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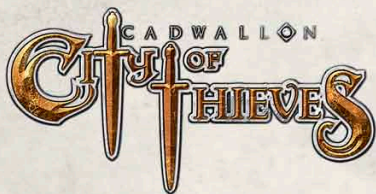
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Game: **CITY OF THIEVES**
Pub: **Fantasy Flight Games (2010)**

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For best results, print on card, laminate and trim to size.



Setup

Characters belong to 4 gangs with colored bases: **Executioners**, **The Nocturnus Gang**, **Kaldern's Gang** and **The Cursed Ones**.

The 2 **militiamen** (black bases) and 2 **heroes**, **Isabeau** and **Sienna**, (grey bases) do not belong to any gang.

Choose an **Adventure board** (randomly or by consensus) and place it next to the main board. Place the **round counter** on square 1.

Players each choose a **gang**; the 4 **miniatures** of the gang's color and their corresponding **Character cards**; and 7 **Action Point (AP) tokens**.

Place the two **militiamen** miniatures: one in the **Guardroom** and one in the **Treasury**. Mix the **Chest tokens** (treasure side down) and randomly place one in each room on the board. then flip the tokens faceup to reveal the treasures.

Shuffle the **Mission cards** and place 3 cards faceup on the Adventure board. When a Mission card is used, it is discarded and a new mission card drawn to replace it; there are always 3 missions available. Shuffle the **Arcana cards** and deal 5 cards to each player. The remaining Mission and Arcana cards form facedown decks.

Players each roll 2 dice. The highest roller is the **first player**. Starting with the first player, the players take turns placing their characters, one at a time, on any **deployment space**, until all players have placed all 4 of their characters. There can only be one character in each deployment space.

The first player now starts the first game round.

Characters

Characters have 3 ability values: **Combat** is used when fighting. **Movement** is the number of spaces the character can move each turn. **Mind** is used when trying to pick the lock on a chest, or to succeed at certain special tasks.

Each character also has one unique **skill**; using a skill does not count as an action, though some skills require that the player spend an AP token to use them. A character can take an action, move, and use his skill all in the same turn.

Some skills can be used only when the character is activated; others are in effect all of the time.

Your ducats are kept hidden from the other players.

The Game Round

Spent AP tokens are returned to all players.

Move the round counter one square on the Adventure board. When it lands on an **event square**, read out the event and apply it immediately.

Each gang takes one turn during each round. The first player takes a turn first, then the other gangs take turns in clockwise order.

A gang's turn is divided into 4 phases, which must be played in order:

1. Draw One Arcana Card

Draw one Arcana card and add it to your hand.

2. Move a Militiaman

Indicate which militiaman you wish to move and roll a die: if you roll a 6 he does not move.

Otherwise, the militiaman may move up to the number of spaces rolled.

3. Activate Characters

Activate your characters one at a time. Characters spend APs to move, open chests, attack other characters, and use skills.

You may also choose to play Arcana cards and/or use a Mission card. **Using a Mission card costs 3 APs.**

Arcana cards cannot be played to help a militiaman.

4. Announce the End of the Turn

When you have activated all of the characters you wish, your turn is over and the player to your left can begin.

Move a Militiamen

The militiamen move and attack without spending any APs, but otherwise follow the same rules for movement as characters.

You do not have to use all of a militiaman's movement, and they will never leave the district.

When a militiaman enters a space occupied by another character there is a **fight**. The player who moved the militiaman controls him during the fight.

If a militiaman wins he takes 2 **ducats** from the loser (returning them to the bank) and forces him to run away 3 spaces (chosen by the player who won the fight).

If the fight ends in a tie the militiaman wins.

If a militiaman loses he runs away 3 spaces (chosen by the player who won the fight).

After the fight is over, the militiaman is finished moving for the turn; any remaining movement is lost.

A player may not use a militiaman to attack a member of his own gang. Militiamen will never attack each other.

Activate Characters

Characters must be **activated** in order to move and take actions. Each time a character moves or acts, the player must spend **Action Points (APs)**.

A player normally has 7 AP tokens each turn to spend with his characters. Normally, you take all the tokens back at the beginning of the next round.

Activate your characters one at a time in any order you choose, spending any APs you wish to with that character before activating the next. You do not have to use all of your APs, but unused points are lost.

Each character may only be activated once per turn. When you are finished with a character and activate another, you cannot go back to the first character. You do not have to activate all your characters.

