

Anno Domini

1666

RULEBOOK

GAME COMPONENTS


**ROYAL
MUSKETEERS**




**DEFENDERS
OF THE
CROWN**




**THE
LOCALS**



27 plastic miniatures



rulebook and playbook



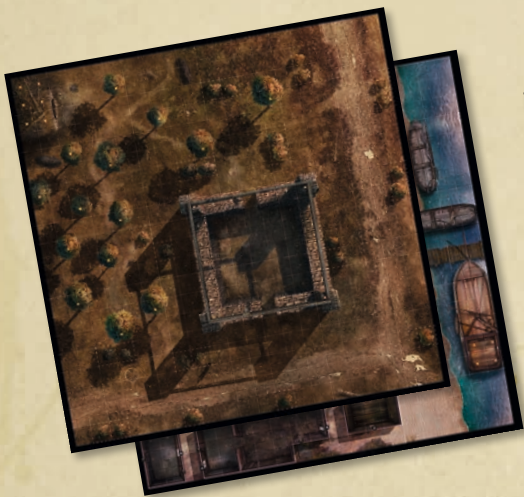
2 faction cards



2 player aid sheets



1 archenemy sheet



2 large two-sided boards



1 small two-sided board



2 card decks



37 character cards



55 item cards



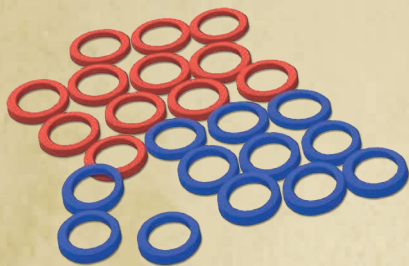
55 additional equipment cards



24 door stand-ups



12 terrain tiles



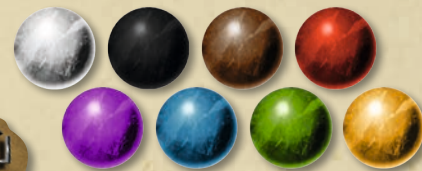
24 plastic rings
(12 of each red and blue)



32 wound markers



1 Party leader marker



48 generic counters



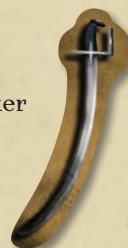
20 inconspicuous /
overwatch markers



2 objective markers
(pigeon and letter)



23 fencing tokens



1 initiative marker



10 breakable
/ broken wall
markers



26 alarm counters



20 reload counters



4 ring counters



10 prone / unconscious
markers

TABLE OF CONTENTS

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NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

GAME COMPONENTS 2

INTRODUCTION 5

Miniatures/models/figures 5

Cards 5

Game boards 7

Generic counters 7

HOW TO PLAY 7

Choosing a scenario. 7

Game setup 7

Turn order. 8

Alarm Track and Ending the Game. 9

Character cards 10

CORE MECHANICS 11

Card Play 11

Resolving Tests 12

ITEMS 14

Item types 14

Scenario items. 15

Item counters 15

CHARACTER ACTIONS 15

Full Actions 16

Partial Actions. 17

MAPS AND MOVEMENT. 18

Types of board spaces 18

Borders between spaces. 18

Board edge. 19

Basic movement 19

Manoeuvres 20

Zone of control 20

COMBAT 25

Ranged Combat 25

Close combat 27

NON PLAYER CHARACTERS (NPCS). . . . 30

SKILL LIST 32

DIVINATION TABLE 34



INTRODUCTION

Anno Domini 1666 is a swashbuckling board game of intrigue and mystery, set in alternative reality 17th century Vienna. Two players take command of opposing bands of rogues and heroes carrying out clandestine missions as determined by scenarios. The game is played with miniatures on game boards, using cards instead of dice.

The Golden Rule: If a special rule or similar effect contradicts this rulebook, the special rule takes precedence. For example, if a scenario rule says that each player draws three cards at the beginning of each turn, but a special rule enables a player to draw an extra card, he or she draws four cards at the beginning of each turn.

MINIATURES/MODELS /CHARACTERS

Anno Domini 1666 is played using miniatures representing the Characters involved. Each miniature represents one Character. The terms “miniature”, “model” and “Character” are used interchangeably. They include the physical model and its respective Character card, its equipment, abilities, wounds etc. The terms “counter” and “token” are used interchangeably.

OPPONENT-OWNED, ENEMY, FRIENDLY

Note that “ownership” discussed here is a gameplay term. Who actually owns the copy of the game you are playing is not relevant to gameplay.

Models that comprise your Band are considered friendly and owned by you, and models in the opponent’s band are considered enemy and opponent-owned. Ownership never changes during the game, but some game effects may change a model’s controller, or make a previously enemy model appear friendly to your Characters.

“Attacks” are ranged attacks, close combat attacks, and abilities that have the [attack] keyword. Models may not attack characters that are currently friendly to them.

CARDS

Anno Domini 1666 uses several decks of cards to determine the outcomes of actions attempted by Characters. The decks are similar to regular playing card decks or Tarot cards, but are customized to better suit the gameplay of *Anno Domini 1666*.

