**; Engage the adversary. If they are already engaged, they take a wound instead.

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1 TRIAGE

- Risk -

Heroic

Triage has -1 cost when targeting a **Hero** or a **Scoundrel**.

Action: Target character heals a wound.

"What? Again? Hold still and let me have a look at you."
- "Madre" Dolores

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1 TRIAGE

- Risk -

Heroic

Triage has -1 cost when targeting a **Hero** or a **Scoundrel**.

Action: Target character heals a wound.

"What? Again? Hold still and let me have a look at you."
- "Madre" Dolores

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1 BREASTPLATE

- Attachment -

Armor

Ignore the first wound this character would suffer during a duel.

3 Destroy this card when this character is wounded.

"Slows you down, hot as hell, but I wonder what something that shiny is protecting..."
- Soline el Gato

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1 BREASTPLATE

- Attachment -

Armor

Ignore the first wound this character would suffer during a duel.

3 Destroy this card when this character is wounded.

"Slows you down, hot as hell, but I wonder what something that shiny is protecting..."
- Soline el Gato

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2 APPEALING TO THE PEOPLE

- Risk -

Heroic

This card has -1 cost if your **Leader** is a **Hero** or a **Diplomat**.

Action: En garde your character at a location you control.

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2 APPEALING TO THE PEOPLE

- Risk -

Heroic

This card has -1 cost if your **Leader** is a **Hero** or a **Diplomat**.

Action: En garde your character at a location you control.

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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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