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### Guard

Cancel a Glove card

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### Intrigue

1

At the end of the day, after counting points, every player with more **POINTS** than you gives you 1

### Courtesan

At any time, you can rotate this card and force an opponent to reroll one dice for attack or defense

### Trump

## Eloquence

At the end of the day, you can rotate this card and add **2 POINTS** to one of your Performance cards

### Vermin

At your turn, you can rotate this card and then show a card from an opponent's Reserve so that it cannot be played for that day

### Game phases

1

**Place your Henchmen:**  
Place a pawn and draw a card  
2 players: 4 spots  
3 players: 5 spots  
4 players: 7 spots  
5 players: 8 spots  
Pick cards according to majorities

2

**Fight the other Lords:**  
Play your Action cards and your Reserve cards

3

**Add the numbers:**  
Pick up the **POINTS** from your Reserve cards

### Game phases

1

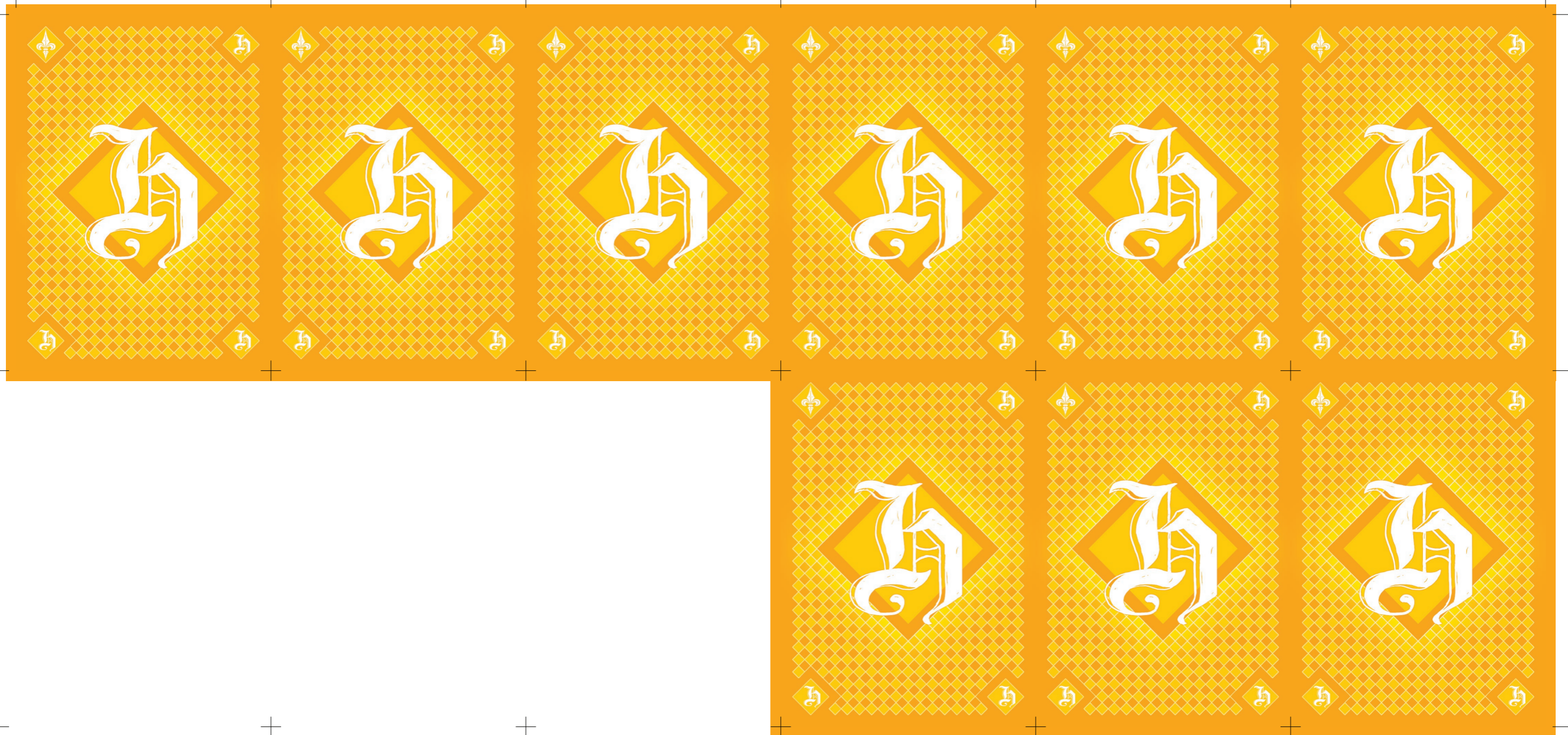
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**The Duels**

- 1 Challenge an opponent to a duel with a Glove card
- 2 Say if you're attacking with bare hands or with a blue card
- 3 Your opponent announces their defense
- 4 Roll the 3 dice
- 5 Your opponent rolls your successful dice to parry your attacks

<b>Victory for the Attacker</b>	<b>Victory for the Defender</b>
+5 POINTS	+2 POINTS
-1 POINT per hit	-1 POINT

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