Black Powder

Anytime

+ a die of Muscle or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

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+ a die of Muscle or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

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Black Powder

Anytime

+ a die of Muscle or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Blueprints

Anytime

+ a die of Stealth or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Blueprints

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+ a die of Stealth or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Blueprints

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+ a die of Stealth or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Blueprints

Anytime

+ a die of Stealth or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Don't Breathe

Anytime

Exhaust a Character and give it +2 Stealth until the end of the heist.

Don't Breathe

Anytime

Exhaust a Character and give it +2 Stealth until the end of the heist.

False Identity

Modifier

Modified Character gains +1 Lies.

False Identity

Modifier

Modified Character gains +1 Lies.

Forgery

Anytime

+ a die of Lies or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Forgery

Anytime

+ a die of Lies or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Forgery

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+ a die of Lies or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Forgery

Anytime

+ a die of Lies or Tinker to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Housecracker Kit

Modifier

Modified Character gains +1 Stealth.

Housecracker Kit

Modifier

Modified Character gains +1 Stealth.

Moment of Rage

Anytime

Exhaust a Character and give it +2 Muscle until the end of the heist.

Moment of Rage

Anytime

Exhaust a Character and give it +2 Muscle until the end of the heist.

On Alert

Anytime

+ a die of Muscle or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

On Alert

Anytime

+ a die of Muscle or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

On Alert

Anytime

+ a die of Muscle or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

On Alert

Anytime

+ a die of Muscle or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Skeleton Key

Modifier

Modified Character gains +1 Tinker.

Skeleton Key

Modifier

Modified Character gains +1 Tinker.

Slip Up

Anytime

Give a Defense challenge + a die to a skill being used in an attempt to overcome it.

Slip Up

Anytime

Give a Defense challenge + a die to a skill being used in an attempt to overcome it.

Slip Up

Anytime

Give a Defense challenge + a die to a skill being used in an attempt to overcome it.

Sting

Anytime

Give a Defense challenge +1 to every skill being used to try and overcome it and make it a City Watch Defense until the end of the heist.

Stroke of Genius

Anytime

Exhaust a Character and give it +2 Tinker until the end of the heist.

Stroke of Genius

Anytime

Exhaust a Character and give it +2 Tinker until the end of the heist.

Suddenly: Cultists

Anytime

This card replaces a Defense on an Objective currently being heisted. Players with Characters assigned to the Defense may choose a challenge from those below to attempt with the Characters they have already assigned to the Defense. If the heist team fails to bypass the Cultists, this card remains in play.

2 Muscle, 2 Stealth, 2 Lies

Suspicious Persons

Anytime

+ a die of Lies or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Suspicious Persons

Anytime

+ a die of Lies or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

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Suspicious Persons

Anytime

+ a die of Lies or Stealth to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Swagger

Anytime

+ a die of Lies or Muscle to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Swagger

Anytime

+ a die of Lies or Muscle to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Swagger

Anytime

+ a die of Lies or Muscle to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Swagger

Anytime

+ a die of Lies or Muscle to a Character or Defense challenge if that skill is one of the ones that make up the challenge.

Think Fast

Anytime

Exhaust a Character and give it +2 Lies until the end of the heist.

Think Fast

Anytime

Exhaust a Character and give it +2 Lies until the end of the heist.

Weapons Cache

Modifier

Modified Character gains +1 Muscle.

Weapons Cache

Modifier

Modified Character gains +1 Muscle.

Beginner's Luck

Anytime

Give a Character +1 to a skill that it does not already have until the end of the turn.

Beginner's Luck

Anytime

Give a Character +1 to a skill that it does not already have until the end of the turn.

Contingency Plan

Anytime

Counter the effects of another Scheme card. May not be used on Moment of Truth cards.

Contingency Plan

Anytime

Counter the effects of another Scheme card. May not be used on Moment of Truth cards.

Crooked Magistrate

Anytime

Stop a Character from being arrested.
No Honor: Arrest a Character.

Crooked Warden

Logistics

Recruit a Character from Jail as though it were the recruitment pool.
No Honor: Arrest a Character.

Faked Death

Logistics

Take a Character from the Graveyard and add it to your crew. If this would put you over the crew limit, cycle a Character from your crew.

Hire Away

Logistics

Move a Character from another player's crew to your own, paying its recruitment cost to the bank.

Hire Away

Logistics

Move a Character from another player's crew to your own, paying its recruitment cost to the bank.

