

NO HONOR AMONG THIEVES

Designed by Adam Watts

Time: 90-120 minutes

Players: 3-5

Age: 14+

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ICONS



City Watch



Lies



Muscle



Stealth



Tinker



Exhaust



No Honor



Dice Roll

IN A CITY OF ROGUES

Maybe you're a kid from the slums too smart for your own good. Maybe you're a disgraced noble, stripped of title and fortune and desperate to get it all back. Maybe you just don't want to spend another day hard at work for nothing in return. Whatever your reasons, it's time for the world that has taken so much from you to give something back. The rich and powerful of the kingdom keep their wealth safe behind locked doors and armed guards, but you know a guy who's good with locks and another who's good with his fists. Or you know someone who can climb like a monkey, and someone else who could charm the fangs off a snake. How you do it is up to you. The important thing is that there's gold there for the taking, and you're going to take it all.

Assemble your crew. Make your plans. And make sure to keep a careful eye on everyone else, because everyone knows there's no such thing as honor among thieves.

THE GAME AT A GLANCE

No Honor Among Thieves is a competitive/cooperative game for three to five players, in which each player assembles a crew of thieves and sets out to see who can steal the most lucre from the rich and powerful of a fantasy city. Working alone is difficult, but working together leaves you open to treachery by your so-called allies--or gives you the chance to betray them, and take it all for yourself. An unspoken code of honor exists among the thieves of this city, but that won't last past the first betrayal, and once that uneasy trust is gone you'll never get it back.

Your goal is to end the game with the most Coins.

The game ends when any of the Stage 3 Objectives have been successfully heisted, even if there are other Objectives still on the table.

COMPONENTS

- 35 Character cards
- 96 Scheme cards
- 33 Defense cards
- 18 Hidden Agenda cards



12 Treasure cards
5 Reference cards
13 Objective mats
1 Jail/Graveyard mat
30 Copper Coins
20 Silver Coins
15 Gold Coins
2 Dagger Dice

Characters

Your most important assets as the head of a gang of thieves are the Characters you've got working for you. These are your eyes, ears and hands in the dirty business of theft. **You can only have four Characters in your crew at a time.**

Character cards have the following attributes:

- **Skills:** Almost every Character in the game has one (or more) skill(s), represented by a series of icons underneath their portrait. The Second-Story Man, for example, has 1 Stealth, while the Shyster has 2 Lies.
- **Abilities:** These are special actions that the Character can take, or ways that this particular Character breaks the rules of the game.
- **Recruitment Cost:** This is how much you have to pay to recruit this Character from the Recruitment Pool.

Schemes

Scheme cards are the equipment, contacts, and improvised plans that back up any good heist team. Each player has a hand of Scheme cards.

Scheme cards have the following attributes:

- **Type:** The type of Scheme card determines when it can be played. See page 8 for further details.
- **Text:** The text written on the card describes what it does.
- **Skills or Coins:** Some cards will have additional icons in different locations for quick reference of information. For example, Modifier Schemes that grant bonus skills will have skill icons in the top left of the card, so you can easily see them if you slot the card behind the Character it is modifying.

Objectives

These are your targets, the places where you will find the jealously guarded wealth of the rich and powerful. Each has a Coin value that represents the (minimum) haul you can take in from heisting the Objective, a number of slots that will be filled with Defense cards when the Objective arrives on the table, an icon indicating if the reward includes a Treasure card, and a table to be rolled on if any of the Defenses on the Objective are failed.

Defenses

Every Objective is guarded by Defense cards, which represent the obstacles that must be overcome in order to liberate wealth from its rightful owners. Defenses are always played face-up into the Defense slots on Objective cards.