PLAYER CARDS



Usually when the rules refer to “cards”, they mean Player Cards. Each player has a separate deck of Player Cards. These decks consist of 30 cards in four suits (♠, ♥, ♣, ♦) valued 2 through 8, and two Jokers. Their more detailed description can be found in the *Core Mechanics* chapter.

MAGIC CARDS



To form the Magic Deck, use the cards with blue backs with values from 9 through Ace. These cards have Roman numerals of 1 through 24 (I to XXIV). There is only one Magic Deck which is shared by all players. It is only used if special rules or abilities call for it—e.g. spellcasting or divination. It is therefore possible, that the Magic Deck will not be used during some games. If it is being used, it is reshuffled at the end of each turn.

EVENT CARDS



Event cards are much like Magic cards, but use the cards with red backs instead. The Event Deck is also only used when a special rule calls for it—e.g. random events or non-player character behaviour. If it is being used, it is reshuffled at the end of each turn.

CHARACTER CARDS

Character cards are considered a part of a Character, along with the respective model, and usually are not drawn, played or shuffled during the game. They may however be shuffled and drawn during setup when the rules call for selecting random Characters, but this is not a part of normal cardplay. When the rules refer to cards, this does not usually mean Character cards.





- A – The character's name (if marked with an asterisk, the Character is unique)
 B – Alignment and gender
 C – Faction coat of arms
 D – Gold cost (only applies before the game, when building your band)
 E – Connections cost (only applies before the game, when building your band)
 F – Crippled Threshold (in this example it is 5)
 G – Death Threshold (in this example it is 8)
 H – Strength (in this example it is 0)
 I – Agility (in this example it is 1)
 J – Fortitude (in this example it is 2)
 (other Abilities, if different than 0, are denoted in the Skill area)
 K – Ranged Combat Skills (in this case it's Pistol and Musket, both rated 0)
 L – Fencing
 M – Close Combat Skills (in this case it's Saber rated 3)
 N – Other Abilities and Skills
 O – Starting equipment
 P – Hand icons (to facilitate arranging items)

GAME BOARDS

Anno Domini 1666 is played on mapboards depicting various areas in and around fictional 17th-century Vienna. These are discussed in more detail in the *Maps and Movement* chapter.

GENERIC COUNTERS

The game includes several sets of generic counters in various colors. They have no inherent function. Instead they are used to mark various special skill or rule effects. E.g. if a Weapon has the Limited Ammunition special rule, use the appropriate number of generic counters of a single color to mark it. If a Character is affected by poison, place one generic counter on the Character, and, as a reminder, another one of the same color on the poison's source (e.g. the Weapon that caused it).

HOW TO PLAY

CHOOSING A SCENARIO

Before you play a game of *Anno Domini 1666* you will need to pick a scenario from those presented in the Playbook. Scenarios determine which board is used, which Characters participate, what the victory conditions are, and other relevant gameplay elements. Scenarios are generally either Adventure, Battle, Archenemy or Campaign type. Those are not inherently different - you will always play with miniatures on a board and try to overcome your opponent (or opponents if you are playing as Archenemy). All differences are described in the Playbook.

GAME SETUP

The first part of game setup is determining who will be the Blue Player and who will be the Red Player. These "colours" do not have any inherent properties and are only used to differentiate between the sides. Before you set up the scenario, you will need to choose Characters according to the scenario's rules. For example, you may be allowed to pick two Heroes and two Commoner Characters. You may only choose miniatures from a single faction and from the range of neutral Characters. You must pick all the Characters you are going to use before the game, even if some Characters do not start the game on the board. The scenarios are meant to be balanced, but you may find that some combinations of Characters work better in specific situations. Finding these combinations is an inherent and exciting part of the game. Try playing a scenario multiple times experimenting with different Characters!

The miniatures you choose for a scenario are called your Band. They are considered to be owned by you and friendly for duration of the scenario.

Read the scenario's special rules and victory conditions carefully. The objective will often not only be killing your opponent's Characters, but may also include fulfilling other, non-combat objectives. Take note of the game's duration - sometimes it will be a set number of turns, but sometimes an Alarm Track is used, which is discussed later. Don't let the time running out ruin your plans!

- Set up the map on the table as depicted in the scenario.
- Place door stand-ups on door borders. Doors start the game closed and unlocked unless stated otherwise. Mark locked doors with Generic Counters. When doors are opened, turn them or remove from the board.
- The respective Character cards along with their starting gear should be placed in easy reach of the owning player. **Note that Commoner Characters need separate Character cards for each model.**
- If any characters have a Fencing value greater than 0, place that many Fencing tokens on their character cards (unused side up).

- Shuffle both Player Decks, the Event Deck and the Magic Deck. Each player draws the number of Cards from his or her Player Deck indicated by the scenario to form their starting hand.
- Set up the character miniatures and any other components per the scenario instructions.
- Once all the preparations are complete, begin the first turn. **Note that many scenarios also determine who has the Initiative on the first turn. If this is the case, skip the Initiative phase.**

TURN ORDER

START OF THE TURN

- If a player receives additional models according to the scenario, he or she places them on a map space or spaces as instructed by the scenario. If both players receive models on the same turn, the player who had the Initiative in the previous turn places all his or her arriving models first, followed by the other player.
- Skills that can only be used once per turn refresh now. Engaged Characters that have used Fencing tokens refresh one Fencing token each. Unengaged Characters that have used Fencing tokens refresh all of their Fencing tokens.

