



CANGACEIROS

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CANGACEIROS

**AN ADVENTURE FOR 2 TO 5 PLAYERS,
LASTING FROM 60 TO 120 MINUTES**

“Olê, mulher rendeira, Olê, mulher rendá!

Tu me ensina a fazer renda, que eu te ensino a namorar!”

(from the anthem of the cangaceiros, which announced their arrival, and was dedicated to the strong and respected figure of the woman in the Northeast Region of Brazil)

The desert region of *Sertão*, in the Northeast Region of Brazil, was the background for the deeds of the *cangaceiros*, men who embraced the way of the *cangaço* – from *canga*, which means yoke. As the bull carries the yoke, so the *cangaceiro* carried weapons and the deadly burden of that choice, leaving behind their loved ones and living in a hostile territory, the *Sertão*, the scorching hinterland sprinkled with arid brambles, the *Caatinga*, and desolate cliffs, the *Serras*.

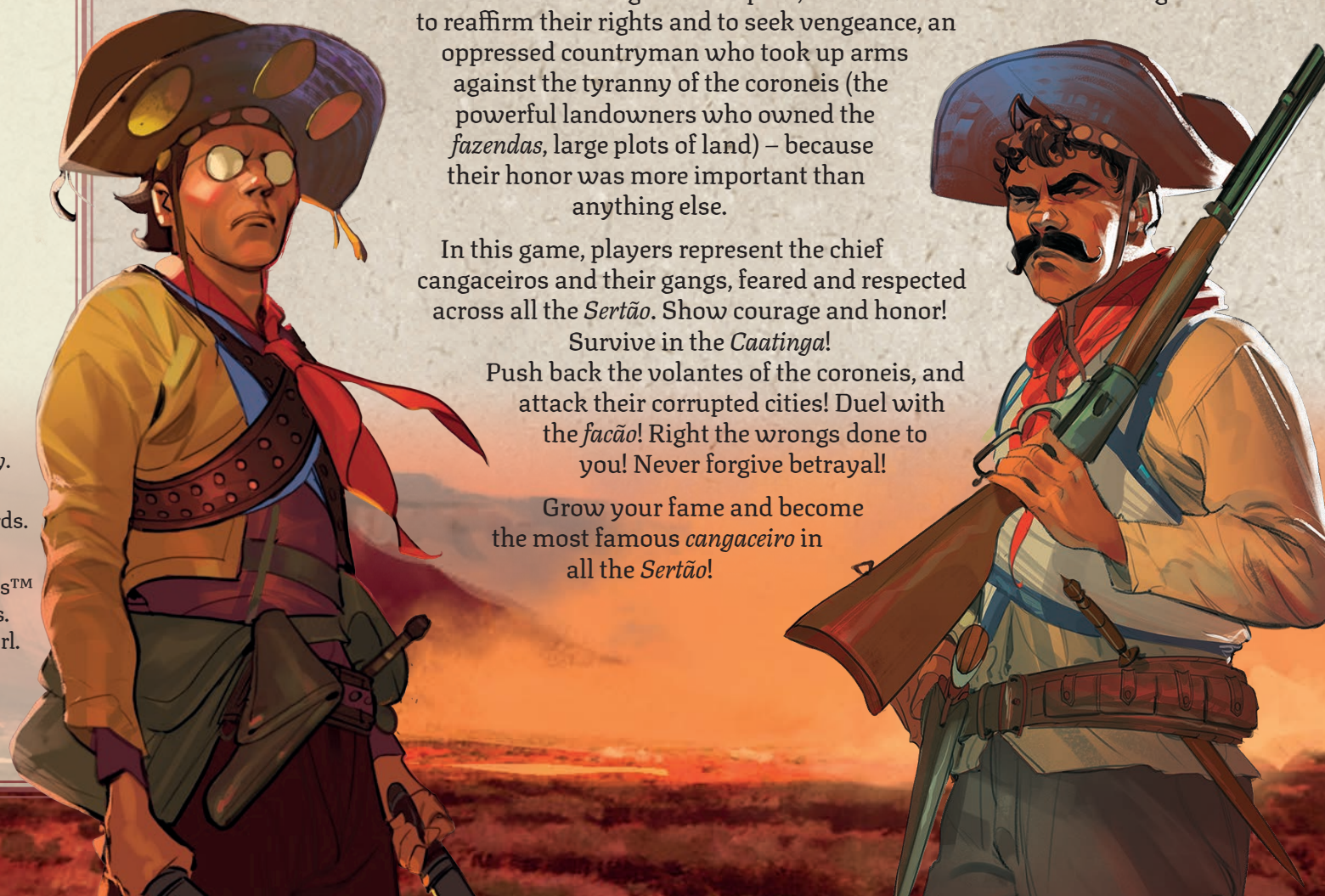
The iconic figure of the *cangaceiro* goes beyond the stereotypical image of the outlaw, who takes from the rich to give to the poor; it was rather someone who fought to reaffirm their rights and to seek vengeance, an oppressed countryman who took up arms against the tyranny of the *coroneis* (the powerful landowners who owned the *fazendas*, large plots of land) – because their honor was more important than anything else.

In this game, players represent the chief *cangaceiros* and their gangs, feared and respected across all the *Sertão*. Show courage and honor!

Survive in the *Caatinga*!

Push back the *volantes* of the *coroneis*, and attack their corrupted cities! Duel with the *facão*! Right the wrongs done to you! Never forgive betrayal!

Grow your fame and become the most famous *cangaceiro* in all the *Sertão*!



COMPONENTS



1 double-sided Map board
(a side for 2/3 players and a side for 4/5 players)



4 Prison Reinforcements
tokens



10 Volantes Reinforcements
tokens



1 Facão token
(first player)



43 wooden
Volante meeples



20 wooden
Wound cubes



25 Reis tokens
(the currency in the game)



20 Deal tokens



20 Vengeance tokens



16 Reward tiles



1 Blessing token



17 Fazenda Tiles
(11 Sertão, 3 Serra, 3 Caatinga)



14 double-sided Event tiles
(active/inactive)



1 double-sided "Peace" tile
(active/inactive)



12 Volantes cards
(divided into 2 decks of 6 cards each)



7 Caatinga Action cards



8 Serra Action cards



14 Life Goal cards



20 Chief cards

PLAYER COMPONENTS (PER PLAYER)



1 wooden
Gang meeple



11 wooden
Cangaceiros meeples



1 wooden
Fame marker



7 Action cards



1 Player board and
3 wooden Training markers



44 / 51

1 6 7 10 12

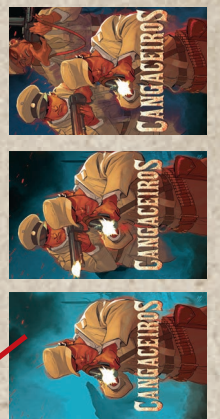
9.2 9.1 9.3

Mossoro Juazeiro Recife Salvador

H J

8 5 2 3 11

I



MAP SETUP

- 1 Place the Map board in the middle of the table with the correct side for the number of players up (2†/3† or 4†/5†).
- 2 Take the 6 Volantes cards with the correct number of players printed on the front (2†/3† or 4†/5†). Place the remaining cards back in the box: they will not be needed for this game. Separate the cards based on the back (1, 2, or 3 Volantes figures). Shuffle the two cards with 3 figures on the back and place them face down on the Map board in the designated space. Shuffle the cards with 2 figures on the back and place them on top of the previous ones. Lastly, shuffle the cards with 1 figure on the back and place them on top of the previous ones, creating the Volantes deck.
- 3 Shuffle the Serra and the Caatinga Action cards separately. Draw randomly from each deck a number of cards equal to the number of players plus 1, and place them face up in the designated spaces along the Map board. Place the remaining ones back in the box: they won't be needed for this game.
- 4 Shuffle the Prison Reinforcements and the Volantes Reinforcements tokens separately, and place the 2 piles face down next to the Map board.
- 5 Shuffle the Chief cards and place them face down in the dedicated space on the Map board.
- 6 Take the "Peace" tile and place it with the active side up on the first space on the Event Track, on the top part of the Map board.
- 7 Shuffle the Event tiles, draw 6 of them and place them with the active side up on the Event Track, 1 on each space. Put the remaining ones back in the box: they won't be needed for this game.
- 8 Shuffle the Life Goal cards. Draw a number of cards equal to the number of players plus 1 and place them face up in the dedicated spaces on the Map board. Put the remaining ones back in the box: they won't be needed for this game.
- 9 Shuffle the Fazenda tiles with the correct number of players on the back (2†/3† or 4†/5†), and place them randomly in each dedicated space on the Map board. The yellow tiles have to be placed in the **Sertão** (yellow) spaces (9.1), the brown ones in the **Serra** (brown) spaces (9.2), and the green ones in the **Caatinga** (green) spaces (9.3). Put the remaining ones back in the box: they won't be needed for this game.
- 10 Place the Blessing token (♥) face up on the Map board in the grey colored Crossroads.
- 11 Place the Wound cubes, the Volante meeples, and the Deal, Vengeance, and Reis tokens in a general reserve, next to the Map board.
- 12 Shuffle the Reward tiles and place them face up as illustrated on the Map board:
 - 1 under each Event tile in a 2/3 player game;
 - 2 under each Event tile in a 4/5 player game.

