

# Knives in the Dark



After the lead player has been determined each City Maintenance phase, each player turns over the top card of his personality pile. Starting with the lead player and rotating left, each player may either bring the card into play at no cost, or do the following in accordance with the card drawn:

**Troop:** Discard to deal a number of wounds equal to the discarded troop's vitality to target troop.

**Citizen:** Discard to take influence tokens from target lord equal to the discarded card's economic, political, and religious strength.

**Item:** Discard to collect its cost in influence from the city's influence pool.

**Invocation:** Use immediately at no cost, then discard it. You do not need a personality meeting the invocation's requirements.

**Event:** Set the card aside and add it to your hand after you have drawn up to your maximum hand size this turn.

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Tournament Event

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