CARD PHASE

- Each Player draws the number of cards indicated by the scenario. After the draw, if you have more than seven cards in your hand, choose and discard down to seven. If you discard an 8 or a Joker, this may trigger a reshuffle as described below. This step is skipped on the first turn of the game.

INITIATIVE PHASE

- Determine initiative. Both players play a card each from their hands or their decks. The player who had initiative on the previous turn (if there is a conflict on the first turn, assume it's the Red player) must announce first whether he or she plays from the hand or the deck. Reveal the played cards simultaneously. Higher card wins. These cards may be reinforced as in an Opposed Test. The winning player has the Initiative until the next Initiative Phase. If there is a tie, repeat the entire process (if a player originally played a card from their hand, he or she may now play from the deck, and vice versa).

ACTION PHASE

- During the Action Phase players alternate activating their Characters to move, shoot or perform other actions. **Note that close combat does not occur in this phase.**
- Each Character may only be activated once per phase. To keep track of which models have activated, rotate the Character's card 90 degrees.
- The player who has the Initiative decides which player must activate first. Activations then alternate between players until all models in play have been activated. **Exception: The player with fewer models in game may delay the activation of the last of his or her models until all the opponent's models have been activated.** In other words, when the player with fewer models has activated all but one model, he or she may keep passing the opportunity to activate it until the opponent has performed all their activations, and then use this opportunity to make the last activation in this phase zamiast of the turn.
- An activated Character may perform one full action or two partial actions. These actions are voluntary, i.e. the Character may be activated and only perform a partial action, or not perform any actions at all.



- Possible actions are listed under the Character Actions header. Note that not all actions may be performed by all Characters, e.g. engaged Characters may not be able to move or Character has to be equipped with a ranged weapon to be able to shot or Character has to be equipped with a ranged weapon to be able to shot etc.

COMBAT PHASE

- Rotate all Character cards back upright.
- Enemy adjacent Characters carry out close combat.
- In a manner similar to the Action Phase, players alternate activating their Characters to fight enemy Characters that they are engaging. The main difference is that after a Close Combat, both participants are marked as activated, no matter which Character initiated it.
- The player who acted first in the Action Phase, also acts first in the Combat Phase. Activations then alternate between players until all models engaged by an enemy model are activated.
- Each Character may only be activated once per phase. To keep track of which models have already activated, rotate the Character's card 90 degrees. Note this means that if a model has been activated by an enemy attack, it will not be able to initiate its own attack this phase.

MORALE PHASE

- Every Crippled Commoner makes a DL (Difficulty Level) 5 Fortitude check. Remember that Crippled Characters suffer a -1 penalty on all Tests. If failed, the Character gives up or flees. Remove it from the game as if it received Wounds equal to its Death Threshold. It is considered killed. If the Character passes the test, nothing happens this turn, but if the Commoner is still Crippled during the next Morale phase, the model will have to test again. The Initiative owner decides in what order the Morale Tests are made.

INTERACTION PHASE

- Rotate all Character cards back upright.
- Only Characters that have special skills or rules that must be used in the Interaction Phase (as denoted by the skill's description) or adjacent to recruitable Non Player Character (NPC) will be activated.
- In a manner similar to the Action Phase, players alternate activating their Characters to use one of their special rules or skills or recruit recruitable NPC.
- The player who acted first in the Action Phase, also acts first in the Interaction Phase. Activations then alternate between players until all models that wish to use their special skill or rule have been activated.
- Each Character may only be activated once per phase. To keep track of which models have already activated, rotate the Character's card 90 degrees. **Note that unlike the Combat Phase, "defending" against a skill in the Interaction Phase does not activate the defending character.**

- Interaction Phase is usually the only time when skills with the keyword [talking] are used. The [talking] skills have a slightly different way of resolving them.

END OF TURN

- Rotate all Character cards upright.
- Discard one Alarm Counter. If the game hasn't ended, proceed to the next Start of the Turn Phase.
- If the Magic and / or Event decks have been used this turn, reshuffle them along with any discarded cards.

ALARM TRACK AND ENDING THE GAME



Many scenarios will require use of the Alarm Track. At the beginning of the game, take the number of Alarm Counters specified by the scenario. Discard one counter after each shot with a firearm, whenever a Character dies or flees due to a failed Morale Check, and at the end of each turn. When you discard the last Counter, the game ends immediately. This will usually happen at the end of a shooting attack, at the end of a combat, or at the end of a turn, but in some cases may happen during another activation. In such cases, do not finish the activation but end the game immediately.

If the scenario requires you to play a set number of turns, you still may use the Alarm Counters to keep track: use as many counters as there are turns to be played, and only discard one at the end of each turn.

Once the set number of turns is played, or the Alarm Track reaches 0, the game is over. Check the victory conditions for the scenario and determine the winner.



