

AGE OF THIEVES

EXPANSION



Rulebook

Introduction

Another dusk has settled over Hadria. As decent citizens close their eyes, true masters of dark alleys come out to play. The stakes are getting higher day by day with the Emperor's presence bringing even more rich guests to the city. As if this was not enough, the Night of Broken Shutters is coming and the Guild is preparing to wreak its vengeance upon all Hadrians. Two new shadowy figures start prowling the streets in search of treasures and infamy, utilizing tools that can fool even hardened rogues. At the same time, sewers are filled with unsettling echoes of invisible dangers, making every incursion into the Undercity a true test of skill. Are you bold enough to once again compete for the title of the most cunning thief?

Expansion Overview

Masters of Disguise is an expansion for *Age of Thieves*, a strategy and adventure game about extraordinary rogues. It introduces 2 new characters: Julien, the mask-changing actor and Delilah, the ragged scavenger of clockwork junk. It offers a range of new optional rules, such as burglary rules along with special cards or sewers cards. Additionally, the expansion features the scenario called *Night of Broken Shutters* which completely changes the goal and rules of the game.

Game Components



RULEBOOK



2 THIEF SHEETS



2 THIEF FIGURES (GREY)



13 SEWERS CARDS



9 ACTION CARDS (3 JULIEN'S MASKS,
4 DELILAH'S SCRAPS, 2 SPECIAL)



20 SCENARIO MARKERS
(10 GOLD AND 10 SILVER)

20 BURGLARY CARDS



15 NORMAL

5 PALACE



4 BURGLARY TOKENS



Cards found in this expansion that are used in conjunction with cards from the base game are marked with the *Masters of Disguise* expansion icon to distinguish them from those found in the base game and other expansions.

New Characters

Special abilities of new characters affect the game much more strongly than abilities of the thieves from the base game. We recommend reading the rules below in addition to descriptions from new thief sheets.

Delilah, Humble Scavenger



Delilah uses all action cards normally, but she also has a set of 4 unique **Scraps Cards** at her disposal. These cards have the same back as other action cards. If Delilah is participating

in the game, shuffle the Scraps cards into the action deck after resolving the setup. From now on the Scraps cards have various special effects depending on who draws them:

- If a Scraps card is drawn by Delilah, she places it next to her thief sheet. She may resolve its lower effect once according to the description on the card. If she does, she must remove the card from the game (i.e. return it to the box). If Delilah is thrown into the dungeon, she must remove all Scraps cards placed next to her thief sheet from the game.
- If a Scraps card is drawn by any other thief, he places it next to his thief

sheet and immediately draws an additional action card from the deck. Next turn the thief resolves the Scraps card's upper effect once according to the description on the card and shuffles it back into the action deck. It means that the same Scraps card may reappear in the game if it is drawn by thieves other than Delilah.

Important: if a player draws a second Scraps card when drawing an additional card, he discards it. Then he shuffles the discard pile into the action deck and keeps drawing until he gets a normal action card.

Important: Scraps cards must be placed next to a thief sheet immediately after being drawn and they are **never considered a part of a player's hand**.

Julien, Disturbed Actor



Julien does not use the basic action cards *Move* and *Ambush*. When setting up the game in which he is participating, return one set of basic action cards to the box.

The player controlling Julien uses his 3 unique, basic action cards instead. They are called **Masks**.

Julien's Masks are treated in exactly the same way as basic action cards of other thieves, with the following exceptions:

- Julien **must declare exactly one Mask** per turn.

- Each Mask is considered a *Move* basic action with a certain effect (*Sneak* or *Dash*, respectively). It means that it is affected by all rules and components (e.g. event cards) affecting the corresponding *Move* action card effect.

Julien's special action card is resolved normally, but its effect enables the player to copy a special action card of another thief participating in the game. Its use is restricted as follows:

- Julien can copy another thief's action as long as such a thief is still on the board (even in the dungeon), i.e. if a thief has already left the city through one of the gates, his special action cannot be copied.
- Special actions are copied with all limitations, including their range and all additional costs required to use them.

New General Rules

DISCARDING CARDS

Considering Delilah's special ability, players should be more careful with discarded action cards. When discarding action cards during the Clean-up Phase, players should observe the turn order – the first thief discards his cards first, followed by the remaining thieves and going clockwise around the table. A

given player may discard his cards in any order he wishes.