Defenses have the following attributes:

- **Reward:** This value is added to the reward for the heist Objective. If it is not included, the Defense does not give an additional reward.
- **Challenges:** Every line of the Challenges section on a Defense card is a different way of overcoming that Defense. For example, Ceremonial Guards can be overcome using Characters that have 2 Lies, 2 Stealth, **or** 2 Muscle. Some of these methods of bypassing a Defense might require more than one type of skill--for example, the Thief-Taker, one of the more difficult Defenses, requires 1 each of Lies, Muscle and Stealth.

Treasure

Sometimes, the reward from a good heist is more than just gold. Treasure cards are what you get from those jobs where you pick up a little something special along the way.

Treasure cards are marked on Objectives as a rectangular icon next to the Coins icon. This represents a draw from the Treasure deck, and can be negotiated over just like the Coins can. Bear in mind that you will not know what Treasure you're getting before you have completed the heist and drawn the card. These cards are placed face-up in front of whoever controls them, and grant the ability described on the card to that player.

SETUP

The game space should be set up with Objectives laid out in the middle of the table and each player having space in front of them for their crew and their stolen wealth. If you have not already, sort the different card types into their respective decks.

Motivation

Shuffle the Hidden Agenda deck. Every player draws three Hidden Agenda cards and chooses two to keep, discarding the third. Put your Hidden Agendas face-down in front of you without showing any other player. These are revealed and provide bonuses at the end of the game.

If this is your first time playing, you may want to simply deal each player two Hidden Agendas instead, as you may find it difficult to tell which ones will work well together without fully knowing the rules of the game.

Objectives

If you have not yet done so, sort out the Stage 1, Stage 2 and Stage 3 Objectives from each other--Stage 1 is green with a I on the back, Stage 2 is yellow with a II on the back, and Stage 3 is purple with a III on the back. Shuffle each stage separately from the others, face-down. Remove two Stage 1 Objectives and two Stage 2 Objectives from their respective decks and set them aside without looking at them. You will not be using those for this game. Place the Objective stacks face down on top of each other, with Stage 3 on the bottom and Stage 1 on the top. Finally, draw two Stage 1 Objectives and place them in the center of the table.

For each of the drawn Objectives, draw Defense cards and place them face-up in the card slots on the Objective. Every Objective also has a reward value: take Coins from the bank equal to this value and put it on the card.

Some Defenses add additional Coins to an Objective's reward. If a Defense card has a Coin symbol in the upper-right corner, take Coins from the bank equal to the number on the symbol and put them on the Objective mat as well.

Put the mat that contains the Jail and the Graveyard face-up on one side of the two Objectives in the center of the table. Both the Jail and the Graveyard have a spot marked on them where Character cards will be placed when Characters are arrested or killed. For more details on the Jail and the Graveyard, see "Exhaust, Arrest, Kill" on page 9.

Draft

Every player starts with 5 Coins. Sort the cost 0 Characters (Bruiser, Con Artist, Second-Story Man and Locksmith--there should be two of each) out of the Character deck and set them aside face-up. Shuffle the Character deck and lay out two Character cards per player face-up on the opposite side of the Objectives from the Jail and Graveyard. This is the initial hiring pool. Players may either hire from the pool or from the array of cost 0 Characters.

Whoever has already stolen the dice is the starting player. Going clockwise around the table, starting with the dice-thief, each player picks a Character card for their crew, paying its recruitment cost to the bank (the number in the upper-right corner of the card). Once the last player has picked a Character, the order reverses, and each player picks another Character going around the table counter-clockwise, starting with the player who was last in the clockwise rotation. **Players do not have to pay the recruitment cost for Characters recruited on the second pass of the draft.**

At the end of the draft each player should have two Characters. Arrange your Characters in front of you face-up. This is your crew of thieves. Any Coins left over from recruitment may be kept, forming the start of each player's stash.

If the hiring pool contains *fewer* than 5 Characters after the draft, lay out more Characters until it has 5. If it contains *more* than 5 Characters, shuffle the hiring pool back into the Character deck and lay out 5 from the top of the deck. After the hiring pool has been filled, put three Characters from the top of the deck in Jail by stacking them face-up on the Jail section of the Jail/Graveyard mat.