CHARACTER CARDS

COMMONERS AND HEROES

Characters who have their Gold costs on gold background are Hero Characters, and may be referred to simply as Heroes. Characters with their Gold costs on silver background are Common Characters, and may be referred to simply as Commoners. Characters with an asterisk next to their name are unique, i.e. you may not have more than one Character with that name in the game at the same time, even if they are controlled by different players. Other Characters are not unique, i.e. you may have multiple Dragoons or Janissaries in play at the same time. Conceivably multiple Characters with the same name could be controlled by opposing players, e.g. both players could include Footmen in their bands.

ABILITIES

Abilities are basic Characteristics that every Character in the game has a score in. A higher score is better. When testing an ability, add its score to the value of the played card. Strength, Agility, and Fortitude are always displayed on the right side of the Character Card. Other Abilities are shown in the text box under the picture, but only if they are not 0. This means many characters do not have the Abilities: Charisma, Intelligence, or Wits spelled out on their cards, because these Abilities have the value of 0.

Strength represents the physical prowess of a Character. While it doesn't affect combat damage directly, it is used for feats of strength such as forcing open stuck doors, and tasks of physical endurance, such as resisting poison.

Agility is a crucial ability that allows Character to move on the map faster, allowing diagonally moves. Also makes sprinting and climbing easier.

Fortitude represents a Character's courage and mettle. It is most commonly tested by Commoners to avoid retreating from combat after suffering heavy wounds, but also applies as a measure of willpower when defending against temptations or magic spells.

Intelligence measures a Character's logic and reasoning. A Character with high Intelligence is harder to fool.

Charisma is a Character's social ability. It is used for influencing other Characters. It includes persuasion, deception, and leadership.

Wits includes quick thinking and awareness. A Character with high Wits will be harder to surprise.









COMBAT SKILLS

Combat Skill is a measure of the Character's proficiency in using a type of weapon, or fighting unarmed. The name and icon of a Combat Skill matches the type and icon of a class of weapon cards used in the game. The rating of the Combat Skill is added to Shooting tests or Combat totals when using the relevant weapon. If a model attempts to use a weapon for which it doesn't







have the relevant skill, the Shooting tests or Combat totals are reduced by 2. Note that a Combat Skill rating of 0 is a rating nonetheless, which means a Character with Musket: 0 may fire muskets without the -2 penalty, but without any Skill bonuses. **Exception:** assume all Characters have the Brawl skill at 0.

The Combat Skills are as follows. The differentiation between weapon types is mostly for flavor. In gameplay terms, you only need to make sure the icon on your weapon matches the icon on your skill.

CLOSE COMBAT

-  Brawl
-  Knives
-  Cutting
-  Thrusting
-  Blunt
-  Polearms
-  Great Weapons
-  Whips

RANGED

-  Bows
-  Pistols
-  Muskets
-  Thrown weapons
-  Blowguns
-  Whips

FENCING

Fencing is a special case. It is not a Combat Skill as such, and not even a Skill at all, as it is never tested, but is still very important in Close Combat. At the beginning of the game, every Character receives the number of Fencing tokens equal to the Fencing value, with their unused (green) side up. Their use is explained on the *Close Combat* chapter of this rulebook. They are usually used for parry attempts and for receiving +1 bonuses to Combat total. Special rules and skill may offer other uses. Additional Fencing tokens may be granted by certain items, notably shields. These extra tokens may be used normally as long as the item is equipped.

ACTIVE AND SPECIAL SKILLS

The list of skills and their descriptions can be found at the end of this rulebook.

Active Skills are Skills that are not Combat Skills, but still have a number rating, e.g. Stealth: 0 or Seduction: 2. They allow Characters to attempt a specific feat such as sneaking past an enemy. These usually require an activation and a Test, either Opposed or Unopposed. Active Skills and their effects are listed at the end of this rulebook. Note that if a Character does not have a rating in an Active Skill, it may not attempt to use it at all. This means that a rating of 0 allows a Character to attempt to use the skill, but does not grant any positive modifiers to the test.

Special skills may not have numerical rating. This indicates that either they work without attempting any tests, or they use an Ability rating for their tests. This is explained in the respective skill descriptions.



ALIGNMENT AND GENDER

A Character's Alignment and Gender usually do not affect gameplay directly. Alignment is used mostly during Band construction, or sometimes referenced by special rules. Gender is only relevant when a special rule refers to it. Characters who are not affected by gender-dependent skills or rules (e.g. underage or non-human Characters) do not have a gender symbol. Characters affected by those rules have the ♂ or ♀ symbol.

STARTING ITEMS

Each Character card indicates which items the Character starts the game with. Place the item cards on the designated spaces on the Character card. Item cards are explained later on.

CHARACTER TYPE

Unless a Character has a keyword in the text box that changes its type (like Beast, Vampire, Demon, Ghoul, etc.) it counts as a human. This is relevant to some special rules.

with the value of 10. Jokers do not have a suit by default. The Red Joker has the suit of the owner's choice, and the Black Joker has the suit of the opponent's choice. These choices are made every time the Joker is played. Black and Red Jokers played on Unopposed tests result in an automatic failure and a Misfortune, or an automatic success and a Triumph respectively.

DRAWING CARDS

Players draw a certain number of cards at the start of the game, and then during each Card phase. These numbers depend on the scenario. Additionally, whenever you play your last card, draw a new one after resolving the test.