PRIORITY OF EFFECTS

If a game effect says that something “cannot” be done (e.g. when Julien chooses to use his Mask of the Athlete), such effect has priority over any effects enabling a player to do something.

New Game Modes

All rules explained below should be treated as optional. Before starting the game, players may choose to use some or all game modes described below.

GAME MODE I: SEWERS CARDS

This mode introduces more risk and adventure when using sewers to move. If players choose to use it, in **Step 9** of the game setup they should additionally take **Sewers Cards**, shuffle them thoroughly and place them face-down next to the board – they form the **Sewers Deck**.

Each time a thief is about to use sewers to move (no matter if he enters them through a sewer entrance or resolves an action card, e.g. *Map of Sewers*), he points at the sewer exit he wishes to reposition his figure to, then draws the top card from the sewers deck and resolves its effect. Finally, he discards the card to the sewers discard pile next to the sewers deck.

Important: If the sewers deck is depleted, shuffle the sewers discard pile thoroughly and place it face-down next to the board, thus forming a new sewers deck.

Important: The *Underground Labyrinth* card requires a thief to randomly choose the district to which his figure will be repositioned. In order to do this, the thief reveals 1 card from the district deck, places his figure on the corresponding sewer exit and shuffles the district card back into its deck. If the alarm has already been raised, the thief is automatically repositioned to the sewer exit corresponding to the district card next to the board (see p. 12 of the Rulebook in the base game).

GAME MODE II:

ENTERING THE PALACE VAULT

This mode makes taking the Emperors' Jewel much more difficult and changes each burglary attempt into an exciting challenge. If players choose to use it, in **Step 9** of the game setup they should additionally take **Palace Burglary Cards** (with red backs), shuffle them thoroughly and place them face-down next to the board – they form the **Palace Burglary Deck**.

In order to collect the Emperors' Jewel from the board, a given thief must perform a **successful burglary**. To do this, during his movement his figure must occupy the same space as the jewel. Then he must reveal the top card of the palace burglary deck.

Sewers Card Overview



1. **Name.**
2. **Effect:** It indicates what the thief must do in order to proceed through the sewers.

Palace Burglary Card Overview



1. **Name.**
2. **Flavor Text:** A short, narrative description of the current situation in the Palace. It has no game effect.
3. **Requirement:** It informs what requirement must be fulfilled in order to collect the Emperors' Jewel from the board.

There are two possible effects:

- If the thief fulfills the requirement from the card, the burglary is **successful** – he places the Emperors' Jewel on his thief sheet and returns all palace burglary cards to the box (they will not be used during this game). The thief may continue moving normally afterwards.
- If the thief does not fulfill the requirement from the card, the burglary is **failed** – the revealed card should be shuffled back into its deck and the thief is moved by the first thief to any space adjacent to the central space of the Palace. His movement ends immediately and he cannot make any further burglary attempts or collect anything from the board as part of this action.

Important: A thief can only make one attempt to collect the Emperors' Jewel per action allowing him to move.

Important: The second time the Emperors' Jewel is collected from the board (after it was lost by a thief), do not repeat the burglary – the jewel is collected normally.

Tip: Before playing with this mode for the first time, it is suggested to read requirements of all Palace burglary cards aloud so that everyone knows what to expect.

2 GAME MODE III: CITY BURGLARIES

This mode introduces much more strategy when collecting **yellow and green jewels** from the board. If players choose to use it, in **Step 9** of the game setup they should additionally take **Burglary Cards** (with blue backs) and resolve the steps described below in the following order:

1. Prepare Burglary Deck:

a) Find among all burglary cards and set aside **2 Basic Burglaries**: 1 *Full Stash* and 1 *Empty Stash*.

b) Shuffle the remaining burglary cards and set aside 6 face-down cards without looking at them. Shuffle these cards with 2 basic burglaries thoroughly and place them next to the board – they form the **Burglary Deck**.

c) Place all other burglary cards face-down in one deck next to the common pool – they form the **Burglary Supply**.

2. Distribute Burglary Tokens:

Each player takes **1 Burglary Token** and places it behind his thief screen similarly to action cards declared during the game.



