Among Thieves

Setup

If ③-⑥, remove the "7+" (as opposed to "Any") cards from each target deck (3 each) and the event deck (4).

For each target deck, separate tiers 1, 2 and 3, shuffle each tier separately, and recombine to make one deck (1 on top). Deck size will be 6+6+7=19 (③-⑥) or 7+7+8=22 (⑦-⑧).

Give each player a screen and a white/black honour token; put the matching symbol at 7 on the honour track. (The ends at 1 and 13 are hard constraints.)

Randomly pick a first Heistmaster.

Round

Heistmaster picks a number of "active players" to go on this round's Heist (half rounded up: ③-④ pick 2, ⑤-⑥ pick 3, ⑦-⑧ pick 4). Players may offer bribes to be included, but are not required to make good on them.

Heistmaster picks a target deck and takes any tokens on it. Add 2 money to each other target deck.

Each active player secretly chooses the white (honourable) or black (dishonourable) side of their honour token. All reveal at once.

Each dishonourable player receives and stashes a card from the target deck.

Reveal one card from the target deck per honourable player. For each "E" symbol revealed, resolve and discard an event card.

If all active players are honourable, each gains money equal to the total of target card numbers.

If all active players are dishonourable, nobody gains any money, and each active player loses one Honour.

If some are each, dishonourable players gain money equal to twice the total of target cards and lose 1 Honour; honourable players gain no money but +1 Honour.

Discard revealed target cards.

If an End Game card has been revealed, or any target deck is empty, end the game.

Pass the Heistmaster token to the left.

Game end

Each player gains 1 Honour per H card in their stash.

If the Green (Corvid Economics) end game card is revealed: eliminate all players in the highest and lowest occupied spaces on the Honour track. Of

those left (if any), the one(s) with most money win.

If the Blue (LeFleur Digital Media) end game card is revealed: the player(s) with most money win.

If the Red (Paragon Gyromatics) end game card is revealed: eliminate the player(s) with the least money. The player(s) with the highest Honour win.

If no end-game card is revealed, but a target deck is empty: eliminate all players in the lowest occupied space on the Honour

track. Of those left (if any), the one(s) with most money win.