On top of that each faction has a special rule that grants extra card draws during other phases. They are explained on relevant band cards. E.g. the Defenders of the Crown draw a card whenever their faction Character (so not an allied mercenary or local) suffers at least two Wounds from a single source.

PLAYING A CARD

Usually, when the rules call for drawing or playing a card from the deck, it means the Player's own Player Deck. The Player Cards are always shuffled before the game, and also are shuffled at specific times during the game. All cards in the Player deck must remain face down until played or drawn. All cards in the discard pile are face up, and may be examined by either player at any time.

Player Cards may be in the deck, in the owning Player's hand, in the discard pile, or currently in play for a test. Drawing a card means putting the top card from the Player's deck in the Player's hand. Playing a Card means usually either revealing the top card from the deck and using its value, or selecting a card from the Player's hand, revealing it and using its value. All cards played during a single test remain "in play" until the test is resolved, and then enter the discard pile simultaneously.

CORE MECHANICS

CARD PLAY

PLAYER DECKS

Each player has their own separate deck of 30 cards called Player Cards. 28 of those cards come in four suits (Skulls, Hearts, Cups and Horseshoe ♠, ♥, ♣, ♠) and have values ranging from 2 to 8. The remaining two cards are the Black Joker with the value of 0, and the Red Joker

RESHUFFLING

Whenever a Player's discard pile contains a total of four or more 8-value cards and/or Jokers, the game is immediately paused. The Player takes note of how many cards he or she holds currently in hand and gathers all his or her Player Cards (this includes the cards remaining in the deck, the discard pile and the Player's hand). The cards are then shuffled together. The Player draws as many cards as he or she had in hand immediately before the reshuffle. The game resumes exactly where it left off.

To facilitate keeping track of the 8s and Jokers, we suggest keeping these cards rotated 90 degrees relative to the other cards in the discard pile.

RESOLVING TESTS

UNOPPOSED TESTS

1. Determine the Difficulty Level (DL)
2. Play a card from your deck only (not from your hand)
3. Apply modifiers
4. Reinforce with card(s) from your hand
5. Determine the result

Unopposed tests usually happen when a Character attempts to perform an action that does not involve competing directly with another Character. This includes, among other things, shooting, feats of agility (like climbing or leaping), sprinting etc. An Unopposed Test always has a Difficulty Level (abbreviated to DL) and a related Skill or Ability, so such a test might look like this: 'Make a DL: 6 Agility Test'. To resolve such a test, play a card blindly from your Player Deck (this is called the test's Original Card), add (or deduct if negative) the specified Skill or Ability, apply any modifiers, and compare the result to the DL. If you meet or exceed the DL, your Character succeeds and carries out the action normally. Otherwise the Character fails and the attempt has no effect.

If you beat the level by 5 or more, the result is called a Triumph and may have additional beneficial effects (e.g. move an extra space when leaping through a window). Similarly, if you fail by 5 or more, the result is called a Misfortune and may have additional detrimental effects (e.g. the Character falls over when sprinting). These extra effects, if applicable, are described in individual Action descriptions. If they are not mentioned, Triumphs and Misfortunes have no effect on this particular Action.




If the Original Card you draw for an Unopposed Test is a Black Joker the test always fails (even if positive modifiers were enough to push you over the DL) and counts as a Misfortune if applicable.

If the Original Card you draw for an Unopposed Test is a Red Joker the test always succeeds (even if negative modifiers were enough to push you under the DL) and counts as a Triumph if applicable.

REINFORCING

If you initially fail a test (or if you achieve "regular" Success, but would prefer a Triumph) you may try to reinforce it. You reinforce a test by playing a card (or cards) from your hand that matches either the Original Card's suit or its value. If it matches the suit, add +1 to your total. If it matches the value, add +2. You may use multiple cards to reinforce if they all fit the test's Original Card.

If you do not have any suitable cards in your hand, you may not reinforce. You may reinforce a test even if you do not eventually pass it. It is usually done to avoid a Misfortune, but remember that you may not reinforce a test with a Joker card or a test in which the Original Card was a Joker.

Example: A Dragoon is trying to climb through a window. This requires a DL: 5 Agility Test. His Agility is 0. The controlling player plays a card from the deck (you may not play from the hand in Unopposed tests) and draws a 2 . The Dragoon needs 3 more to achieve success, so the player reinforces the total with cards from the hand. First, the player plays a 2 , which grants +2, and then adds a 3  for +1 more. The total is now 5, which means the test was a success.

OPPOSED TESTS

1. Each player plays a card either from their hand, or from their deck
2. Apply modifiers
3. Both players may reinforce with cards from their hands
4. Compare totals

Opposed tests happen when two Characters directly compete with each other. The most common Opposed Test is the Combat Test, which will be discussed in detail in the *Combat* chapter. To make an Opposed Test, the player who has the Initiative plays a card from their deck or from their hand, but does not reveal it yet. Then the other player has the choice to either play from the deck or their hand. The cards are revealed simultaneously. Both players add the relevant Skill or Ability of their Characters involved and any applicable modifiers (explained in the rule that called for the test). Both players may then Reinforce their totals with cards from their hands.

