

AGE OF THIEVES

Rulebook

Introduction

Welcome to Hadria, Pride of the North, a hub of fervent activity for rich merchants, diligent burghers, resourceful inventors... and cunning thieves. It is a special time for its citizens - Emperor Lucius IV and a retinue of powerful lords and ladies have come to the Sea Palace to oversee their domains. A time of great festivities has begun and there is no ending to all the feasts and joy! However, shady personas controlling the city are not so much interested in Lucius IV himself as in the Emperors' Jewel, the crown jewel and the symbol of power for the ruling dynasty. Anyone who takes possession of this unique treasure will not only gain unthinkable riches, but will also become the most wanted fugitive of the Empire. That is the reason why only the most clever and the boldest of thieves are willing to dare such a burglary. Others will have to settle for shiny trinkets belonging to the Emperor's court.

With the last night of the Emperor's stay in Hadria, a unique opportunity has arisen to steal his Jewel. City guards, tired by the constant state of alert, are getting less and less vigilant. At the same time

people working from the shadows - the likes of you - are ready to strike and commit the greatest of crimes! You put your life on one side of the scale and immortal infamy on the other. Some of you are motivated by simple greed, others by ambition, others still by seemingly noble needs, yet all are similar in one thing and one thing only - being true experts of legerdemain. Every thief has his methods - knowledge of the city, influence in the mysterious Guild or personally invented contraptions capable of fooling the guards. Every thief deeply believes in his success.

It is high time to start your quest. Become one with the shadows gathering among the city alleys. Be agile like a cat stalking his prey. Stay silent like whispers of a night breeze... Steal the Emperors' Jewel and prove everyone that no lock or vault shall stop you! Win the title of the most skillful thief of the Empire, but remember - you are not alone in this game...

Game Overview

Age of Thieves is a clockpunk board game of strategy and adventure set in Hadria, a port metropolis located on the northern fringes of the mighty Empire. Each player becomes a master thief about to commit the most daring burglary of his career. During the game, players use the unique abilities of their thieves as well as various action cards, which represent acrobatic maneuvers, alchemical potions or complicated devices inspired by the visionary ideas of Renaissance inventors.

The goal of the game is to enter the vault inside the palace and steal the Emperors' Jewel, the symbol of power very important for the ruling house. Finally, whoever manages to do this must escape from the city through one of the gates. This is no easy task - the streets are patrolled by vigilant guards and veteran captains who know almost everything about thieves' tricks. Additionally, time is running out very quickly - each turn a new event card is revealed increasing the pace of the game and constantly raising its difficulty.



Game Components

GAME BOARD

RULEBOOK



6 THIEF FIGURES (grey)



6 THIEF SHEETS



20 GUARD FIGURES (blue)



2 CAPTAIN FIGURES (blue)



4 THIEF SCREENS with City Token Description



10 YELLOW JEWELS



4 GREEN JEWELS



1 RED EMPERORS' JEWEL



1 CITY GUARD SHEET

Calm side



Alarm side

40 BASIC ACTION POINT (AP) MARKERS (blue)



3 EMPERORS' JEWEL AP MARKERS (red)



23 EVENT CARDS:

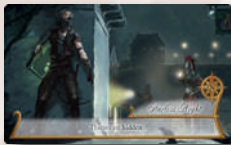
12 CALM EVENTS (blue)



11 ALARM EVENTS (red)



Back



Front



8 TEMPORARY AP MARKERS (purple)



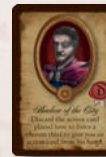
2 PLASTIC 8-SIDED DICE (grey and red)



84 ACTION CARDS: (8 Basic, 6 Special, 70 General)



Basic



Special



General



Back (all types)

4 DISTRICT CARDS



Front



Back

51 CITY TOKENS



Front



Back

4 ORGANIZING TOKENS (2 small and 2 large)



15 SMOKE MARKERS



5 FIRE MARKERS



4 THEFT MARKERS



1 BEST BURGLAR TOKEN



1 FIRST THIEF TOKEN



2 Game Setup

Before starting the game, resolve the steps described in the following order. Additionally, before your first game, carefully remove all cardboard components from their frames.

1 The **Game Board** should be placed in the middle of the table so that it is within easy reach of all players. Next, the following components should be placed on it as shown in the diagram.

6 Each player chooses or randomly draws 1 **Thief Sheet** and places it face-up in front of himself.

Each player takes into his hand the 2 **Basic Action Cards**: *Move* and *Ambush* as well as the **Special Action Card** of his thief (with the thief's portrait).

Important: Before your first game, return all special action cards to the box - they will not be used during this game.

Each player places a **Thief Screen** in front of himself and takes 10 **Basic AP Markers** (blue). Then places them behind his screen.

7 Each player rolls a die - whoever gets the highest result takes the **First Thief Token** and places his thief figure on the starting space in a district of his choice. Then the remaining players place their thief figures going clockwise around the table. Each starting space may only be occupied by one thief figure.



Thief's starting space

Return all unused thief sheets, basic and special action cards, thief figures and blue AP markers to the box.

8 Place the **City Guard Sheet** next to the board with the "Calm" side face-up. Then place the **Grey Die** next to the sheet.

9 Take all **General Action Cards**, shuffle them thoroughly and place them face-down next to the board - they form the **Action Deck**. Next, each player draws 2 action cards from the deck into his hand.

2 Place 1 **Guard Figure** on each of the 12 guardhouses with swords.



Guardhouse with swords

3 Place 1 **Face** on each of the 12 guardhouses with swords. If the thief returns to a guardhouse (they will not be used during this game).

Face
city



Turn all **City Tokens** face-down, shuffle them thoroughly and place them on all guardhouses except the ones in the Palace. If there is a guard on a guardhouse, slide a city token under its base. Place all remaining city tokens to the box without looking at them (they will not be used during this game)

face-down
token



Guardhouse
and
guardhouse
with swords



10 Take all **District Cards**, shuffle them thoroughly and place them face-down next to the board - they form the **District Deck**.

4 Place the red **Emperors' Jewel** on the central space of the Palace. Place 1 **Green Jewel** on each marked space.



5 The 8 remaining guard figures, 2 **Captain Figures** along with all **Yellow Jewels**, **Effect Markers** (Smoke, Fire, Theft), **Organizing Tokens**, the **Best Burglar Token**, all purple and red **AP Markers** and the **Red Die** should be placed next to the board - they form the **Common Pool**.



11 Separate **Event Cards** into two decks - the **Calm Deck** with the blue back and the **Alarm Deck** with the red back.

Shuffle the **Calm** deck thoroughly, take 10 cards from the top and place them face-down next to the city guard sheet. Return all remaining **Calm** event cards to the box without looking at them.

