



30

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31

32

33

34

35

36

37

38

39

40

Goon



5 Commissary

1st   

2nd  

6 Chow Hall

1st    / 4                                           

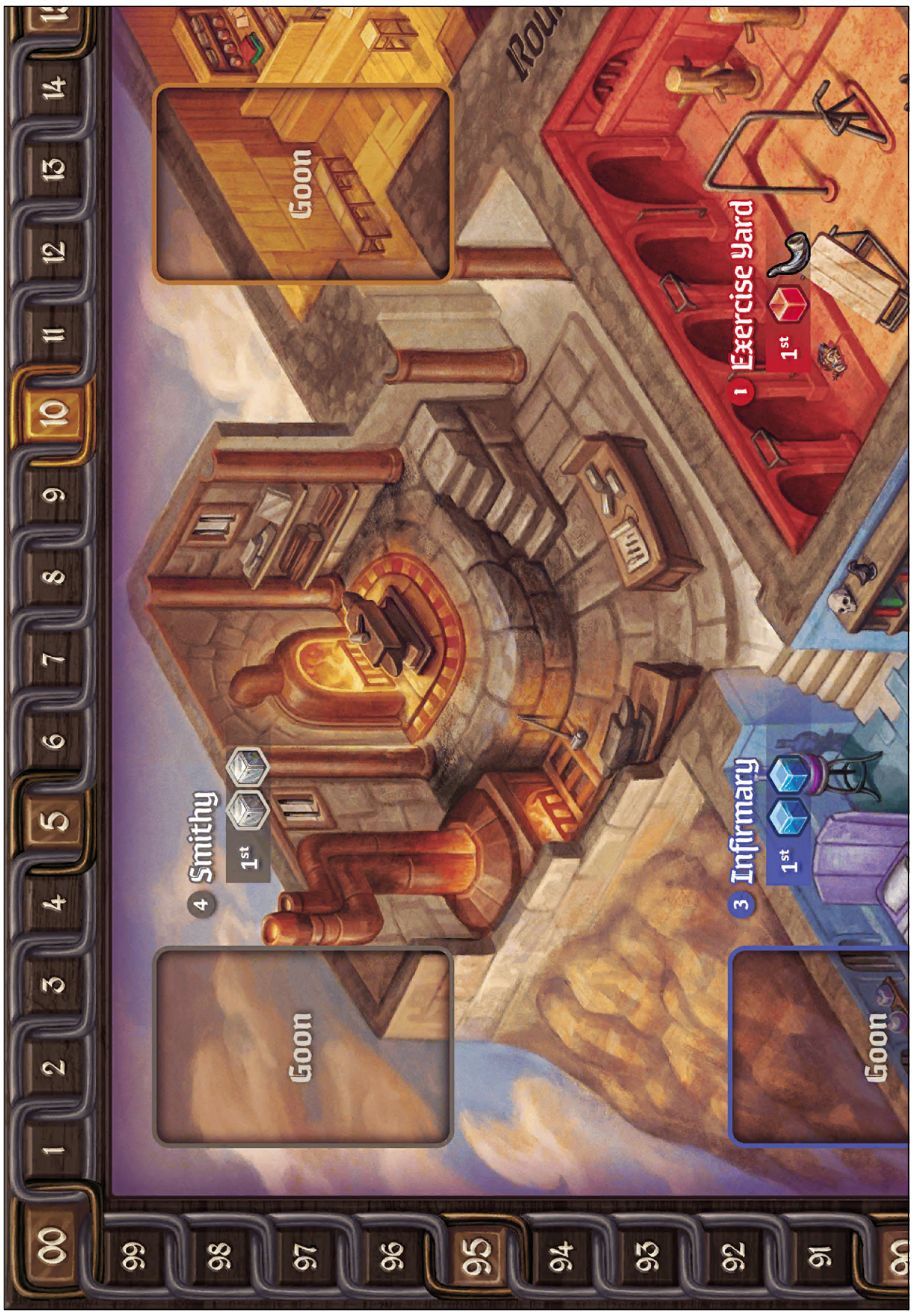
2nd                                      

Item Deck

Item

1st
2nd
3rd

4th



00

99

98

97

96

95

94

93

92

91

00

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

4 Smithy

1st

3 Infirmary

1st

1 Exercise Yard

