

The background of the cover is a detailed illustration of a stone-walled underground setting. In the upper left, a goblin-like character with a long white beard and a pointed hat peeks out. In the center, a woman with large red rabbit ears and a red hooded cloak looks surprised. To her right, a man with a stern expression and a large green shield on his back is ready for action. In the lower right, a large, muscular ogre with a white beard and a red hood holds a large, curved blade. The title 'Cadwallon City of Thieves' is prominently displayed at the top in a stylized, golden font with a sword blade integrated into the letter 'T'.

CADWALLON City of THIEVES

**DUST
GAMES**

The Rules





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The World of Cadwallon

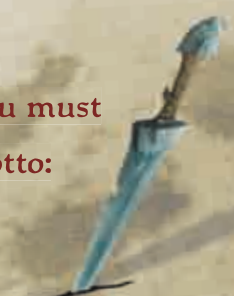
In the dark of a moonless night, a lonely militiaman shuffles along a deserted alley. The sound of a small stone striking the pavers brings him about just in time to see a black-clad figure vanish around the corner. "Stop! Thief!" Kornak hollers. Cursing under his breath, he runs after the fleeing shadow. Just another normal night in Cadwallon...

Welcome to Cadwallon! Here is a city of vagabonds, deserters, and outlaws of every stripe. Truly, a City of Thieves! The Duke and his brave militia struggle to maintain order, but it is the mighty guilds and wealthy merchants who rule the city. And the most feared of these is the shadowy Guild of Thieves. As a member of the Guild, you must respect their basic rules, lest the city descend into complete chaos!

Aarklash is a rough and dangerous world, steeped in magic, and scorched by all-encompassing war, as petty jealous gods advance their agendas with little regard for the human cost. Cadwallon is the last free city here, a shelter for those who want nothing to do with gods and their conflict. But there are powers who would use it as a pawn in their struggles: powers who eagerly await a moment of weakness!

In the end, though, it is wealth that rules here, and even loyalty to the Guild is limited. In Cadwallon, you must remain alert for any opportunity, and know when to take a risk. Oh, and always respect the unofficial city motto:

"My Kingdom for a Ducat!"



The Goal

In the City of Thieves, each player leads a gang of thieves out to get rich or die trying.

The thieves need to loot as much treasure as they can before selling them off to "The Spiv." But they are short on time, as the

militia circles the neighborhood. Before long, the district will be completely cordoned off and any thieves who remain will be trapped!

Each gang has 7 Action Points to spend on

moving, opening chests, and fighting each turn. They also receive Arcana cards to use as part of their strategy.

At the end of the game the gang that has collected the most ducats wins.

Game Components

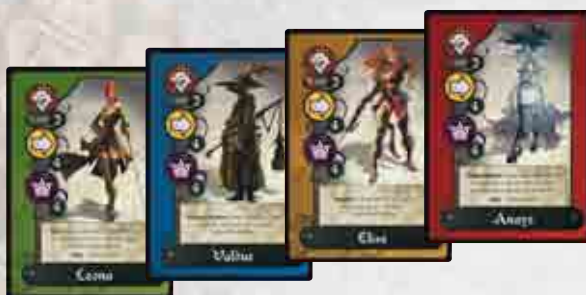
I GAMEBOARD



The gameboard represents a district of Cadwalon. The district is divided into spaces to regulate movement. There are street spaces and room spaces. Spaces are separated by white lines or green arrows (which allow movement) and red lines (which block movement).

20 CHARACTER CARDS

Each character is pictured on a card that lists his abilities and skills. Each player places his character cards face up in front of him.



20 MINIATURES

Each character is represented by a miniature. The characters are split into 4 gangs, each gang has a different color:

- **Executioners**
- **The Nocturnis Gang**
- **Kaldern's Gang**
- **The Cursed Ones**



There are also 2 militiamen and 2 heroes, Isabeau and Sienna, who do not belong to any gang.



To help recognize them on the board, each character has a base that matches his gang color.

The 2 militiamen have black bases. Sienna and Isabeau have gray bases.

24 CHEST TOKENS



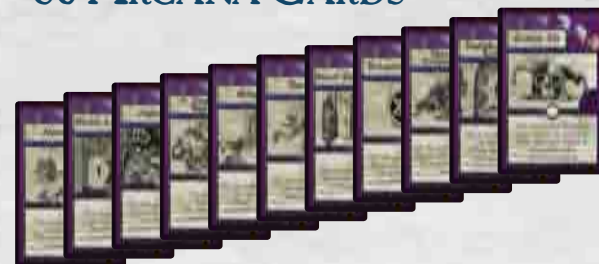
These are the treasures the thieves are hoping to loot. They begin the game in the rooms. Different types of treasure are depicted on the tokens. Gathering treasure is the main method for a gang to collect ducats.

28 ACTION POINT TOKENS



Each player receives 7 plastic Action Point tokens. These tokens are spent whenever a character moves or takes an action.

60 ARCANA CARDS



The Arcana cards are shuffled and placed face down near the game board. Players can use these cards to give their own characters an edge, or interfere with their opponents' plans.