Finally, shuffle the **Alarm** deck thoroughly, take 5 cards from the top and place them face-down next to the common pool. Return all remaining **Alarm** event cards to the box without looking at them.

*It is time to start your adventure
in Hadria!*

Player vs. Thief

Different game components and this rulebook feature the terms: **player** and **thief**. For the purposes of the game rules these terms are equivalent.

Goal of the Game

The goal of the game is to take the Emperors' Jewel from the central space of the board and carry it off the board through one of four city gates. Optionally, thieves may also collect other jewels of lesser value counted in **Victory Points (VP)** and escape from the city with them.

The winner of the game is the thief who will escape from the board carrying with him either the Emperors' Jewel or other jewels worth the most VP before the event deck is depleted. All rogues still on the board once the game ends lose automatically.

Game Turn

The game is divided into **Turns** and each turn is further subdivided into five **Phases** described in detail below.

1. Event Phase

- Reveal and resolve a new event card
- Place 1 yellow token on the board
- Roll initiative for the city guard

2. Planning Phase

3. Declaration Phase

4. Resolution Phase

5. Clean-up Phase

- Discard/take into your hand the resolved action cards
- Remove effect markers from the board
- Prepare AP markers
- Discard the current event card
- Pass the first thief token

Thief Sheet Overview

1. Artwork:
During the game, place any collected jewels and tokens here.

2. Name and Nickname



3. Special Ability: A unique ability of a thief that can be used any number of times per game under the circumstances described in the game text.

Playing the Game

1. EVENT PHASE

At the beginning of each turn, draw and reveal 1 event card from the current event deck (either the Calm deck or the Alarm deck). The card changes the conditions of the game. If the event deck is depleted after drawing the card, resolve the current turn as normal. Then the game ends and the winner is determined.

a) Reveal and resolve a new event card



The first thief draws and reveals the top card of the event deck – he reads its effect aloud and introduces it into the game. Some card descriptions contain the term “**immediately**” – these are one-use effects that should be resolved right after an event card is revealed. All the other event card effects affect the game until the end of the current turn. The current event card is discarded in the Clean-up Phase.

Important: If the Emperors' Jewel was stolen in the previous turn, before resolving this step of the Event Phase the alarm is raised. Resolve all activities described on p. 14.

b) Place 1 yellow token on the board



Each event card in the Calm deck features a point of a compass. It indicates the district (except the Palace), where a new yellow jewel appears. The first thief checks the direction on the compass rose on the board and places 1 yellow jewel in the indicated district (if able). The jewel should be placed on an empty space (any space on the board except a dungeon without any game components) that is **at least 6 spaces away** from any thief.

Important: Once the alarm is raised, this step is skipped (that is why Alarm event cards do not feature any points of the compass).

Event Card Overview




Calm event – front (with point of compass) and back



Alarm event – front and back

Each event card has its own **effect** that determines how given card affects the game. Additionally, the Calm event cards also highlight the **point of compass** - the letter and the arrow that points to the district, where 1 yellow jewel should be placed.

c) Roll initiative for the city guard

 The first thief checks the city guard sheet and rolls **1 die** in order to determine the **Initiative** of the city guard for the current turn. The die with the rolled result face-up should be placed on the city guard sheet. This result indicates when guards and captains get to act in the Resolution Phase (see p. 8).

Important: Once the alarm is raised, initiative is rolled using **2 dice** and the higher result is chosen.

2. PLANNING PHASE

Starting from the first thief and going clockwise around the table, each thief draws **1 action card** from the top of the deck. The card limit in any player's hand is **5 cards**. If a player has more than 5 action cards in his hand at any point of the game, he must immediately discard any excess cards to the **Action Discard Pile** next to the action deck. Action cards are discarded face-up and the discard pile may be examined by any player.

Important: *Move* and *Ambush* basic action cards and special action cards (if used) do not count towards the hand size limit of 5 action cards.

Important: When the action deck is depleted, shuffle the action discard pile thoroughly and place it face-down next to the board thus forming the new action deck.

3. DECLARATION PHASE

This phase is resolved by all thieves **simultaneously and secretly**. Each thief **declares** his action cards i.e. places face-down on the table behind his screen any number of action cards from his hand. Then he places on them any number of his available AP markers. The rules of declaring action cards are as follows:

- A thief may declare any number of action cards in a turn, if he has enough AP markers to do so.
- At least 1 AP marker must be placed on each declared action card. There is no upper limit of AP markers that can be placed on one action card.
- A thief may resign from declaring action cards.
- A thief may use any number of his available AP markers.

The number of AP markers placed on a given action card determines how quickly this card will be resolved in the next phase and whether this will happen before or after the city guard gets to act - the more AP markers on a given card, the quicker it will be resolved.

Once all thieves are ready, they inform each other and take any not declared action cards into their hands. Then they simultaneously set aside their screens - they will not need them until the next turn.

Important: Each thief sheet with all the tokens and jewels placed on it should always be visible to your rivals. The only exceptions are the city tokens bringing additional AP – they may be hidden behind your screen in the Declaration Phase in order to place them on action cards or mislead rivals.

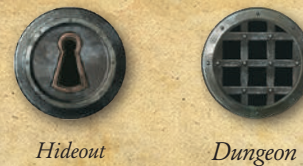
Important: Certain game effects (e.g., *Poisonous Bola*) inform about changes in the number of AP markers at the beginning of the Declaration Phase.

Game Board Overview

The game board is divided into 5 Districts marked with different colors: the **Palace** in the center, **Golden Domes (N)** in the north, **Empty Pot (E)** in the east, **Salty Docks (S)** in the south and **Hammerings (W)** in the west.

District borders are additionally marked on some paths of the grid and for ease of use, the board features the compass rose in the upper-left corner.

The board shows the spaces through which all figures move. Some spaces have special abilities or are marked in order to facilitate the game setup (see "Game Setup"). Effects of all marked spaces are described in detail on p. 16.



• Example of the Declaration Phase •



Zain chooses three action cards from his hand: the basic actions *Move* and *Ambush* and a *Smoke Grenade* general action card. He places 1 AP on *Ambush*, 3 AP on *Move* and 5 AP on *Smoke Grenade*. Then he sets aside behind his screen 1 AP marker – he will not use it this turn.

Remember: Action cards should be placed face-down once declared (not shown above).

4. RESOLUTION PHASE

The order of actions in this phase is determined by **initiative**. In case of guards and captains, it is determined in the Event Phase by rolling a die from the city guard sheet. In case of thieves, initiative is indicated by the number of AP placed on a certain action card. It means that the same thief may act more than once during the same turn.

The Resolution Phase is resolved starting from the highest initiative in a given turn – the first player to **resolve** an action card is the player who placed the most AP on it. Alternatively, the city guard may be the first to act if the die result is higher than the number of AP placed on an action card by any of the thieves.