PLAYER SETUP

- A Choose a color and take all the components of that color, as described on page 3.
- B Place your Player board in front of you.
- C Draw 2 cards from the Chiefs deck, choose one, and discard the other face down on the bottom of the deck. The chosen card must be placed face up in the Chief space on your Player board.
- D Place the 3 Training markers in the 3 spaces shown on your Chief card (each card is different). The abilities, bonuses, and/or wound spaces indicated in those spaces will not be available until the corresponding marker is removed through Training (see page 7).
- E Place your Starting Action cards face down to the left of your Player board, creating your deck.
- F Leave some space to the right of your Player board to create your discard pile.
- G Take 1 Reis token from the general reserve and place it next to the Cangaceiros of your color next to your Player board.
- H Take one of your Cangaceiros and place it on the Map board in the Prison space in RECIFE.
- I Place your Fame marker in space 4 of the Fame Point Track on the Map board.
- J Place your Gang meeple in the central space in JUAZEIRO.
- K Give the Facão token to a randomly chosen player.



FOR YOUR FIRST GAME



In the box you will find a paper sheet with 5 stickers. Peel the stickers from the paper and put one of them on each of the wooden Gang meeples as shown here.

COLOR KEY TO THE MAP BOARD

There are 4 different types of spaces in the main area of the Map board.



Each different type of space features a different type of image, and is also linked to a unique color, which appears on card backs, card icons, and tiles relevant to it:

Sertão (desert)- Yellow ■

Serra (mountains) – Brown ■

Caatinga (forest) – Green ■

City (buildings) – Colorless / Gray ■

For example, the icon  indicates a Serra space, while the icon  indicates a Caatinga space.

PLAYING THE GAME

A game of *Cangaceiros* lasts at most 7 Rounds. Each Round is divided into the following phases:

- 1) Spawn New Volantes
- 2) Choose Action Cards
- 3) Play Action Cards
- 4) Resolve Current Event
- 5) Activate Volantes
- 6) End of Round

1) SPAWN NEW VOLANTES

The number of new Volantes and in which **City** on the Map board they spawn is shown on the top left of the front of the Volantes cards **SALGUEIRO 1** (the card for the first Round is printed on the Map board). Take the Volantes from the general reserve and place them on the indicated **Cities**.

VOLANTES CARDS

- A) Number of Players
- B) Number of Wound Spaces (one per arrow)
- C) Number of Volantes in each **City**
- D) Guns/Protection/Facão
- E) Fame Point value of each Volante



2) CHOOSE ACTION CARDS

The players each simultaneously pick up all the Action cards available in each of their decks (to the left of their Player board) and choose 3 of them. When everyone has chosen their 3 cards, move to the next phase. If you have less than 3 cards in your deck, choose all available cards, then flip your discard pile (to the right of your Player board) face down and place it to the left of your Player board, creating a new deck, and choose enough cards from the new deck to reach 3 cards in your hand.

Note: Action cards will always be 7 for each player and will always be chosen, never drawn randomly.

3) PLAY ACTION CARDS

Starting from the player with the Facão token and proceeding clockwise, each player in turn plays 1 card from their hand, applying its effects, then discards it on top of their discard pile (to the right of their Player board). This continues until all players have played all the cards in their hands.

Each card is divided into 2 parts. When you play a card, you must choose to apply either the upper part (ATTACK) or the lower part (ACTION). For more information on the card effects, see *Details on Action Cards*, page 13.

After playing your third card, if your Gang meeple is in a **Serra** or **Caatinga** space, you may replace one of your Starting Action cards with a Serra or Caatinga Action card, respectively, chosen from those still available. You can choose the card to replace from your deck or discard pile. Put the replaced card in the box: it won't be used again for the rest of the game. Place the new card in the same position as the replaced one.

Note: In every moment of the game you will always have exactly 7 cards, equal to the sum of the cards in your hand, deck, and discard pile.

When the last player has played their third card, go on to the next phase.

PLAYER ACTION CARDS

Action cards are the cards that make up the players' starting decks, plus Serra and Caatinga Action cards. All Action cards are divided into 2 parts: the upper part (ATTACK) is used to attack the Volantes, while the lower part (ACTION) describes the actions that can be carried out by playing the card. When you play a card, choose only one of the 2 parts to resolve.

ACTIONS

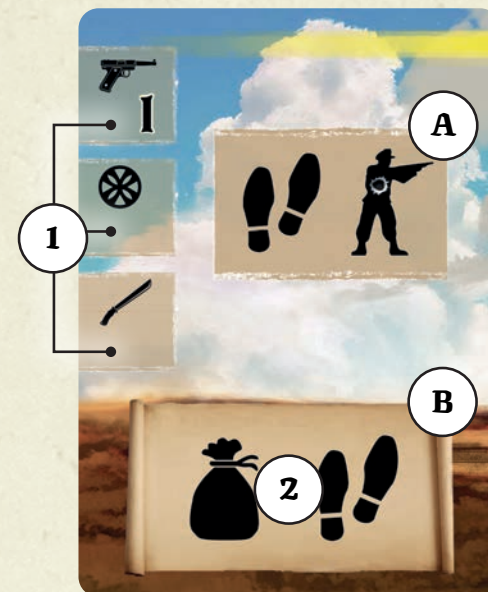
The lower part of the Action cards shows one or more action icons. To activate them, play the card and declare you want to use the lower part. Apply the actions in any order. It's not compulsory to apply all of them. These are the actions that are available on the Starting Action cards:



Movement: Move your Gang meeple to an adjacent space. Two spaces are adjacent if they share a border. **Cities** connected by railroads are also considered to be adjacent for the purpose of player movement (the Volantes can NEVER use railroads and do not block movement by railroad). The railroads connect **ONLY Cities**, not any other space on the map. If your

ACTION CARDS

- A) Attack Part
- B) Action Part
- 1) Bonus Guns/Protection/Facão
- 2) Action Icons



Gang enters a **Caatinga** space, it suffers 1 wound, as indicated by the red border on the **Caatinga** (see *Wounds*, page 11).



Example of a railroad going from Recife to Salvador.



Garrison: Place a Cangaceiro from your reserve in the space occupied by your Gang. The Garrison occupies the Fazenda of the space where it is (they can never occupy **Cities** or the Juazeiro space). There is no limit to how many Cangaceiros a Garrison can contain.



Training: Remove a Training marker of your choice from your Chief card and place it in reserve on your Player board in the designated space (●). Immediately gain the ability, bonus, and/or wound space indicated in the space that marker occupied.



Plunder: Activate the Fazenda or the **City** in the same space as your Gang meeple. If you have a Garrison on a space other than the one your Gang is in, you can activate ONE additional Fazenda in that space. If there are Garrisons from multiple players in a space, ONLY the player with the largest Garrison in that space can activate it (in the case of a tie, neither can activate it). Since no one can put a Garrison in a **City**, your Gang meeple needs to be there to activate one. You can never activate the same Fazenda (or **City**) twice with the same Plunder action. Choose the order in which to collect resources from Fazendas or activate **Cities** (see *Fazendas and Cities*, page 9).