15 MISSION CARDS



The Guild of Thieves directs the actions of the gangs through the use of Mission cards. At the beginning of the game, 3 Mission cards are drawn at random and displayed on the Adventure board. The rest are piled face down in a deck next to the gameboard.

8 ADVENTURE BOARDS



Each Adventure Board describes the story for the game, and details any special events that may occur. Before the game, the players must choose one adventure, and the matching Adventure Board will be used.

DUCATS

The goal of every gang is to collect as many ducats as possible. These are plastic coins, in three colors:



40 Bronze coins worth 1 ducat



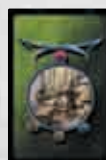
20 Silver coins worth 5 ducats



20 Gold coins worth 10 ducats

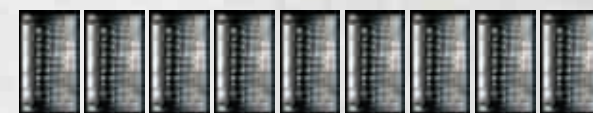
Ducats are placed next to the gameboard in a pile called the bank. Players may make change with the bank at any time.

1 ROUND COUNTER



A round counter is placed on the Adventure Board to track the rounds of the game.

9 PORTCULLIS TOKENS



These are used when the guards have raised the alarm. The Adventure Boards will explain how they are used.

25 CHARACTER TOKENS



These tokens are used for some Adventures, as described on the Adventure Boards. There are 10 Zombie tokens and 15 Civilian tokens.

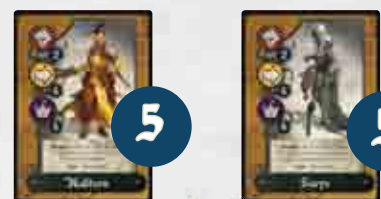
6 DICE



Starting a Game



A	Deployment space
B	Guardroom
C	Treasury
D	Library
E	Magician's chamber
F	Dormitory
G	Laboratory





Unfold the gameboard **1** and choose an Adventure **2**.
Place the Adventure Board next to the gameboard.

The players each choose a gang. They take 7 Action Point tokens **3** and the 4 miniatures of their color, **4** with the corresponding Character cards **5**.

The players display their Character cards face up in front of them.

Place the Round Counter **6** on square 1 of the Adventure Board.

Place the two militiamen miniatures: **7** one in the Guardroom **B** and one in the Treasury **C**.

Mix the Chest tokens  (treasure side down) and place one at random in each room on the gameboard. Then flip the tokens face up to reveal the treasures.

Shuffle the Mission cards **8**. Place 3 Mission cards face up on the Adventure Board. The rest of the Mission cards are piled face-down next to the gameboard.

Shuffle the Arcana cards **9**. Each player draws 5 Arcana cards. The rest of the Arcana cards are piled face-down next to the gameboard.

The players each roll two dice, whoever rolls the highest total becomes the first player.

Starting with the first player, the players take turns placing their characters, one at a time, on any deployment space **A**, until all players have placed all four of their characters. There can only be one character in each deployment space.

The first player now starts the first game round.



Adventure Boards

At the beginning of the game the players need to decide which adventure they will be playing and find the corresponding Adventure Board. Or, the adventure can also be chosen randomly.

Place the selected Adventure Board face up next to the gameboard.

The Adventure Board shows a background story, game events, a round counter track, and spaces for three Mission cards:

1. The Treasure of the Duke

The precious ducats the militia collects are kept in iron chests, waiting to be transferred to the high city. This time, when the militiamen open the chests, they won't find much for the Duke!

1

2

3

4

5

6

7

End of the Game

5

Alarm!

Each player, in turn order, places a portcullis in front of a deployment token, until all of them are placed. The thieves can now leave the district.

SETUP:
Place 4 ducats in the Treasury at the beginning of the game.

SPECIAL RULES:
The Treasure of the Duke:
Each time a militiaman wins a fight, place any ducats he won in the Treasury instead of returning them to the bank.

Stealing the Treasure of the Duke:
In order to get some ducats from the Treasury, a gang must own a Bunch of Keys to open the chests and a Scroll to evade the security. The character who carries the Bunch of Keys must be in the Treasury. After each theft, place 4 ducats in the Treasury.

Success:
If he rolls a result less than or equal to his Mind value, he takes all the ducats in the Treasury. The Bunch of Keys and Scroll he used are removed from the game. The Treasure of the Duke can be looted several times.

Failure:
If he rolls a result higher than his Mind value, he is captured and removed from the game with all the treasures he was carrying.

MISSION CARDS

A THE ROUND COUNTER

At the beginning of the first round, the counter is placed on square "1" of the round counter track. At the beginning of each new round it is moved up one square. When the counter lands on a square that contains an event, the event is read and applied immediately.

M MISSIONS

Before the game begins, three Mission cards are drawn and placed face-up on the Adventure Board.

Mission cards offer gangs an opportunity to earn extra ducats.

When a Mission card is used, it is discarded and a new mission cards is drawn to replace the old one. There are always 3 missions available.