Example: *Morius declared two action cards - one with 4 AP and one with 1 AP. Meanwhile, Noiron placed all available AP (10) on one action card. Initiative of the city guard is 6. It means that Noiron will resolve his action first, followed by guards and captains and finally Morius will resolve his two actions starting from the one with 4 AP and ending with the one with 1 AP.*

When a thief starts resolving his action card, he sets aside all AP markers from this card, reveals it, reads its effect aloud and introduces it into the game. After resolving the card, he leaves it face-up on the table.

Important: A thief may resign from resolving his declared action card. In that case, he should set aside all AP markers from this card, reveal it and completely ignore its effect.

Important: Thieves may freely look at their own declared action cards at any point of the Resolution Phase – they do not need to memorize them.

• Role of the First Thief •

The player with the first thief token is responsible for handling a number of game components. In the Event Phase, he reads aloud the game text of the revealed event card, determines where to place yellow jewels and rolls the dice to determine initiative of the city guard.

In the Resolution Phase, he influences the order of movement for guards and captains and arbitrates any unclear situations.

In the Clean-up Phase, he handles removing the effect markers, proper preparation of AP markers available to players and discard of used action cards.

Finally, during the whole turn he has the final voice during any quarrel, as well as makes decisions that affect all players and originate from general rules or event cards - not from actions or effects of individual thieves.



If more than one thief placed the same number of AP markers on his action card or this number is equal to the current initiative of the city guard, an **initiative tie** occurs. It should be broken in the following way:

- If the city guard sheet indicates *Calm*, any initiative ties between **thieves** and the **city guard** are broken in thieves' favor.
- If the city guard sheet indicates *Alarm*, any initiative ties between **thieves** and the **city guard** are broken in the city guard's favor.
- Any initiative ties between **thieves** are broken in favor of the first thief or the person sitting closest to him in clockwise order. Additionally, each tying thief can only resolve one action card with a given number of AP markers at the time i.e. the same thief cannot resolve a few action cards with the same initiative in a row, but thieves alternate resolving their tying cards.

Important: A thief cannot “pass” and let another thief or the city guard resolve an action when an initiative tie occurs – the order is always determined by the ownership of the first thief token and initiative of the city guard.

Example: *Morius is the first thief and has two action cards with 4 AP each. Noiron has one action with 4 AP and one with 2 AP. Initiative of the city guard is 2 and the sheet indicates Calm. It means that Morius as the first thief resolves one of his 4 AP cards, followed by Noiron and his 4 AP card. Then Morius may act again with another 4 AP card. Next is Noiron with his 2 AP card - as a thief he is quicker than the guards. Finally, the guards have a chance to act. If the same situation happened after raising the alarm, the city guard sheet would indicate Alarm and Noiron with his 2 AP card would act after guards and captains.*

The Resolution Phase ends after all thieves resolve (or resign from doing so) all of their declared action cards and the city guard gets to act.

Types of Movement

Move

Various effects (e.g., a *Move* or *Elixir of Speed* action cards) enable figures to **move** around the board. The maximum number of spaces that a given figure can move is described on a particular action card or the city guard sheet. When moving, a figure can only move between spaces connected with a **Path**, but may freely change the direction of movement. Moreover, it may move less spaces than allowed or even remain in its space (thus moving 0 spaces).

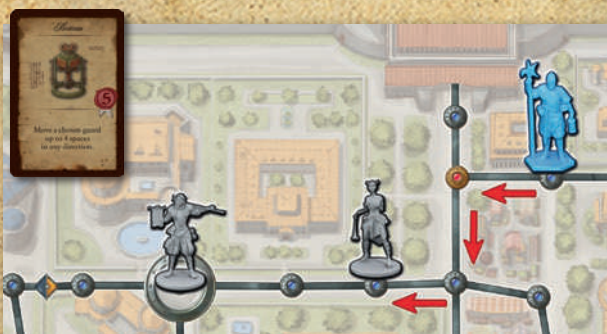
When moving, a figure may freely cross spaces occupied by other figures (which might sometimes result in catching a thief – see p. 14). When a figure ends its movement, players should check if the destination space is occupied by other figures: **one space can be occupied by any number of thief figures, but only by one guard or captain figure.**



Organizing token

Important: If more than two figures appear on the same space, you might use **organizing tokens**. In order to do this remove all the figures from this space, place them next to the board on a **large organizing token** and place a matching **small organizing token** on the space previously occupied by these figures.

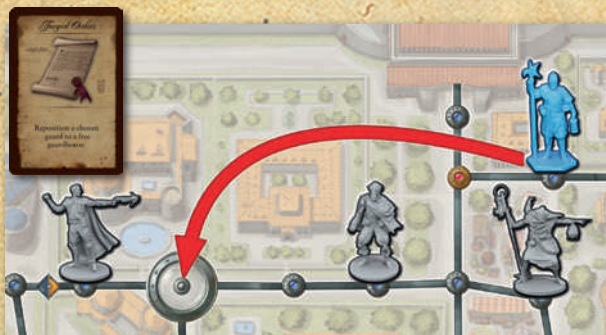
When moving, thieves may interact with the board and – potentially – with other thieves. It means that when moving through a space that contains a jewel, a thief may collect it from the board (and place it on his thief sheet) and when moving through a space that contains a city token, a thief may reveal it and resolve its effects. Moreover, if some effect (e.g., *Noise Grenade*) forced a thief to take a theft marker, moving through his space enables another thief to steal something (see p. 12).



Example: Joanne is resolving a *Beacon* action card. It enables her to move a guard up to 4 spaces. She chooses a guard in the card's range (within 5 spaces) and moves his figure over a number of spaces. On the third space the guard encounters Jasmine, another thief. Jasmine is caught as a result and the guard stops on the space she occupied.

Reposition

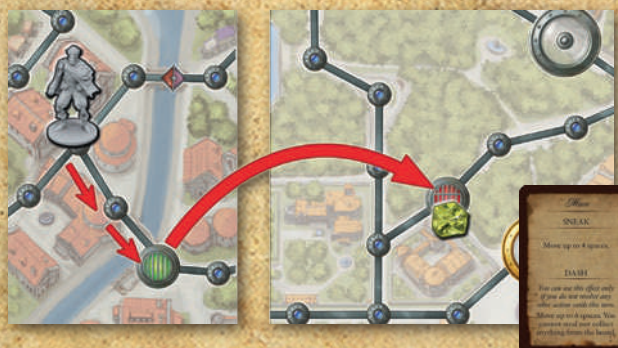
When a figure is **repositioned**, it should be taken from one space of the board and placed on a different space. For the rules' sake it is assumed that such figure is not moving through spaces between its current position and the destination space.