Cunning: Take a Cangaceiro from your reserve and place it on an active Event tile, then discard 1 Reward tile of your choice from under the Event tile and collect the bonus shown on it. If there are no Reward tiles under an Event tile, it is NOT possible to take a Cunning action on that Event. There cannot be more than 1 Cangaceiro of each color on each Event tile. If you placed a Cangaceiro on an Event tile, you don't suffer its negative effects during Phase 4 - Resolve Current Event. Cangaceiros on Event tiles NEVER come back to the reserve, and stay on the tile even after the Event has been resolved.



During Phase 3- Play Action Cards, you can use your Chief's base ability (as shown at the bottom of each Chief card) to discard an Action card, instead of playing it, to take a Movement, Garrison, or Plunder action.

Note: Some Chief Cangaceiros have special abilities which can be activated by discarding an Action card, instead of playing it, as shown on the Chief cards and specified in Chief Cangaceiros Cards (see pages 14-15).

If you have to place a Cangaceiro, but your reserve is empty, you can take it from one of your Garrisons or from your Player board, but NEVER from the Recife Prison or from an Event tile!

4) RESOLVE CURRENT EVENT

Starting from the player with the Facão and proceeding clockwise, each player must face the current active Event, that is the leftmost face up Event on the Event Track. If you have a Cangaceiro on the current active Event, you are protected from its effects. In the first Round its effects is always "Peace", so nothing happens (see *Map Setup*, page 5).

Once you have applied its effects, flip the Event tile face down. The current active Event indicates the current Round (see *Details on Events*, page 12).

5) ACTIVATE VOLANTES

Activate each Volante as follows:

MOVEMENT

In this phase, each Volante can move ONE space. Volantes have 2 targets: Gang meeples and Garrisons. If a Volante already has a target in its

space, do not move it; otherwise move it to an adjacent space as shown in the priority box on the Map board:



1. If there are adjacent Gangs, move the Volante to the space with the Gang with the most Fame Points.
2. If there are no adjacent Gangs, move the Volante to the adjacent space with the Garrison belonging to the Gang with the most Fame Points.
3. If the 2 previous conditions are not applicable, then move the Volante following the arrows printed on the Map board.

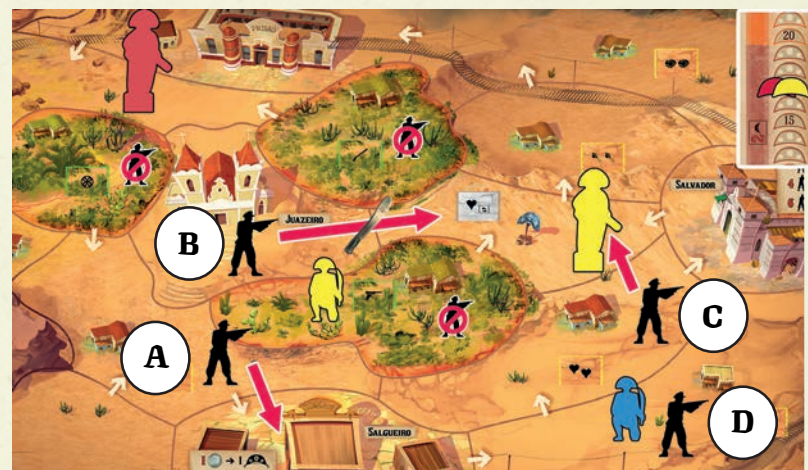
If there is a tie between two or more potential targets, the player with the Facão decides from among them. To keep track of which Volantes have been activated in this phase, after their activation place them lying down. After all eligible Volantes have been moved, return them all to the standing position.

NOTE: Volantes never go to the central Juazeiro space in any case. Moreover, they never enter the **Caatinga**, except during the sixth and seventh Rounds, as shown on the Map board above the Events.

EXAMPLE OF VOLANTES MOVEMENT

It is the third Round, Phase 5 – Activate Volantes. During MOVEMENT:

- Volante "A" has as a target only the Garrison in the **Caatinga**, but Volantes are allowed to enter the **Caatinga** only during the last 2 Rounds, as shown above the Event spaces. Not having any valid adjacent targets, the Volante moves to Salgueiro, following the arrow.
- Volante "B" is also not allowed to enter the **Caatinga**, but it has 2 adjacent Gang meeples, so it will go to the one with the most Fame Points. The yellow and red players are tied, so the player with the Facão chooses. The Facão is controlled by the red player, who decides to move the Volante to the space with the yellow Gang meeple.
- Volante "C" has 2 adjacent targets: the blue Garrison and the yellow Gang meeple. In this case the Volante will attack the Gang, so it moves to the space with the yellow Gang meeple.
- Volante "D" already has a target in its space, so it doesn't move.



ATTACK

After the Volantes' movement, in each space containing both at least 1 Volante and a target (Garrison or Gang), the Volantes attack.

In each space, all the Volantes in that space will attack the meeple(s) of A SINGLE PLAYER. If there are both Gangs and Garrisons in the same space, the Volantes will always attack a Gang. If there are multiple Gangs, the Volantes attack that of the player with the most Fame Points. If there are no Gangs and there are Garrisons belonging to multiple players, the attacked Garrison is chosen in the same way. In the case of a tie, the player with the Facão chooses from among the tied players. The outcome of the attack depends on the number of Volantes present:

Number of Volantes	Wounds Suffered by the Chief	Arrested Cangaceiros
1	1	1
2	2	2
3+	The Chief dies	All of them

If the Volantes attack a Gang, the Chief suffers wounds. When your Chief suffers a wound, take a Wound cube from the reserve and place it in a free wound space () on your Chief card, canceling the ability or bonus it covers. If 3 or more Volantes attack, or if you suffer a wound and you have no free wound spaces on the card, your Chief dies. For more information on the death of a Chief, see *Death or Retirement of a Cangaceiro*, page 11.

If the Volantes attack a Garrison, arrest the indicated number of Cangaceiros present, moving them to the Prison space in Recife.



CORRUPTION

If your Gang or Garrison is attacked by the Volantes, you can corrupt them to avoid the attack. For each Reis token you spend, you prevent 1 Volante from attacking. Uncorrupted Volantes participate in the attack normally.

6) END OF ROUND

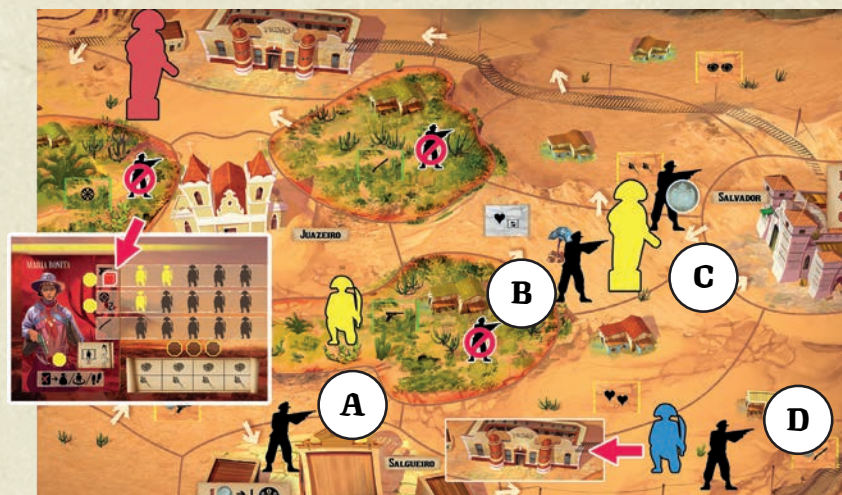
At the end of the Round:

- Pass the Facão token clockwise to the next player.
- Flip the top card of the Volantes deck face up and place it upon the previous one (the card for the first Round is printed on the Map board).
- If the Blessing token is face down, flip it face up.