Character Cards

Each character in the game has a unique Character card. The card shows a portrait of the character, and lists all of his (or her) abilities and skills:



- A** Gang Color
- B** COMBAT Value
- C** MOVEMENT Value
- D** MIND Value
- E** Skill
- F** Name

Characters have three ability values:



The Combat value is used when fighting.



The Movement value is the number of spaces the character can move each turn.



The Mind value is used when trying to pick the lock on a chest, or to succeed at certain special tasks.

Each character has one unique skill

A skill is a special advantage or ability which a character can use to further a gang's agenda. Using a skill does not count as an action, though some skills require that the player spend an Action Point token to use them. A character can take an action, move, and use his skill all in the same turn. See "Activating Characters."

Some skills can be used only when that character is activated. Others are in effect all of the time (such as skills that give a bonus in combat). Each character card details that character's skill, and when it can be used.



The Game Round

The game is played over a series of rounds. Each gang takes one turn during each round. The first player acts first during the round. The other gangs then take turns in clockwise order.

A gang's turn is divided into four phases, which must be played in order:

1 DRAW ONE ARCANA CARD

The player draws one Arcana card that he adds to his hand.

2 MOVE A MILITIAMAN

The player indicates which militiaman he wishes to move and rolls a die: If he rolls a  the militiaman does not move. Any other result indicates the maximum number of spaces the militiaman may move.

3 ACTIVATE CHARACTERS

The player activates his characters one at a time. The characters spend Action Points to move, open chests, attack other characters, and use skills. The player may also choose to play Arcana cards and/or use a Mission card.

4 ANNOUNCE THE END OF THE TURN

When the player has activated all of the characters he wants to, his turn is over and the player to his left can begin. Players do not have to activate all of their characters, nor must they spend all of their Action Points.

Once all of the players have finished their turns, the first player moves the round counter forward one square and starts the next round. All players recover any Action Point tokens spent.



Guild of Thieves
Rule Number I

*"Thieves
never assist
the militia"*

Arcana cards cannot
be played to help
a militiaman.

Moving Militiamen

Two militiamen have been assigned to the district to maintain law and order. During the game they will move about the board, trying to interfere with the actions of the players.

The two militiamen start the game in the Guardroom  and the Treasury .

Before activating his characters, a player must attempt to move one militiaman. First, he designates which militiaman he will move and rolls one die. If he rolls a , the militiaman is distracted and does not move this turn. Any other result indicates the maximum number of spaces the militiaman may move.

The militiaman moves and attacks without spending any Action Points. Militiamen follow the same rules for movement as all characters.

See *"Movement"*.

-  The player does not have to use all of the militiaman's movement.
-  Militiamen never leave the district.

 When a militiaman enters a space occupied by another character there is a fight. The player who moved the militiaman controls him during the fight. If the fight ends in a tie the militiaman wins. See *"Attacking."*

After the fight is over, the militiaman is done moving for the turn. Any remaining movement is lost.

 If the militiaman wins a fight he takes 2 ducats from the loser (returning them to the bank) and forces him to run away 3 spaces (chosen by the player who won the fight).

 If the militiaman loses a fight he runs away 3 spaces (chosen by the player who won the fight).

 A player may not use a militiaman to attack a member of his own gang! Also, the militiamen will never attack each other.





Activating Characters

Characters must be activated in order to move and take actions. Each time a character moves or acts, the player must spend Action Points. A player normally has 7 Action Points each turn to spend with his characters.

The player activates his characters one at a time, spending any Action Points he wishes to with that character before activating the next character. A player does not have to use all of his Action Points, but any points that are not spent are lost. A player can activate his characters in any order he chooses, and that order can change from turn to turn.

A character must spend Action Points to move or take actions:

When a character moves or takes an action, the player must spend one or more of his Action Point tokens. Normally, he will take all seven tokens back at the beginning of the next round. If a player runs out of tokens, he may not activate any more characters this turn.

Each character is limited to **1 movement and 1 action** each turn. These may be taken in either order: a character can move and then take an action, or take an action and then move. Characters do not have to move and take an action when they are activated. A player can choose to do one, or the other, or both, depending on his strategy.

A character may perform:		Cost
Movement	Move spaces up to his Movement value	1 Action point
	Attack another character	1 Action point
Action	Pick the lock on a chest	1 Action point
	Bash a chest open	2 Action points

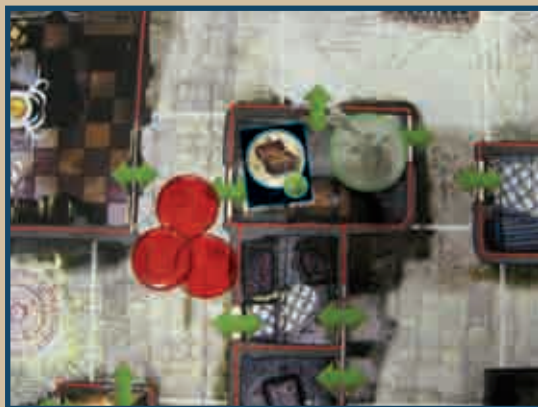
- In addition to movement and taking an action, each character can use his skill during his activation. Some skills cost Action Points to use, as described on the character cards.
- All of a character's movement must be completed at the same time. A character cannot interrupt his movement to perform an action and then resume his movement (though some skills are used during movement).

