

Ussura

Leader:

Yevgeni the Boar

Approach:

The Boar's Guile

Lashiye of the Woods

Until Morale Improves*

Parley Gone Wrong*

Inspire Generosity*

Valeri Mikhailov

Ved'ma

Elina Georginova

Torsten Vakt

Pavel Ivanov

Risk:

Grandfather's Hammer x1

Mireli Sabre x2

Stubborn x2

Strength of Ten x1

Iron and Velvet x1

Matushka's Command x2

Matushka's Sight x2

Matushka's Efficiency x2

Sunder x1

My Fight Alone x2

Indomitable Will x2

Mireli's Revision x2

Strong Hands x2

Predatory Pursuit x2

Razrushitel x2

Appealing to the People x1*

Come Hither x1*

A New Strategy x1*

Boon x2*

Pull x2*

Triage x1*

I Know that Trick! X2*

Improvised Weapon x2*

YEVGENI THE BOAR

- Character -

12

4

2

2

1

5

5

Leader - Exile - Sorcerer - Ussura

Yevgeni gains +1 \leftrightarrow when playing a combat card.

Action: If Yevgeni has ten or more wounds • En garde.

"The raven has lead me here. I will find what it seeks."

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ELINA GEORGINOVA

- Character -

4

2

2

2

1

Sorcerer - Ussura

City Action: Move Elina to an adjacent **City** location. If there are any opposing characters at her new location, en garde.

City Reaction: After a **Sorcery** targets Elina • Move a Renown to her location.

"The war took her tongue, but she can still speak for herself."
- Yevgeni

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PAVEL IVANOV

- Character -

3

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3

Academic - Ussura

Pavel has +1 \leftrightarrow while at a location you control.

Reaction: After an opponent claims a location • Draw a card.

Technique: +1 \times .

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TORSTEN VAKT

- Character -

6

3

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2

Scoundrel - Murskaaja - Vesten

If Torsten has at least two wounds he gains +1 \leftrightarrow when playing a combat card.

Reaction: When a **Sorcery** or a **Sorcerer** targets Torsten • Cancel its effects.

"Drunk and uncouth, I like him already."
- Nazem ibn Urzur

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VALERI MIKHAILOV

- Character -

4

2

2

3

2

Duelist - Ussura

Action: Engage Valeri and target an enemy character at an adjacent **City** location • Move Valeri to their location and challenge them. Other characters cannot Intervene.

Technique: +1 \leftrightarrow . If Valeri has fewer wounds than his adversary, +1 \times instead.

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VED'MA

- Character -

3

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Sorcerer - Ussura

Action: Engage Ved'ma • Play a **Sorcery** in your discard as if it was in your hand. Send it to **The Locker**.

Reaction: After you play a **Sorcery** from your hand that engages Ved'ma • En garde.

"Our rules are not her rules."

7555-124 Illustrated by Paul "Trot" Herbert Copyright 2022 Moon Design

THE BOAR'S GUILT

You may add a Renown to any location. If you do not, move a Renown to an adjacent location.

Attach this card to an enemy character. Combat cards against them have +1 \leftrightarrow .

Reaction: At the beginning of Dusk, if this character is at **Home** • Gain a Renown.

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LESHTYE OF THE WOOD

Choose one of the outermost locations. Add a Renown to two other locations.

Attach this card to the chosen location. Discard all City Cards and Renown there. All characters there go **Home** and actions cannot move Renown or characters to or from the location. It cannot be controlled. At the end of the day, discard this card.

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PARLEY GONE WRONG

Add a Renown to [icon] , then each opponent may move a Renown from any location to [icon] .

Players may intervene in challenges at [icon] only if they add or move a Renown there this day.
(Adding or moving a renown during the day counts.)
"So much for the diplomatic approach..."
- Jean Urbain

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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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UNTIL MORALE IMPROVES

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

City Action: Your character takes a wound
• En garde 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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2 GRANDFATHER'S HAMMER

- Attachment -

Weapon - Melee - Unique

Reaction: When this character's round of the duel begins
• Unattach this card, Play it as your combat card. Lethal.

Technique: +2

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1 MIRELI SABRE

- Attachment -

Weapon - Melee - Mireli

Technique: +1 if this character has 2 or more.
+1 if they have 3 or more.
(Gain both if both are satisfied).

"The Mireli Sword Dance is beautiful and captivating, if you are fortunate enough to witness it."

INITIATIVE 128. Illustrated by Nathaniel Trahan. Copyright 2022 Moon Design

1 MIRELI SABRE

- Attachment -

Weapon - Melee - Mireli

Technique: +1 if this character has 2 or more.
+1 if they have 3 or more.
(Gain both if both are satisfied).

"The Mireli Sword Dance is beautiful and captivating, if you are fortunate enough to witness it."

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0 INDOMITABLE WILL

- Risk -

Action: Claim an uncontrolled location where you have exactly one character. You cannot lose control of it as long as that character is there. It becomes uncontrolled if that character leaves the location.

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0 INDOMITABLE WILL

- Risk -

Action: Claim an uncontrolled location where you have exactly one character. You cannot lose control of it as long as that character is there. It becomes uncontrolled if that character leaves the location.

INITIATIVE 130. Illustrated by Brent Chumley. Copyright 2022 Moon Design

0 IRON AND VELVET

- Risk -

City Action: Your character with no attachments challenges target opposing character with no attachments to a duel.

Maneuver: Each participant with an attachment suffers a wound.

Kulachniy Boi

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1 MATUSHKA'S COMMAND

- Risk -

Sorcery - Dar Matushki

Action: Target a location with your en garde **Sorcerer**. Move all engaged characters there **Home**. Then engage all remaining characters.

"The city has awoken a storm, and she is laughing!"
- Ved'ma.