EXAMPLE OF VOLANTES ATTACK

After MOVEMENT, the Volantes ATTACK:

- Volante "A" has no one to attack in its own space.
- Volantes "B" and "C" attack the yellow player's Gang, inflicting 2 wounds on his Chief. The yellow player should take 2 Wound cubes from the reserve and put them on the free wound spaces of his Chief card, but he chooses to bribe 1 of the 2 Volantes by spending 1 Reis token and suffers only 1 wound.
- Volante "D" attacks the blue Garrison, arresting the single Cangaceiro. The blue player also has the option of bribing the Volante to leave his blue Garrison in the space, but chooses not to do so.



END OF THE GAME

The game ends in 1 of 2 cases:

1. At the end of the seventh Round. OR
2. If during a Round the Life Goal cards are depleted, play until the end of Phase 3 - Play Action Cards and skip the remaining phases.

FINAL SCORING

At the end of the game, each player adds up their on-hand resource points, as indicated below:

The number of Serra and Caatinga Action cards in their deck and discard pile

- The number of Cangaceiros on their Player board
- The number of Cangaceiros they have on the Map board in Garrisons
- The total value of the Reis tokens they have
- The number of Volantes they gained as trophies
- The number of Training markers on their Player board (not on their Chief card)
- The number of Deal and/or Vengeance tokens they have

Subtract the number of Wound cubes on their Chief card from the total.



For every 3 resource points they have, rounded down, each player gains 1 Fame Point. Add these points to the ones gained during the

game. The winner is the player with the most Fame Points. In the case of a tie, the player with fewer Cangaceiros in the Recife Prison wins. If there is still a tie, the player with fewer Cangaceiros on the Event Track wins. Share the victory if the result is still a tie.



FAZENDAS AND CITIES

With the Plunder (👛) action, you activate a Fazenda or a City in the same space as your Gang, plus ONE more Fazenda in which you have the largest Garrison. Each icon shown on the Fazenda represents a bonus you can gain. If you gain more than one bonus with the Plunder action, choose the order in which to gain them. You are not required to gain all the bonuses you activated. The bonuses are:



Reis: Take 1 Reis token from the general reserve and place it in your reserve, next to your Player board. Reis tokens are available in two denominations, worth either 1 (silver) or 5 (gold). It's possible to exchange 5 tokens worth 1 each for 1 worth 5, or vice versa, at any time during the game.



Guns: Take 1 Cangaceiro from your reserve and place it on your Player board on the leftmost free space on the Guns line. You can never have more than 5 Cangaceiros on this line.



Facão: Take 1 Cangaceiro from your reserve and place it on your Player board on the leftmost free space on the Facão line. You can never have more than 5 Cangaceiros on this line.



Protection: Take 1 Cangaceiro from your reserve and place it on your Player board on the leftmost free space on the Protection line. You can never have more than 5 Cangaceiros on this line.



Deal: Take 1 Deal token from the general reserve and place it on your Player board on the leftmost free space on the Deal line. You can never have more than 4 Deal tokens on this line.

You can use Deal tokens in various ways:

- During your turn, as a free action, you can spend any number of Deal tokens from your Player board, putting them back in the general reserve. For each Deal token spent this way, move 1 Volante on the Map board 1 space (each individual Volante may be moved multiple times per turn).
- You can spend Deal tokens together with Vengeance tokens at MOSSORÒ to convert them into Fame Points (see on the right column).
- Some Life Goals require spending Deal tokens in order to achieve them.

CHIEF CARDS

- (A) Name
- (B) Guns/Protection/Facão
- (C) Special Ability
- (D) Base Ability
- (E) Training Spaces
- (F) Wound Spaces



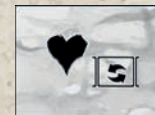
Vengeance: Take 1 Vengeance token from the general reserve and place it on your Player board on the leftmost free space on the Vengeance line. You can never have more than 4 Vengeance tokens on this line.

You can use Vengeance tokens in various ways:

- When you declare an attack on the Volantes, before flipping the Reinforcements token(s), you may spend 1, and only 1, Vengeance token from your Player board, putting it back in the general reserve, to gain 1 Fame Point FOR EACH Volante killed during the fight.
- You can spend Vengeance tokens together with Deal tokens at MOSSORÒ to convert them into Fame Points (see on the right column).
- Some Life Goals require spending Vengeance tokens in order to achieve them.



Heal: Take away a Wound cube of your choice from your Chief card and place it in the general reserve. The ability or bonus that was covered by the cube becomes active again.



Blessing: If you take the Plunder action in this space, you can also modify the order of the Events by switching the positions of 2 active Event tiles on the Event Track. Any Cangaceiros on those Event tiles stay on the same tiles. Never switch the order of any Reward tiles. After applying this effect, flip the Blessing token over so it shows only the Heal icon, so that no other player can switch the Event tiles this Round.

With the Plunder (👛) action, you can also activate Cities, but, being unable to put Garrisons in those spaces, you can do so only if your Gang is in that specific space. The Cities icons are:



MOSSORÒ: Pay 1/4/6 total Deal tokens and/or Vengeance tokens, in any combination, to gain 1/3/5 Fame Points.



SALGUEIRO: Pay 1/4/6 Reis tokens to gain 1/3/5 Fame Points.



SALVADOR: Pay 1/4/6 Volante trophies to gain 1/3/5 Fame Points.



RECIFE: Recife is a different kind of City, since the Prison is there. You can't activate it with a Plunder action, but you can attack it to interact with it. You can attack Recife only if there is at least 1 Cangaceiro in prison, regardless of color. To do so:

- Play a card and declare an attack on the Recife Prison, exactly as if you were attacking a Volante (see page 10).
- All the Volantes in the Recife space defend the Prison. Flip a Volantes Reinforcements token for each Volante in that space and place them in the attack space on the Map board.
- Flip a Prison Reinforcements token and place it to the right of previously placed Volantes Reinforcements tokens, if any.
- Resolve the attack as described in *Attack the Volantes*, page 10, taking into account the bonus from the Prison Reinforcements token. The number of wounds of the Prison Reinforcements is the same as that of a Volante, as shown on the active Volantes card.
- At the end of the attack take as trophies all the Volantes you managed to kill, and gain the potential corresponding Fame Points, as shown on the active Volantes card.
- If the wounds above the Prison Reinforcements token reach the space with the skull, you manage to free the Cangaceiros from the Prison. Choose ONE color among the Cangaceiros in the Prison, not necessarily your color, and place

all those Cangaceiros in the reserve of their owner. Gain a Fame Point for each Cangaceiro you managed to free.

NOTE: when you attack the Recife space you can still attack just the Volantes in the space, ignoring the Prison, but if you decide to attack the Prison, all the Volantes in Recife will participate in the fight.

ATTACK THE VOLANTES

The upper part of all Action cards allows the players to make a movement and an attack on the Volantes with their Gang. The two actions can be made in any order, and either one can be ignored, if the player chooses.



When you declare an attack on the Volantes, align the Guns, Protection, and Facão icons of the played Action card to the corresponding lines on your Player board. All the Volantes in the same space as your Gang participate in the fight (there is no limit to their number). Draw a Reinforcements token for each Volante in the space and place it in the appropriate space of the Map board, next to the active Volantes card, aligning it with the icons.

ATTACK

The attack takes place in 2 phases, Shooting and Melee, in that order.

A) SHOOTING

In this phase, compare the firing power of your Gang with the defense of the attacked Volantes, and vice versa:

- Calculate your firing power by adding the number on the Guns space on your Chief card to any Guns bonus on the Action card you played, plus a point for each Cangaceiro on the Guns line on your Player board. Calculate the defense of the Volantes by adding the Protection on the active Volantes card to any Protection bonuses present on the Reinforcements tokens. If the defense equals or exceeds the firing power, nothing happens. If the firing power is greater than the defense, you inflict a wound for each point of difference. Take a Wound cube for each inflicted wound and place it in the Volantes wound spaces on the Map board, filling them from the top to the bottom, from left to right.
- Calculate the firing power of the Volantes by adding the numbers on the Guns space on the active Volantes card to any Guns bonuses present on the Reinforcements tokens. Calculate the defense of your Gang by adding the Protection of your Chief to any Protection bonus on the Action card you played, plus one point for each Cangaceiro on the Protection line on your Player board. If the defense equals or exceeds the firing power, nothing happens.