Example: Morius is resolving a *Forged Orders* action card. He chooses a guard figure on the board, picks it up and places it on a guardhouse without a guard figure. As *Forged Orders* repositions this guard, he cannot catch any thieves (e.g., Zain) between the space he was taken from and the space chosen by Morius (which would be the case when moving normally).

Using Sewers

On the board, there are five **Sewer Entrances** (green circle with a red dot) and four **Sewer Exits** (red circle with a green dot). Sewers enable thieves to move around the city in a very special way. When a thief enters a space with a sewer entrance, he may choose to use the sewers. If he does, he immediately repositions his figure to any sewer exit of his choice and his movement ends even if he could move further.



Example: Zain is resolving a *Move* action card. He moves 2 spaces and enters a space with a sewer entrance. He chooses to use it and repositions his figure to a chosen sewer exit that contains a yellow jewel. Although *Move* enables Zain to move up to 4 spaces, he can no longer move the 2 spaces left. However, his last space of movement is the sewer exit space, so Zain collects the yellow jewel from the board. He may move further during this turn, but only if he declared some other action card enabling him to do so.

ACTIONS OF THIEVES

Action Card Overview



Basic action

Special action

General action

Each Event Card has its own **effect** that determines how a given card affects the game. Additionally, it can also contain the following **icons**:



Range Icon: If a number is shown here, it informs about the maximum distance (counted in spaces), within which a thief can play a given action card. If the letter “D” is shown here, a thief can affect any target or space within the district he is currently in. If a card bears no range icon, its effect can be used freely as described in the card’s game text.



Theft Icon: It informs that a thief targeted by a given card might have his jewel stolen.

Various actions available to thieves are described below. Each action requires a thief to declare and resolve a proper action card. Action cards are divided into 3 types: **Basic Actions**, **Special Actions** and **General Actions**.

Basic Actions

Each thief has 2 basic actions: *Move* that enables him to move around the board and *Ambush* that gives him the opportunity to draw new action cards or gain additional AP markers.

Each of the basic action cards has 2 different effects. When resolving the card, the thief must decide which effect to use. The upper effect (*Sneak* or *Wits*, respectively) is weaker, but it can be used along with other action cards whereas the lower effect (*Dash* or *Cunning Plan*, respectively) is stronger, but can be used only if the thief chooses not to resolve any other action cards this turn.

Basic actions are **multiuse** – thieves cannot lose or discard them and cannot take them in any way from their rivals. Additionally, they do not count against the 5-card limit in a player’s hand.

Example: Noiron declared 2 action cards – Ambush with 1 AP and Cog Rod with 6 AP. Unfortunately, his rival carrying the Emperors’ Jewel moved on initiative 8 and left the range of Cog Rod. When the time comes for Noiron to resolve this card, he must decide whether to use it (then he will only be able to use the Wits effect from his Ambush card) or resign from resolving it – this way he will be able to use the Cunning Plan effect.

Special Actions

Each thief has one unique special action. In order to use it, he must declare this card by placing it face-up, then place any general action card face-down on it and finally place any number of AP markers on the top as normal. When resolving the card the thief must make a choice:

- Resolve the special action by discarding the general action placed on it.
- OR
- Resign from resolving the special action and resolve the general action placed on it instead.

Special actions are **multiuse** – thieves cannot lose or discard them and cannot take them in any way from their rivals. Additionally, they do not count against the 5-card limit in a player’s hand.

Important: You cannot place a basic action card on the top of your special action card, because basic actions cannot be discarded (even voluntarily).

General Actions

General actions are all cards from the action deck. Unlike the basic and special actions, general actions are **one-use**. In the Clean-up Phase at the end of the turn, during which a thief declared such card, he discards it to the action discard pile (next to the action deck).

A player cannot have more than 5 general actions in his hand.

Important: Once a general action card is declared, it is always discarded no matter if a thief resolves it or not.

Example of Action Resolution



Jasmine declared Seduction, her special action, by placing a Beacon general action and 5 AP markers on it. When it is time to resolve actions with 5 initiative, Jasmine removes the AP markers and reveals both cards. Now she can choose: use Seduction to lure a guard 2 spaces to her space or use Beacon to move this guard 3 spaces so that he enters Joanne’s space and catches her. Being a real bad-girl, she chooses the second option.

• Using Action Cards and Abilities •

The game text of different effects mentions the following targets: a **figure** (any plastic figure on the board), a **thief**, a **guard** or a **captain**. If the game text does not directly specify a certain target, effects of a given card or ability cannot affect such target.

Example: An Automatic Snare action card allows a thief to “choose a thief or guard” and immobilize him. It means that it cannot affect a captain.

The game text of different effects mentions the following spaces: a **space** (any space on the board except a dungeon), an **empty space** (any space on the board without any game components except a dungeon) or a **free space** (any space on the board without any figure except a dungeon).

Example: A Fire Grenade action card allows a thief to “place a fire marker on a chosen free space”. It means that the chosen space could contain e.g., the Emperors’ Jewel, but no figures.

If some effect enables a player to move other figures – no matter if they are thieves, guards or captains – the thief resolving such effect has complete control over these figures and can move them in any way he likes limited only by the effect.

Example: A Debilitating Gas action card allows a thief to “move each guard within 5 spaces up to 2 spaces in any direction”. If the thief resolving it had 3 guards within range, for example he could move one by 1 space, another by 2 spaces and leave the third one on his space.

Jewels and City Tokens

As the main goal of the game is stealing valuable treasures, thieves moving around the board may collect jewels and city tokens:

- If a thief wants to collect a jewel, during movement his figure must occupy the same space as this jewel. Then he may place this jewel on his thief sheet.
- If a thief wants to collect a city token, during movement his figure must occupy the same space as this city token. If this token is face-down, he reveals it first and resolves its effect. Then, he may place this city token on his thief sheet as long as the city token type allows it (see pp. 16-17).

A thief may collect and/or reveal any number of jewels or city tokens as part of the same movement. The number of jewels or city tokens a thief can carry is unlimited.

Important: When resolving the *Dash* effect from the *Move* basic action, a thief can cover more spaces, but he cannot collect or reveal any jewels or tokens and cannot steal from other thieves – he can only move.

Important: In order to collect and/or reveal a jewel or a city token, a thief does not have to end his movement on a space with this jewel or token.

Theft

Thieves can steal jewels from each other by performing a **theft**. A theft is only possible if a given thief is affected by certain action cards or abilities as marked with a special **Theft Icon**.



