

THE INN

Before their nightly adventures begin, the gangs visit the Inn to equip themselves. Each gang can choose any two equipment cards to use, but they'll have to pay for them with the loot that they collect during the game!

THE EQUIPMENT CARDS

There are 9 equipment cards that represent "essential tools" for thieves.

Each piece of equipment has a special power written on the card, and a ducat value that the player must pay at the end of the game (called "debt").



- A** Name of Equipment
- B** Artwork
- C** Equipment Rules
- D** Debt

INNKEEPER! GIVE US A DRINK!

The Inn phase takes place before characters are placed on the board:

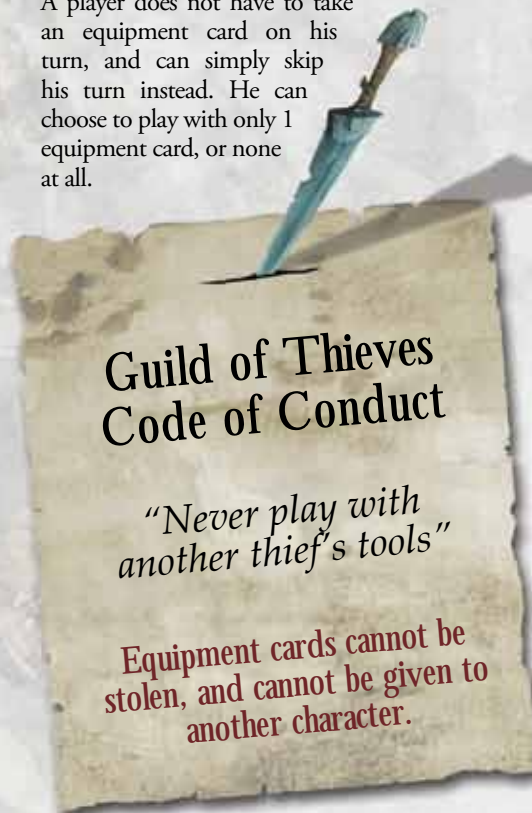
Step 1: Place all 9 equipment cards on the table, face up.

Step 2: The first player starts by choosing 1 equipment card. In clockwise order, each remaining player also chooses 1 card from those still available.

Step 3: After each player has selected 1 card, the second round takes place in counter-clockwise order. Starting with the last player to choose in first round, each player selects a second card.

At the end of these two rounds, each player will have had the opportunity to pick up 2 equipment cards.

A player does not have to take an equipment card on his turn, and can simply skip his turn instead. He can choose to play with only 1 equipment card, or none at all.



USING EQUIPMENT

All equipment cards chosen must be assigned to a specific character.

Each character can have only one equipment card.

An equipment card is valid for the entire game, unless it says otherwise.

QUICK PAYMENTS MAKE FOR GOOD FRIENDS

At the end of the game, all players must pay their debts to the Innkeeper before the game winner is determined.

All equipment cards taken at the beginning of the game must be paid for, even if they were not used during play.

Blunderbuss



Before attacking or defending, your character rolls one die:
1-4: the fight takes place normally.
5-6: he automatically wins the fight.
Debt: 2 ducats

Watchman's Pass



You can use this ability when your character moves.
Your character can move through one portcullis.
Debt: 2 ducats

Lock-Opener



Your character gains +1 to his Mind when opening a chest.
If you roll "6" on the die, the Lock-Opener breaks and cannot be used anymore.
Debt: 2 ducats

Clever Disguise



No militiaman can attack this character, or enter the space he occupies.
Debt: 2 ducats

Guild Ledger



The Guild Ledger can be used only once per game when activating this character.
You can take one mission card without spending any Action Points.
Debt: 2 ducats

Map of Hidden Paths



Your character may move directly from any coat of arms* space to any other coat of arms space during his movement.
Debt: 2 ducats

Sword of fervor



When attacking or defending, your character adds +1 to his highest combat die. If you lose the fight, the sword is lost and cannot be used anymore.
Debt: 2 ducats

Shield



You can use this ability only when defending.
Your character wins the fight if it ends in a tie.
Debt: 2 ducats

Pad Lock



Once per game, when you activate this character, place one of their treasures on this card. That treasure cannot be stolen and still counts against the character's carrying limit.
Debt: 2 ducats