Gearing Up

Once everyone has their Characters, deal each player a hand of 4 Scheme cards to start the game with. These cards remain hidden in your hand until you play them.

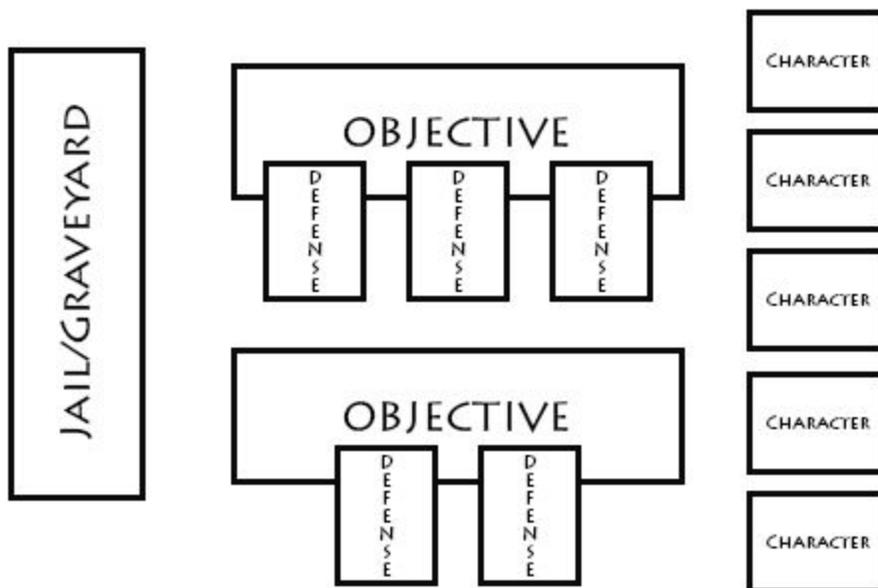
You cannot show your hand of Scheme cards to other players unless instructed to by a card or Character ability, or during the Moment of Truth (see page 12).

The first player from the draft is also the first player to take a turn in the game.

Summary

Each player should now have 2 Characters in their crew, 2 Hidden Agendas secreted away, 4 Scheme cards and however many Coins are left over from the initial recruitment draft. There

should be two Stage 1 Objectives (the green ones) in the middle of the table, each guarded by 2 or 3 Defense cards. There should be a hiring pool of 5 Characters on one side of the table for players to choose from during Recruitment actions, and three in Jail on the other side of the table. If your game table matches this description, begin the game now.



GAMEPLAY

Turn Breakdown

If you have more than seven Scheme cards in your hand at the beginning of your turn, discard down to seven.

After your discard phase, you may take three actions, picking from the following:

Heist Action: Launch a heist against either a main Objective or the Jail. You can only do one Heist action per turn. See “Heists,” page 10.

Recruit Action: Take any Character from the recruitment pool or the cost 0 stack. You must pay a Character’s recruitment cost in order to recruit them. If you hired from the recruitment pool, draw a new Character to replace them in the pool. If you want to recruit and already have the maximum number of Characters in your crew (four), send one of the Characters from your crew to the recruitment pool instead of drawing a new Character for the pool from the deck (this can be any Character in your crew, including ones that are exhausted--they become unexhausted when added to the pool).

The rules are a little different for cost 0 Characters. If you are recruiting a cost 0 Character and are at your crew limit, put a Character from your crew on the bottom of the Character deck instead of returning one to the pool; and if you are firing a cost 0 Character, return them to the cost 0 stack. As always, if this would result in the pool having fewer than 5 Characters in it, draw a new one from the Character deck to bring it back to 5.

Legwork Action: Draw Scheme cards until you have reached your hand limit (seven cards).

Logistics Action: Play any number of Logistics and/or Modifier Scheme cards. See “Scheme Card Types,” below.