BURGLARY TOKEN

In this mode thieves cannot freely collect yellow or green tokens from the board – they must perform a **successful burglary**. In order to do this, they must prepare themselves. Below you can find the rules for resolving burglaries.

Burglary Preparation

If a thief is planning to perform a burglary, during any Declaration Phase he may secretly place **2-5 AP** markers on his burglary token. This number cannot be changed during the turn.

Performing Burglary

In order to collect a jewel from the board, a given thief must perform a **successful burglary**. To do this, during his movement his figure must occupy the same space as the jewel. Then he sets aside from his burglary token:

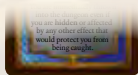
- **2 AP**, if attempting to collect a yellow jewel;
- **3 AP**, if attempting to collect a green jewel.

Afterwards, he checks his burglary result by revealing the top card of the burglary deck:

- If the bottom of the revealed card features the jewel icon, the burglary is **successful** and the thief **must resolve** the revealed burglary card – he places the jewel on his thief sheet and removes the resolved card from the game (i.e. returns it to the box). Then he draws the top card of the burglary supply and shuffles it into the burglary deck without looking at it.



JEWEL ICON



NO JEWEL

Burglary Card Overview



1. **Name.**
 2. **Flavor Text:** A short narrative description of the place the thief is robbing. It has no game effect.
 3. **Resolution Instruction:** It informs what to do with a given card if a thief chooses to resolve it.
 4. **Effect:** How a given card affects the game. Additionally, 2 cards feature the “Basic Burglary” phrase here.
 5. **Jewel Icon:** It appears only on cards featuring successful burglaries and informs that a thief can collect a jewel from the board.
- If there is no jewel icon on the revealed card, the thief must choose one of the following options:

a) **Continue the Burglary** – the thief sets aside the revealed card along with 1 AP from his burglary token and draws another card from the burglary deck, repeating the activities described on previous page.

The thief may choose this option more than once, each time setting aside 1 AP from his burglary token.

The thief cannot continue the burglary if there are no AP markers left on his burglary token. In that case, he must immediately end the burglary and resolve his current burglary card (see below).

b) **End the Burglary** – the burglary is **failed** and the thief **must resolve** the last revealed burglary card. Then he draws the top card of the burglary supply and shuffles it into the burglary deck without looking at it, along with all burglary cards he set aside when continuing the burglary.

No matter the burglary result, the thief may continue moving normally afterwards unless some effect says otherwise.

When using this game mode, remember about the following rules:

- A thief must have **at least 1 jewel** on his thief sheet in order to leave the board after the alarm is raised.
- AP markers placed on a burglary token do not carry over from turn

to turn – they are taken back by their owner in the Clean-up Phase as normal (i.e. as if they were placed on declared actions cards).

- If a resolved burglary card features the “Basic Burglary” phrase, instead of returning the card to the box and adding a new burglary card from the burglary supply, the basic card should be shuffled back into the burglary deck.
- A thief can only perform one burglary to collect the same jewel per action allowing him to move. However, he may resolve any number of burglaries of different jewels.
- A burglary is always necessary to collect a jewel from the board – if a thief loses a jewel (e.g. as a result of a *Wind-up Magpie* action card), it can be collected again only after performing a successful burglary according to the rules described above.
- Jewels featured on city tokens do not require a burglary – thieves simply place them on their thief sheets according to normal rules.

Important: The Emperors’ Jewel is collected from the board normally. However, players may consider mixing this game mode with the “Entering the Palace Vault” mode described above for even more strategic experience.

Night of Broken Shutters

Scenario

There is a night each year feared by all citizens of Hadria. At that time shadows leave the streets and enter the houses of ordinary people to pillage and destroy their wealth. People call it the Night of Broken Shutters, but the Guild members think of it simply as the Night of Woe because it is the anniversary of the Guild's shame. Many decades ago the most infamous master of the Guild was caught by the city guard and summarily executed for fear of escape. His absence caused an internal war in the Guild's ranks and ended in formation of the Dark Council, a group of powerful personas governing the Hadrian demimonde ever since. However, once the dust settled, the Guild decided that Hadrians must be punished for their deed. Each year all Guild members leave their shadowy businesses and break into random houses stealing whatever they can. Although treasures eventually find their way back to their owners – either bought off or traded for favors – the idea behind is to sow chaos and fear among the populace and to remind everyone that any harm to the Guild will be punished tenfold. This night is your chance to participate in the Guild's vengeance, to honor all thieves who passed and to prove that no other burglar can match your skills.