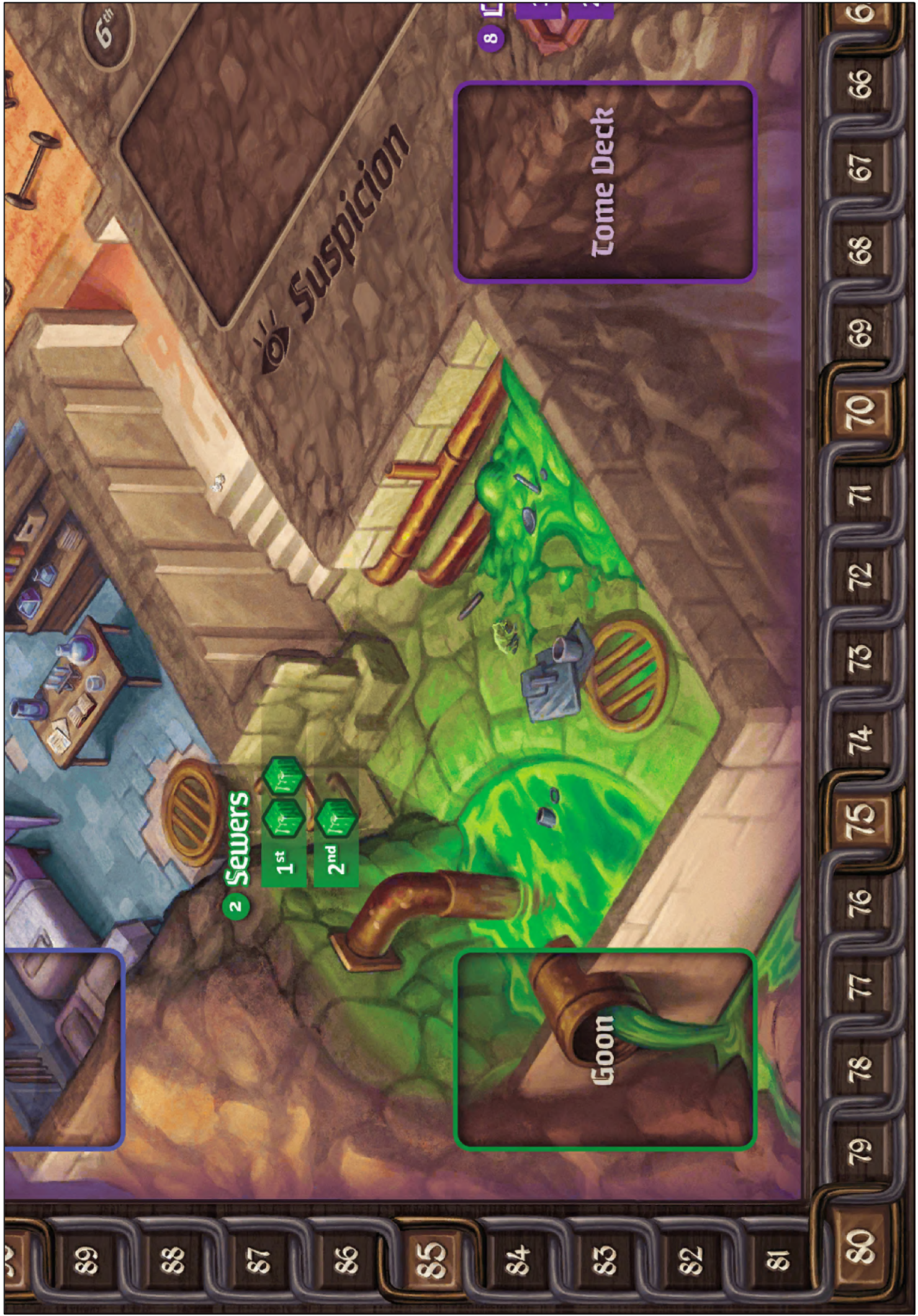
1st

Goon

Goon

Goon

ROLL



6th

Suspicion

8

Tome Deck

2 Sewers

1st

2nd

Goon

89

88

87

86

85

84

83

82

81

80

79

78

77

76

75

74

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72

71

70

69

68

67

66

6

Bugbears



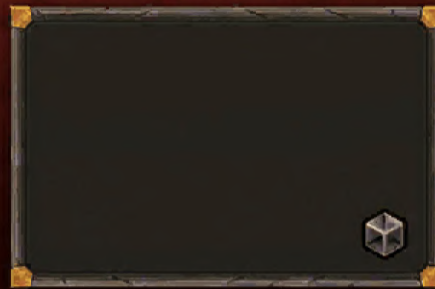
Talclaw Assassins

Proudly delivered the heads of Elvish nobility to the Demon General Murbik. They now conspire to claim the head of the Warden of Kulbak Prison.