Rest Action: All of your exhausted Characters become unexhausted--turn them back to their usual orientation in front of you. You may also choose to draw two Scheme cards or discard any number of cards from your hand. You cannot do both.

Headhunting Action: Cycle all of the Characters in the recruitment pool to the bottom of the Character deck. Refill the pool from the top of the deck.

Exchange Action: Trade cards or other resources with one or more other players. The other player(s) involved must agree to the exchange, and the end result of the exchange cannot result in one player having more Characters than their crew limit or Schemes than their hand limit. Characters, Schemes and Treasures can all be traded in this way. Hidden Agenda cards cannot be traded.

Trading Coins and using Character abilities do not cost actions, and can be done at any time.

Firing a Character does not cost an action, but can only be done on your turn. To fire a Character, take it from your crew and put it on the bottom of the Character deck. If the Character was a cost 0 Character, return it to the cost 0 stack instead of the bottom of the deck.

Your turn ends when you have taken three actions. Play passes to the left.

Scheme Card Types

There are four different types of Scheme cards.

Logistics cards may be played during Logistics actions, and go to the discard pile after use.

Modifier cards may also be played during Logistics actions. They are attached to Character cards, yours or another player's, and will move with that Character if they get hired away or go back to the recruitment pool. They are discarded if that Character is killed, arrested or is returned to the deck.

Anytime cards may be played at any time unless otherwise stated in the text of the card, and go to the discard pile after use. There is no limit to how many Anytimes you may play during a turn.

Moment of Truth cards are played during the Moment of Truth phase, and go to the discard pile after use. See page 12 for further details.

Scheme Card Clarifications

- You must pick a target for any played card as you play them. For example, you cannot roll dice for a boost card and then decide after you see the roll if you want to be giving a bonus to a Character or a Defense. You must decide that before rolling.
- No Honor: Some cards have secondary effects marked with the No Honor icon. These effects can only be used after the code of honor has been broken (see “Betrayal and No Honor, page 15). When you play a card with a No Honor ability, you must choose which effect to use--you can’t use both the No Honor and normal abilities. You may play No Honor abilities on Scheme cards as though the card were an Anytime, no matter what type of card it normally is. Effects that target Anytimes can target No Honor effects (cards that counter the effect of Anytimes or block them from being played, for example). 
- Dice: Some cards will have a square with a dot inside of it where you might expect to see a number. This icon represents a roll of the dice, with the final number for the card being equal to the number of daggers on the resulting roll. Roll two dice and pick which one you want to apply. Blank sides are worth 0, X is -1. If a card says “roll a die” instead of having this icon, only roll one of the dice. 
- Occasionally, a Scheme card might add a Character to your crew. If doing this would put you over your crew limit, you cannot play that card.

Exhaust, Arrest, and Kill

While in a player’s crew, a Character may find themselves exhausted, arrested or killed.

Exhausting occurs when a Character uses an ability and has to rest up afterwards, or gets beaten up on a heist, or any number of other things. When a Character is exhausted, turn their card sideways. You cannot use abilities of exhausted Characters, and cannot send them on heists, though if they are actively on a heist when they become exhausted they can still finish it. If an exhausted Character would be exhausted again, that Character is killed.

Arrested Characters are moved to the Jail. Characters in the Jail are not considered to be part of any player’s crew, and will remain in Jail unless a player breaks them out. Breaking a Character out of jail counts as a heist action, and requires you to overcome the Jail’s standard Defense, the Jailor. If you successfully bypass the Jailor, you may take one Character card from

Jail and put it in your crew without paying the Character's recruitment cost. You cannot stage a jailbreak if your crew is already at maximum capacity.

Killed Characters are moved to the Graveyard. Characters in the Graveyard are not considered to be part of any player's crew and, barring exceptional circumstances, are out of the game for good.