Hire Away
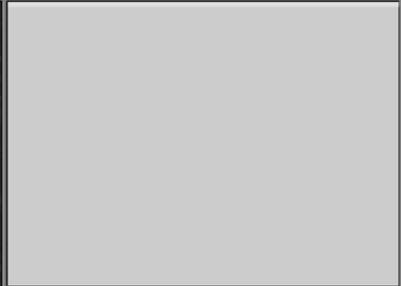
Logistics

Move a Character from another player's crew to your own, paying its recruitment cost to the bank.

Improvised Plan
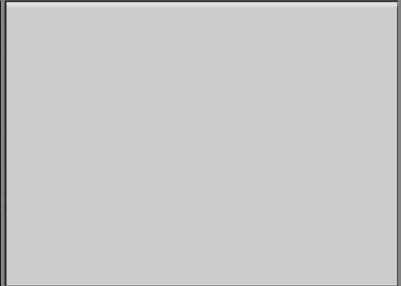
Anytime

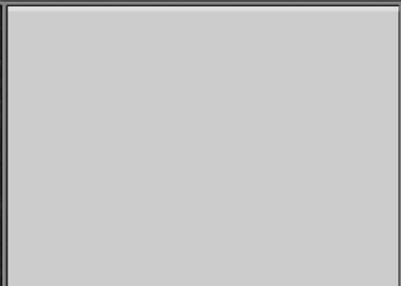Change which challenge you are attempting to overcome on one Defense card.

Investigation
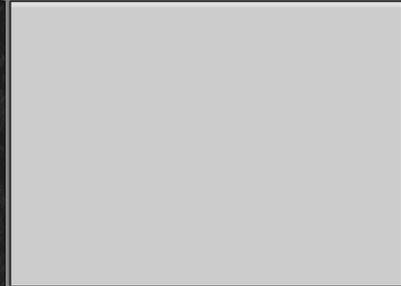
Anytime

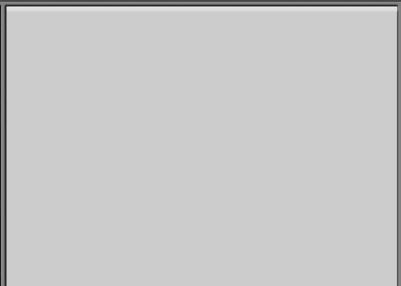Play when a heist has been successfully completed. Arrest one Character that was sent on that heist.

Learn From Your Mistakes

Logistics

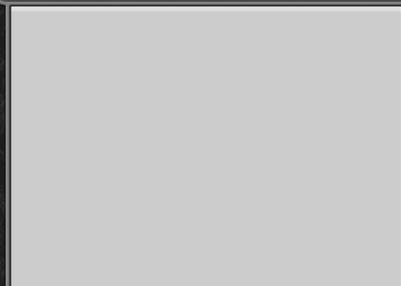Take a Scheme card from the discard pile and put it into your hand.

Learn From Your Mistakes

Logistics

Take a Scheme card from the discard pile and put it into your hand.

New Intel

Logistics

Discard a Defense card and replace it with a new one from the top of the deck.

New Intel
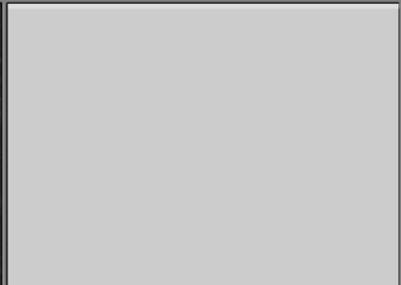
Logistics

Discard a Defense card and replace it with a new one from the top of the deck.

Personal Reasons
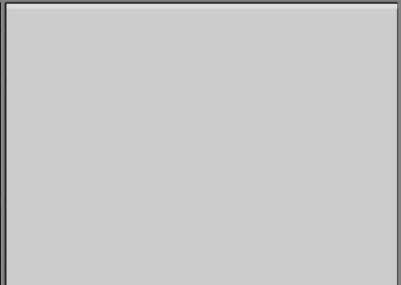
Logistics

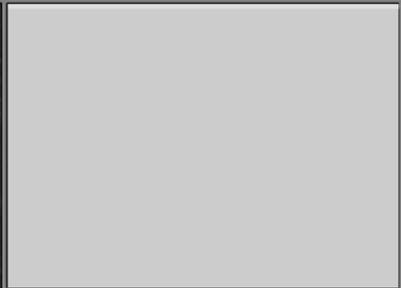Recruit a Character without paying its recruitment cost or taking a Recruit action,
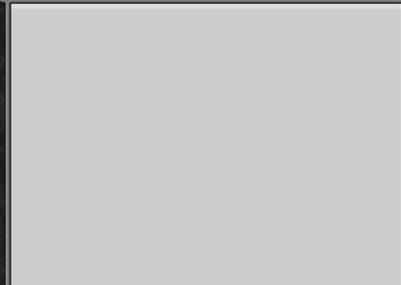
Personal Reasons

