PIZZLE / KUTTENBERG CARDS

14 unique cards • all 90 × 60 mm • sheet 1 of 2

Land Dispute

 KUTTENBERG **1G**

Swap the locations of two players’ Trader’s Stalls or Miner’s Workshops.

Land Grab

 KUTTENBERG **4G**

Take ownership of another player’s Trader’s Stall or Miner’s Workshop.

Mercenary

 KUTTENBERG **2G**

Choose one district. It produces no income at the next Income Phase, including District Control and Specialisation bonuses.

Miller

 KUTTENBERG **2G**

Choose one player with at least two Kuttenberg cards. Take one at random from their hand.

Monk

 KUTTENBERG **2G**

Change yourself or another player to Honourable.

Poacher

 KUTTENBERG **1G**

Flip a coin. Heads: take 4G from one player. Tails: lose 1G.

Refugee

 KUTTENBERG **1G**

Choose a Tavern owner; they pay you 2G. If they own Saint Barbara’s, they pay you 4G instead.

Royal Decree

 KUTTENBERG **1G**

Move your own or another player’s Trader’s Stall or Miner’s Workshop to an empty space in another district.

Print at 100% / Actual size. Cut along the borders; use identical opaque backs.

PIZZLE / KUTTENBERG CARDS

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Silver Tongue

 KUTTENBERG **2G**

Change your own reputation from Honourable to Notorious, or from Notorious to Honourable.

Tanner

 KUTTENBERG **1G**

Play at the end of the Income Phase.
Choose one district. No new buildings or upgrades may be made there during the coming round.

Tone-Deaf Bards

 KUTTENBERG **1G**

Take 1G from every Tavern owner.

Ulrich Vavak

 KUTTENBERG **1G**

Secretly inspect one Major belonging to another player.

Unexpected Windfall

 KUTTENBERG **1G**

“I feel quite hungry.”
Gain 1G for every Trader’s Stall or Merchant’s Store you own.

Watchman

 KUTTENBERG **1G**

Prevent one sabotage against one of your Trader’s Stalls or Miner’s Workshops.

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