Character Abilities

- Some abilities are marked with the No Honor icon. These abilities can only be used after the thieves' code of honor has been broken (see "Betrayal and No Honor," page 15). 
- Abilities may be used at any time, and do not cost an action. However, **each Character ability may only be used once per turn**. If you want to use it again, you must wait for the next player's turn to begin.
- Some abilities are marked with the Exhaust icon. When an ability marked with this icon is used, exhaust that Character (see above for details about Exhaustion). 

Heists

Heist actions have five or six stages depending on how many players are involved.

Negotiate and Plan

Recruit other players and negotiate shares. If you don't think you can run it alone, this is where you try to convince other players to assist you with their Characters, in exchange for a share of the loot. **Players involved in the heist should agree on how the haul is being split before committing Characters to the heist.**

Send in the Team

Every Character card has certain skills, and every Defense has certain skill challenges. Each skill challenge is a different way of getting past the Defense--for example, Alert Guards can be bypassed by 2 Lies, 4 Muscle or 3 Stealth. Players involved in the heist may play up to two Characters total to each Defense card, targeting one skill challenge. If the skill values on the Characters are equal to or greater than those on the selected challenge, then the Defense is bypassed. **A heist succeeds only if all Defenses are bypassed: anything less is failure.**

You must assign at least one Character to each Defense. If you cannot, you cannot attempt the heist.

When you send a Character on a heist, pick up its card and put it next to the Defense you are committing it to. This makes it easier for everyone to see what's going on at a glance. Once a heist is completed, the Character returns to its place in front of you, unless it has been killed or arrested during the heist.

Complications

Once Characters are committed to the Defense challenges they are going to try to overcome, other players may play Scheme cards and activate Character abilities to try to influence the outcome. During this phase Anytime cards and Character abilities may be used by any player, with no regard for turn order. **Characters cannot be moved from or added to Defense challenges once this stage begins.**

If a Character committed to a challenge is *exhausted* in the middle of a heist, they can still complete the heist while exhausted. Remember that an exhausted Character that would be exhausted again is killed.

If a Character is *killed* or *arrested* in the middle of a heist, they stop adding their skills to the thieves' side of the skill challenge, and are immediately sent to Jail or the Graveyard. If this causes the heist to fail, the removed Character cannot take challenge failure penalties (since they are no longer on the heist).

If the game stalls during this phase, any player involved in the heist may begin counting to three. If they are not interrupted by another player playing a card, they may declare this phase of the heist over and move to the resolution phase.

Example: Player A assigns her Enforcer to fight its way past the Ceremonial Guards Defense card guarding the Wealthy Merchant Objective. The Enforcer has 2 Muscle, and one of the options for getting past the Guards is 2 Muscle. Since the Enforcer matches or exceeds the value required by the Defense, the Defense will be overcome. Player B, however, has other ideas, and plays the Scheme card On Alert on the Ceremonial Guards. On Alert provides a dice bonus to a Defense card's Muscle or Stealth: in this case, Player B chooses Muscle, and rolls a 1, which means the skill challenge difficulty is now 3 instead of 2. Unless Player A has cards in her hand to provide a Muscle boost to the Enforcer, she will fail the Defense challenge and thus fail the heist.

If you are failing a heist, you can look outside of the people who have joined you already for assistance. People who are not in the heist cannot assign Characters to help you, but they can play Scheme cards, either to assist or hinder. They are allowed to ask for recompense for doing so, in the form of Coins or favors, which as noted before can be traded freely at any time.

Success or Failure

Once no player wants to play any more cards or use abilities, it is determined whether or not the heist succeeded or failed. If the player(s) who sent Characters bypassed all Defenses, then it was successful. If they did not, then it failed.

If the heist was successful and it was a heist with multiple players sending Characters, the players involved go through a Moment of Truth phase.

The Moment of Truth

The Moment of Truth phase is where we find out if any of the players involved in the heist betrayed the others.

