

Guard Cards

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These cards are used to influence the guards in the game. Either to reduce the risk to your thief, or increase the risk to another player's thief.






- Unless otherwise stated, a Guard Card can be played on any guard on the table.
- You may have a maximum of 6 Guard Cards in your deck.








- Guard Cards are bought with **Gold Coins** from **Thief Cards** in the **Resource Phase**, or obtained by **Pick Pocketing** a guard in the **Players Movement Phase**
- Guard Cards cannot be used to buy other Guard Cards.
- Guard Cards are played instead of Thief Cards in the **Players Movement Phase**
- Guard Cards, once used, go to the discard pile and are reshuffled when there are no more Guard Cards left.
- You do not have to reveal the actual location of your thief if you play a card that says “within line of sight of your thief”.

Cards

<p>Adjust Rigging</p> 	<p>x2 For the remainder of this Turn you can ignore the effects of carrying a treasure.</p>	<p>Cost 3</p>
<p>Art</p> 	<p>x2 A Bored guard examines a piece of art and becomes Distracted.</p>	<p>Cost 1</p>
<p>Diligent</p> 	<p>x2 The next guard that would change from Pursuing to Returning status remains in Pursuing status for another Guard Movement Phase, moving forward another two hexes if it can. If it can't move, it remains stationary.</p>	<p>Cost 1</p>

<p>Hip Flask</p> 	<p>x2 Change an Interested or Alert guard to Bored status.</p>	<p>Cost 1</p>
<p>Lockpicks</p> 	<p>x2 You can move your thief through any Special Hex on the map tile you are currently on with normal movement cards as well as a Rope Arrow card. Discard this card when you leave the map tile.</p>	<p>Cost 3</p>
<p>Moss Arrow</p> 	<p>x3 Next Players Movement Phase you may play a Run card and run without making any noise.</p>	<p>Cost 1</p>
<p>Noise Arrow</p> 	<p>x2 Place your Thief Marker on a hex within line of sight of your thief. This will cause any guard within line of sight of the marker to treat it as a spotted thief.</p>	<p>Cost 2</p>
<p>Taffer making noise</p> 	<p>x2 Choose a map tile, all the Bored or Interested guards on the map tile are now Alert.</p>	<p>Cost 2</p>

<p>Thrown Rock</p> 	<p>x2</p>  <p>You throw a rock within line of sight of your thief. Place a Rock counter. All Alert, Bored and Interested guards on that map tile are now Alert and turn to face, as directly as they can, the rock. They remain stationary unless they spot a thief until the next Guards Movement Phase then return to normal. Then remove the rock counter.</p>	<p>Cost 2</p>
<p>Trip</p> 	<p>x2</p> <p>A Pursuing guard falls over and spends the next Guards Movement Phase stationary.</p>	<p>Cost 2</p>
<p>Water Arrow</p> 	<p>x3</p>  <p>You put out a torch. Place an Extinguished Torch on a hex within line of sight of your thief. No thief can be spotted on that hex. But if a guard moves onto the hex, remove the counter and if a thief is there, the thief is caught.</p>	<p>Cost 1</p>

Advanced Cards

- (x1) **Art.**
- (x2) **Hip Flask**
- (x1) **Diligent.**
- (x1) **Moss Arrow.**
- (x1) **Noise Arrow.**
- (x1) **Taffer making noise.**
- (x1) **Thrown Rock.**
- (x1) **Water Arrow.**

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