Theft icon

A thief may resolve his action card with the theft icon so that a chosen thief is affected by it. In order to do this the action must target either a particular thief or a space he currently occupies. If the thief playing the card is on the same space as the target when resolving the card, the theft is automatically successful as part of the action resolution. Otherwise, place a **Theft Marker** (see p. 17) next to the target’s thief sheet to remind players that a jewel can be stolen from him. From now on until the end of the current turn, any thief may move through a space occupied by the thief with the theft marker and steal a jewel from him.

As part of one theft **exactly 1 jewel** (including the Emperors’ Jewel) can be stolen. It should be moved from the current owner’s thief sheet to the thief sheet of the player stealing the jewel. Yellow jewels shown on certain city tokens can also be stolen this way.

Important: Any thief may have up to 1 jewel stolen per turn. Once this happens, the theft marker should be returned to the common pool. From now on until the end of the current turn, no action cards or abilities can cause the same thief to take the theft token or lose any jewels due to the theft.

Example 1: Noiron and Morius occupy the same space. Noiron is resolving a Noise Grenade action card. Although there are no guards or captains nearby, the card bears the theft icon. Thanks to this, Noiron immediately takes 1 green jewel from Morius’ thief sheet and places it on his sheet. Until the end of this turn no thief will be allowed to steal from Morius.

*Example 2: Nikolai is 2 spaces away from Jasmine. He is resolving a Smoke Grenade by throwing it on the courtesan’s space and placing smoke markers - each thief on a space with such marker is **bidden**, but can also have a jewel stolen. Unfortunately, Nikolai is unable to steal a jewel from Jasmine immediately, because he does not occupy the same space. He will have to resolve another action card to get close to Jasmine and take what is not rightfully hers.*



ACTIONS OF THE CITY GUARD

Common **Guards** and veteran **Captains** are living obstacles on the path to the ultimate success of all thieves. The former are present on the board from the beginning of the game, while the latter appear once the Emperors' Jewel is stolen and the alarm is raised. Members of the city guard are not directly controlled by any player, although the first thief might have a small influence on their behavior. All information about guards and captains can be found on the city guard sheet.

Guards and captains do not use action cards. Initiative determined in the Event Phase by rolling 1 or 2 dice informs when they can act during the current turn. The rolled result is treated as if it was a certain number of AP markers placed on an action card. The difference is that all guards and captains on the board act simultaneously in two stages: first they try to **detect** thieves based on their **Vigilance** value, then they move up to their **Move** value toward any detected targets in order to **catch** them. Any initiative ties are broken in favor of thieves while the city guard sheet indicates *Calm* and in favor of the city guard once it indicates *Alarm*.

Detecting Thieves

Under normal circumstances guards and captains stay on their spaces until they detect a thief. Vigilance of a guard or a captain determines whether he manages to do it as its value is equivalent to the number of spaces, within which he can "hear" a thief. Any thief who is **hidden** thanks to some effect (e.g., a *Reflective Cloak* action card) completely avoids detection.

A given guard or captain can detect any number of thieves, but will only move toward one of them.

*Example: Vigilance of a guard is 4. There are two thieves 2 spaces away from him: Jasmine and Zain who is **hidden** thanks to **Reflective Cloak** resolved earlier during the turn. As the guard cannot detect Zain, he detects Jasmine.*

Catching Thieves



Dungeon

When a guard or captain succeeds at detecting a thief, he immediately attempts to catch him. In order to do this he moves toward this thief taking the shortest path. He moves a number of spaces up to his move value and if he enters a space with a thief who is not **hidden**, he automatically stops and catches this thief even if continuing movement would mean catching another thief. The thief who is caught is thrown into a dungeon (see below). Because vigilance of guards and captains is basically higher than their move, detecting a thief does not guarantee catching him – it just results in moving toward such thief.

City Guard Sheet Overview



City guard sheet - front (*Calm*) and back (*Alarm*)

- 1. Initiative Rules:** They inform how many dice to roll and how to break initiative ties between the city guard and the thieves.
- 2. Attributes of Guards:** **Vigilance** informs about the maximum distance (counted in spaces), within which a guard may detect thieves and **Move** tells up to how many spaces a guard moves toward a detected thief.
- 3. Attributes of Captains:** **Vigilance** and **Move** values pertaining to captains.

Dungeon

When a thief is caught and thrown into the dungeon, he must lose 1 jewel (if able). If he has the Emperors' Jewel, he places it on the imperial guardhouse (see p. 16) in his district or on his space, if he is still inside the Palace. If he does not have the Emperors' Jewel, he returns his cheapest jewel to the common pool. Then, the thief discards 1 general action card from his hand (if able) and repositions his figure to the dungeon in his district. If he was caught in the Palace, he draws 1 district card - it indicates the dungeon, where he should place his figure. Then he returns the card to the district deck and shuffles it thoroughly.

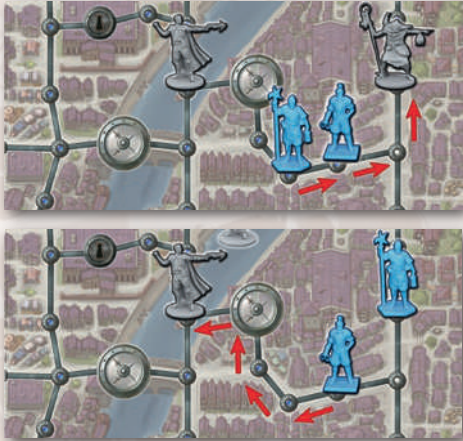
If a thief gets caught after the alarm was raised, he always repositions his figure to the dungeon in the district indicated by the district card next to the board (see below).

Any thief who is caught cannot resolve any of his remaining, declared action cards – he immediately reveals all actions cards and sets aside all AP markers placed on them.

As long as a thief is in the dungeon, he cannot be targeted by any action cards or abilities. He starts the next turn with **2 basic (blue) AP markers** (instead of 10), but may use any temporary AP markers or city tokens providing additional AP that he gained during the game. **The first action that must be resolved by the thief is *Move***, with which he escapes from the dungeon. Additionally, any thief escaping from the dungeon is **hidden** until the end of the current turn.

General timing rules for movement and catching thieves:

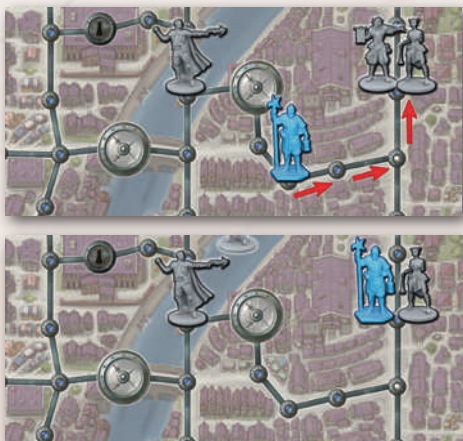
- All guards move and catch first, followed by all captains. It means that all activities of guards should be completely resolved and then the same should be done with captains. If more than one guard or captain would move simultaneously, the first thief chooses the order of their movement.
- Guards and captains move toward the closest detected thief. If 2 detected thieves are at the same distance, the first thief chooses the thief, toward which a guard or captain will move.