Each player on the heist takes a card from their hand and places it in front of them, face down. These cards are revealed at the same time. Moment of Truth cards are resolved and then discarded; all other card types are returned to their owner's hand.

Example: Players A and B are working together on a heist, and were able to successfully complete it despite the best efforts of Player C. A and B now each take a Scheme card from their hand and place it face-down in front of them, while watching each other warily. Player A reveals the Logistics card Faked Death, which has no effect and is returned to her hand, while Player B reveals the Moment of Truth card Side Job, which gives him an additional 2 Coins if he was not betrayed during the Moment of Truth. Since no betrayal happened each player takes their agreed-upon share of the haul, with Player B taking 2 additional Coins from the bank and discarding Side Job.

Resolution

At the end of any heist, all surviving Characters are returned to their respective crews.

Success With No Betrayal

Every player collects their prearranged share of the haul.

Success With Betrayal

If a betrayal occurs, the betraying player takes Coins from the haul equal to the value of their Betrayal card (there will be a number in a coin icon on the card--that number is the "value" of the card). The remaining Coin from the haul is split between the remaining players in the heist as evenly as possible, with any excess going to the bank.

Any Treasure cards in the heist go to the betrayer. If there were multiple betrayals, Treasure cards are lost in the confusion, and no one gets them.

If multiple players play Betrayal cards, then the player with the highest value card takes their money first. If the card values are tied, then the betraying players split the haul as evenly as possible between them. If this would result in fewer Coins remaining in the haul than there are non-betraying players in the heist, then those Coins are lost to the bank.

Failure

If the heist fails, the player(s) involved may take 2 Coins from the bank for each Defense that they managed to successfully bypass, with the money going to whichever player had characters assigned to each particular Defense (if there were two players on one Defense, the money is split 1 and 1). There is no Moment of Truth phase on a failed heist. Discard all Defense cards that were successfully bypassed by the players, and replace them with new ones from the deck. If a Defense that is providing bonus Coins is discarded from the heist and replaced, the Coins that it added stay in the Objective's haul. Any Coins that the new Defense might provide are also added to it.

Consequences

When a heist fails, any Defense card that was not overcome deals out some sort of penalty. Roll a die for each Defense failed and consult the challenge failure table on the Objective card, resolving the penalty listed there for each failed Defense.

Certain Defense cards are marked with the shield icon of the City Watch. If the failed Defense was a Watch Defense, all players who had assigned Characters to that Defense must pay 1 Coin to the bank in addition to any other consequences that occur, as the City Watch fines the criminals they have apprehended and seizes any stolen or illegal goods.

Note: When heist consequences refer to *All Characters*, it means every Character assigned to the failed challenge, not every Character in the heist. Similarly, when it simply says *Character*, as in *Character exhausted*, they are referring to one Character on the failed Defense, chosen by the player. If multiple players are involved in one failed challenge and need to determine which Character to hit with the consequence, players roll off: whoever gets more daggers on the die wins, and the consequence is applied to the other player's Character, with the X counting as -1 dagger. If both players roll an X at the same time, apply the consequence to both Characters.

Cleanup

After a heist attempt is resolved, whether or not it succeeded, add 1 Coin to the reward of the other Objective on the table.

If the heist failed, it stays on the table, possibly with different Defenses (see above).

If the heist succeeded and the Objective was a Stage 1 or Stage 2 Objective, discard the Objective mat and all Defense cards that were defending it. Then lay out a new Objective from the top of the Objective stack, and draw Defense cards to fill its card slots. If it was a Stage 3 Objective, then the game ends.

Special Objectives

Some Objectives have special rules associated with them written on the card. Here are more elaborate explanations for these special rules.

Yacht: Any Character that is exhausted while committed to this heist is immediately killed.

Temple: At the end of a successful heist on the Temple, all Characters who were committed to overcoming its Defenses are exhausted. Note that this means any Character that was exhausted during the heist will be killed.

