



# MERCHANTS COVE

The Thief

# Components

- Thief Board  
*(inside of Secret Stash lid)*
- Intel Card
- 8 Rogue meeples
- 5 Faction Leader meeples
- Thief Rogue card



## Setup

1. Use the Thieves Guild Rogue card.
2. Place the Thief Hideout board on the table in front of you.
3. Place the Intel card close by.
  - Take the non-Rogue Faction Leaders and place them onto the lowest spots of the matching colored Intel track.
  - Place the Rogue Faction Leader onto the second-from-the-top space of the Movement Track.
4. Place 1 Rogue onto the central **Recall 3** Action space, this is your Merchant Figure.
5. Place 4 Rogues into the Lair and 3 Rogues into the Adventurer Bag.

## Special Rules

### Only Game in Town

*“This is MY turf, ya’ hear?”*

The Thief character is **not** compatible with other Rogue cards.

### Corrupt

*“Calling me a criminal isn’t exactly an insult, ya’ know?”*

You cannot gain Corruption cards or Townsfolk cards.

- When you would gain either, instead convert their Faction and/or Corruption icons into Intel, then discard them.
- 1 Icon = 1 Step up on the corresponding track
- You must gain the indicated Intel if possible, the only time it



isn't possible is if the Faction Leader is at the topmost spot of the corresponding track.

### **On the Lam**

*“Too hot to stay here, gotta keep moving.”*

When your turn begins, if your Rogue Leader is on the lowest space of the Movement track, move them up 1 space.

Each turn, your Rogue Leader figure must move, spending 1 Rogue Intel per space moved.

### **Information Broker**

*“Info is easier to steal than goods, and worth more coin.”*

non-Rogue Intel is your equivalent of Goods, and are sold like Goods during the Market Phase. However:

- You may not sell Intel unless you have a Rogue at that Pier.
- You can sell Red and Green Intel worth 9 or less as though it were a small Good.
- You can sell Blue and Yellow Intel worth 12 or less as though it were a small Good.
- You can sell Red and Green Intel worth 12 as though it were a large Good.
- You can sell Blue and Yellow Intel worth 16 as though it were a large Good.
- Intel worth 18 or 24 may be sold as though they were a large Good, but can only be sold at the Black Market.

### **After Hours - [Innkeeper Specific]**

*“Let's both agree to look the other way, eh, Nasty?”*

Rogues on the Piers are not counted when checking the Innkeeper's majorities.

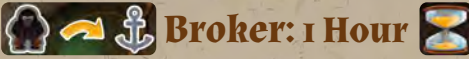
The Rogue can treat made Beds in the Inn as Large Goods of the same color when Counterfeiting.

### **Hazardous - [Dragon Rancher Specific]**

*“I ain't goin' near them huge dragons, that's just bad for business.”*

Mega Dragons are treated as Large Goods when Counterfeiting.

# Actions

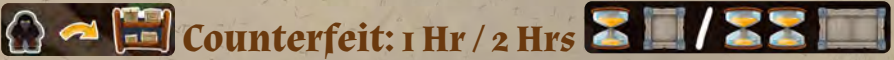


**Broker: 1 Hour**



Move 1 Rogue from the Lair to a Pier of choice.

**Important:** You may only sell Intel during the Market Phase if there is a Rogue at the selected Pier.



**Counterfeit: 1 Hr / 2 Hrs**



Move 1 Rogue from the Lair next to a Good on an opposing Merchant's Sale Shelf that does not have a Rogue placed next to it. Immediately gain Intel, based on the size and color of the Good, on the matching colored track:

- Large Good - 2 Intel
- Small Good - 1 Intel

Then lose Rogue Intel equal to what was gained [1 or 2]. If you cannot lose the indicated Rogue Intel, you cannot take this action. The cost of this action is equal to the amount of Intel gained.



**Infiltrate: 1 Hour**



Move 1 Rogue from the Lair into a Faction Hall. You will gain Sponsorship during the Market Phase for each Faction Hall with a Rogue in it. If a Hall has multiple Rogues, you will gain the Sponsorship once for each Rogue present.

**Note:** Faction Halls always count the total number of adventurers for Sponsorship, matching or not.

**Second Note:** The Lair is **not** a Faction Hall, and cannot be "Infiltrated", since you live here already...



**Recall 3: 1 Hour**



Remove up to 3 total Rogues from the **Town Square, Market Piers, Sale Shelves, and/or Faction Halls** and place them into the Lair.



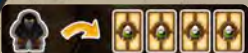


### Scheme: 2 Hours

Draw and reveal 3 Corruption cards. Select 2 of these cards and gain all icons on them as Intel.

- 1 Icon = 1 Step up on the corresponding track.
- You **must** gain the indicated Intel if possible, the only time it isn't possible is if Faction Leader is at the topmost spot of the corresponding track.

Then, discard all drawn Corruption cards.



### Pickpocket: Cost Varies

Place 1 Rogue directly above a Townsfolk in the Townsquare where there is not already a Rogue. Gain the Faction icons on the selected Townsfolk as Intel on the matching track. Then discard and replace the targeted Townsfolk and refill like normal.

The Action cost is equal to the one shown in the Town Square directly below the selected Townsfolk. If the cost includes Corruption cards, make sure to discard them for Intel as well.



# Market Phase

## Selling

When it is your turn to sell Goods, you may do so only if there is at least 1 Rogue at the current Pier. If there is not a Rogue, you cannot make a sale here.

When selling at the Black Market Pier, remember to discard the drawn Corruption card for Intel before selling. Intel at maximum value can **only** be sold at the Black Market Pier.

To make a sale, treat the current position of your Faction Leader meeples as Goods of the matching color. Their size is equal to their position on the track. Their color is the same as the color of the track. Their base value is the value beneath the matching Faction Leader.

When you make a sale, multiply the value of the Intel by the number of matching Adventurers present to determine your sale price. Then, you must move the matching Faction leader back to the bottom of the Intel track.

## Sponsorships

Gain Sponsorships from Rogues placed into Faction Halls. Each Rogue present gains you Sponsorship from the matching Faction.

**Important:** Sponsorship scoring always counts **all** adventurers present in a given Faction Hall, **regardless** of color. This applies to all players.

## Final Scoring

### Hidden Influence

The Rogue gains Gold equal to the amount lost by the Merchant who lost the **most** from Corruption icons.



