

A

FORTUNE'S FAVOUR

Play this card immediately.

Pick a card of your choice from this Deck and then reshuffle the cards.

A

2

BETTER LATE THAN NEVER

Play this card if your Hero Card is the last one in the deck.

Activate that Hero before the turn ends.

2

3

"WHAT IS THIS BASE TRUMPERY?"

Play this card when an enemy Hero Card is drawn.

Activate one of your Heroes (that has not yet activated this turn) instead of the opponent's Hero whose card was just drawn. The enemy Hero's Activation has been trumped and they will not activate this turn. When the trumper's card is drawn discard it, they do not get an extra activation.

3

4

"YOU TARDY KNAVE!"

Play this card when your opponent draws a Hero Card.

Move the Hero Card to the bottom of the deck.

Players are encouraged to exclaim the name of this card aloud when they play it!

4

5

BLESSED BY PROVIDENCE

Play this card when any friendly Character suffers a wound.

A religious amulet, small prayer book, or lucky talisman carried under the outer garments turns aside the point of the weapon preventing 1 wound.

5

6

"AMBUSH!"

Play this card at any point during the turn.

Place D3+3 Ambushers in any area of Hard Going. Unless the Scenario states otherwise they are Peasants. They have joined your Retinue.

Refer to the Ambush Card for the rules on how to activate and use these Ambushers.

6

7

RANGED RESUPPLY

Play this card at any point during the turn.

All friendly Shootists that have a Calamity Token may shoot again as normal; remove the Token.

7

8

FEINT

Play this card when you begin a melee.

Your opponent in this melee may not use Skill'd at Arms in any of the rounds.

8

9

DUCK AND COVER

Play this card at any point during the turn.

For the rest of the turn the targets of Enemy Shootists count as having an Area Blocked Shot Obstruction (see page 31 of the Ruckus rules) even if they are not in cover.

9

DIVERS ALARUMS! DECK

10♠

SUDDEN HEAVY RAIN SHOWER

Play this card immediately.

No Shooting for D3 turns.

♠ 10

J♠

"I HAVE GOLD"

Play this card when an Enemy Retainer or Mercenary is outside of the Enemy Captain's Command Range and within the Command Range of your Captain.

Roll a D6:

1 to 3 The Enemy Character leaves the field. Remove the figure from play as if it is a casualty.

4+ The fickle Enemy Character changes sides and acts as one of your Retinue for the rest of the game, joining the Captain's Spear.

Note: Squires are too loyal to their Captain to be influenced by a bribe!

♠ J

Q♠

HARD GOING

Play this card immediately.

Place a 4" square area of Hard Going terrain anywhere on the table. It cannot be placed anywhere there are already Characters but it can be placed after an Enemy Character has declared they will move and before they move. The Enemy Character must make its declared move into the Hard Going reducing the distance accordingly.

♠ Q

K♠

"OUCH! OOOF!"

Play this card at any point when an Enemy Character declares a move.

The Enemy Character has tripped, fallen down steps, tumbled into a ditch, or whatever narrative seems most appropriate.

Instead of taking their move, treat it as a failed Sprint Movement Gambit and resolve the Mishap/Calamity as described on page 20 of the Ruckus rules.

♠ K