Wizard's Tower: Do not place Defense cards in front of the Tower until a player has declared that they are going to attempt to heist it. Once the Tower's Defenses are played, that player may negotiate with other players for assistance, and the heist proceeds as normal from there. After declaring a heist attempt, the player must attempt the heist by committing at least one Character to each Defense card, and accepting the rewards or penalties from the heist's resolution. If the player fails the heist, discard all Defense cards in front of Wizard's Tower and draw new ones only when another player declares they are attempting to heist it.

Declaration Priority

If two players declare something at the same time (for example, a player kills another Character with the Veteran and another player plays a Scheme card that exhausts the Veteran), then whichever player has less Coins in their stash has their card or ability take effect first. If it is still possible for the other card or ability to take effect, it is resolved afterwards (in the case of the previous example, if the Veteran is exhausted the Veteran's kill ability cannot be used until the card's owner performs a Rest action, so the Veteran's action will not happen if the exhaust has priority). If the players involved are tied in Coins, then the player whose turn it is decides the priority.

This rule is only necessary if two actions were, in fact, declared at the exact same time, with the players speaking over each other. You cannot play cards or use abilities "in response to"

something to try to preemptively stop it (for example, if someone exhausts the Veteran to kill one of your characters, you cannot declare that you are exhausting the Veteran to prevent it from using its ability--the ability has already been used, and your character is dead). The one exception to this is cards that explicitly say that they “counter” another Scheme card or ability. These counter cards may be played at any point from when a card is played or ability activated until another action of any kind is taken (card being played, recruitment, drawing cards, etc).

BETRAYAL AND NO HONOR

Certain Characters and Scheme cards in the deck are marked with the No Honor icon (the knife icon). Abilities and effects marked in this way can only be used once honor has been broken by a player betraying another. Once the thieves’ code of honor is broken, it remains so for the rest of the game.

Example: The Grave Robber has the No Honor ability “Whenever a Character is killed, gain 1 Coin.” On turn one, a player attempts to overcome a Muscle Defense, and fails: their Character is killed, but the Grave Robber does not gain any money for its player, because honor has not yet been broken. On turn two, two players join forces to take the heist that the first player failed at, and succeed. During the Moment of Truth phase, one of the players involved uses a Traitor! card, and takes the money for themselves. The betrayed player takes vengeance by playing the Scheme card Taking It Personally, killing one of the other player’s Characters. Because a player has been betrayed and honor has been broken, the player with the Grave Robber gets 1 Coin, and will do so from now on every time a Character is killed for as long as they have Grave Robber in their crew.

ENDGAME

As soon as any of the Stage 3 Objectives are successfully heisted, the game ends. The player with the most Coins in their stash after bonuses added from Hidden Agenda cards wins.

Hidden Agenda Bonuses

Every player should have had two Hidden Agenda cards in front of them since the beginning of the game. These are now revealed, and their bonuses calculated and added to the Coin value of each player’s loot stash to determine who won. You do not lose Coins for failing to achieve your Agendas, just gain them for successful ones. Skills provided by Modifier Schemes on your Characters count for Agendas that require you to have Characters with certain skills or certain numbers of skill icons, and Characters that have variable skills (Crooked Watchman, Courtier)

are not considered to have their conditional skills for the purposes of Agendas (so Crooked Watchman counts as having 1 Muscle when counting up skill icons).

Ties

Ties are broken by number of Treasure cards. If there is still a tie, then the game ties, and the shadowy underworld of the city is split between multiple thief kings and queens.

Martial Law

If there are fewer than 6 Characters outside of the Jail and Graveyard at any time, including Characters in all players' crews, the recruitment pool and the Character deck, then the game ends. All players lose, and the City Watch wins the game.

GLOSSARY

Ability: An effect that a Character can create on their own, without a player spending an action on their turn. A Character ability can only be activated once per turn, unless the ability itself says otherwise. See pages 3 and 10.

