

Print and Play Supplement

The rules included with this print-and-play version of No Honor Among Thieves assume at points that you are using a full version of the game, and reference things like icons that are not in the print-and-play version. This is because the cards for this version of the game were created using a tool called [Paperize](#), which takes in spreadsheet files and generates cards from them. This lets me rapidly iterate through different versions of the cards and make changes quickly as I get playtesting feedback, but also means that the palate of the cards is limited to the layouts and designs that Paperize offers. I do plan on getting a more in-style print-and-play version of the game up at some point, but while I'm doing rapid playtesting I decided that the spreadsheet-fed version would work better.

As such, some notes:

Characters

- The unlabeled number in the upper-right corner of the card is the recruitment cost.

Defenses

- The unlabeled number that sometimes appears in the upper-right corner of Defense cards is the reward that this Defense adds to the Objective it is defending.
- Each separate line listing different skills is a separate Defense challenge.

Icons

- In the final game, Character skills and Defense challenges are listed with individual icons for each point of the skill, like in the image to the right. Any card that refers to "skill icons" is referring to those (for example, The Ace Hidden Agenda card, which gives you 6 Coins if you have the character with the most skill icons on it).

Dice

- The print-and-play does not, unfortunately, come with downloadable dice. You can replicate the dice in the game with a pair of ordinary six-sided dice, however. 1 is X, 4 and 5 are 1 dagger and 6 is 2 daggers.



Coins

- The print-and-play does not include downloadable Coins, as I thought that small tokens made out of paper would be too much of a hassle to try and use. I suggest you use regular coins or other tokens.

Everything else that you need to play the game is included in this folder. The cards and Objectives may not look as nice as the more elaborate versions that I've been posting on my website, but they get the job done.

When you're done playing the print-and-play, I'd appreciate it if you could give me some feedback. I have a form you can fill out at www.carpeomnis.com/no-honor/feedback, and if you get a chance I'd love to hear from you.

Thanks for playing, and watch your back.

-Adam