In Opposed Tests a Black Joker counts as zero value of the suit of your opponent's choice. A Red Joker counts as a value 10 of the suit of your choice. Jokers don't guarantee success or failure in an Opposed Test.

REINFORCING

The player who has the Initiative has the first opportunity to play a reinforcing card from the hand. He or she may play a reinforcing card or pass. The opportunity then passes to the other player. The cards are worth the same as in Unopposed tests—matching suit adds +1, matching value adds +2. This back-and-forth continues until both players pass consecutively, which means that even if a player passed at one opportunity, he or she may later respond to a card played by the opponent. Players may play as many reinforcing cards as they wish.

THE RESULT

After both players consecutively pass on reinforcing, compare their totals. The higher total wins. The difference between the totals may have a gameplay effect, such as being the basic damage dealt during combat, but if the rule that called for the Opposed Test does not mention the difference between the totals, the margin of victory (or defeat) is not relevant. If there is a tie, the side that initiated the test (e.g. was trying to use a skill) is considered the loser.

Note: if both players agree, they may simply play their cards simultaneously. The more complex procedure is provided in case a player wishes to see whether their opponent chooses their card from their hand or plays blindly from the deck before making his or her decision.

TALKING SKILLS

Skills with the [talking] keyword allow more than one Character per side to participate. Characters eligible for participating in these tests must meet the following criteria:

- Characters initiating (“attackers”) the skill must all meet the requirements stated in the Skill description, but do not need to have the Skill themselves. E.g. if attempting a Skill requires the character to be both Inconspicuous and adjacent to the target, all participating characters must be Inconspicuous and adjacent to the target. All characters on the “attacking” side are activated for the Phase.
- Characters participating in the defense against the skill must only be adjacent to either the “attacker” or the “defender”. These characters are not activated for the Phase.

In this case, rather than supporting each other like in combat, the controlling player may play one card per Character. As with all Opposed Tests, these cards may be played either from the deck, or from the Player hand. You may mix and match, i.e. play some cards from the deck, and the rest from the hand, but you must decide where will the cards come from before looking at the cards you drew from the deck. If there is a conflict, the Player who does not have the Initiative this turn must make these decisions first.

Calculate every Character’s total separately by adding their Character’s card plus the relevant skill or ability. The Player who does not have the Initiative must choose the leading Character first then their opponent chooses a Character to oppose it. Proceed with the Opposed Test between these two models. Other models do not influence this test, but it may be reinforced with cards normally. The effects of the Test are explained in the rule that called for the test (usually a scenario special rule or a skill description). **Note:** The original target of the skill remains the same even if a different character was picked as the lead.

Example: the Courtesan is trying to seduce a Dragoon. Adjacent to them is the virtuous Longinus who will try to steer his comrade away from the path of sin. We need to make a [talking] Opposed Test: Courtesan’s Charisma vs the “defender’s” Fortitude. The Courtesan player picks an 8 ♠ from their hand, but doesn’t reveal it yet. The other Player needs to play one card for each of the characters, and then can pick the higher total. They play a 6 ♣ from the hand for Longinus, who has the Fortitude of 2. The Dragoon with his Fortitude of 0 receives a card from the deck, which turns out to be a 5 ♥. After all the cards are revealed, the total for each Character are: 9 for the Courtesan, 8 for Longinus and 5 for the Dragoon. Longinus becomes the lead for the defenders, and the Dragoon’s total is ignored. However, the Courtesan still has the upper hand in the test, and unless the Player reinforces Longinus’s total with cards from the hand, the Dragoon will be seduced (the Dragoon is still the target of the skill, even though Longinus’s Fortitude is being used).



ITEMS

Smaller cards or tokens that depict objects are Items. Items represent weapons, armour and other objects that Characters may have. Usually Characters start the game with one or several items already in their possession. These items are considered integral to the Character. They are not dropped when the Character dies and may not be picked up or used by other Characters.

Additional items may only be obtained if a special rule allows it, e.g. if a scenario requires the players to recover or steal a letter, the letter may be represented by an item card or counter. These additional items may start the game on the game board rather than in a Character's possession and usually may be picked up by any Character. When the owning Character dies, such items are dropped on the space where the Character died and may be picked up by other Characters.

HANDS

Items with two hand icons printed on them are two-handed. All other items are one handed, including items represented by counters rather than cards. In order to use an item, the Character must have it equipped. Characters can equip either one two-handed item, or two one-handed items at the same time. This is indicated by placing the item cards in relevant places on the Character card. Armour is an exception, as it does not need hands to be equipped. Apart from the equipped items, any amount of additional unequipped items may be carried by Characters. Carried items can be equipped at any time, replacing the items currently in the Character's hands.

If a Character has two one handed weapons equipped simultaneously, they may use one of them at a time, unless a special rule says otherwise. For example, Main Gauche has the Parry rule, which grants a Parry bonus even if the Main Gauche was only equipped, and not necessarily used for the combat.

ITEM TYPES

Most items are either weapons or armour. These item types are the most common and as such will be described here. Other types of items will be described in relevant special rules.