If the firing power is greater than the defense, your Gang suffers a wound for each point of difference. For each wound your Gang suffers, you either lose a Cangaceiro from your Player board or your Chief loses a wound (see *Wounds*, page 11). You can choose to let your Chief die, but if there are excess wounds you **MUST** assign them to your Cangaceiros.

After the Shooting phase, if the wounds you inflicted are sufficient to kill all the Volantes you attacked, that is if you filled all the skull spaces above the Volantes Reinforcements tokens, or if your Chief dies as a result of wounds suffered, the fight ends. In that case, go to *End of the Fight*, page 11; otherwise, proceed with the Melee phase.

B) MELEE

If the attack was not over after the Shooting phase, the fight is carried on with the Facão:

- Calculate your strength by adding the number on the Facão space on your Chief card to any Facão bonus on the Action card you played, plus a point for each Cangaceiro on the Facão line on your Player board. Inflict wounds equal to your strength on the Volantes in the same manner as in the Shooting phase.
- Calculate the strength of the Volantes by adding the number on the Facão space on the active Volantes card to any Facão bonuses on the Reinforcements tokens. Your Gang suffers wounds equal to the Volantes' strength in the same manner as in the Shooting phase.

ATTACK THE VOLANTES

The yellow player decides to attack 3 Volantes, so they play an Action card and use the upper part. Thanks to the movement, they go to the space with the Volantes from an adjacent space, then they start the attack:

- They draw 3 Reinforcements tokens, one for each Volante, and place them on the attack zone of the Map board.
- They compare their Gang's firing power, which is 6 (3 from the Chief, 0 from the Action card, and 3 from the Cangaceiros on the Guns line) to the Protection of the Volantes, which is 4 (2 from the Volantes card plus 2 from the two bonuses worth 1 each on the Reinforcements tokens). The firing power of the yellow player is 2 points greater than the Protection of the Volantes, so they inflict 2 wounds. Yellow takes 2 Wound cubes and places them in the Volantes wound spaces from the top to the bottom, from left to right.
- They compare the firing power of the Volantes, which is 4 (2 from the Volantes card, plus 2 from the two bonuses worth 1 each on the reinforcements) to their Protection, which is 3 (2 from the Chief, plus 1 from the Action card). The firing power of the Volantes is 1 point greater than yellow's Protection, so the yellow Gang suffers 1 wound and they choose to remove 1 Cangaceiro from the Facão line. They could have placed a Wound cube on their Chief card, but they prefer, for now, to preserve her strength and keep her bonuses, which would have been lost because of a Wound cube.



- Neither of the combatants has been defeated, since the Cangaceiro Chief is still alive and there are 2 Volantes remaining, so they move on to the Melee phase. Yellow has strength 3 (thanks to the 3 Cangaceiros on the Facão line), so they inflict 3 more wounds on the Volantes, in the same manner as in the Shooting phase.
- The Volantes have strength 1 (thanks to the Reinforcements token). The yellow Gang suffers 1 wound. Yellow chooses to wound their Chief by placing a Wound cube on their Chief card, and negating the bonus to Guns.
- Yellow is still alive, while 2 out of 3 Volantes, with 2 wounds each, have been defeated. Yellow takes the 2 defeated Volantes as trophies and places them in their reserve, next to their Player board. The third Volante stays on the Map board.
- The Volantes' Wound cubes go back to the general reserve, and Reinforcements tokens are placed face down and shuffled with the tokens in the reserve.

END OF THE FIGHT

For each cube in a skull space above the Reinforcements tokens, a Volante dies; take the Volante in the space that you attacked and keep it in your reserve next to your Player board as a trophy, even if your Chief died. For each Volante killed, you gain Fame Points based on its value: 0 Points in the first 3 Rounds, 1 Point in Rounds 4 and 5, and 2 Points in Rounds 6 and 7, as shown on the active Volantes card.

Remember that spending a Vengeance token provides more Fame Points when Volantes are killed (see *Vengeance*, page 9).

WOUNDS

When you attack a Volante, for each wound you suffer you must make a choice:

- A Cangaceiro dies: take the rightmost Cangaceiro from a line of your choice on your Player board and place it in your personal reserve.
- Your Chief is wounded: take a Wound cube (👤) on your Chief card. The cube cancels the ability or bonus it covers. If you have no more free wound spaces on your card and you assign a wound to your Chief, the Chief dies. For more details, see *Death or Retirement of a Cangaceiro* on the right column.

NOTE 1: If possible you MUST assign all the wounds you suffer. You can't intentionally let your Chief die and ignore the excess wounds.





NOTE 2: During Phase 5 – Activate Volantes, when the Volantes attack, you have to wound only the Chief, you can't let a Cangaceiro die.









LIFE GOALS

After playing an Action card, you can declare you want to achieve a Life Goal, but only if you fulfil the following conditions:

- Your Chief is fully trained, that is, there are no more Training markers on its card.
- You have all the resources shown on at least 1 available Life Goal card.

The resources required, as shown on the cards, are:

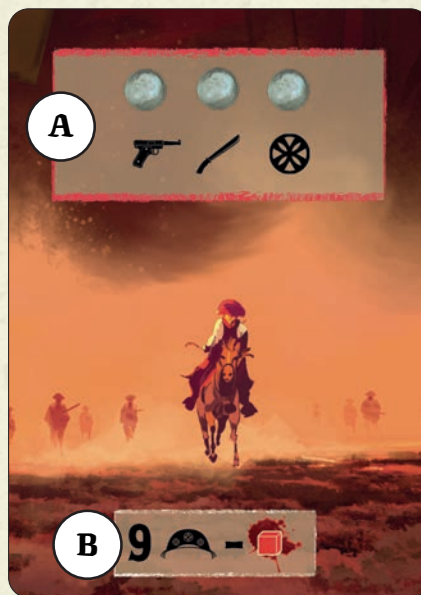
-  Choose and remove 1 Cangaceiro from 1 of your Garrisons on the Map board.
-  Choose and remove 1 Cangaceiro from 1 of your Garrisons in a **Sertão** space.
-  Choose and remove 1 Cangaceiro from 1 of your Garrisons in a **Serra** space.
-  Choose and remove 1 Cangaceiro from 1 of your Garrisons in a **Caatinga** space.

-  Remove the rightmost Cangaceiro on a line of your choice from your Player board.
-  Remove the rightmost Cangaceiro from the Facão line on your Player board.
-  Remove the rightmost Cangaceiro from the Guns line on your Player board.
-  Remove the rightmost Cangaceiro from the Protection line on your Player board.
-  Discard 1 Vengeance token from your Player board.
-  Discard 1 Deal token from your Player board.
-  Remove 1 Volante trophy from your reserve.
-  Spend 1 Reis token.

Choose ONE of the eligible Life Goal cards, spend the required resources, and place the card back in the box. After achieving a Life Goal, your Chief retires (see *Death or Retirement of a Cangaceiro* on the right column).

LIFE GOAL CARDS

- A** Resources required to pay, as shown in the red box
- B** Fame Points gained, 9 points minus the number of Wound cubes on your Chief card



DEATH OR RETIREMENT OF A CANGACEIRO

If you assign a wound to your Chief and there are no more free wound spaces on the card, your Chief Cangaceiro dies.

When your Chief dies, you immediately lose Fame Points equal to your Chief's bounty (see *Bounty* box below).

If your Chief Cangaceiro either dies or retires (achieves a Life Goal), follow this procedure:

- Discard your Chief card.
- Move your Gang meeple to Juazeiro.
- Draw the top 2 cards from the Chiefs deck, choose 1, and put the other face down on the bottom of the deck. Place the chosen card in the space dedicated to the Chief on your Player board.
- Put the 3 Training markers in the appropriate spaces on your new Chief card.

Now your Gang has a new Chief and is ready to act the next time you play a card.

BOUNTY

The bounty on a Chief is shown on the column on the left of the Fame Point Track. The more points you have, the bigger the bounty on your Chief's head. The level reached by the marker of a player shows their current bounty. The bounty represents the number of points a player loses when their Chief dies, or when they suffer the effect of a Caatinga Action card (see *Caatinga Action Cards*, page 13).

If a player loses their last Fame Point, they remove their marker from the Fame Point Track, but the bounty remains 1. Ignore further lost Fame Points, as it's not possible to go below 0.