- Each Character may only be activated once per turn. When the player is finished with a character and activates another, he cannot go back to the first character. The order in which characters are activated is therefore very important.

During this phase of his turn, a player may also spend 3 Action Point tokens to use a Mission card.

See "Mission Cards".

Action Point tokens spent are returned at the beginning of the next round.



The player with The Executioners decides to activate Davitto first. For 3 Action Points, Davitto bashes open a chest (2 A.P.) then moves 3 spaces (1 A.P.). He has performed 1 action and 1 movement. He can do nothing more this turn. The player has 4 Action Point tokens left to activate his other characters.

Guild of Thieves Rule Number 2

*"Patience
is the first lesson
in thievery"*

**A player does not have
to activate all of his
characters.**



Movement

When activated, characters can move around the gameboard, moving from space to space.

In order to move, a character needs to spend 1 Action Point. He may then move as many spaces as his Movement value. A character does not have to use his full Movement value.

To move from one space to the next, that space needs to be **adjacent** and cannot be occupied by any other character. Two spaces are **adjacent** if they are separated by a white line or a green arrow.

MOVEMENT LIMITATIONS

- Red lines represent solid walls and block movement. Characters may not cross red lines.
- White lines allow movement.
- All Characters block movement.

- Green arrows indicate doors or windows which allow characters in and out of a room space.
- A character may only enter a space occupied by another character when attacking. *See "Attacking"*.
- A character running away after losing a fight may pass through a space occupied by another character, but he must end his move in an unoccupied space.
- Characters may not move through portcullises.
- Characters cannot move onto the roof of any building.

LEAVING THE DISTRICT

- A character may only leave the district if the alarm has been sounded. Each Adventure Board will explain when and how the alarm is sounded.
- A character may leave the district from any Deployment Space that is not blocked by a portcullis.
- It costs 1 Movement to leave the district from the Deployment Space.



Leona spends 1 Action Point to move: she moves 3 spaces.



Valdur spends 1 Action Point to move and leave the district.

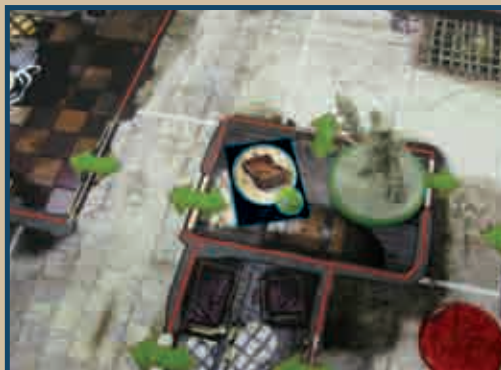
Opening a Chest

The treasures on the gameboard are carefully locked inside chests. To get hold of the treasure within, a would-be thief needs to pick the lock on the chest, or else bash it open.

LOCK-PICKING A CHEST

Attempting to pick the lock on a chest is an action. It costs 1 Action Point.

A character in the same space as a chest may attempt to open it with this action. He rolls one die. If he obtains a result less than or equal to his Mind value, the chest is opened. If he fails, the chest remains locked.



Davitto ends his move in a room with a chest. He decides to spend one Action Point trying to open it. He rolls one die and gets a 4. Because that is higher than his Mind value, his attempt fails and he cannot take the treasure!

BASHING OPEN A CHEST

Bashing open a chest is an action. It costs 2 Action Points.

A character in the same space as a chest may bash it open with this action. There is no need to roll: the chest is automatically opened.

During the game, some treasures may be turned over, so the chest side is facing up .

A treasure showing the chest side is better protected, and can only be robbed by bashing open the chest.

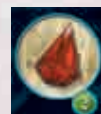
TREASURES

When a chest is opened, the token is collected and placed face up on the character's card. See "Carrying Limits."

The player also takes 1 ducat from the bank.

There are 9 gems and 15 other items:

• 6 Red Gems



Each red gem is worth 2 ducats.

• 3 Green Gems



The total value of green gems is determined by the number collected by the gang. One green gem is worth 2 ducats, two gems are worth 5, and three are worth 8 ducats.

• 3 Bunches of Keys



The total value of keys is determined by the number collected by the gang. One bunch of keys is worth 2 ducats, two keys are worth 5, and three are worth 8 ducats.