WEAPONS



- A - Weapon name
- B - Weapon Skill needed
- C - Superiority
- D - Reload rating/Quick Reload Test DL
- E - Damage Modifiers
- F - Special rules;
- G - Range bands
- H - Hand icons

All weapons have damage modifiers for specific hit locations (these modifiers may be zero). Weapons can be either ranged or close combat weapons. Ranged weapons have range bands and associated Difficulty Levels indicated on them. If a weapon doesn't have range bands, it is a close combat weapon. All weapons specify the skill required to use them. The icon on a Character's weapon must match the icon of the Character's weapon skill. If a model somehow gains a weapon for which it doesn't have the necessary skill, it suffers a -2 penalty when using it, as stated in the *Skills* chapter.




Note that most ranged weapons in the game are considered to have unlimited ammunition within the scope of the game, i.e. any ranged weapon without a number in brackets next to its name may be used an infinite number of times.

Weapon Superiority

Every close combat weapon in the game has a Superiority value. It represents the relative advantage of some weapons over others. For example, when armed with a sword, it is easier to fight an opponent who is unarmed or has a dagger, but more difficult to fight against a polearm. If your weapon has higher Superiority value than your opponent's weapon, add +1 to your Combat Total (only adding +1 no matter how much higher the Superiority is).


Reload rating—after firing a weapon with a Reload rating put Reloading counter with the side showing the indicated number of pips (1 or 2) facing up. Weapons with a Reloading counter on them may not be fired. Most firearms have the Reload rating of 2, which means they need two Reload actions before they can be fired again.

Quick Reload DL—if the user of this Weapon has the Quick Reload skill, this is the DL of the Quick Reload Test. This is explained in detail in the Skill's description (see Appendix).

Armour Piercing —if a weapon has the armour piercing icon, when resolving damage use the Armour value after the slash (see below). Some ranged weapons may only have this icon for shorter ranges. In this case, shots at ranges longer than those use the full Armour value.

Limited Use—Most weapons can be used an infinite number of times, but others may have a limited number of uses, e.g. ranged weapons with a limited number of projectiles or a blade with poison that wears off. The number of uses is indicated by a number in brackets following the weapon's name, e.g. Throwing Knives (3) means that the Character has the weapon Throwing Knives, but it may only be used three times during the game. Place the appropriate number of generic counters on the weapon card, removing one for each use. If there are no generic counters on the weapon, it may no longer be used. Every attempt to use a weapon counts as a use, even if the attack misses or deals 0 damage due to Armour or other effects.

ARMOUR

Armour is an item that provides armour value on one or more hit locations. Armour does not need to be equipped in hands in order to be used. It is placed under the Character card so that the armor values are easily visible. If a Character would suffer damage to a location that is armoured, subtract the armour value for the location from the damage and apply the reduced value. Armour values are two numbers separated by a slash. If the Character is hit with a weapon with the Armour-Piercing trait , use the value after the slash. Otherwise, use the value before the slash. Damage can't be reduced below 0. If Armour reduces incoming damage to 0, the attack still counts as a hit for the purposes of special rules. A Character can have multiple pieces of armour equipped, but the values do not stack. Only use the highest armour value on a particular location.

SCENARIO ITEMS

Some game scenarios use particular items as objectives. For example, a scenario might ask a player to retrieve a letter and leave the game board with it. All such scenario items may be stolen (usually with the Pickpocket skill) and are dropped when the carrying Character dies. Other than that, they have no inherent properties. They do not need to be equipped and may not be used in any way apart from being carried, unless the scenario specifically allows that.

ITEM COUNTERS



Items such as scenario-related objectives (letters, rings, keys) can be represented by counters rather than cards. Usually scenarios only require such items to be in Character's possession, not equipped—e.g. a Character must escape with the letter, but doesn't have to keep it equipped in hand. If such an item must be equipped, assume it is a one handed item.

Advanced rule: Experienced players may wish to play with a more restrictive approach to equipping items. In this variant, items may not be equipped and swapped at will. Instead, whenever a Character is activated, the player decides which items to equip. This can only be changed at the beginning of future activations. If the scenario allows it, additional items may be picked up from the game board, but the Character needs one free hand to do this. Two-handed items may be picked up with one hand, but it is assumed that the Character is just carrying the item, and is not able to properly equip it and use it until the other hand is freed up.

CHARACTER ACTIONS

When a Character is activated during an Action Phase, it may usually perform one Full Action, or two Partial Actions. This chapter covers the most common of these Actions, but sometimes a Special Skill or another special rule may allow a Character to perform other actions not mentioned here.

GENERAL LIMITATIONS:

An unconscious Character may only perform the Wake Up action.

A prone Character may only perform the Stand Up, Defensive Shot and Aimed Shot actions.

An engaged Character may only perform the following Actions:

- Stand Up (if the character is prone), but must pass an opposed Strength test, as explained below
- The Defensive Shot action, subject to additional conditions as explained below;
- Partial or Full Movement actions, but only if the engaging model is also engaged by a different friendly model (see *Maps and Movement* chapter).

Various skills and special rules may allow actions not listed below. Unless explicitly specified, these actions may not be performed while engaged,

FULL ACTIONS

Aimed shot

This action allows the Character to use its ranged weapon as discussed later. Carry out the Shooting procedure as stated.