Important: This scenario offers a completely new experience in comparison to the base game, introducing a number of new rules and a new goal of the game. As such, it is recommended for seasoned players. Unless stated otherwise, this scenario follows all base game rules and all rules introduced in the “City Burglaries” and the “Entering the Palace Vault” game modes.

GOAL OF THE GAME

The goal of the game is to collect the most **Victory Points (VP)** by making successful burglaries and stealing jewels and then to escape from the board through one of four city gates.

The winner of the game is the thief who will escape from the board carrying with him jewels and tokens worth the most VP before the event deck is depleted. All rogues still on the board once the game ends lose automatically.



GAME SETUP

The following changes should be introduced to the game setup:

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Place the **red Emperors' Jewel** on the central space of the Palace. Place **1 green jewel** on each marked space. Place **2 yellow jewels** on the spaces to the east and west of the central space of the Palace. Place **1 yellow jewel** on all guard-houses with swords except the ones in the Palace.



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Prepare the **Burglary Decks** as well as the **Burglary Supply** and distribute **Burglary Tokens** among players as described in the “Entering the Palace Vault” and “City Burglaries” game modes.



PALACE
BURGLARY DECK



CITY
BURGLARY DECK



BURGLARY TOKEN





3 Before placing any City Tokens on the board, set aside face-up all 6 **Trinket city tokens**. Then place the remaining city tokens on the board normally.

Add the Trinket city tokens to the common pool after it is formed in step 5.



TRINKET
TOKEN

12 This scenario features **Scenario Markers** – they represent **Burglary Markers** here. Prepare an opaque container (not included in the box) and place 10 gold burglary markers inside – they form the **Alarm Pool**. Place the container near the board so that each player can easily reach it. Place 10 silver burglary markers next to the container.



GOLD BURGLARY MARKERS



SILVER BURGLARY MARKERS

Before preparing the Calm Deck, return to the box the *Drunken Alchemists* event card – it is not used in this scenario.



GAME TURN

The following changes should be introduced into the game turn sequence:

1. Event Phase

- a) Reveal and resolve a new event card
- b) Place 1 available yellow jewel and all available green jewels on the board
- c) Roll initiative for the city guard

PLAYING THE GAME

The following changes should be introduced when playing the game:

1. Event Phase

- b) Place 1 available yellow jewel and all available green jewels on the board



Resolve this step normally, with the following exceptions:

- If, when placing a yellow jewel, no plastic jewel is available in the common pool, a Trinket city token should be placed instead.
- If there are any green jewels in the common pool, they should be placed on empty, marked spaces. If there are more marked spaces than the available green jewels, the first thief chooses the spaces to place them.

Important: At the beginning of the game, only Trinket tokens are available for placement.

Important: Once the alarm is raised, this step is skipped.

BURGLARY MARKERS AND ALARM POOL

This scenario features scenario markers as well as special burglary rules representing a fierce competition for the title of the best burglar. Below you can learn how to use them.



BURGLARY MARKERS

Gold and silver burglary markers appear in the scenario. At the beginning of the game, the Alarm pool is comprised of 10 gold burglary markers hidden inside a container. Whenever a thief performs a **successful burglary**, he draws a random marker from the pool and places it on his thief sheet. Then he adds 1 silver burglary marker to the Alarm pool and thoroughly mixes all markers inside the container.



SILVER
BURGLARY
MARKERS

If a thief draws a silver burglary marker, players should check the total number of silver burglary markers placed on all thief sheets. If the total is **equal to the number of players plus 1**, at the beginning of the next turn the alarm is

raised according to normal rules – from now on drawing silver burglary markers has no additional effect.

If the total number of silver burglary markers is less than number of players plus 1, nothing happens.

After drawing a burglary marker, the thief checks the number of them on his thief sheet. If he has at least 3 such markers (of any color), he takes the **best burglar token**



BEST BURGLAR
TOKEN

from the common pool. If the best burglar token is already on another thief's sheet, the thief must have at least 1 more burglary marker than the current holder in order to take it (in case of a tie between the number of burglary markers on two thief sheets, the current holder of the best burglar token keeps it).