EXAMPLE: In this case, the yellow player has a bounty of 1, the green player has a bounty of 2, and the red player has a bounty of 3.



DETAILS ON EVENTS



SARGENTO QUELÊ

Each Gang in a **Sertão**, **Serra**, or **City** space suffers 3 wounds (see *Wounds*, page 11).

Clementino (Quelê) Furtado was an ex cangaceiro. He was recruited into the police after his fazenda was attacked by Lampião's gang and he lost a nephew and a brother. Although the two fought dozens of times, Quelê never managed to catch the infamous Lampião.



LUGER PARABELLUM

Pay 2 Reis tokens for each Cangaceiro on your Player board on the **Guns** line. Lose 2 Fame Points for each such Cangaceiro you can't afford.

The Luger Parabellum gun was brought to Brazil in 1906. This semi-automatic pistol was immensely more loved than the more common Colt revolver.



FACADA

Pay 2 Reis tokens for each Cangaceiro on your Player board on the **Facão** line. Lose 2 Fame Points for each such Cangaceiro you can't afford.

The duel with knives, or better yet facão, was considered a sign of respect, and resolved many conflicts. Moreover, you could only venture into the dense Caatinga with a trusty facão.



PROCURA-SE

Pay 2 Reis tokens for each of your Cangaceiros in the Recife Prison. Lose 2 Fame Points for each such Cangaceiro you can't afford.

Many cangaceiros were brought to prison thanks to bounties and arrests, even if a great number of them were pardoned.



RASO DA CATARINA

If you don't have at least 2 Caatinga Action cards, you lose 4 Fame Points. Show the other players the backs of these cards in your deck and/or discard pile without moving them.

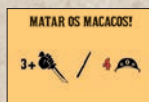
The Raso da Catarina is an area of the Caatinga: desert, thorny bushes, cactuses, venomous snakes, such as the terrifying jararaca, and fierce animals, such as the onça parda, the cougar of the Caatinga.



PEDRO CANDIDO TRAIADOR!

Put all of your Garrisons currently in **Caatinga** and **Sertão** spaces in the Recife Prison.

Pedro Cândido was the traitor that brought João Bezerra's volantes to the cave of Angico, where Lampião was hiding. This caused the death of Lampião himself, along with most of his gang.



MATAR OS MACACOS!

If you don't have at least 3 Vengeance tokens on your Player board, you lose 4 Fame Points.

Macaco, "monkey" in Portuguese, was a derogatory term used by cangaceiros to refer to the volantes.



CORRUPÇÃO

If you don't have at least 3 Deal tokens on your Player board, you lose 4 Fame Points.

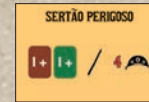
Having a large list of supporters (os coiteiros), especially politicians, made the coroneis very powerful, and the cangaceiros untouchable. Corruption was a powerful tool, but it was a double-edged sword, after all...



COITAMENTO

Pay 2 Reis tokens for each Training marker on your Player board (NOT on your Chief card!). You lose 2 Fame Points for each such marker you can't afford.

Sometimes the cangaceiros needed to hide inside the fazendas of the coroneis, as they needed to recover after a battle. This often came with a price.



SERTÃO PERIGOSO

If you don't have at least 1 Caatinga Action card and at least 1 Serra Action card, you lose 4 Fame Points.

Show the other players the backs of these cards in your deck and/or discard pile without moving them.

The Sertão is a desert area in the Northeast of Brazil, where heat and dryness rule above all, and where the only sparse vegetation present, called Caatinga, is a heap of thorns and cactuses. The Sertão is, clearly, a place full of dangers, but it provided an impenetrable shelter to the cangaceiros for many years.



BÊNÇÃO DE PADRE CICERO

If you don't have at least 6 Cangaceiros on your Player board, you lose 4 Fame Points.

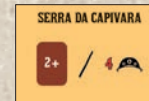
Padre Cicero from Juazeiro was a Catholic priest who was considered the Saint of the Sertão by the sertanejos. It was said he was able to perform miracles, and the cangaceiros themselves put their faith in his prayers. The "corpo fechado" was a famous ritual to protect the body from bullets and cutting weapons.



CALA A BOCA!

Pay 2 Reis tokens for each of your Cangaceiros in a Garrison on the Map board. You lose 2 Fame Points for each such Cangaceiro you can't afford.

Betrayal was an unforgivable offense for any cangaceiro. The traitor was punished with death, their own or that of their loved ones.



SERRA DA CAPIVARA

If you don't have at least 2 Serra Action cards, you lose 4 Fame Points. Show the other players the backs of these cards in your deck and/or discard pile without moving them.

The Serra da Capivara is located in the middle of the Raso da Catarina, and it's an impenetrable place, or so people thought. Actually, it was one of the first places where the volantes managed to get in, even if it required the combined efforts of four states of the Northeast to make way through the rocks.



TOCAIA

Put all of your Garrisons currently in **Serra** spaces in the Recife Prison. Each Gang in a **Caatinga** or **City** space suffers 3 wounds (see *Wounds*, page 11).

Ambushes were a common occurrence, both by day and by night, in the life of a cangaceiro. One place might have been safe, while another might have been their doom.

DETAILS ON ACTION CARDS



STARTING CARDS

The 7 Starting Action cards comprise the initial deck of each player, and their icons are described in *Player Action Cards*, pages 6-7.



SERRA ACTION CARDS

You can replace 1 of your Starting cards with a Serra Action card after playing your third and last card of the Round, if your Gang is in a **Serra** space. Serra Action cards have, on the upper part, the same action as the Starting cards for attacking the Volantes. On the lower part, they allow you to take special actions, which are different from those of the Starting cards. As always, the actions can be taken in any order.



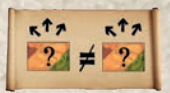
Permanently remove from the game the Fazenda tile in the same space as your Gang (Any Garrisons in the space remain there). Gain 3 Fame Points, and your Gang suffers 2 wounds (see *Wounds*, page 11).



Gain 1 Reis token for each Cangaceiro on your Player board (not your Chief).



Your Gang suffers 1 wound (see *Wounds*, page 11). Take up to 3 Ambush actions. **AMBUSH:** Remove 1 Volante or rival Garrison Cangaceiro from the space your Gang is in to gain 1 Fame Point. The Cangaceiro goes back to its player's reserve, or you keep the Volante as a trophy.



Take a Plunder action, activating 2 different **Fazendas** (not Cities) anywhere on the Map board, regardless of the presence of either your own or rival Gangs and Garrisons.



Take 2 Movement actions, and take 1 Ambush action. **AMBUSH:** Remove 1 Volante or rival Garrison Cangaceiro from the space your Gang is in to gain 1 Fame Point. The Cangaceiro goes back to its player's reserve, or you keep the Volante as a trophy.



Gain 2 Reis tokens for each of your Cangaceiros in Garrisons on the Map board.



Choose a Starting Action card from your hand, deck, or discard pile, place it in the box, and take an available Serra or Caatinga Action card to replace it. The new card must be placed in the same position as the old one (hand, deck, or discard pile).



Gain 1 Reis token and a Cangaceiro for each of your Cangaceiros in Garrisons in **Caatinga** spaces. Place the Reis tokens in your reserve and the Cangaceiros on lines of your choice on your Player board.

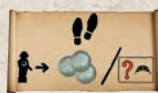


CAATINGA ACTION CARDS

You can replace 1 of your Starting cards with a Caatinga Action card after playing your third and last card of the Round, if your Gang is in a **Caatinga** space. Caatinga Action cards have, on the upper part, the same action as the Starting cards for attacking the Volantes. On the lower part, they allow you to take a Movement action and a Threaten action that can be used on a rival Gang in the same space as yours. As always, the actions can be taken in any order. The rival player who is chosen as a target can choose between 2 options:

- Suffer the effects of the card. *OR*
- Lose Fame Points equal to their current bounty, and let the player who played the card gain the same number of Fame Points. (If the target player has 0 Fame Points, they do not lose any points, but the player who played the card still gains 1 Fame Point.)