Logistics

Recruit a Character without paying its recruitment cost or taking a Recruit action,

Personal Reasons

Logistics

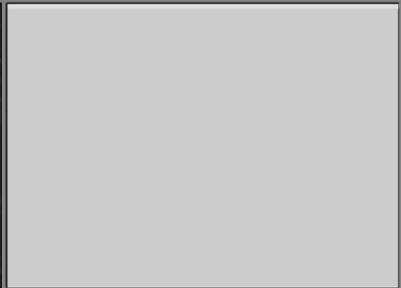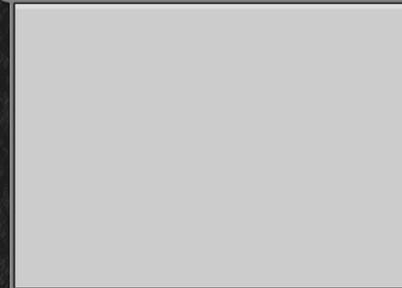Recruit a Character without paying its recruitment cost or taking a Recruit action,

Personal Reasons

Logistics

Recruit a Character without paying its recruitment cost or taking a Recruit action,

Play Dead

Anytime

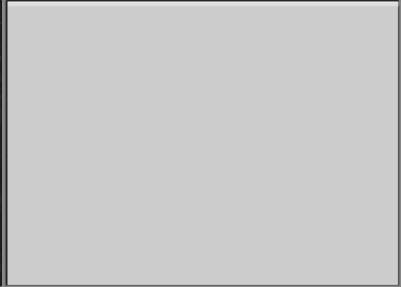An unexhausted Character that would have been killed is exhausted instead.

Play Dead

Anytime

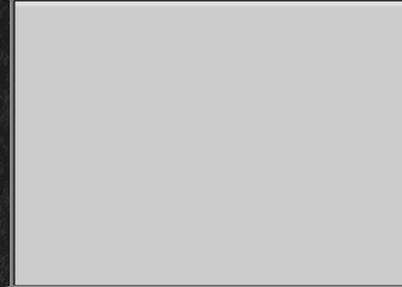An unexhausted Character that would have been killed is exhausted instead.

Send a Runner

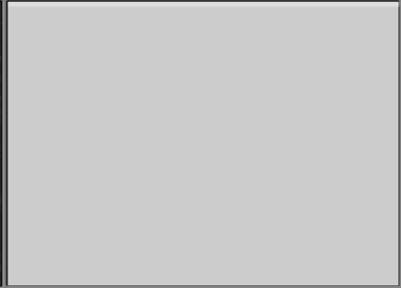**Anytime**

Use one Character in two challenges during this heist.

Someone Talked

Anytime

Arrest an exhausted Character.
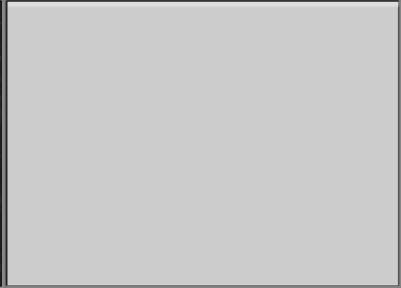No Honor: Arrest an exhausted Character and gain 1 Coin.

Someone Talked

Anytime

Arrest an exhausted Character.
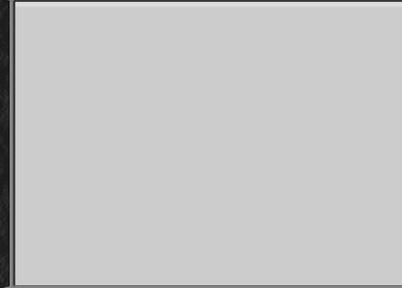No Honor: Arrest an exhausted Character and gain 1 Coin.

Someone Talked

Anytime

Arrest an exhausted Character.
No Honor: Arrest an exhausted Character and gain 1 Coin.

Street Leech

Anytime

Unexhaust a Character.
No Honor: Kill an exhausted Character.

Street Leech

Anytime

Unexhaust a Character.
No Honor: Kill an exhausted
Character.

Street Leech

Anytime

Unexhaust a Character.
No Honor: Kill an exhausted
Character.

Street Leech

Anytime

Unexhaust a Character.
No Honor: Kill an exhausted
Character.

Taking It Personally

Anytime

Play when a heist has been
successfully completed. Kill
one Character that was sent on
that heist.

