

# PANIC ON THE STREETS

## *Rules Supplement for Bulwark*

1.7 August 2015

*Panic on the Streets* is an expansion to *Bulwark* with 7 full decks. This supplement provides the additional rules the new cards require, beyond those introduced in earlier expansions.

## Contents

- ◆ Harsfa the Silent (36 cards)
- ◆ Hemi Szakma (36 cards)
- ◆ Glassforge (33 cards)
- ◆ The Blood Hunt (33 cards)
- ◆ Shadows and Knives (32 cards)
- ◆ Nevtelen Lucksmith / The Carnival of Chaos double pack (67 cards)

## New Card Symbol

Nevtelen Lucksmith and the Carnival of Chaos both have elements of luck for the rules on their cards. The dice symbol (🎲) is used to indicate when you need to roll a dice (not included!) and see what effect is generated.

## Variant Heroism Cards

This set introduces new cards with heroism quantities. These count as heroism cards for all rules purposes.

'Gilt Trinket' is a single-use Heroism card. Once used, it is Trashed.

'Backhander' replaces the normal Heroism 3 card, and Hemi has two copies of it.

'Mere Bauble' is an action card and a heroism card. When played in the Action Phase, the player can draw a card and get an action. When played in the Buy Step, the player does not get that benefit. In either case, its heroism value of 1 is counted for buys made that turn.

When the gems from the Glassforge deck are bought, the Heroism card to be trashed must still be in hand, and not played for its Heroism value.

## New Foe Card Ability

There is a new Foe card ability, 'When Resurrected'. It behaves exactly as you might expect, triggering when that Foe is resurrected by a card effect.

## New Foe Card Icons

In these decks there are two new Foe card icons, 'Clown' (🃏) and 'Beast' (🐾). They have no rules effect.

# Menace

Menace is a new mechanic introduced in the Foe decks. It is a measure of the overall threat that the enemy army represents.

It begins at 0.

Some Foes have an ability like 'Menace +1', which increases the current Menace. Some Foes have ways of reducing Menace.

Menace can never go below 0.

If Menace ever reaches 16, then the Foes have overwhelmed the heroes and the game is lost.

Menace, by itself, has no other rules effect, although some Foes have abilities that trigger when Menace is at or above a certain level.

The Foe decks come with two different trackers for Menace; you can use whichever method you prefer.

The set of two Menace markers has new solo challenges on the back of the cards, which you can add to the solo challenges from the One Shall Stand set from *The Twisty Passages*.

# Encampment

The Carnival of Chaos has an extra card, 'Three Ring Calamity', which is a new type of card called an 'Encampment'- . Full rules for Encampments will appear in a future expansion, but for now all you need to know is:

1. The Encampment begins play face-up, at the start of the Foe line.
2. It is not part of the Foe line, and cannot be attacked.
3. It activates before the start of the Foe line proper, during the Activation Step.
4. It has an ability - 'Fortify' - that you follow when instructed to by a card effect.
5. Cards that prevent Foes from 'seeing' other Foes, like *Lava Flow Trap*, do not affect Encampments.
6. Ignore the '+0' in the top left.

# Gazetteer

## *Glassforge*

What began as a convenient riverside location for small industry has grown into a large town filled with skilled artisans of all types. Eschewing traditional crafts like metalworking and leatherworking, its busy journeyman work with more unusual materials such as glass, gemstones, chitin and dragonscale. With no formal government, mercenaries enforce whatever 'laws' the wealthiest craftsmen desire. Gemstones are used as the main trade currency ever since trade tokens were undermined by forgery six years ago. As the town is not under the wing of any major fiefdom, it is forced to muster defenders as best it can when an enemy attacks.

## *The Blood Hunt*

No-one visits Ruin any more if they can help it. The original name of the land is barely remembered. Something happened - something evil and stained with blood. Those few travellers who have passed through - and returned - speak of dispirited locals, pale and sapped of strength, who huddle behind locked doors at night. Only the terminally foolish cross the moors, and none are ever seen again. The former lord of this cursed land, now a foul-breathed parasite, wishes to stretch his reach into new lands and new larders. He treats with demons, and raises his own foul beasts to do his bidding. Wherever he turns his unblinking gaze, his war machines will follow. Shadows cross the moon, then swoop down to feast on living blood.