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1 MATUSHKA'S COMMAND
- Risk -



Sorcery - Dar Matushki
Action: Target a location with your en garde **Sorcerer** • Move all engaged characters there **Home**. Then engage all remaining characters.
"The city has awoken a storm, and she is laughing!" - Ved'ma

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1 MATUSHKA'S EFFICIENCY
- Risk -



Sorcery - Dar Matushki
Action: Move one of your characters at your **Sorcerer's** location to a different one. You may engage that **Sorcerer** to ignore costs.
Sorcerer Maneuver: Move both participants to an adjacent location. *(The duel continues.)*

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1 MATUSHKA'S EFFICIENCY
- Risk -



Sorcery - Dar Matushki
Action: Move one of your characters at your **Sorcerer's** location to a different one. You may engage that **Sorcerer** to ignore costs.
Sorcerer Maneuver: Move both participants to an adjacent location. *(The duel continues.)*

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0 MATUSHKA'S SIGHT
- Risk -



Sorcery - Dar Matushki
Action: Target your **Sorcerer** • Look at the top five cards of any deck. You may discard cards up to your **Sorcerer's** from among them, then put the rest back in any order. You may engage your **Sorcerer**. If you do, draw a card.

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0 MATUSHKA'S SIGHT
- Risk -



Sorcery - Dar Matushki
Action: Target your **Sorcerer** • Look at the top five cards of any deck. You may discard cards up to your **Sorcerer's** from among them, then put the rest back in any order. You may engage your **Sorcerer**. If you do, draw a card.

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1 MIRELI'S REVISION
- Risk -



Mireli
Reaction: When the adversary plays a combat card • Discard it. They play the top card of their deck instead.
Maneuver: Choose one: +2 or the adversary takes a wound and their next combat has -2

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1 MIRELI'S REVISION
- Risk -



Mireli
Reaction: When the adversary plays a combat card • Discard it. They play the top card of their deck instead.
Maneuver: Choose one: +2 or the adversary takes a wound and their next combat has -2

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0 MY FIGHT, ALONE
- Risk -



Action: Target a **City** location where you control exactly one character • They heal a wound.
Maneuver: If this is your only character at this location, +1

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0 MY FIGHT, ALONE
- Risk -



Action: Target a **City** location where you control exactly one character • They heal a wound.
Maneuver: If this is your only character at this location, +1

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1 PREDATORY PURSUIT
- Risk -

City Reaction: After an opposing character moves to a different **City** location • Your character at the first location moves to the same location. Their character suffers a wound.

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1 PREDATORY PURSUIT
- Risk -

City Reaction: After an opposing character moves to a different **City** location • Your character at the first location moves to the same location. Their character suffers a wound.

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1 RAZRUSHITEL
- Risk -

City Action: Target an enemy character and move your adjacent character to their location • The enemy suffers a wound. You may engage the character you moved to send them **Home** instead.

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1 RAZRUSHITEL
- Risk -

City Action: Target an enemy character and move your adjacent character to their location • The enemy suffers a wound. You may engage the character you moved to send them **Home** instead.

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0 STRENGTH OF TEN
- Risk -

Unique
Action: Spend a Renown • Take two more actions. Send this card to **The Locker**.

Maneuver: Gain \leftrightarrow equal to this character's base \leftrightarrow . Send this card to **The Locker**.

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0 STUBBORN
- Risk -

Hubris
Reaction: At the beginning of Dusk • Your target character does not go **Home** this day.

Reaction: When your character would move • Cancel the movement.

The Thrones

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0 STUBBORN
- Risk -

Hubris
Reaction: At the beginning of Dusk • Your target character does not go **Home** this day.

Reaction: When your character would move • Cancel the movement.

The Thrones

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1 STRONG HANDS
- Risk -

Action: Pressure a location with \heartsuit . If successful, claim it.

"Heroic sagas are born with deeds of might and action, not fancy words!"

"But Torsten, fancy words are how sagas are remembered." Pavel replied

7555-141 Illustrated by Sergio Villa-Haza Copyright 2022 Moon Design

1 STRONG HANDS
- Risk -

Action: Pressure a location with \heartsuit . If successful, claim it.

"Heroic sagas are born with deeds of might and action, not fancy words!"

"But Torsten, fancy words are how sagas are remembered." Pavel replied

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SUNDER

- Risk -

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Maneuver:

If you have greater or equal than the adversary, destroy an attachment on them.

"Power resides in the person, not their possessions."

7555-162

Illustrated by Shen Fan

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BREASTPLATE

- Attachment -

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Armor

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

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

7555-163

Illustrated by Nathaniel Trahan

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BREASTPLATE

- Attachment -

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- Soline el Gato

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IMPROVISED WEAPON

- Attachment -

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Weapon - Melee

Destroy this card when the adversary is wounded in this duel.

Technique: +2

"You are going to use... that?"

- Jean Urbain

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IMPROVISED WEAPON

- Attachment -

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Weapon - Melee

Destroy this card when the adversary is wounded in this duel.

Technique: +2

"You are going to use... that?"

- Jean Urbain

7555-165

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APPEALING TO THE PEOPLE

- Risk -

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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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BOON

- Risk -

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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."

7555-161

Illustrated by Manuel Castanon

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BOON

- Risk -

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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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COME HITHER

- Risk -

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Action: Move target character to an adjacent City location.

"While the pursuit may be enthralling, Five Sails is not the city to get compromised with your pants down."

- Soline el Gato

7555-162

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I KNOW THAT TRICK!

- Risk -

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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

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I KNOW THAT TRICK!

- Risk -

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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

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A NEW STRATEGY

- Risk -

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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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1

PULL

- Risk -

1

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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 -

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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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TRIAGE

- Risk -

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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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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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