Power



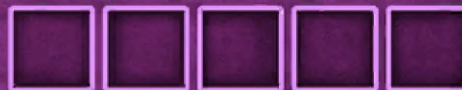
Suspicion



Items

Goons

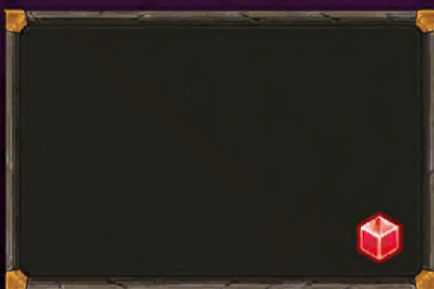
Gnolls



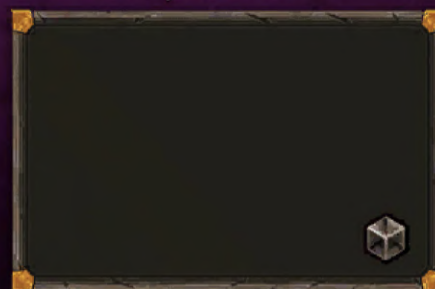
Seige Breakers

This elite unit broke into the toughest Dwarven strongholds during the war. Now they improvise gear to breach the walls of Kulbak Prison.

Power



Suspicion



Items

Goons

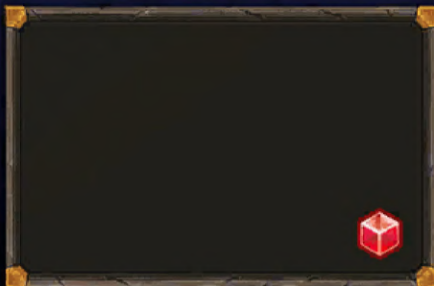
Goblins



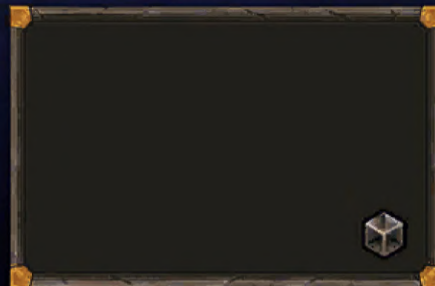
Fighting 87th

Surviving members of the 87th battalion of Goblin soldiers. They amuse themselves by pitting factions against each other, building tensions to spark a riot.

Power



Suspicion



Items

Goons

Insectoids



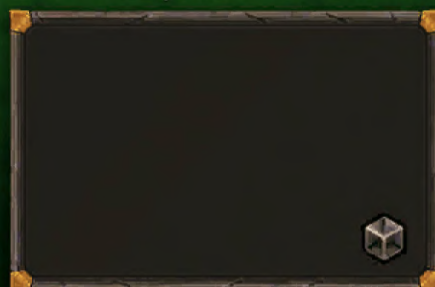
Hagron's Hardbacks

Their motto during the war: "The best soldiers are born in their armor." Their motto now: "Dig silently. Kill anyone who learns of the tunnel."

Power



Suspicion



Items

Goons

Kobolds



Blackwing Raiders

Served under Grindel the Black, torching Orc and Human villages. Here they gather resources to summon another Great Dragon and burn Kulbak Prison to the ground.

Power



Suspicion

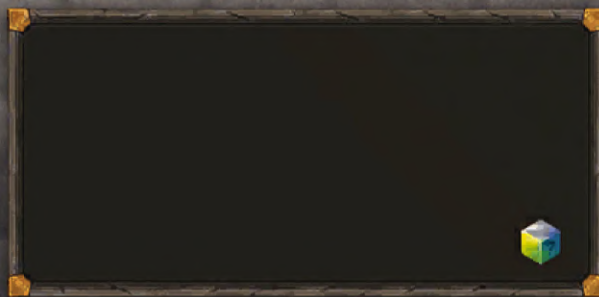


Items

Goons

Guards

Resources



Power



Suspicion



Items

Goons

+  Cultist



Gain ★ for each item you have.


+  Cultist



Gain ★ for each item you have.

+  Hobgoblin



Gain ★ for each  you have.

+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

+  Cultist



Gain ★ for each item you have.