The guard moves first and catches Morius. After him moves the captain – he catches Noiron.

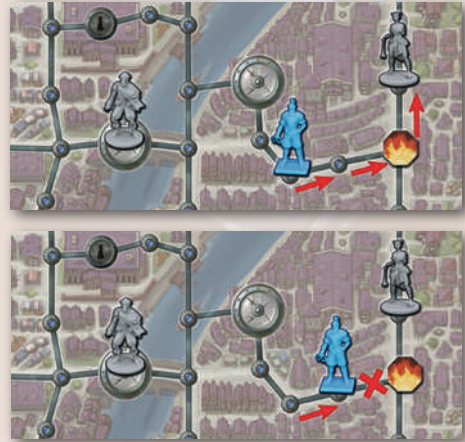
- Guards and captains always try to catch as many thieves as possible. It means that if 2 detected thieves were at the same distance from 2 guards or captains, they would move toward 2 different thieves in order to catch both of them. Moreover, if there was a space with 1 thief and a space with 2 or more thieves at the same distance from a guard or captain, he would move toward the space occupied by a larger number of thieves.

Important: This rule has lesser priority than the rule above – if a guard or captain can catch 1 thief on a closer space and 2 or more thieves on a further space, he always moves towards the closest thief.



The guard moves towards the space with Joanne and Jasmine, instead of moving towards the space with Noiron. He catches only Joanne, because Jasmine is hidden.

- Guards and captains move toward any detected thief even if catching him is impossible (e.g., there is a fire marker on the path or a given thief is affected by a *Rope & Hook* action card). In this situation they would stop on a thief's space or as close as possible to his space.



The Captain detected Zain and Jasmine. She is closer, so the captain moves towards her. However, he cannot catch her, because he is stopped by a fire marker.

- If a guard or captain enters a space with more than 1 thief, he catches all thieves on this space that can be caught.
- Guards and captains cannot catch a thief who starts the turn on their space until their initiative enables them to do so. It means that a thief could leave a given space by moving away from it with an action card before a guard or captain had a chance to act. However, if some other effect (e.g., a *Firecracker* action card) caused a guard or captain to move, the thief occupying the same space would be caught as normal.



Initiative of the City Guard is 4. Zain declared *Move* with 5 AP, so he can leave his space to avoid being caught.

- If a thief who is not **hidden** or affected by some effect that precludes catching him enters a space with a guard or captain or reveals a **Plain-garb Guard** city token (see p. 16), he is **immediately caught**.

Raising the Alarm

The alarm is raised at the beginning of the turn following the turn when a thief collected the Emperors' Jewel from the board and drew a district card defining the only open city gates. All activities connected with raising the alarm should be resolved at the beginning of the Event Phase of the new turn. In order to do this, the first thief performs the following steps:

- He turns over the city guard sheet from its Calm side to its Alarm side.
- He places new figures: **2 captains on the captain's alarm spaces and 2 guards on the guard's alarm spaces** in the district indicated by the card.
- He returns the Calm deck to the box and places the Alarm deck face-down next to the city guard sheet.

After that, players may resume the game and continue the turn by drawing the top event card of the Alarm deck.

Once the alarm is raised, a number of rule changes should be introduced into the game:

- Thieves can leave the board in order to end the game. If a thief wants to do this, he must move one space "beyond" the board through one of the two open city gates. After a thief leaves the board, he cannot reenter it nor affect the game in any way - he must wait until the game ends to participate in determining the winner.
- Alarm event cards are drawn instead of Calm event cards. These cards never introduce new yellow jewels into the game, so this step of the Event Phase should be skipped.
- Initiative of the city guard is determined by rolling 2 dice and choosing the higher result.
- All initiative ties are broken in favor of the city guard, not thieves.
- If a thief is caught, his figure should be repositioned to the dungeon in the district indicated by the district card next to the board.

5. CLEAN-UP PHASE

In this phase, the game is prepared for the next turn by performing the following steps.

a) Discard/take into your hand the resolved action cards

Each player takes into his hand his resolved basic action cards (*Move, Ambush*) as well as his special action card (if used). All remaining action cards should be discarded.

b) Remove effect markers from the board

Some action cards (e.g., *Smoke Grenade, Fire Grenade*) introduce certain effect markers into the game (see p. 17). Unless stated otherwise, these markers remain on the board or in front of players until the end of the current turn. In this step, they should be returned to the common pool.

c) Prepare AP markers

Each player examines his AP markers:

- He keeps all 10 basic (blue) AP markers behind his screen unless some effect (e.g., being thrown into the dungeon) forces him to set some of them aside.
- If he has the Emperors' Jewel, he keeps all the red AP markers provided by it behind his screen.
- He returns to the common pool all temporary (purple) AP markers.
- He returns to the box all city tokens providing AP that he placed on his declared action cards this turn.

d) Discard the current event card

The currently revealed event card that was in effect this turn should be returned to the box. If this was the last (10th) Calm event card or the last (5th) Alarm event card, players should proceed to "Ending the Game" (see the next page).

e) Pass the first thief token

The current first thief passes the first thief token to the player sitting to his left. From the beginning of the next turn the new player bears this responsibility.

• *Breaking into the Palace Vault* •



After the Emperors' Jewel is collected for the first time from the central space of the Palace, a game should be paused for a moment. The thief who collected the jewel places it on his thief sheet. Then he takes the Best Burglar Token (worth 3 VP) and a number of red Emperors' Jewel AP Markers equal to the number of his rivals (e.g., in a 3-player game - 2 such markers) from the common pool. The best burglar token is placed on his thief sheet, while the AP markers are added to the thief's basic AP markers. Finally, the game is resumed.

Once the thief who has just stolen the Emperors' Jewel from the Palace ends his current movement, the first thief shuffles the district deck, draws 1 card from it, reveals it and places it next to the edge of the board with the district indicated by the card. From now on, thieves can only leave the board through one of the gates in this district. Additionally, **the alarm will be raised at the beginning of the next turn** (see above).

If the Emperors' Jewel changes ownership, in the next Clean-up Phase the red AP markers should be passed to the new owner, but no new district card is drawn. Moreover, the best burglar token is left until the end of the game on the thief sheet of the player who originally collected the jewel from the board - this token cannot be stolen, taken or discarded in any way.



Each district card contains artwork that shows the part of the board with the gates that enable players to leave the city, and the corresponding point of compass

Ending the Game

The game may end in the circumstances described below in a victory of one thief or a defeat of all thieves.