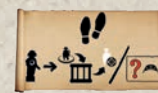
If the target doesn't have at least one of the resources shown on the card, they can only choose the second option. The effects of the cards are:



The target must give you all their Reis tokens.



The target must give you all their Deal and Vengeance tokens. Put any tokens that you can't place on your Player board back in the general reserve.



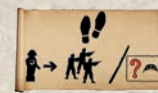
All of the Garrisons of the target go to Prison. Move all of your Cangaceiros from the Prison to the Protection line on your Player board (excess Cangaceiros are placed back in your reserve).



The target must place all of their Cangaceiros from their Player board, except for the first column, back in their reserve. Take the same number of Cangaceiros from your reserve and place them on your Player board in the same positions.



Choose 1 of the target's Serra or Caatinga Action cards and exchange it for any 1 of your Action cards, placing each card in the position vacated by the other (hand, deck, or discard pile).



The target must give you all of the Volante trophies in their reserve.



The target must fill all of the wound spaces on his Chief card, and you remove all the Wound cubes from your Chief card.



CHIEF CANGACEIROS CARDS



ANTÔNIO SILVINO

When you attack the Recife Prison, you don't flip a Prison Reinforcements token. If you kill all of the defending Volantes (or if there are none), you free Cangaceiros as normal, gaining 1 extra Fame Point.

Born in 1875, he's a legend in the history of the cangaço. He elected himself as Governor of Sertão, refusing the official authority of Recife. He was a real honourable cangaceiro, as he fought the corruption and injustice of the government. After almost twenty years, Silvino was locked up in Recife. Pardoned by President Getúlio Vargas, he died of old age.



CABELEIRA

When you take a Movement action, move your Gang up to 2 extra spaces. The presence of Volantes does not interfere with this movement.

He was one of the first cangaceiros. Cruel and without remorse, he

scoured the land of Pernambuco. A great strategist of Sertão battles, he divided his gang into smaller groups, which then attacked on different fronts, leaving no traces behind. He was captured while he was chasing the love of a woman, and was hanged in Recife. To scare children, even today mothers sing songs of the terrifying deeds of Cabeleira, with long locks (hence the name).



COCADA

As a special action, you can discard an Action card, instead of playing it, and perform an AMBUSH action: remove 1 Volante or rival Garrison Cangaceiro from the space your Gang is in to gain 1 Fame Point.

The Cangaceiro goes back to its player's reserve, or you keep the Volante as a trophy.

He left Silvino's gang to lead his own group. An eager torturer, he thought himself a saint and, with a Bible in hand, forced women to "save themselves" by giving themselves to him. His own men ambushed him, stabbing him 35 times.



CORISCO

When your Gang attacks the Volantes, draw 1 extra Reinforcements token, then discard 1 of your choice.

He was nicknamed O Diabolo Louro, "The Blonde Devil", both for the color of his hair and his skills as a fighter.

Experienced and uncatchable, after the death of Lampião, whom he followed earnestly, Corisco took control of his gang. Blinded by grief, he died in battle, without surrendering, brought down by a spray of bullets from José Rufino's volantes. He had said, "I am a man who dies, not one who surrenders." With the death of Corisco, in May 1940, the era of cangaço was officially over.



DADÁ

When you take a Plunder action, activate 1 additional Garrison.

Loyal to Corisco, she was such a strong-willed woman that she gained the respect of many cangaceiros. Skilled with guns, she fired with both hands. She stayed by Corisco's

side until his death, when Zé Rufino's volantes mortally wounded him. She took control of the gang in that tragic situation, but, after being wounded herself, she was arrested, and in prison her gangrenous leg was amputated. In 1980 her courage was recognized and praised by the municipal council of Salvador de Bahia. After Maria Bonita, she is considered one of the greatest women of the cangaço, and she is still celebrated today in the Sertão.



DULCE

In Salgueiro, you pay 1/3/5 Reis tokens to gain 1/4/6 Fame Points.

The last cangaceiro of Lampião's gang. She got into the cangaço not by choice, but after being kidnapped by the cangaceiro Criança. Thanks to the strength of her spirit and her

muscles, this woman from the Northeast managed to survive both this lifestyle and the historic massacre of Angico, where both Lampião and Maria Bonita perished. After surrendering in exchange for a pardon, she started working on a farm close to Minas Gerais.



ESPERANÇA

When your Gang is attacked by Volantes, you ignore 2 of them. For example, if there are up to 2 Volantes he suffers no wounds, if there are 3 he suffers 1 wound, and if there are 4 he suffers 2 wounds.

Antonio Ferreria da Silva, older brother of Lampião, nicknamed Esperança, was an expert in guerrilla warfare, had a fundamental role in the gang of his famous brother, but his destiny was tragic and ill-fated. During a party, the gun of his friend Luiz Pedro fell to the ground and a bullet was shot, hitting Antonio in the middle of the chest. Mere moments before dying, he forgave Luiz, entrusting Lampião to him.



GATO

If you take a Plunder action and receive a Facão bonus, you get 1 extra Cangaceiro.

Considered one of the cruelest cangaceiros, he killed many of his own relatives. He was madly in love with his woman, Inacinha, and people

say he went mad when she was arrested. On his way to the prison, he killed without mercy anyone he came by. Eleven people lost their lives that day because of him! Mortally wounded, Gato was picked up by his fellow cangaceiros, who brought him back to the Caatinga. After some days, his body was found surrounded by buzzards, which were feasting on his flesh.



INACINHA

When you take a Garrison action, instead of placing 1 Cangaceiro in the space with your Gang, you may place it in any Fazenda on the Map board.

Lover of the cangaceiro Gato, Inacinha was a charming and cunning

woman. Right before Gato's death, she was imprisoned while pregnant, but she managed to escape by winning the jailer's favor. Inacinha is an example of how the women of the cangaço were both skilled and smart.



JARARACA

In Mossoró, you pay 1/3/5 total Deal/Vengeance tokens, in any combination, to gain 1/4/6 Fame Points.

He became famous for having participated in the attack on the city of Mossoró. He was overconfident, and

frequently flirted with death, even during that dreadful occasion when he was captured and put in prison. But he never ceased to make jokes. On the day of his death, he smiled at Sargento Quelé while he was being executed in Mossoró's graveyard with a knife on his throat.



JESUÍNO BRILHANTE

If you take a Plunder action and receive a Guns bonus, you get 1 extra Cangaceiro.

He was a famous romantic cangaceiro, who is thought to have officially given birth to the cangaço in 1870. Jesuíno defended the people from

tyranny, and decided himself where his presence was needed. He died in an ambush, clutching his weapon, but his body mysteriously vanished without a trace.



JURITÍ

His firing power is equal to the sum of his Guns and Facão. During the Melee phase, his strength is 0.

Famous for his charm, Jurití was a cruel womanizer, who took pleasure in killing his enemies, torturing them

without mercy. He lived life to the extreme, until he was captured, and his life ended when he was burned alive in the Caatinga.



LAMPIÃO

You can remove all 3 Training markers from his card with a single Training action.

Virgulino Ferreira da Silva, nicknamed Lampião, got his nickname from a battle with the volantes: "His gun never stopped

firing, like a streetlamp in a night without stars." From then on, he was called Lampião. He was undoubtedly the greatest cangaceiro ever, the King of the Sertão. His deeds were famous in all the Northeast. He even managed to attack the city of Mossoró with a battalion of 50 cangaceiros. He got the blessing of the Saint of the Sertão, Father Cicero, who tried to redeem him inside of the city of Juazeiro, which welcomed him as a saviour. It was a betrayal that spelled his doom: on the 29th of July, 1938, Lampião's gang was hiding in Angico, an almost unreachable place in the heart of the Caatinga. Thanks to a tip, Lieutenant João Bezerra opened fire on Lampião and his men. It was a massacre. Lampião and Maria Bonita's heads were taken, together with many others'. Lampião was brought down, but his legend was just beginning.



LIDIA

When the Training marker is removed from her special ability space, you immediately gain 1 Cangaceiro to place in the line of your choice. Each time you gain a Protection Cangaceiro, you can instead place it in a line of your choice. As a special action, you can discard an Action card, instead of playing it, to heal 3 wounds.