+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30


+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30


+  Hobgoblin



Gain ★ for each  you have.


+  Hobgoblin



Gain ★ for each  you have.

+  Hobgoblin



Gain ★ for each  you have.

+  Ratman



★
-3 | 1 | 6 | 13 | 25

+  Ratman



★
-3 | 1 | 6 | 13 | 25


+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

+  Hobgoblin



Gain ★ for each  you have.

+  Ratman



★
-3 | 1 | 6 | 13 | 25

+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

+  Cultist



Gain ★ for each item you have.

 Demon



Gain ★★ for each  you have.

 Ratman



★
-3 | 1 | 6 | 13 | 25


 $\times \rightarrow$ Ratman



★
-3 | 1 | 6 | 13 | 25

 Demon



Gain ★★ for each  you have.

+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

 Ratman



★
-3 | 1 | 6 | 13 | 25

+  Cultist



Gain ★ for each item you have.

+  Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

 $\times \rightarrow$ Dwarf



★
1 | 3 | 7 | 12 | 18 | 25 | 30

 Demon




Gain ★★ for each  you have.

 Ratman




★
-3 | 1 | 6 | 13 | 25

+  Flayer



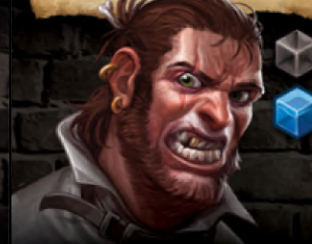
★
2

+  Flayer



★
2

Bandit



★
3

Bandit

3

1

5

0

4

Eye icon

Eye icon

Place an additional face down guard card at this location.

Eye icon

Place an additional face down guard card at this location.

2

Eye icon

Eye icon

3

Eye icon

2

Eye icon

6

Fist icon

Fist icon

+1

Fist icon

-1



Dungeon Rioter
 After the final raid, all players gain 1 | 3 | 6 | 8 | 12 Reputation for 1 | 2 | 3 | 4 | 5 DIFFERENT hired goons.

END GAME

Enchanter
 After the final raid, all players gain ★ for each item they have with a Potion () requirement.

END GAME

Pickpocket
 After the final raid, all players gain ★ each item they have with a Reputation Value of 12 or less.

END GAME

Scrapper
 After the final raid, have the most items with a Scrap () requirement.

END GAME

Beggar King
 After the final raid, have the most items with a Reputation Value of 12 or less. ★★

END GAME

Collector
 After the final raid, all players gain ★ for each set of DIFFERENT symbols on their goons and items.

END GAME

Smith
 After the final raid, have the most items with a Iron () requirement. ★★

END GAME

Magic Fanatic
 Immediately gain this card if you have the most symbols showing (min 2). ★

AWARD

Alchemist
 After the final raid, have the most items with a Potion () requirement. ★★

END GAME



1 Exercise Yard



2 Sewers



Off Duty

Do not place a guard card.



4 Smithy



Off Duty

Do not place a guard card.



6 Chow Hall



Hoarder

Immediately gain this card if you are the first player to have at least 3 Gold (👑).

6

INSTANT

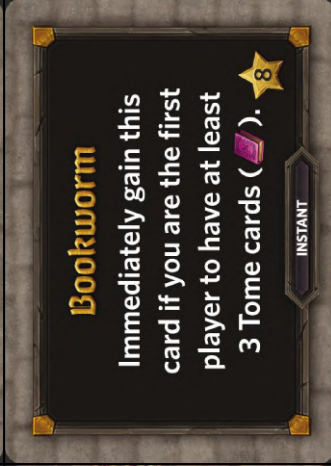


Fearsome

Immediately gain this card if you are the first player to have at least 4 Suspicion (🕵️).

8

INSTANT

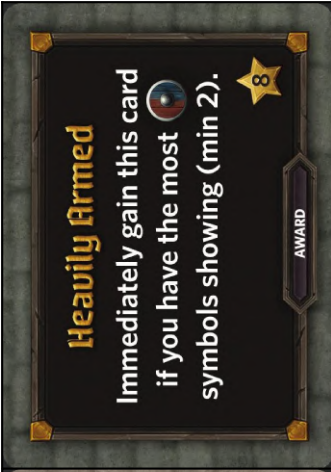


Bookworm

Immediately gain this card if you are the first player to have at least 3 Tome cards (📖).

