



Fortune's Favour

Play this card immediately.

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



DIVERS ALARMS!

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.



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"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.



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**"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!



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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.



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"Ambush!"

Play this card at any point during the turn.

Place D3+3 Ambushers in any building or area of Hard Going.

Refer to the Ambushers! Card in the Hero Deck for the rules on how to activate and use these Ambushers.



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Missile Cache

One of your Retinue has
discovered a cache of missiles.

All friendly Shootists that
have a Calamity token
may remove it.

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It Is the Will of God

*Play this card at any
point during the turn.*

From the moment this card
is played until the end of
the turn, any 6s that your
opponent rolls become 1s.



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9 Here's Sand in Your Eye!

Characters on foot only!

Play when initiating Melee, or when one of your Characters has been Charged.

This Character scoops up a handful of sand and throws it into their opponent's face. The opponent may not fight for one round of Melee. The

Character that plays this card then has a choice: they may strike or run away. If they strike, they roll dice as in a normal Melee, and the opponent rolls no dice and may not use Skill'd at

Arms. If they choose to run away, move them 6" away from their opponent, into any clear space.



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Sweltering Heat

Play this card immediately.

The extremely hot day is
fatiguing the Characters
and increasing the risk
of a Calamity.

For every Calamity test,
roll 3D6 and use the
two lowest results.

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*Play this card at the
start of any turn.*

Deus Vult! - Templars only

Until the end of the turn, all your
Heroes gain another attack in the
First Round of any Melee.

Ah Ha! - Assassins only

Infiltration. Your Assassins have
infiltrated the enemy Retinue!

Replace any one of your
opponent's Retainers with a Fida's
Novice. This Character never
becomes Feckless.



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Q Quicksand

*Play on an opposing Character
when they begin their activation.*

This Character has stumbled into an area of quicksand. Make a Prowess Test. Roll 1D6 and add the Character's Prowess score, or +1 if they are a Retainer.

1 - 5 They are trapped in the mire and cannot take any action this turn. Roll again next turn. If they fail a second time, they are sucked into the bog and are doomed! Remove the Character as a casualty.

6+ They are unaffected and may carry out their turn as normal.

*May not be played against a Character
who is in or adjacent to a Building.*



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"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 suffered any other misfortune deemed most appropriate.

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



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