

Castille

Leader:

Soline el Gato

Approach:

The Cat's Embargo

Shifting Blame

Let's Haggle*

Midnight Shipment*

Parley Gone Wrong*

Makepeace Botwighte

Maya de La Rioja

Sanjay

Madre Dolores

Padre Anibal

Risk:

Gallegos Blade x2

Unfortunate x2

Adaptable x1

Research x1

Robbery x2

Roll the Bones x2

Improvising x2

Revelry x2

Night of Drinking x2

Amour x2

Life in the Canals x2

Nothing Personal x1

It's Personal x1

Taunt x2

Drinking Games x2

The Cat's Glass x1

Throwing Knife x2*

Uppman's Jacket x2*

Hidden Corridors x1*

A New Strategy x1*

Not Today x2*

Triage x1*

I Know that Trick! x1*

Liberating Goods x1*

Matchlock Musket x1*

Paid Off x1*

SOLINE EL GATO

- Character -

7

2 2 2 2

6

CREW CAP 6

Leader - Pirate - Scoundrel - Castille

Soline's adversaries in duels against them have -1 .

City Reaction: After an **Action** resolves • Move Soline to an adjacent location that has more Renown than her current one.

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"MADRE" DOLORES

- Character -

4

1 2 2 3

Academic - Castille

City Action: Target a character, or two characters by discarding a card, at Dolores' location. • Heal a wound from each targeted character.

She is more of a mother to the children of the canals than anyone else they have ever known.

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MAKEPEACE BOTWIGHTE

- Character -

4

2 2 2 2

Diplomat - Scoundrel - Avalon

Attachments have +1 cost to equip to characters opposing Makepeace.

City Action: Target an opposing engaged character with equal or less  • Send them **Home**.

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MAYA DE LA RIOJA

- Character -

5

3 2 2 1

Duelist - Pirate - Castille

Action: Move Maya to an adjacent **City** location, or any location if you have lower initiative than an opponent.

Technique: -1  • Your opponent discards a card.
(Your combat card must have at least 1 )

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"PADRE" ANIBAL

- Character -

5

0 1 1 2

Academic - Castille

Anibal has +2  during pressures while he is at a location that has one or fewer Renown.

City Action: If Anibal's location has no Renown • En Garde.

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SANJAY

- Character -

4

1 1 1 2

Pirate - Crescent

Action: Target an opposing character whose controller has fewer cards in hand than you • Engage them.

Reaction: After an opponent discards a card due to your effect • Draw a card.

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THE CAT'S EMBARGO

Add a Renown to two different locations.

After cards are drawn for the day, choose an opponent. They reveal a card at random from their hand.

Reaction: After an opponent plays or discards a card with the revealed card's name • Gain a Renown.


INITIATIVE 75

- Scheme -

PARACH 1

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SHIFTING BLAME

Add a Renown to .

Reaction: When a player discards a card due to your effect • Draw a card.

Reaction: After an opponent claims a location • Add a Renown to a different location.

"I know Soline is behind this!"
- Zaneta de Gallegos

INITIATIVE 10

- Scheme -

PARACH 0

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LET'S HAGGLE

Add a Renown to  and .

Reveal cards from the City Deck until you reveal an attachment. Place it in . Sink the rest.

City Action: Your character equips an attachment from . If they are at , reduce the cost by 1.

INITIATIVE 77

- Scheme -

PARACH 0

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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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PARLEY GONE WRONG

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

Players may intervene in challenges at 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

INITIATIVE 55 - Scheme - PARACHUTE +1

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2 THE CAT'S GLASS

- Attachment -

+0
+1
+0

Trinket - Unique

Reaction: After a duel occurs at this location, engage this card

- The adversary reveals one fewer cards when they gamble during the duel.

"All the training in the world can't prepare you for that blasted thing shining in your eyes."

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1 GALLEGOS BLADE

- Attachment -

+0
+0
+0

Weapon - Melee - Gallegos

When the equipped character gambles during a duel, reveal an additional card.