Each character is limited to one movement and one action each turn. These may be taken in either order. Characters do not have to move *and* take an action when they are activated; the character can do one, or the other, or both.

Each character can also use his **skill** during his activation. Some skills cost APs to use, as described on the character cards.

All of a character's movement must be completed at the same time (though some skills are used during movement).

Movement



To move, a character must spend 1 AP; he may then move a number of spaces *up to his Movement value*.

A space must be adjacent and cannot be occupied by any other character. Two spaces are adjacent if separated by a white line or a green arrow.

Red lines represent solid walls and block movement, as do portcullises. White lines allow movement. Green arrows indicate doors or windows which allow characters in and out of a room space. Characters cannot move onto the roof of any building.

A character may only enter a space occupied by another character when **attacking**.

A character **running away** after losing a fight may pass through a space occupied by another character, but he must end his move in an unoccupied space.

A character may only leave the district if the alarm has been sounded. A character may leave the district from any deployment space that is not blocked by a portcullis, at a cost of 1 Movement point. A player can only move his *own* characters off the board.

Opening a Chest

Lock-Picking a Chest costs 1 AP. A character in the same space as a chest may attempt to lock-pick it open: roll 1 die.



If he rolls less than or equal to his Mind value, the chest is opened. If he fails, the chest remains locked.

Bashing Open a Chest costs 2 APs. A character in the same space as a chest may automatically bash it open.

A treasure token showing the chest side faceup can only be robbed by bashing open the chest.

Treasures

When a chest is opened, the token is collected and placed faceup on the character's card (subject to the character's carry limit).

The player also takes 1 ducat from the bank.

A character only drops a treasure when forced to.

Red Gems Each red gem is worth 2 ducats.

Green Gems The total value of is determined by the number collected by the gang: one gem is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

Bunches of Keys The total value is determined by the number collected by the gang: one bunch of keys is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

Scrolls The total value is determined by the number collected by the gang: one scroll is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

Bracelets The total value is determined by the number collected by the gang: one bracelet is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

Purses When a purse is found, roll one die: the result is the number of ducats you immediately take from the bank. The purse is then removed from the game.

Chest Full of Ducats A chest only earns ducats if the character manages to carry it out of the district. Once it is safe, roll 1 die and add +3: the result is the number of ducats you take from the bank.

Carrying Limits

When a character acquires a treasure, the token is placed on the character card. **A character may only carry up to 3 treasures at a time.**

If he exceeds this limit, he must immediately choose a treasure and drop it in any room of his choice that does not currently house a treasure. This treasure chest can be opened again in the normal way.

Attacking

Attacking is an action costing 1 AP.

The attacker must move into his victim's space during his normal movement. This always ends his movement.

A thief can never attack a militiaman.



A character's **Combat value** is the number of dice the player rolls when the character is involved in a fight.

1. Attacker announces his Combat value and may play 1 Arcana card.
2. Defender announces his Combat value and may play 1 Arcana card.
3. Attacker and the defender roll dice. The highest single die a character rolls is his combat score.
4. The character with the highest score wins. If the scores are tied, the attacker wins the fight.

The winner steals one of his opponent's treasures (or 2 ducats if the loser has no treasure). If the winner end up with a number of treasures over his carrying limit, he must drop one.

The loser runs away 3 spaces. He is moved 3 spaces by the winner of the fight. If it is not possible to move 3 spaces, he must move as far as possible.

As he runs away, he may cross a space occupied by another character, but he must end up in an unoccupied space.

A fleeing character cannot move onto the same space more than once during this movement.

Arcana Cards

Each round, each player draws 1 **Arcana** card at the beginning of his turn and adds it to his hand.

During his turn, each player may play as many Arcana cards as he wishes.

When an Arcana card is played, read the text and follow the instructions. When a card contradicts the rules, follow the card.

Each Arcana card can be played only once, and is discarded after use. There is no limit to the number of Arcana cards a player can hold in his hand.

Mission Cards

Missions give players an opportunity to earn bonus ducats. Each shows a certain type of treasure that the Guild of Thieves desires.

To use a Mission card, a gang needs to hold at least one token with the treasure indicated on the card and spend **3 APs** during its turn. The characters must still be on the board.

A gang may only use one Mission card per turn. You cannot hold or save the Mission card to use later.