• 3 Scrolls

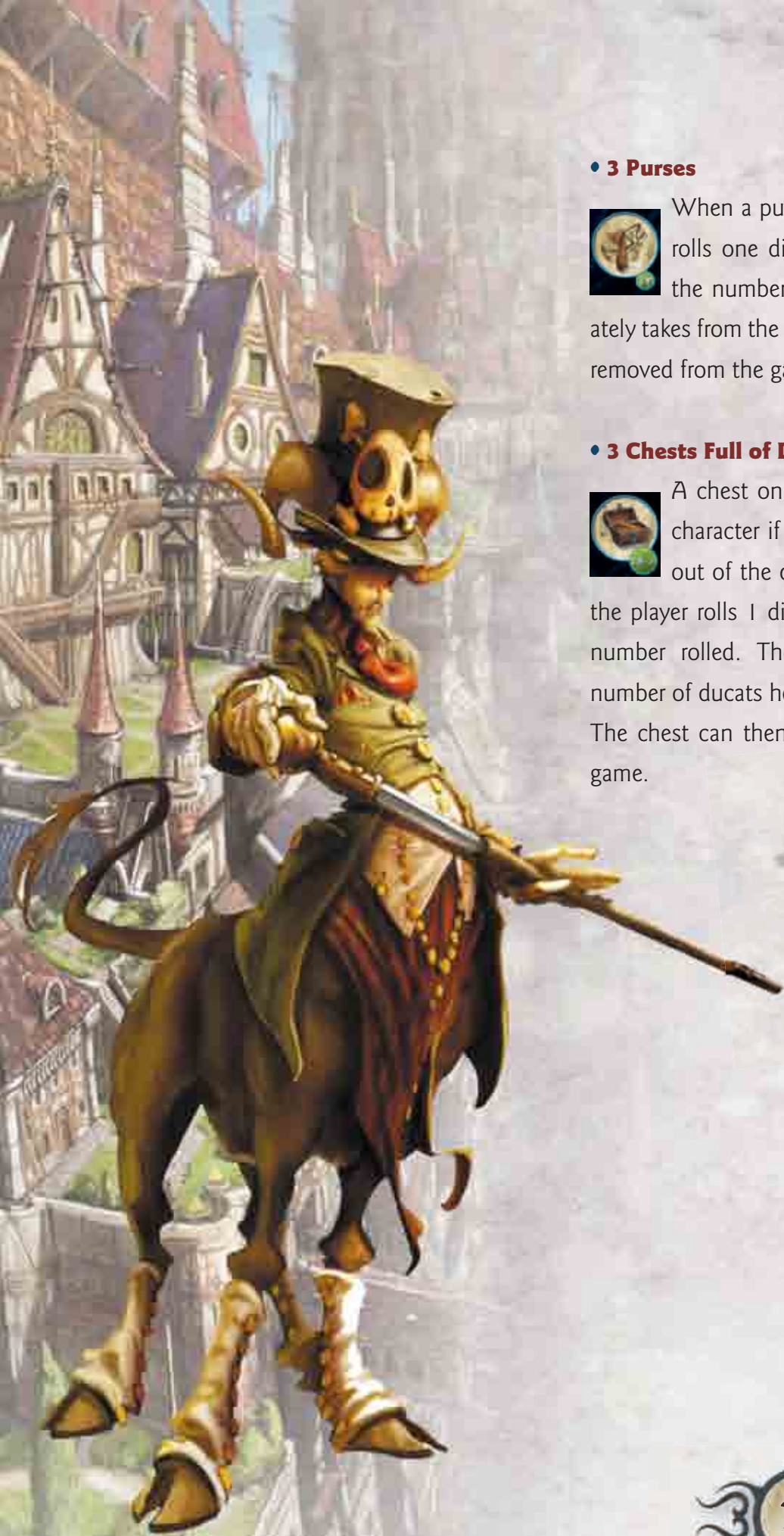


The total value of scrolls is determined by the number collected by the gang. One scroll is worth 2 ducats, two scrolls are worth 5, and three are worth 8 ducats.

• 3 Bracelets



The total value of bracelets is determined by the number collected by the gang. One bracelet is worth 2 ducats, two bracelets are worth 5, and three are worth 8 ducats.

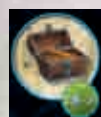


• 3 Purses



When a purse is found, the player rolls one die. The result indicates the number of ducats he immediately takes from the bank. The purse is then removed from the game.

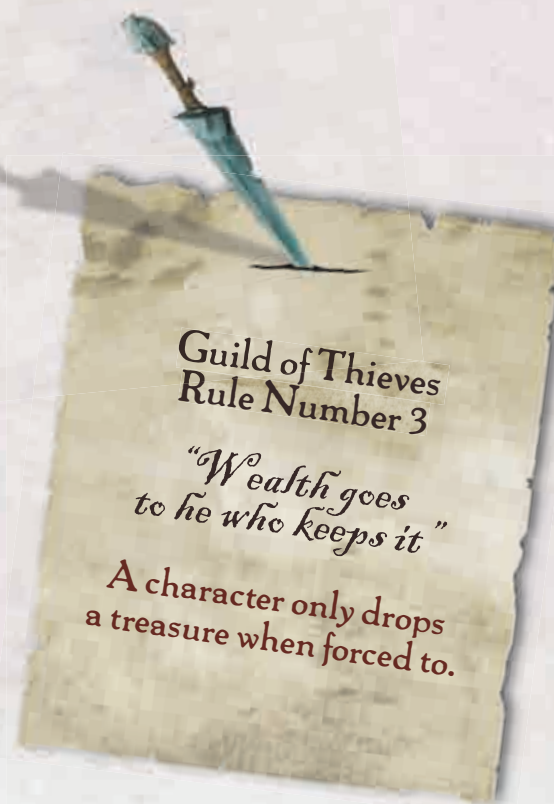
• 3 Chests Full of Ducats



A chest only earns ducats for the character if he manages to carry it out of the district. Once it is safe, the player rolls 1 die and adds +3 to the number rolled. The result indicates the number of ducats he takes from the bank. The chest can then be removed from the game.