Important: Burglary markers cannot be stolen, discarded or passed between thieves in any way. From the moment a thief acquires such marker, he keeps it on his thief sheet until the end of the game.

Important: If a thief with the best burglar token on his sheet leaves the board and another thief acquires more burglary markers, the best burglar token must be passed according to normal rules even though its current holder is off the board.

OTHER SCENARIO RULES

- The Emperors' Jewel can be collected from the board according to the rules described in "Entering the Palace Vault" section on page 5.



Additionally, stealing the Emperors' Jewel does not raise the alarm, does not provide the best burglar token and does not cause a thief to draw a district card. However, the Emperors' Jewel still provides 3 additional red AP markers.

- A thief must have at least **1 jewel and 2 burglary markers** on his thief sheet in order to leave the board after the alarm is raised.
- Trinket city tokens are placed on the board face-up. They are treated both as yellow jewels and as city tokens (see p. 17 of the base game rulebook). Therefore they can only be collected from the board by performing a successful burglary as per the City Burglaries and scenario rules, but effects such as a *Mechanical Rats* action card can still affect them.

Important: The alarm can be raised only by acquiring the required number of silver burglary tokens by thieves.

ENDING THE GAME

The game may end in the circumstances described below in a victory of one thief or a defeat of all thieves.

Defeat

All thieves are defeated if:

- The 10th turn has ended and the Alarm deck has not been introduced into the game (thieves have not acquired enough silver burglary markers to raise the alarm).
- The Alarm deck is depleted, but no thief has managed to leave the board through one of the city gates indicated by the district card.

Victory

One thief wins if:

- He leaves the board through one of the city gates indicated by the district card before the end of the 5th Alarm turn with jewels and tokens on his thief sheet that are worth the most VP. In this case the game lasts until the end of the 5th Alarm turn and the final winner should be determined among all thieves who have left the board.

In case of a VP tie, the tying thief with the best burglar token wins. If no tying thief has it, the one with the biggest number of jewels wins. If there is still a tie, the thief with the Emperors' Jewel wins.

Important: Any thieves that are still on the board after the game ends are ignored when determining the winner. They are considered caught by the city guard and thrown into the dungeon for good.

<i>Thieves' Trophies</i>	
	BEST BURGLAR TOKEN 3 VP
	EMPERORS' JEWEL 3 VP
	GREEN JEWEL 2 VP
	YELLOW JEWEL 1 VP
	TRINKET TOKEN 1 VP

Masters of Disguise




Delilah, Humble Scavenger

Everyone can be an inventor inside a well-equipped and clean laboratory. However, once on the street, with no helpers and gold, things are starting to look grim. Add to this the fact that the Guild considers you a good-for-nothing and you end up all alone in a dark and unforgiving city. That's exactly what happened to Delilah many years ago. Bereft of her family money and the right to inherit the workshop, she led a life of a homeless drifter, rummaging around for food or bits of machines to continue her research. Yet, it turned out that even among the lowest of the low new friendships can be forged and new treasures found... Now, armed with vile cunning born from necessity and hardship, Delilah focuses her attention on the Emperors' Jewel. If she steals it, she will regain all she's lost and she'll finally be able to afford giving the Guild members a lesson they won't forget.



Julien, Disturbed Actor

As a man of many faces and roles, Julien was a popular actor once. He led a good life playing heroes as often as villains, visiting cities around the Empire with his troupe and perfecting his entertaining craft. Many patrons vied for his attention and more than once a noble lady fell under his charm. Yet, paradoxically, Julien's talent grew beyond the borders of human understanding. One night, when Julien was playing the dark master of the infamous Hadrian Guild, his mind finally shattered under the strain and an entirely new entity was born – a frightening amalgam of an ingenious tinkerer, a sinister impersonator and a ruthless criminal. With Lucius IV visiting Hadria, Julien felt an irresistible urge to follow the monarch, steal his crown jewel and truly become the most hated and respected burglar of the Empire. The stage is set, the actors are ready and the curtain is about to lift, but this time the whole city will watch in awe and fear the exploits of the masked thief!



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Check www.galakta-games.com for additional game content!