The ducats immediately received from the bank are equal to the full value of the treasure shown, plus the bonus indicated:

+0 bonus: take 0 extra ducats per treasure.

+1 bonus: take 1 extra ducat per treasure.

+2 bonus: take 2 extra ducats per treasure.

Add the value of all the matching treasure tokens that your characters still on the board are currently carrying to the Mission bonus, then receive the total in ducats from the bank.

You keep your treasures after completing the mission. You may be able to earn ducats for these treasures again, either by using another Mission card or by removing them from the board.

Once a Mission card is used, it is immediately discarded and replaced by a new one from the deck. Add the new Mission card to the Adventure board.

If the deck of Mission cards runs out, do not reshuffle the Mission cards.

End of the Game

Each Adventure board describes when the game will end, usually when the round counter reaches the end of the round counter track.

At this point, all players must convert the treasures they managed to carry out of the district into ducats. Any treasures carried by characters that are still in the district are worth nothing.

Each player loses 3 ducats for each of his characters that failed to leave the district before game end.

The player with the most ducats wins the game.

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The Game Round

Spent AP tokens are returned to all players.

Move the round counter on the Adventure board, applying any event on an **event square** immediately.

In clockwise order, each gang takes a turn:

1. Draw 1 Arcana Card

2. Move a Militiaman

Choose a militiaman and roll a die: he may move spaces up to the number rolled (on 6 he does not move).

If he enters a space occupied by another character there is a **fight**.

If a **militiaman wins** the loser returns 2 ducats to the bank and must run away 3 spaces (chosen by the winner). On a tie the militiaman wins.

If a **militiaman loses** he runs away 3 spaces (chosen by the winner).

3. Activate Characters

A player normally has 7 AP tokens each turn to spend with his characters. **Activate your characters one at a time** in any order, spending APs with that character before activating the next. Unused APs are lost.

Each character may only be activated once per turn and is limited to one movement and one action each turn (any order). He may also use his skill.

You may also choose to play any number of Arcana cards (discard after use) and/or use one Mission card.

Movement (1 AP)



Move a number of spaces *up to your Movement value* through adjacent, unoccupied spaces.

You may only enter a space occupied by another character when **attacking**. If **running away** after losing a fight you may pass through an occupied space, but you must end your move in an unoccupied space.

For 1 Movement point a character may leave the district from any deployment space not blocked by a portcullis.

Action: Open a Chest

Lock-Picking a Chest (1 AP). A character in the same space as a chest may roll 1 die:



If he rolls **less than or equal to his Mind value**, the chest is opened. If he fails, it stays locked.

Bashing Open a Chest (2 APs). A character in the same space as a chest may automatically bash it open. A treasure token showing the chest side faceup can only be robbed by bashing open the chest.

Treasures

When a chest is opened, place the token faceup on the character's card and take 1 ducat from the bank.

A character may only carry up to 3 treasures at a time.

Red Gems Each is worth 2 ducats.

Green Gems, Bunches of Keys, Scrolls, Bracelets The total value of each is determined by the number of each type collected by the gang: eg, one scroll is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

Purses Roll 1 die for the number of ducats you take from the bank. Then remove the purse from the game.

Chest Full of Ducats If you manage to carry it out of the district, roll 1 die +3 for the number of ducats you take from the bank.

Action: Attack (1 AP)

You must move into your victim's space during your normal movement, ending your movement. You can never attack a militiaman.



The number of dice a character rolls in a fight is equal to his **Combat value**.

First the attacker, then the defender, may play 1 Arcana card. Both then roll dice; your highest single roll is your Combat score. The highest score wins. On a tie, the attacker wins.

The winner steals one of his opponent's treasures (or 2 ducats if he has no treasure). **The loser is moved 3 spaces** by the winner, and cannot move onto the same space more than once during this movement.

Play a Mission Card (3 AP)

To use a Mission card, you must hold at least one token with the indicated treasure and spend **3 APs**.

The ducats received from the bank are equal to the full value of the treasure shown, plus the bonus indicated (per treasure). Keep your treasures.

You may only use one Mission card per turn and you cannot hold or save the card to use later. Discard a used Mission card and replace it with a new one.

End of the Game

When the round counter reaches the end of the round counter track, all players convert the treasures **they managed to carry out of the district** into ducats. Each player loses 3 ducats for each of his characters that failed to leave the district before game end.

The player with the most ducats wins.