

The Nobles



1 ^{-RANK-} 2 ^{-RANK-} 3

Recruit and Manage your Court by Paying **TRIBUTE** = Rank

ACTIVE PLAYER

READY Stance(↑): Must enter Combat

REST Stance(↔): Cannot enter Combat

COMBAT RESOLUTION

Strength = Rank + equipped **Weapon** + equipped **Armor**

Provide **INFLUENCE** based on Suit & Rank, effects which cards can be played & their power

TURN STRUCTURE

ACTIVE PLAYER | BOTH PLAYERS

1. COUNCIL - Pay Tribute to:

- RECRUIT
- CHANGE STANCE
- CHANGE SUIT

2. PLAY CARDS - Take turns playing cards for effects:

- 4-Card MAX
- Card MIX: 1 Per Suit + **INFLUENCE**

3. COMBAT - Assign Combats

- Your **READY**(↑) nobles must enter Combat
- Your **REST**(↔) cannot enter Combat
- Combat is 1-ON-1
- Lower Strength = **DISGRACED**
- TIE:
 - Lower Rank = **DISGRACED**
 - Equal Rank = **BOTH DISGRACED**

4. RESUPPLY - Clean Up (AP Leads)

- Draw 2 Cards + **DISGRACED** Bonus
- Equipment **LIMIT** Check
- Hand **LIMIT** Check
- **VICTORY/DEFEAT** Check
- Pass Turn

VICTORY CONDITIONS

Checked at End of Turn / Resupply
Ties go to **ACTIVE PLAYER**

OUTMANEUVERED

Have all 3 nobles (J/Q/K) In-Court
Equipped with **Weapon** OR **Armor** = to rank
Jack with **Ace** **Weapon**,
Queen with **2** **Weapon**,
King with **3** **Weapon**

FLAWLESS STRATEGY

Have **Ace**, **2**, & **3**
Leveraged In-Hand

DEFEAT CONDITIONS

Instant once condition met
Ties go to **non-ACTIVE PLAYER**

BROKEN COMMAND

4 or more **Disgraced** Nobles

ECONOMIC COLLAPSE

4 or more **Leveraged** Cards In-Hand

SUIT INFLUENCE

Your In-Court nobles give you **INFLUENCE** of their suit = to their Rank
Jack = 1 • Queen = 2 • King = 3

Every turn you can play: 1 card of each suit PLUS your **INFLUENCE** in that suit
Does NOT change the 4-card MAX per turn - only affects the MIX of suits

INFLUENCE increases the power of played card's suit effects

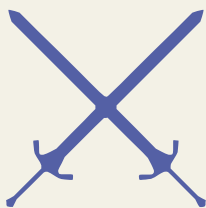
TRIBUTE

Council actions cost **Tribute** = noble's rank
Jack = 1 • Queen = 2 • King = 3

Pay **Tribute** using ANY combination of the following, each action counts as 1 payment:

- **Liquidate**: Move a **Diamond** from your gem pile to the discard pile
- **Leverage**: Flip a card in hand face-up (becomes leveraged)
- **Dismantle**: Discard an equipped **Weapon** or **Armor** from your noble

N
WEAPON



Equip to one of your In-Court Nobles. Increase its Strength by **N** + **Weapon**.

Can be **Dismantled** to pay **Tribute**.

When Equipped to the Noble with matching **N** **Armor**,
Trigger **Set Bonus**:
Change stance of any 1 Noble

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ARMOR



Equip to one of your In-Court Nobles. Increase its Strength by **N** + **Armor**.

Can be **Dismantled** to pay **Tribute**.

When Equipped to the Noble with matching **N** **Weapon**,
Trigger **Set Bonus**:
Change stance of any 1 Noble

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JOKER

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• Choose **any suit** when played, resolves as the chosen suit

• Value = 0

• When equipped: Affected by BOTH **Weapon** & **Armor**

• When Saved as **Diamond**:
Stays in gem pile.

• When Spent as **Diamond**:
Note **Weapon**

• When Played as **Club**:
Note **Armor**

JOKER

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GEM



Choose One:

SAVE: Place this card in your **Gem Pile**.
Target Player Draws 2 cards.
Can be **Liquidated** to pay **Tribute**.

SPEND: Target 1 **Leveraged** card Any Hand with a
Value ≤ **N** + **Gem**.
Target goes to Your Hand.
Discard this card.

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TACTIC



Target 1 face-up card with Value ≤ **N** + **Weapon**.

Valid Targets:

- Equipped **Weapon**.
 - Cards in Discard Pile.
 - **Diamonds** in Gem Piles.
 - **Leveraged** cards in hands.
- Target goes to Your Hand.
Discard this card.

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