A beautiful and charming woman, she paid dearly for being romantically involved with the feared cangaceiro José Baiano, a violent and jealous man. She was brutally killed by José Baiano himself, and her tragic end is still considered today as one of the most horrible stories of love and death of the cangaço.



MARIA BONITA

You can take a Cunning Action on an Event even if there are no Reward tiles under it, collecting the bonus from any 1 discarded Reward tile of your choice.

She is without a doubt the most famous woman of the cangaço. It was

love at first sight between Maria Bonita and Lampião, and she left her husband to join him and his gang. Gifted with a strong personality, she was respected and feared by all. She lost her life in Angico, alongside the King of the Sertão, together in love and blood to the last breath.



MILIAN

When you take a Plunder action in a space with a railroad you gain 1 extra Reis token.

An homage to the actor Tomas Milian, who played the cangaceiro Espedito, nicknamed "The Redentor", in the movie O' Cangaceiro from 1969, directed by Giovanni Fago.



PONTO FINO

In Salvador, you pay 1/3/5 Volante trophies to gain 1/4/6 Fame Points.

Younger brother of Lampião, he was extremely skilled with a gun. His life was short and intense: he died still holding his weapon at Várzea do

Touro, Bahia, in 1932, when he was just 23 years old.



VOLTA SÊCA

You can use your base ability to discard an Action card, instead of playing it, to take a Movement, a Garrison, and a Plunder action, in any order.

He was the youngest cangaceiro in Lampião's gang, and gave himself to the cangaço when he was almost still a kid to escape from the abuse of his stepmother. He liked to compose songs for his brothers in arms. Volta Sêca was arrested three times and, after two escapes, was sentenced to 145 years in prison. In 1952 he was pardoned by President Getúlio Vargas, and became a consultant for the movie O' Cangaceiro by Lima Barreto. He died in 1997 when he was 79 years old.



ZABELÊ

When the Training marker is removed from his special ability space, you immediately gain 1 Deal token. If you take a Plunder action and receive a Deal token, you receive an extra one.

Zabelê is an example of a young sertanejo who ran from a life without a future to embrace the way of the cangaceiro. He miraculously survived the Angico massacre. Legend has it that he dodged the bullets by transforming into a Zabelê, a Brazilian bird, and hiding behind the clouds. Anyway, his body was never found. Zabelê had flown away, maybe making the clouds of the Sertão his new home.



ZÉ BAIANO

When the Training marker is removed from his special ability space, you immediately gain 1 Vengeance token. If you take a Plunder action and receive a Vengeance token, you receive an extra one.

He was a famed cangaceiro in Lampião's gang, feared by all for his fighting prowess and his skills in guerrilla warfare, as well as his violent personality. His story in the cangaço is tied to the fate of his woman, Lidia. After her tragic death, he became even more ruthless, and started branding his initials, "JB", on the faces of women who, according to him, didn't show him enough respect. In the end, he found death in an ambush laid by another cangaceiro, even if his ultimate destiny gave life to many legends.

LIFE GOALS

To achieve a Life Goal, your Chief Cangaceiro has to be COMPLETELY TRAINED (not having any Training markers on their Chief card), and you need to pay the resources shown inside the red box on the Life Goal card.

GREEN & BROWN CARDS

These are described in *Details on Action Cards*, page 13.

ICON LIST



Threaten Gang: Play this card against a Gang in the same space as yours. The target player has to choose between:

Suffer the effects of the card, as described on page 13 (if the threatened player doesn't have at least one of the resources shown on the card, they must choose the other option).

OR

Lose a number of Fame Points equal to their current bounty (🔪) and let the threatening player gain the same number of Fame Points.



Red Numbers: These show the number of resources required to be removed.



Movement: Move your Gang meeple to an adjacent space or use a railroad.



Garrison: Place 1 Cangaceiro in the space with your Gang (or remove 1, if in a red box). You can not place them in **Cities** or in the Juazeiro space.



Training: Move a Training marker from your Chief card onto your Player board, gaining the corresponding ability, bonus, and/or wound space.



Plunder: Gain all bonuses on the space with your Gang and on ONE space where you have the largest Garrison.



Cunning: Place a Cangaceiro on an Event and gain the Reward.



Attack Volantes: Start a fight against all Volantes in the space with your Gang.



Reis: Gain 1 Reis token (or lose 1, if in a red box).



Guns/Protection/Facão: Place 1 Cangaceiro on the leftmost space on the Guns/Protection/Facão line on your Player board (or remove the rightmost 1, if in a red box).



Deal/Vengeance: Gain 1 Deal/Vengeance token (or lose 1, if in a red box).



Heal: Remove a Wound cube from your Chief card, reactivating the corresponding ability or bonus.



Blessing: Switch the positions of 2 Event tiles.



Remove from the Game: Place the resource behind the X in the box.



Volante: Remove a Volante trophy from your reserve.



Cangaceiro: Place 1 Cangaceiro in a Guns/Protection/Facão line of your choice on your Player board (or remove 1, if in a red box).



Ambush: For each Ambush action, remove 1 Volante (taken as a trophy) or rival Garrison Cangaceiro from the space your Gang is in, gaining 1 Fame Point.



Fame Point: Gain or lose the indicated Fame Points.



Action Card: This is a Starting, Serra, or Caatinga Action card.



Green Card: This is a Caatinga Action Card.



Brown Card: This is a Serra Action Card.



Brown or Green Card: This is a Serra or Caatinga Action Card.



Prison: This is in the Recife **City** space, where captured Cangaceiros are sent.



Jailbreak: Move 1 of your Cangaceiros from the Prison to the leftmost space on the Protection line on your Player board.



City Space: The 4 **City** spaces on the Map board are Recife, Salvador, Salgueiro, and Mossoró.



Serra Space: These are the brown spaces on the Map board.



Caatinga Space: These are the green spaces on the Map board.



Sertão Space: These are the yellow spaces on the Map board.



Wound: Suffer a wound.



Immediately Gain: Immediately gain the resource inside the circle.



Scout: Place 1 Garrison Cangaceiro in any space of your choice (excluding **Cities** and the Juazeiro space) anywhere on the Map board, even if your Gang is not there.

PHASES

1. **Spawn New Volantes:** Place new Volantes in **Cities** according to the active Volantes card.
2. **Choose Action Cards:** CHOOSE three cards from your deck.
3. **Play Action Cards:** Starting from the player with the Facão and continuing clockwise, each player plays a card from their hand. After you play your third card, if your Gang is in a **Caatinga** or **Serra** space you CAN replace one of your cards with an available Caatinga or Serra Action card of your choice.
4. **Resolve Current Event:** Each player that does not have a Cangaceiro on the current active Event suffers its effect. Then flip the current active Event.
5. **Activate Volantes:** Volantes in the same space as a target do not move. Volantes adjacent to a target move into its space, with Gangs taking precedence over Garrisons. Volantes without targets follow the arrows. In the case of multiple targets, they choose the one belonging to the player with the most Fame Points. In case of a tie, the player with the Facão chooses. After having moved (or not), they attack. If they attack a Gang, they wound the Chief; if they attack a Garrison, they take its Cangaceiros to the Recife Prison.
6. **End of Round:** Pass the Facão token to the next player clockwise, flip a card from the Volantes deck, and, if the Blessing tile is face down (🔒), flip it face up (🔓).

END OF THE GAME

The game ends:

- At the end of the seventh Round *OR*
- During a Round when there are no more Life Goals, proceed until the end of Phase 3 - Play Action Cards, then skip the remaining phases.

All players total up on-hand resources and gain a number of Fame Points as described on page 8 and shown on the Map board.

IMPORTANT RULES

- As shown by the red border, as soon as your Gang enters a **Caatinga** space, it suffers a wound.
- When the Volantes attack, **ONLY ONE PLAYER** in each space is targeted. If they attack a Gang they **ONLY WOUND THE CHIEF**, while if they attack a Garrison they take its Cangaceiros to the Prison in Recife.
- After playing your third card, if your Gang is in a **Caatinga/Serra** space, you can replace one of your Starting Action cards with a Caatinga/Serra Action card.
- A Chief card ability with a Training marker is active only when there is neither a Training marker nor a Wound cube in its action space.