CARRYING LIMITS

When a character acquires a treasure, the token is placed on the character card to show that he is carrying it. A character may only carry up to 3 treasures at a time. Should he exceed this limit, he must immediately choose which treasure to drop. The treasure he drops is placed in any room of that player's choice that does not currently house a treasure. This treasure chest can be opened again in the normal way.



Attacking

Attacking is an action. It costs 1 Action Point. In order to attack another character, the attacker must move into his victim's space during his normal movement for the turn. This will always end his movement. Each character has a Combat value. This is the number of dice the player rolls when his character is involved in a fight.

RESOLVING A FIGHT:

1. The attacker announces his Combat value.
He may play 1 Arcana card.
2. The defender announces his Combat value.
He may play 1 Arcana card.
3. The attacker and the defender each roll their dice. The highest single die rolled is the character's combat score.
4. Compare the two combat scores: the character with the highest score wins the fight! If the scores are tied, the attacker wins the fight.

The winner steals one of his opponent's treasures (or 2 ducats if the loser has no treasure). Should the winner end up with more than 3 treasures, he must drop one. See "Carrying Limits".

The loser runs away 3 spaces.

He is moved 3 spaces by the winner of the fight. If it is not possible to move 3 spaces, he must move as far as he can possibly go. As he runs away, he may cross a space occupied by another character, but he must end up in an unoccupied space. A fleeing character cannot move onto the same space more than once during this movement.

Guild of Thieves Rule Number 4

*"Fighting the law
merely angers more
lawmen"*

**A thief can never
attack a militiaman.**



Tortok spent 1 Action Point to move and another Action Point to attack Faras.



Tortok announces that he will use his Rage skill. Faras responds by playing the Arcane card Powerful Blow.

Tortok rolls 2 dice and gets a [1] and a [6]. His Rage skill allows him to re-roll the [1], and this time he gets a [6]. Faras also rolls 2 dice and he gets a [1] and a [6]. The Powerful Blow card adds +1 to his highest roll, giving him a total of 6.



Faras has the highest roll (6 is greater than 5), so he wins the fight. He steals a Red Gem from Tortok, and forces him to run away 3 spaces.

Arcana Cards

Arcana cards are cheap tricks and special actions a gang can use to further their goals.

Each player starts the game with 5 Arcana cards in hand.

Each player draws 1 Arcana card at the beginning of his turn every round, and adds it to his hand.

During his turn, each player may play as many Arcana cards as he wishes.

When an Arcana card is played, the text should be read aloud and the instructions followed. Each Arcana card can be played only once, and is discarded after use.

There is no limit to the number of Arcana cards a player can hold in his hand.



A

Title

B

Description

Mission Cards

At the beginning of the game, 3 Mission cards are drawn and placed face up on the Adventure board.

Missions are sent by the Guild of Thieves, and give players an opportunity to earn bonus ducats. Each Mission card shows a certain type of treasure that the Guild of Thieves desires:



A Treasure

B Bonus

To use a Mission card, a gang needs to hold at least 1 token with the treasure indicated on the card and spend 3 Action Points during its turn.

When a player uses a Mission card, he receives ducats from the bank immediately.

He cannot hold or save the Mission card to use later. The ducats received are equal to the full value of the treasure shown, plus the Mission bonus indicated:

A +0 bonus means the player takes 0 extra ducats per treasure.

A +1 bonus means the player takes 1 extra ducat per treasure.

A +2 bonus means the player takes 2 extra ducats per treasure.

The player adds the value of all the matching treasure tokens that his characters are currently carrying to the Mission bonus. He receives the total in ducats from the bank. The player keeps his treasures after completing the mission. He may be able to earn ducats for these treasures again, either by using another Mission card or by removing them from the board. See “End of the Game”.

Once a Mission card is used, it is immediately discarded and replaced by a new one from the deck. Add the new Mission card to the Adventure Board. If the deck of Mission cards runs out, there are no more missions. Do not reshuffle the Mission cards.

Guild of Thieves
Rule Number 6

*“Focus is the key
to success”*

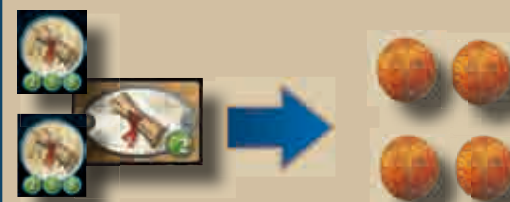
**A gang may only use
one mission card per turn.**



Paul spends 3 Action Points and takes the “Scrolls +2” Mission card.