8

INSTANT

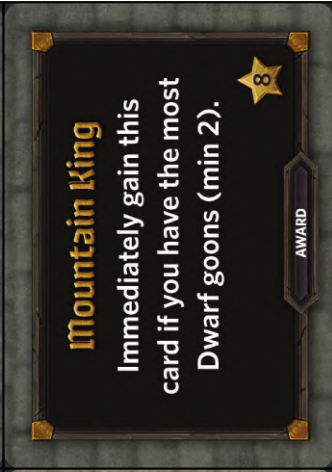


Heavily Armed

Immediately gain this card if you have the most symbols showing (min 2).

8

AWARD

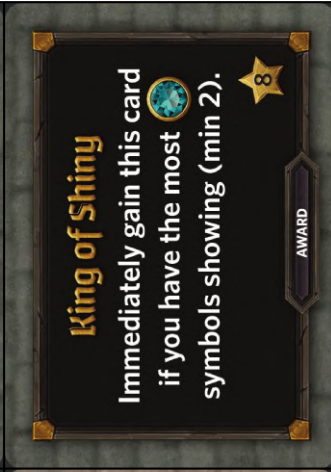


Mountain King

Immediately gain this card if you have the most Dwarf goons (min 2).

8

AWARD



King of Shiny

Immediately gain this card if you have the most symbols showing (min 2).

8

AWARD



3 Infirmary



5 Commissary

Famous Bullies

RETURN ANOTHER
PLAYER'S POWER
MARKER TO THE
SUPPLY

Finders Keepers Tales

TAKE A SCRAP OR
POTION FROM
THE SUPPLY

Markets 101

IMMEDIATELY FILL
ALL EMPTY ITEM
CARD SPACES ON
THE BOARD

Legal Loopholes

RETURN ONE OF
YOUR SUSPICION
MARKERS TO
THE SUPPLY

Self Defense Manual

DURING THE LIGHTS
OUT PHASE, ADD
+1 TO THE TOTAL
STRENGTH OF YOUR
CREW IN A LOCATION

Powerplays & Takeovers

IMMEDIATELY
GAIN THE FIRST
PLAYER TOKEN

Everyday Sabotage

DURING THE
ROLL CALL PHASE,
PICK UP ONE OF YOUR
PREVIOUSLY PLACED
CREW TOKENS

Big Book of Stealth

DURING THE
ROLL CALL PHASE,
YOU MAY PLACE AN
ADDITIONAL CREW
TOKEN FACE DOWN

Atlas of Hideouts

SECRETLY LOOK AT
ONE FACE DOWN
CREW TOKEN AND
RETURN IT TO
THE BOARD

The Art of Forgery

SUBSTITUTE
ONE RESOURCE
REQUIREMENT
WHEN MAKING
AN ITEM

Textbook Traps

DURING THE
ROLL CALL PHASE,
SKIP PLACING YOUR
CREW TOKEN ON
YOUR TURN



3



Healing Salve



17



Numbsnacks



6



Rigged Dice



19



False Alarm



17



Dream Catcher



Famous Bullies

RETURN ANOTHER
PLAYER'S POWER
MARKER TO THE
SUPPLY

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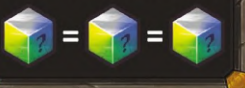
DURING THE
ROLL CALL PHASE,
SKIP PLACING YOUR
CREW TOKEN ON
YOUR TURN



Clever Cleaver



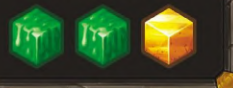
Precious Collection



Homing Grapple












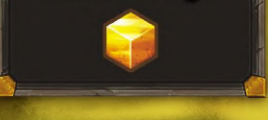














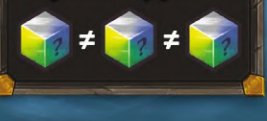




Game Set



Stars of Throwing



| | | | |
|--|--|---|--|
|  <p>Ankh Shank</p>  |  <p>Transmutation Gem</p>  |  <p>Teeth Brush</p>  |  <p>Pinky Ring</p>  |
|  <p>Improvised Arsenal</p>  |  <p>Emerald Eye</p>  |  <p>Verteblade</p>  |  <p>Animated Decoy</p>  |
|  <p>Channeling Rod</p>  |  <p>Skeleton Key</p>  |  <p>Silent Steppers</p>  |  <p>Lucky Coin</p>  |
|  <p>Protective Charm</p>  |  <p>Psionic Stones</p>  |  <p>Spell Supplies</p>  |  <p>Crooked Pipe</p>  |