Technique: -1 • If the opponent gambles on their next round, they reveal one less card.
"The Castilians regard their steel as the finest in Théah. They are not wrong..."
- Rena Klingenthaler

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1 GALLEGOS BLADE

- Attachment -

+0
+0
+0

Weapon - Melee - Gallegos

When the equipped character gambles during a duel, reveal an additional card.

Technique: -1 • If the opponent gambles on their next round, they reveal one less card.
"The Castilians regard their steel as the finest in Théah. They are not wrong..."
- Rena Klingenthaler

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0 UNFORTUNATE

- Risk -

+0
-1
+0

Hubris

May attach to any character.

Attached character gains
"Action: Discard two cards
• Destroy this card."

The Wheel

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0 UNFORTUNATE

- Risk -

+0
-1
+0

Hubris

May attach to any character.

Attached character gains
"Action: Discard two cards
• Destroy this card."

The Wheel

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1 ADAPTABLE

- Risk -

0
0
0

Virtue - Unique

Action: If you have higher initiative than an opponent • Claim your **Pirate's City** location.
Action: If you have lower initiative than an opponent • En garde your character.
Maneuver: +2
Then choose: +2 or +2

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1 AMOUR

- Risk -

0
0
0

Action: Target your en garde character and an opposing character • Engage both and move them to their **Homes**.

"One can not hold back passion."
- Sanjay

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1

AMOUR

- Risk -

Action: Target your en garde character and an opposing character • Engage both and move them to their **Homes**.

"One can not hold back passion."
 ~ Sanjaya

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1

DRINKING GAMES

- Risk -

Cheating

Action: Pressure a location with Resolve. If successful, engage a character there. *(Ignore wounds.)*

"You lose again!"

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DRINKING GAMES

- Risk -

1

2

3

Cheating

Action: Pressure a location with Resolve. If successful, engage a character there. *(Ignore wounds.)*

"You lose again!"

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IMPROVISING

- Risk -

Action: Play a risk card from your opponent's discard, paying all costs. After it resolves, sink it. Send this card to **The Locker**.

"There is always more than one way to get to where you want to go..."

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IMPROVISING

- Risk -

SAMPLE

1

Action: Play a risk card from your opponent's discard, paying all costs. After it resolves, sink it. Send this card to **The Locker**.

"There is always more than one way to get to where you want to go..."

1

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IT'S PERSONAL

- Risk -

SAMPLE

Adana

1

O

1

Maneuver: If your character has suffered any amount of wounds this duel • The adversary takes a wound. If they are destroyed as a result of that wound, claim the location.

"Ratón... where did you find this ring?"

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LIFE IN THE CANALS

- Risk -



El Punal Occulto

Scountrel Maneuver: The adversary discards a card.


Pirate Maneuver: Draw a card.

"For too many children, growing up out here is a harsh reality. Too harsh for some."

- Madre Dolores


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LIFE IN THE CANALS

- Risk -



El Punal Occulto


Scountrel Maneuver: The adversary discards a card.




Pirate Maneuver: Draw a card.

"For too many children, growing up out here is a harsh reality. Too harsh for some."

- Madre Dolores





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1 NIGHT OF DRINKING

- Risk -



SAMPLE



Reaction: When an **Action** is used from a non-**Sorcery** risk card

- Cancel its effects.
- (all costs are still paid)

"Another round!"

7555-109

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1

NIGHT OF DRINKING

- Risk -

2

Reaction:

When an Action is used from a non-Sorcery risk card

• Cancel its effects.

(all costs are still paid)

"Another round!"

1

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1

NOTHING PERSONAL

- Risk -

1

Maneuver:

The adversary takes a wound. If your participant has 3 or more, the adversary may take an additional wound. If they do not, they lose control of this location.

"All in a day's work, surely you must understand."

- Sarjay

0

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0

RESEARCH

- Risk -

1

Action:

Choose three cards with different names in your discard

• Your opponent chooses one and puts it in your hand. Send this card to The Locker.

"Life here is not an easy one. In order to survive, you must study on how."

- Madre Dolores

3

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0

REVELRY

- Risk -

1

City Action:

If you have higher initiative than an opponent, engage your character. • That character's location becomes uncontrolled.

