

Assassin Intrigue

Support for Assassination plot is widespread.
Play before resolution to add 1 to your assassination die roll and any Bodyguard re-rolls. Cumulative with Bodyguard and other Assassin cards.

DECK 2

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Influence Peddling Intrigue

Backroom deals have swung loyalties to your faction.
Discard this card any time other than the Revolution Phase to draw a random card from any other player's hand.

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Graft Intrigue

A Senator in Carthage may cancel a Public Outcry by paying to the bank from personal treasury an amount equal to a dr. If the roll is too high, the attempt may be cancelled, but the card is discarded. This does not prevent play of another Public Outcry on the same matter by a different player.

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Secret Bodyguard Intrigue

Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.

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Increased Ship Capacity Intrigue

Engineers and shipbuilders pioneer larger trade ships.
Henceforth the faction holding this card each turn receives one more trade card than usual.

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Mob Incited to Violence Intrigue

Play against anyone attempting to cancel a Public Outcry with an Intrigue card. Draw mortality chits equal to a dr plus the Oratory of one of the player's Senators, who must be in Carthage. Chits apply as usual to the target player's faction.

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