His characters are holding a total of 2 scrolls. 2 scrolls are worth 5 ducats.



The Mission card adds a bonus of +2 ducats per scroll, so Paul takes 9 ducats from the bank.



End of the Game

Eventually, even the slow-moving militia will react to the rash of thefts in the district. They will throw a cordon around the neighborhood, trapping all thieves still within. Each Adventure Board describes when the game will end, usually when the Round Counter reaches the end of the round counter track ("End of the Game" square).

At this point, all players must convert the treasures they managed to carry out of

the district into ducats. Any treasures carried by characters that are still in the district are worth nothing.

Each player loses 3 ducats for each of his characters that failed to leave the district before the end of the game.

The player with the most ducats becomes the new guildmaster for the district, and wins the game!



Guild of Thieves
Rule Number 7

*"A wealthy gang
will always be targeted
by his enemies"*

Keep your ducats hidden
and ask for change often
to confuse them.

WELCOME TO CADWALLON!

The Aarklash continent is the heart of a world steeped in magic. Created by jealous gods, it is a place where fantastic creatures and terrible monsters dwell together.

For ages, the populations of Aarklash co-existed rather peacefully, developing magic and technology, and quietly worshipping their chosen gods. But a terrible war has enflamed the entire continent and forever upset the balance of Aarklash: the Rag'Narok! Alone, one single city refuses to take part in this all-devouring war: a city founded by mercenaries, prospectors, and pioneers. A city that is proud of its freedom and its independence from the kingdoms of Aarklash: Cadwallon.

Here, victims of the war seek shelter alongside deserters, pacifists, and outlaws of every type. This open and accepting policy makes Cadwallon the most fascinating nest of rascals in all of Aarklash. It also has earned the city its nickname: City of Thieves!

Despite its reputation, Cadwallon is not a lawless place. Thanks to its brave Militia, the Duke of Cadwallon is able to grant safety to his people, and wealth to his city. Since the city's founding, the Duke has delegated a portion of his power to a dozen noble families, each charged with directing one of the fiefdoms of

the city. Cosmopolitan and stubbornly neutral, Cadwallon is a wealthy trade city, and convoys travel all of Aarklash to reach it.

Fabulously wealthy merchants do their business here, and they have created guilds to better organize their jobs and protect their interests. There are more than a dozen guilds in Cadwallon, each with its own small army, each seeking to conjure more wealth and power. One of these is the Guild of Thieves itself, which sees that the thieves of Cadwallon respect some basic rules, and keeping the city from plunging into complete chaos. In Cadwallon you must always be alert and know when to take a risk, if you intend to respect the city motto: *"My Kingdom for a Ducat!"*

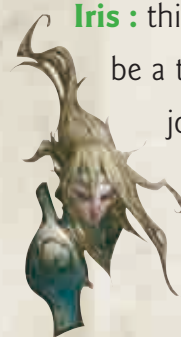
THE EXECUTIONERS

Not all thieves can easily find their place within the Guild. One such group calls themselves the Executioners. It's their skills and experience that make them good thieves, not their attitude: they have scruples and are repulsed by the idea of stealing from the poor and common people. When they first met, they decided to make the best of a bad job. If they have to steal, they'll steal, but only from the wealthy and those truly responsible for the great injustices of the City of Thieves!

Leona : the chief of her gang, this natural born leader comes from Akkylannie, a country of religious fanatics. She once was a duelist, and wields her sword with mortal precision. In the Akkylannian army she learned to lead men, and does so without flinching.

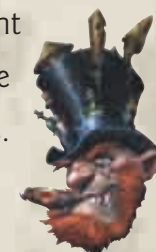


Harid : a Cadwë: a citizen of Cadwallon, who was born within the city walls. For this reason he studies the traditional magic of the city: the tarot magic. With his magic cards, he can summon the spirit of Cadwallon itself. His skills have landed him in a heap of trouble, and he seeks refuge in the Guild of Thieves.



Iris : this brave warrior does not wish to be a thief. Only a few months before joining the Executioners, she was a member of an order of holy warriors, the Valkyries of Alahan. But she was the target of a conspiracy, and was forced to flee her country and hide in Cadwallon. Now is the time for her vengeance!

Davitto : he may be a dwarf, but above all he is Cadwë. Davitto is a brilliant inventor who willingly joined the Executioners to test his inventions. His incredible ideas have often saved his whole gang!



THE NOCTURNIS GANG

Cruel, greedy, and violent, the members of the Nocturnis Gang have gathered together because no one else wanted them to join their gang! They are so brutal and lacking in discretion that other Guild members are reluctant to admit that they're thieves too. But they always accomplish their mission and return with the treasures, even if they leave some corpses in their trail. Some suspect that they trigger alarms on purpose, hoping to get into a fight.

Sanaris: once a worshipper of Vile-Tis, a god of Darkness, he grew tired of running through the forests with the other Wolfen of Aarklash—humanoid wolf men two meters tall.

He desires the comforts of great cities and great wealth. He renounced his faith, and chose to follow a new god: the Ducat of Cadwallon!