Action: You get three of these on your turn. See pages 7-8.

Anytime: Scheme card that can be played at any time, and which does not cost an action to play. See page 8.

Betrayal: When a player plays a betrayal card during the Moment of Truth. After the first betrayal in a game, No Honor abilities may be used. See page 12.

Characters: The members of your crew, who do the dirty work on the heists you plan. See page 3

Code of Honor: The thieves' code of honor prevents a lot of underhanded dealing among the rogues of the city. Once it's broken trust can't be rebuilt, and a lot of ugly Character abilities and Scheme cards can suddenly be played. See page 15.

Coins: The money used to hire Characters and win the game.

Defenses: The obstacles between you and the wealth you deserve. See page 4.

Defense Challenge: One (usually of multiple) ways to get past a Defense card. See pages 4 and 10.

Defense Reward: How many Coins this Defense adds to the reward value of the Objective it is guarding. Usually zero--you'll only find this on harder Defenses. See page 4.

Discarding: Taking a card and putting it into a discard pile. That card will not be used again this game, unless another card brings it back (such as the Learn From Your Mistakes Scheme card).

Exhaustion: Some abilities exhaust the Characters who use them, or exhaust other people's Characters. Exhausted Characters are turned sideways, and cannot use abilities or be sent on heists. See page 9.

Graveyard: Where Characters go when they die. See pages 5 and 10.

Hidden Agendas: The secret motivations behind why you do what you do, which define your personal heisting style. See pages 5 and 15-16.

Jail: Where Characters go when they are arrested. Can be broken out of. See pages 5 and 10.

Lies: The skill of deception. Lies is good at getting past intelligent obstacles, such as guards. Generally speaking you will need less of it, but it is rarer on Defenses than other skills.

Logistics: Scheme cards that can only be played during a Logistics action. See page 8.

Martial Law: A possible endgame scenario in which no player wins. See page 16.

Modifiers: Scheme cards that are attached to Characters and modify their stats. Can only be played during Logistics actions. See page 8.

Moment of Truth: The phase after a heist is successfully completed where players see if they betray each other. Moment of Truth Scheme cards may be played here. See page 12.

Muscle: The skill of force. Muscle is good at getting past just about everything, but generally requires you to bring more of it than other skills.

No Honor Ability: An ability that cannot be used until honor has been broken. See page 15.

Objectives: Where the money is. See page 4.

Objective Reward: This is the amount of Coins you get from a successful heist on this Objective. If you are working with other players on a heist, this value will be split between you. Note that an Objective remaining on the table for a long time may increase the reward, since it will gain one every time the other Objective on the table is heisted. See page 4.

Recruitment Cost: How many Coins it costs to recruit this Character from the Recruitment Pool. See page 3.

Recruitment Pool: The array of Characters available to be hired at any given time. See pages 3 and 6-7.

Scheme cards: The tools of your trade, providing much-needed boosts or unexpected complications. See pages 3 and 8-9.

Skill: A basic thieving ability of a Character. The skills are Lies, Stealth, Muscle and Tinker, with each being effective at getting past different kinds of challenges.

Stealth: The skill of being unseen. Stealth is good at finding backdoors in Defenses, and for getting past unalert guards.

Tinker: The mechanical skill. Tinker isn't useful in most situations, but against any Defense involving locks or machinery the skill will be tremendously effective.

Treasure: These cards are awarded to players after some heists, and provide passive bonuses to the player who owns them. Treasure cards cannot be traded between players. See page 4.

Author's Note: Feedback

Thank you for playing the current version of No Honor Among Thieves!

These rules are by no means final. The basic concepts have withstood two years of testing, but even now the details are being refined and clarified as new issues of wording and balance are found while playtesting. If you want to help with that process, please take a minute or two to fill out the playtester feedback form found at the url below.

<http://www.carpeomnis.com/no-honor/feedback/>

Thanks again for playing!

Cheers,

Adam