**During the Mission**

The GM establishes scenes and follows the players' choices. Players act as their character in pursuit of the mission goal. When things get risky, the GM may call for a **Challenge**:

**COMPLETING THE MISSION**

Capture (♣), Convert (♥) or Eliminate (♠) your Target to complete your mission:

- The Challenge has a minimum Difficulty Level of 4.
- For every defence not yet dealt with that impacts the approach, increase the Difficulty Level by 1.
- Players can only reduce the Difficulty Level below 4 through their character’s Personal Modifiers. Help and other external factors may decrease the Difficulty Level, just no lower than 4.

If players succeed in this Challenge, they must then Extract themselves from the mission. The GM decides the complexity and difficulty of the escape. Players may need to overcome one or more Challenges to see their characters to safety.

**CHALLENGES**

**Set Difficulty & Suit**

**Add Modifiers**

**Keep drawing cards until...**

- You've drawn 4 cards out of suit
- You've drawn cards in suit equal to the difficulty level
- You've drawn a picture card in suit
- You've drawn your character’s picture card in suit

**FAIL**

The action goes awry. Suffer consequences and place drawn cards in Pile of Lost Opportunities

**SUCCESS**

Things go as planned, discard drawn cards

**CRITICAL SUCCESS**

The action succeeds plus an added bonus, discard drawn cards

**CRITICAL TRIUMPH**

As Critical Success AND you get to make a small change to the world that benefits the group, discard drawn cards

**RECHANCES**

- The player cannot refuse the Challenge
- The GM decides the Difficulty Level and Suit alone
- Reactions cannot be Folded
- Full rules on page 30

**ROLL A D10 AGAINST EVERY CARD DRAWN**

- Die result is equal to or lower than card value
- Card is a picture card
- Die result is higher than card value

**ASSISTING OTHER PLAYERS**

**Helping**

- Perform a Difficulty Level 1 Challenge to reduce someone else's Difficulty Level by 1 to a minimum of 1
- Involves your character in the consequences of the Challenge you helped with.
- Once per Challenge

**Preparing for Failure**

- Prepare for an action in case the assisted player fails by stating what you want to do before they draw
- If player fails, perform the action you prepared by immediately attempting a Challenge of your own
- Once per Challenge, cannot be chained with others preparing for your failure

**Preparing for Success**

- Prepare for an action in case the assisted player succeeds by stating what you want to do before they draw
- If player succeeds, perform the action you prepared by immediately attempting a Challenge of your own
- Once per character per Challenge, others can chain by preparing for your success

**STEALING**

- Taking a card from those drawn or the deck into your hand

**CHEATING**

- Playing cards from your hand instead of drawing during your own Challenge

**DURING THE MISSION**

**Clubs**

- Forceful and active,
- Energetic and robust,
- Resistant and tenacious

**Spades**

- Nimble and elegant,
- Effortless and adept,
- Swift and deft

**Hearts**

- Cunning and clever,
- Persuasive and social,
- Perceptive and wise

**Diamonds**

- Wild-cards and count as any suit

**Becoming Compromised**

- Draw 3 Diamond cards in the same Challenge and become Compromised and fail challenge. For the rest of the campaign, Diamonds now cause Critical Failures. See more on page 42

**Testing Your Luck**

- Ask GM a question and decide together on favourable and undesirable answer to that question. Draw 3 cards. If all 3 cards have different suits, favourable answer is true and vice versa

**Clubs**

- Are forceful, active, energetic and robust, resistant and tenacious

**Spades**

- Are nimble, elegant, effortless and adept, swift and deft

**Hearts**

- Are cunning, clever, persuasive and social, perceptive and wise

**Diamonds**

- Are wild-cards and count as any suit

**The Bad Stuff**

- Failing a mission: page 19
- Damage and Meeting Your Fate: page 65
- Advice on creating new characters: page 51
- Rules for ending your campaign: page 74

**RNGS**

- The player cannot refuse the Challenge
- The GM decides the Difficulty Level and Suit alone
- Reactions cannot be Folded
- Full rules on page 30