Defeat

All thieves are defeated if:

- The Calm deck is depleted, but no thief manages to collect the Emperors' Jewel from the board, thus causing the alarm to be raised.
- The Alarm deck is depleted, but no thief manages to leave the board through one of the city gates indicated by the district card.

Victory

One thief wins if:

- He leaves the board through one of the city gates indicated by the district card before the end of the 5th Alarm turn with the Emperors' Jewel on his thief sheet (this does not have to be the same thief who stole the jewel from the Palace). In this case the game ends immediately and the thief wins automatically.
- He leaves the board through one of the city gates indicated by the district card before the end of the 5th Alarm turn

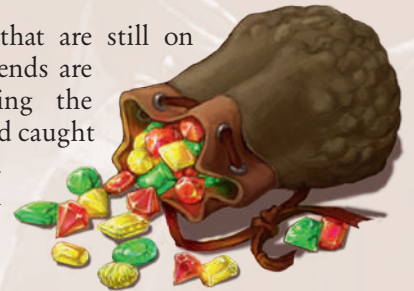
with jewels and tokens on his thief sheet that are worth the most VP. In this case the game lasts until the end of the 5th Alarm turn and the final winner should be determined among all thieves who left the board.

In case of a VP tie, the tying thief with the best burglar token wins. If no tying thief has it, the one with the biggest number of jewels wins. If there is still a tie, the thief with the biggest number of green jewels wins. If there is still a tie, the thief who left the board earlier than the other tying thieves wins.

- He leaves the board through one of the city gates indicated by the district card before the end of the 5th Alarm turn without any jewels or tokens worth VP and is the only thief who managed to do this. In this case the game lasts until the end of the 5th Alarm turn.

If more than one thief leaves the board with no VP, the winner is the thief who left first.

Important: Any thieves that are still on the board after the game ends are ignored when determining the winner. They are considered caught by the city guard and thrown into the dungeon for good.



Thieves' Trophies

Below you can find a table with all game components that provide VP. They are ordered according to the decreasing value.

	EMPERORS' JEWEL	Automatic Victory
	BEST BURGLAR TOKEN	3 VP
	GREEN JEWEL	2 VP
	YELLOW JEWEL	1 VP
	YELLOW JEWEL (FROM A CITY TOKEN)	1 VP

Other Rules

Game Component Limitations

The only limited game components are jewels, guard and captain figures, and event cards:

- If any card or effect forces a player to place a new guard or captain figure on the board, but there is no such figure in the common pool, he must reposition a matching figure on the board to a new space.
- If any card or effect forces a player to place a new jewel on the board, but there is no such jewel in the common pool, he does not place any jewel.
- If any effect or rule forces a player to draw a new event card, but the Calm deck or the Alarm deck is depleted, check the ending game conditions (the event decks are never reshuffled).

All other game components can be replaced with coins or tokens as required, while any depleted decks should be reformed by shuffling their discard piles.

Detailed Description of the Game Board

The board depicts a city map and a grid of spaces connected with paths. The grid is used for movement. Except normal spaces, there is a number of special spaces featuring unique effects. They are described below.



ALARM SPACE: When the alarm is raised, an additional guard (grey space) or captain (bronze space) should be placed on such space in the district indicated by the district card.



GUARDHOUSE: New guards may appear on such spaces as a result of certain action cards or effects.



IMPERIAL GUARDHOUSE: Such space is considered a guardhouse. Additionally, if the thief carrying the Emperors' Jewel is caught, the jewel should be placed on the imperial guardhouse corresponding to the district, where the thief was caught.



DUNGEON: No figure can move or be repositioned to this space voluntarily. Only thieves can end up in here immediately after being caught. Guards and captains cannot enter a dungeon. Additionally, no tokens, markers or jewels can be placed here. One dungeon can be simultaneously occupied by any number of thieves.



SEWER ENTRANCE: If a thief enters such space, he may use the sewer to immediately reposition his figure to any sewer exit on the board - there his current movement ends (the sewer exit space is considered the last space of his movement). Guards and captains cannot use sewers to move, but can enter such spaces.



SEWER EXIT: A thief who chose to use the sewers to move ends his movement on one of such spaces.



HIDEOUT: A thief is **hidden** as long as he stays on such space.

Detailed Description of the City Tokens

City tokens placed on the board during the setup represent different surprises and adventures that await thieves on the streets of Hadria. These tokens are placed face-down and thieves may reveal them when moving. When a city token is revealed, its effect must be resolved immediately. Depending on a particular token, such effect can be **instant**, **one-use** or **permanent**. Below you can find a detailed description of all city tokens. A number in the brackets indicates how many copies of a given token can be found in the 51-token pool of the city tokens.

Instant Effect Tokens



THIEF'S STASH (6): The thief who revealed this token immediately draws 1 action card. Then return this token to the box.

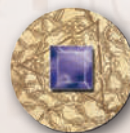


ALERT CITIZENS (4): Each thief in the district with this token immediately chooses and discards 1 general action card from his hand. Then return this token to the box. This token does not affect thieves currently in the dungeon.

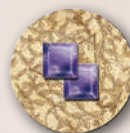


PLAIN-GARB GUARD (6): The first thief immediately places on the space with this token a guard. This may result in catching the thief who revealed this token. Then return this token to the box. If the space is already occupied by a guard or captain, the first thief places the new guard on the closest available space.

One-use Effect Token



INFORMER (10): The thief who revealed this token may place it on his thief sheet. This token represents 1 AP marker. In the Declaration Phase of any turn the thief may place it on his action card following the normal rules for AP markers. Once used, this token should be returned to the box in the Clean-up Phase.



GUILD AGENT (5): This token works exactly like the Informer above, but it represents 2 AP. AP from this token cannot be split, exchanged or lowered in any way.



KNOWN NEIGHBORHOOD (6): The thief who revealed this token may place it on his thief sheet. During any turn, when moving, the thief may return this token to the box to move 1 additional space. This token can be used even when resolving the *Dash* effect from the *Move* basic action card or after using the sewers. A thief can use any number of Known Neighborhood tokens in one turn, but no more than 1 token per one action enabling him to move.

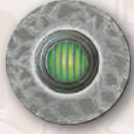
Permanent Effect Token



TRINKETS (6): The thief who revealed this token may place it on his thief sheet. This token is treated as a yellow jewel worth 1 VP. This token is affected by effects affecting jewels (e.g., Joanne's special action card) as well as by effects affecting city tokens (e.g., a *Mechanical Rats* action card).



DARK ALLEY (4): The thief who revealed this token must leave it on his space. This space is considered a hideout. The token stays on this space until the end of the game.



MANHOLE (2): The thief who revealed this token must leave it on his space. This space is considered a sewer entrance. The token stays on this space until the end of the game.