## *Shadows and Knives*

What does the pre-eminent leader of assassins do once his home city is secure in his vice-like grip? In the case of Guildmaster Umbra, the most influential ever to hold that title, he seeks to add other places to his empire. His rule is not an empire of arms and soldiers, but an empire of corruption and

viciousness. Lords and kings dance like marionettes on strings that trace back, inevitably, to him. His legions of spies, thieves and assassins bolster his position, leaving him unassailable. Only by stopping his agents before they become established can the growth of his guild be halted.

## ***Carnival of Chaos***

Everyone loves the Carnival. When the halting sounds of the hurdy-gurdy whisper through the night, when jaunty coloured banners are hoisted on high, then the Carnival of Chaos might have come to town. It's strange how many of the townsfolk who've been to watch the show have come back strangely subdued. Children, in particular, seem drawn to it. Pay no heed to the bodies, dead without a mark of violence upon them, that turn up in ditches and fields. The Ringmaster says the Carnival still stay until 'the Toll' has been collected, whatever that is. Everyone loves the Carnival.

# **Detailed Card Lists**

Full card lists for the cards in this expansion are given here.

## ***Heroes***

### **Harsfa the Silent Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Set
- 1x Ready
- 4x Short Spear
- 4x Heirloom Spear
- 4x Orichalcum Spear
- 2x Sacred Guardian
- 2x Do The Thing
- 3x Bronze Breastplate
- 3x Leg Sweep

### **Hemi Szakma Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 2x Backhander
- 2x Gilt Trinket
- 1x Astrologer's Chart
- 3x Ebony Cane
- 3x Silver Cane
- 3x Gold Cane
- 2x Browse Wares
- 2x Barter Goods
- 5x Mere Bauble
- 3x Mercantile Clipper

### **Nevtelen Lucksmith Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Hold 'Em
- 1x Fold 'Em
- 4x Throwing Knife
- 3x Brass Knuckles
- 3x The Ol' One-Two
- 3x Orichalcum Haymaker
- 3x Skilful Flourish
- 4x Feeling Lucky
- 2x Double or Nothing

## **Foes**

### **Shadows and Knives Deck**

- ◆ 1x cover
- ◆ 5x Human Beggar
- ◆ 5x Street Trash Fodder
- ◆ 5x Human Thief
- ◆ 5x Human Spy
- ◆ 3x Human Assassin
- ◆ 2x Alchemical Trap
- ◆ 1x Horror of the Sewers
- ◆ 1x Bloody Moana, Elf Assassin
- ◆ 1x Exile Siwili, Dwarf Spy
- ◆ 1x Ghowuv, Goblin Slaver
- ◆ 1x Guildmaster Umbra, Human Mastermind
- ◆ 1x Rotating Menace tracker

## **The Blood Hunt Deck**

- ◆ 1x cover
- ◆ 5x Corpse Hound
- ◆ 5x Hunting Hound
- ◆ 5x Human Scout
- ◆ 5x Vampire Bat
- ◆ 3x Ballista
- ◆ 2x Trebuchet
- ◆ 1x Boritz, Master of the Hunt
- ◆ 1x Belphegor, Demon of Ingenuity
- ◆ 1x Eva, Vampire Courtesan
- ◆ 1x Hammer of the Underworld
- ◆ 1x The Baron of Ruin, Vampire Mastermind
- ◆ 2x Sliding Menace tracker cards

## **The Carnival of Chaos Deck**

- ◆ 1x cover
- ◆ 5x Sinister Jongleur
- ◆ 5x Aerial Harlequin
- ◆ 5x Smiling Horror
- ◆ 5x Faceless Acrobat
- ◆ 3x Human Cannonball
- ◆ 2x Patchwork Cannon
- ◆ 1x The Amazing Disapparo, the Magician
- ◆ 1x Madam Fanji, the Misfortune Teller
- ◆ 1x Bruno, the Strongman
- ◆ 1x Mr. Chuckles, the Chief Clown
- ◆ 1x The Ringmaster, Demon Mastermind
- ◆ 1x Three Ring Calamity

## ***Location***

### **Glassforge Deck**

- 1x cover
- 4x Opal
- 4x Garnet
- 4x Amethyst
- 4x Bazaar
- 4x Architect
- 4x Pawnshop
- 4x Glassworks
- 4x Sellswords

## **Credits**

Designed by Ben Wright.

Hemi Szakma, Glassforge, the Blood Hunt and the Carnival of Chaos were co-developed with James Powell, used with permission.

Play-tested by the mob at Warwick University Board Games, Role-Playing, Science Fiction and Fantasy Society.