Slash and Burn

Anytime

Automatically bypass one Defense
challenge. At the end of the heist,
exhaust all Characters involved in
the challenge. If the heist was
successful, do not gain any reward
granted by the bypassed Defense.

Betrayal!

Moment of Truth

You have betrayed your fellow
thieves for 8.

Betrayal!

Moment of Truth

You have betrayed your fellow
thieves for 8.

Betrayal!

Moment of Truth

You have betrayed your fellow
thieves for 8.

Betrayal!

Moment of Truth

You have betrayed your fellow
thieves for 8.

Betrayal!

Moment of Truth

You have betrayed your fellow thieves for 8.

Betrayal!

Moment of Truth

You have betrayed your fellow thieves for 8.

Traitor!

Moment of Truth

You have betrayed your fellow thieves for 10.

Traitor!

Moment of Truth

You have betrayed your fellow thieves for 10.

Traitor!

Moment of Truth

You have betrayed your fellow thieves for 10.

Traitor!

Moment of Truth

You have betrayed your fellow thieves for 10.

Magnificent Betrayal!

Moment of Truth

You have betrayed your fellow thieves for 14. All other Moment of Truth cards have no effect.

Paranoia

Moment of Truth

If you are betrayed, take 5 Coins from the share of each betraying player. If you are not betrayed, give 2 Coins to each other player in the heist. If you are betrayed but someone else also played the Plans Within Plans card, nothing happens.
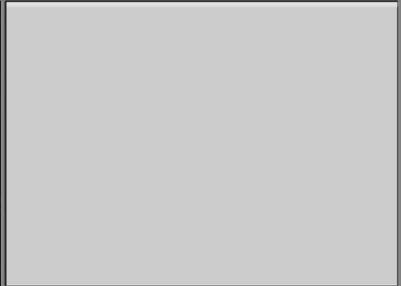
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Plans Within Plans
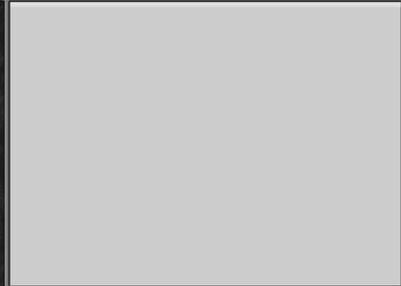
Moment of Truth

If you are betrayed, the betraying player(s) get nothing, and what would have been their share is split between the other players in the heist. Any Treasure cards that would have been part of the reward are lost. This still counts as a betrayal for the code of honor and other card effects.
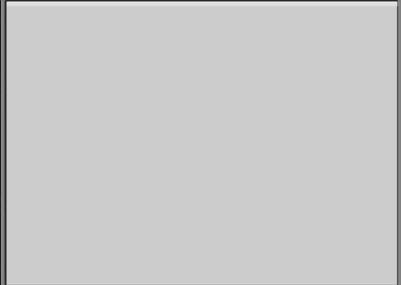
Safe Ground

Moment of Truth

Betrayals during this heist have no effect. Resolve the heist as though they had not occured, including mantaining the thieves' code of honor if it had not yet been broken.
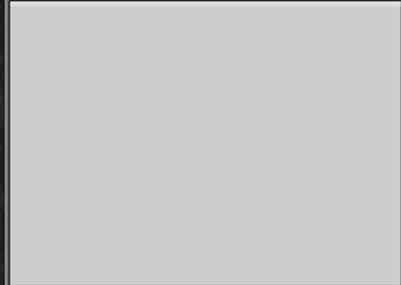
Safe Ground

Moment of Truth

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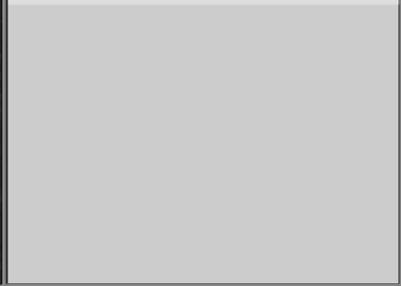
Side Job

Moment of Truth

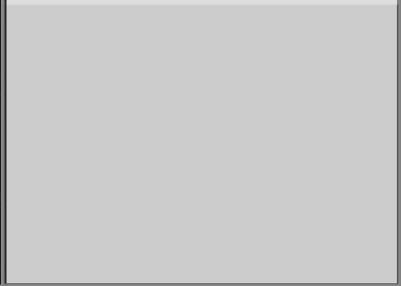If you are not betrayed, gain 2 additional Coins from the bank for completing this heist.

Side Job

Moment of Truth

If you are not betrayed, gain 2 additional Coins from the bank for completing this heist.

Side Job

Moment of Truth

If you are not betrayed, gain 2 additional Coins from the bank for completing this heist.