LADDER (2): The thief who revealed this token must leave it on his space. This space is considered a sewer exit. The token stays on this space until the end of the game.

Detailed Description of Effect Markers

Using some action cards results in introducing certain effect markers into the game. Unless stated otherwise, all effect markers affect the game until the end of the current turn. They should be returned to the common pool in the Clean-up Phase.

Smoke Marker



The Smoke Marker is introduced into the game when resolving effects of a *Smoke Grenade* action card. Each thief on a space with a smoke marker is **hidden**. Additionally, he is treated as if he had a theft marker in front of himself.

Do not use any additional markers – both the hidden state and the theft possibility last only as long as a thief is on a space with a smoke marker.

Fire Marker



The Fire Marker is introduced into the game when resolving effects of a *Fire Grenade* action card. It can be placed only on a free space. As long as it is on

the board, a fire marker completely blocks the space it is on – no figure can move, reposition, be placed or enter this space in any way.

This marker does not affect the detection of thieves by the city guard – guards and captains ignore fire markers when detecting thieves, but must stop before the space with the fire marker when moving to catch them.

Theft Marker



The Theft Marker is introduced into the game when resolving effects of a card or an ability bearing the Theft Icon. It is placed in front of the player who was affected by such card or ability. As long as the player has this marker, the thief resolving the card or ability that affected him or any thief moving through his space may take 1 jewel from the player's thief sheet and place it on his thief sheet. After this

happens, the theft marker should be returned to the common pool. A given thief can steal jewels any number of times, but can have a jewel stolen only once per turn.



Thieves of Hadria



Morius, King of the Undercity

When the sun sets over Hadria, all decent citizens hide inside their houses for a good night's sleep and scare their children telling them stories about Morius, the Rat King. They say he can hear every whisper and remember every deed done in Hadria. Meanwhile, under cobbled streets cooling in descending darkness, inside fetid sewers and reeking drains, spies of Morius are readying themselves for another busy evening. The enigmatic ruler of the underground sends his minions to look for the only loot that has not found its way to his clawed hands – the Emperors' Jewel hidden inside the vault of the Sea Palace. Neither the trained guards nor his rivals in crime will manage to hinder Morius. After all, no one knows the city as well as he does and his servants are legion. Even other rogues fear the shadows settling among the forgotten alleys of Hadria as each shadow bends to the malevolent will of the Rat King!



Noiron, Vengeful Noble

When the ruling family took the throne over a century ago, its members gained many friends - and twice as many enemies. More than one noble imagined himself and his descendants as absolute rulers of the Empire, a vision that could prove very costly. Noiron's great grandfather, a man of immense wealth and political power, was one of those unfortunate few who paid dearly for their ambitions. As he made his fortune on trade as well as smuggling, after his execution the whole family went underground. Nowadays, its members are high in the Guild hierarchy and Noiron himself is considered one of the most efficient burglars in the organization. His acrobatic skills, thorough knowledge of Hadria and pure determination guarantee that the Emperors' Jewel will have a new owner before sunrise. However, Noiron has a hidden agenda. He yearns to ridicule Lucius IV by stealing the symbol of his authority. Then, he will become the leader of the opposition that will topple the ruler and change the laws of the land. This way Noiron will finally restore the good name of his family.



Jasmine, Cunning Courtesan

Lucius IV has come to Hadria with his retinue of lords and ladies from the capital - and practically everyone else who thinks his heart pumps noble blood. The city is bursting with would-be favorites, secret paramours, bowing adulators as well as all kinds of swindlers and ne'er-do-wells ready for anything to win favor of an influential patron. Among those over-ambitious fraudsters Jasmine is like a wolf stalking the largest game – the most precious jewel in the world. One moment she is charming and alluring, just to turn deadly dangerous once threatened. Her weapons of choice are dazzling beauty, knowledge of human weaknesses and a set of thief's tools hidden under her skimpy dress. Woe unto him who drowns in Jasmine's emerald eyes piercing a man's soul like daggers... And when all else fails and a jailer shuts the dungeon door behind the girl, Jasmine can be sure that one of her past victims will come to her aid blindly hoping that her cold heart still holds some affection for the forgotten lover.



Nikolai, Accursed Inventor

There is only one reason why Nikolai leaves his immense laboratory full of strange devices and clockwork constructs – field tests. The best way to check one of the tens of his inventions is to take it to the streets of Hadria and turn citizens into unwitting research subjects. Although Nikolai himself has not committed many crimes, his malignant intelligence pushes him to break all laws in the name of progress. The Emperor’s presence has motivated Nikolai to plan the most daring burglary in history. The evil genius is by no means motivated by greed. He firmly believes that the Emperors’ Jewel is actually a power source of some sort and that power – once tapped – will enable Nikolai to set into motion any mechanism that his knowledge-hungry mind might conceive. It is only helpful that he was the engineer who designed the Palace vault years ago. This means that he need not concern himself about stealing the jewel, but rather focus on avoiding confrontation with his rivals from the Guild.



Joanne, Renegade Captain

A polished breastplate, a magistrate’s seal and an aura of authority - such things command respect and open many doors within Hadria’s walls. Joanne was one of the few women to reach a captain’s rank in the city guard, with all its privileges and responsibilities. Yet, even after the promotion, she worked harder than most eliminating gangs that preyed upon the citizens’ toil as well as forming a web of informers, which allowed her to anticipate criminals’ plans. Probably that was the reason why the Guild members pooled resources to deal with Joanne. The organization’s agents tried to bribe the captain, but once she proved resistant, they arranged a number of events that besmirched her reputation. With nothing to lose and expecting a swift, dishonorable discharge from her station, Joanne took a fateful decision – she actually chose the path of crime. An unprecedented opportunity appeared with the Emperor’s visit in the city – a chance to make enough money for a lifetime. Now, Joanne is planning to use any means necessary to get inside the palace and steal from there her pass to a comfortable life – the priceless Emperors’ Jewel.



Zain, Artful Arsonist

Theft, blackmail, extortion, intimidation, forgery... These are well established tools of the trade for each and every Guild member. You can’t expect goodness of heart from a thief, after all. However, even criminals belonging to this dark organization know that there are boundaries that mustn’t be crossed – boundaries that Zain left behind years ago. Be them experimental gas bombs, hourglass-controlled explosives or highly flammable mixtures hidden in strategic points of the city, Zain’s lust for destruction is limitless. Flames are the madman’s greatest allies in distracting the city guards, while grenades concealed under his protective cloak will blast his way straight into the heart of the palace... and the Emperors’ Jewel – the ultimate prize that in Zain’s gloved hands will turn into a weapon of vengeance against all Guild members who have dared to question his methods!

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