3

Action:

If you have lower initiative than an opponent

• Discard an available City Card.

2

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0

REVELRY

- Risk -

1

City Action:

If you have higher initiative than an opponent, engage your character. • That character's location becomes uncontrolled.

3

Action:

If you have lower initiative than an opponent

• Discard an available City Card.

2

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0

ROBBERY

- Risk -

1

City Action:

Paying all costs, equip a non-Unique attachment from an opponent's discard to your Pirate.

2

Pirate Maneuver:

Paying all costs, equip a non-Unique attachment from an opponent's discard to your participant.

3

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0

ROBBERY

- Risk -

1

City Action:

Paying all costs, equip a non-Unique attachment from an opponent's discard to your Pirate.

2

Pirate Maneuver:

Paying all costs, equip a non-Unique attachment from an opponent's discard to your participant.

3

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0

ROLL THE BONES

- Risk -

1

Cheating

Maneuver:

Reveal the top card of your deck, if this character is a Scoundrel then you may reveal a number of cards equal to your participant's and choose one instead. Add its combat values to this card. Sink all cards.

0

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0

ROLL THE BONES

- Risk -

1

Cheating

Maneuver:

Reveal the top card of your deck, if this character is a Scoundrel then you may reveal a number of cards equal to your participant's and choose one instead. Add its combat values to this card. Sink all cards.

0

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1

TAUNT

- Risk -

Hubris

1

✕

✕

1

✕

✕

✕

✕

✕

Action: Target an enemy character and move them to an adjacent **City** location where you control at least one character.
Maneuver: If your participant has less ♡ than the adversary • Your opponent discards a card.
"Is this truly the best the city guards have to offer?"

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1

TAUNT

- Risk -

Hubris

1

✕

✕

1

✕

✕

✕

✕

✕

Action: Target an enemy character and move them to an adjacent **City** location where you control at least one character.
Maneuver: If your participant has less ♡ than the adversary • Your opponent discards a card.
"Is this truly the best the city guards have to offer?"

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1

MATCHLOCK MUSKET

- Attachment -

Weapon - Ranged

1

✕

✕

1

✕

✕

✕

✕

✕

City Action: Discard a card and target a character at an adjacent **City** location • Its controller may engage them. If they do not, they take a wound. (They cannot engage if they are already engaged.)
"Ten gilder says I can make that shot."
- Henri Michelet

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0

THROWING KNIFE

- Attachment -

Weapon - Ranged

1

✕

✕

2

✕

✕

✕

✕

✕

Technique: Destroy this card • +1 ➡
"Clean, quick, quiet."

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0

THROWING KNIFE

- Attachment -

Weapon - Ranged

1

✕

✕

2

✕

✕

✕

✕

✕

Technique: Destroy this card • +1 ➡
"Clean, quick, quiet."

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1

UPPMAN'S JACKET

- Attachment -

Attire

1

✕

✕

2

✕

✕

✕

✕

✕

Action: Discard a card • Draw a card.
"That is a handsome coat."
"Uppman gave it to me"
"It looks like it fits me"
"It fits all of my family."

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1

UPPMAN'S JACKET

- Attachment -

Attire

1

✕

✕

2

✕

✕

✕

✕

✕

Action: Discard a card • Draw a card.
"That is a handsome coat."
"Uppman gave it to me"
"It looks like it fits me"
"It fits all of my family."

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1

HIDDEN CORRIDORS

- Risk -

City Action

1

✕

✕

1

✕

✕

✕

✕

✕

Maneuver: Move to an adjacent **City** Location.
"Who knows what is hidden beneath the city?"
- Kaj "The Thorn" Kousei

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0

I KNOW THAT TRICK!

- Risk -

Maneuver

1

✕

✕

1

✕

✕

✕

✕

✕

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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0

LIBERATING GOODS

- Risk -

1

2

3

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..."
- Razón

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0

A NEW STRATEGY

- Risk -

2

1

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 -

1

5

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

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

2

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

TRIAGE

- Risk -

0

0

4

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 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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