Faras: a necromancer and tomb-robber. He met Sanaris in one of Cadwallon's prisons, a few moments before they made their escape. He was seduced by the prospect of getting rich, and abandoned his arcane research. But not before he learned enough magic to defend himself from the Militia.

Drokan: a former servant of the Ophidians, a race of intelligent snakes. He broke free from their morbid grasp to follow his own will. Not wanting to become a slave again, he knows that to truly be free, he must become rich!

Valdur: shrouded in mystery, even the other members of his gang don't know where he comes from. He appeared in their lives quite suddenly, slaying their adversaries in a street fight. Since that moment, he has been following them. All members of this gang are hardened criminals, but there is something in Valdur that frightens even them...

KALDERN'S GANG

Kaldern's Gang is made up only of professionals. These men and women are veterans of the Guild of Thieves, who respect its rules and consider burglary to be just another job (more or less). They practice their skills with great seriousness. They are true artists of stealing!

Kaldern: Kaldern came to Cadwallon in order to escape from the war and make a fortune. He was trained by an old thief of the Guild, and had the chance to

show his devotion and loyalty.

He took the place of his former master when the old thief died peacefully in his old age (a very rare thing among thieves!).

Sarys: she speaks very little, and when she does she usually addresses either the dead, or a demon. She comes from a clan of Drones: barbarians who worship demons. The rest of the gang doesn't know why she's there, but the Guild asked Kaldern to keep an eye on her and add her to his gang. For this reason the others do their best to treat her with respect, but an even greater reason is her tremendous skill!

Elise: just like Kaldern, Elise is a perfect creation of the Guild of Thieves. In some ways even

more so, as she was born Cadwë.

Elise is an arcane thief, specialized in infiltration and the theft of magic objects.

Tortok: an Orc who just arrived in Cadwallon after escaping from attacks against his people. He was already a bandit among the Orcs, and he's glad to be able to continue practicing his "profession" in the City of Thieves with peculiar savagery.

● THE CURSED ONES ●

Darkness crawls everywhere, even in Cadwallon. The Cursed Ones are servants of these vile forces. They steal on command of their dark masters, allowing them to finance their horrific plans. Each piece of gold brings them closer to their final victory—and the ultimate destruction of Cadwallon!

Jehlan: originally from Syharhalna, he fought for his country in his native desert, and in the lands of the Orcs. There, after the rest of his army was slaughtered, he had a mystical revelation and he headed to Cadwallon, to accomplish his dark plans.

Anays: a noblewoman from Acheron, the nation of necromancers. In order to prove herself among her people, she had to go to Cadwallon and increase her dark skills. She's learned how to summon the power of the grim trinity of Acheron.

Dorak: a deserter and mercenary who fought for all the human armies in Aarklash before ending up in Cadwallon. He was a broken, disappointed, and cynical man. From the moment he arrived in Cadwallon, he's been ready to join any fight, hoping to find death and oblivion in it. Jehlan knows Dorak is crazy, but he can't afford the loss of his skill with the crossbow.

Torham : this dwarf is a faithful follower of Mid-Nor, the Dwarf of Darkness. This altered and monstrous being dreams to destroy the people of the surface world, and wake the nightmarish creatures who sleep in the depths of Cadwallon!

● THE INCARNATES ●

Outside Cadwallon, throughout the Aarklash continent, all peoples are fighting a terrible war: the Rag'Narok. This conflict was secretly begun by the selfish gods, but is fought by mortals. To help the people who worship them, each god of Aarklash has transformed their chosen warriors into powerful beings: the Incarnates.

Each Incarnate becomes a legendary hero. He is immortal, and often invincible. When two Incarnates meet in battle, the sky itself trembles! But the fate of an Incarnate is often a tragic one: the incarnation is as much curse as blessing, as a part of the Incarnate's soul is stolen, and the Incarnate must spend the rest of his long life seeking it on the battlefields of Aarklash.

Cadwallon may be neutral in the Rag'Narok, but the gods have other plans. They incarnate even some Cadwë, perhaps hoping to push Cadwallon to enter the war. The two most famous Incarnates of Cadwallon are Isabeau and Sienne.

Isabeau the Secret: a member of the noble family of Cadwallon which rules over the Soma fiefdom. Her father and uncle were killed by the Guild of Usurers when she was still young, and she swore to avenge them. She trained to become a formidable fighter and joined the Guild of Blades, which organizes the business of Cadwallon's mercenaries.

Sienne, Arcanic Thief: born and raised in the Guild of Thieves, though in truth she is a member of the Soma family, and a cousin of Isabeau. This peculiar status has brought her many troubles and trials, but she always ended up on top. For this reason, the gods took notice of her and she was incarnated. Now Sienne is one of the most famous thieves in Cadwallon, and the finest arcane thief of the Guild.

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Dust Game Limited would like to thank...

Gilles Garnier and Josè Rey, Erwan Hascoët and Laurent Pouchain. Goulven Quentel for his precious assistance. Jean Bey (you know why). A final big thanks to Raphael Guiton and Nathalie Lamri from Rackham Entertainment.