Defensive shot

This action allows a model to shoot its attacker if it has been engaged before having the opportunity to activate. It is usually the only kind of action that may be performed by an engaged Character. The following requirements must be met:

- The Defensive Shot is only allowed on the same turn on which the Character was engaged. In other words, if the Characters were already engaged at the start of the turn, Defensive Shot may not be attempted.
- The shooting Character must have a ranged weapon that is ready to fire equipped (a reloaded firearm, or a weapon that does not require reloading).
- The weapon must be one handed. If the weapon is two handed, the Defensive Shot is only possible if the Character currently benefits from any kind of a boundary providing cover, e.g. is behind a window, behind a corner or obstacle boundary.

The Defensive Shot is carried out like a regular ranged attack, but it suffers an extra -1 penalty to the Shooting Test.



It is the beginning of the Action phase and the Red player has the Initiative. Skrzetuski activates and takes the full move to engage Porthos. Porthos has a reloaded pistol, which is a one handed ranged weapon, so the Blue player activates him and declares a Defensive Shot.

Full move

A Full Move action is what a Character will usually perform in order to move around the game board. The Character receives 4 movement points that may be spent normally. See the *Maps and Movement* chapter.

Sprint

Sprint is an action that allows a Character to move further in a turn, but the movement is less flexible. During a Sprint action, all the spaces the Character moves to must have line of

sight to the Character's original space. You may not enter the same space more than once during a single Sprint action. The Character receives the usual 4 movement points to begin the movement. After spending the 4 points (observing the above requirement), make a DL: 5 Agility check. On a Misfortune the Character stays on the last space it moved to, falls prone and ends the action. On a failure, the Character may spend 1 extra movement point. On a pass, the Character may spend 2 extra movement points. On a Triumph, the Character may spend 3 extra movement points. These extra points must be spent complying with the line of sight requirement mentioned above.

Note: All the Movement Points, both the base 4 and any extra Points gained thanks to the Sprint, may only be spent on moving from space to space, including across obstacle boundaries, but may not be spent on any Manoeuvres (Climbing, Leaping, Pushing Through etc.)



Reload

If a Character has a weapon with a Reload counter on it equipped, it may take a Reload action. If the counter was on its 1 pip side, remove it. The weapon is ready to be fired in a subsequent activation. If it was on the 2 pip side, flip it over to the 1 pip side. Additionally, the Character performing the Reload action receives two movement points that may be spent normally.



Overwatch

Put an Overwatch counter next to the model, or on the Character's card. This Character may remove the Overwatch counter to interrupt another Character's activation and do one of the following: perform the Quick Shot action, or move one space that costs up to 2 Movement Points (this includes Manoeuvres, so the Character may attempt to climb through a window, but if the attempt is failed, the Overwatch counter is still lost). The Character must be able to perform these reactions normally, e.g. if the Character with the Overwatch counter falls prone, none of these two reactions are allowed for prone Characters.

Interrupting an action means performing a reaction after the enemy's activation was declared, but before it has been resolved. Movement may be interrupted after a declaration of moving the miniature onto an adjacent space or between every manoeuvre. **The Quick Shot action may not be interrupted.**

Examples:

- If a model wishes to move out of line of sight of another model with an Overwatch counter, the model on Overwatch has the right to a Quick Shot before this happens.
- If a model wishes to take an Aimed Shot (note that Quick Shots may not be interrupted) at a model with an Overwatch counter, the model on Overwatch has the right to a Quick Shot or a 1-space move before this happens.
- If a model one space away from a model in Overwatch wishes to activate to move away, the model in Overwatch may move one space and engage the Character making the move impossible (assuming there are no other Characters nearby to interfere with the zones of control).

The action that was interrupted must still be carried out, even if it is no longer desirable. For example, in the first example above, if the shot misses, the model that was interrupted cannot change its mind and decide it doesn't want




to hide anymore. If the Character who was about to get shot at uses Overwatch to leave the shooter's Line of Sight, the shot automatically misses.

Overwatch may only be used for out-of-turn interrupts, not "standalone" activations. If the Overwatch counter has not been used on the same turn, it carries over into the next turn. It is then possible to make a total of one full and one partial action in a turn: e.g. first the Character takes a Quick Shot as an interrupt, and later in the turn takes any Full Action later in the turn. If the Overwatch counter has not been used by the time the Character is activated, it is removed with no effect.

Performing an interrupt doesn't change the activation order. It is possible for a player to have back-to-back activations as in the following example: a Red Character activates to move. A Blue Character interrupts, takes a Quick Shot and kill the Red Character before it had the chance to actually move. This still counts as a Red activation, so Blue is up, even though a Blue Character just took a shot.

Wake up

A Character that is unconscious may only perform the Wake up action during their activation. Carry out the following procedure:

- If there is an adjacent (diagonal adjacency counts) friendly model that is not Unconscious and not engaged, the unconscious model wakes up. Remove the unconscious marker. The activation ends.
- If there is no such friendly model, play a card from the deck and check its suit. If it is a , the model wakes up. Remove the unconscious marker and/or stand up the model. If it is a different suit, nothing happens. Either way the activation ends.

PARTIAL ACTIONS

Instead of a Full Action, a Character may take up to two Partial Actions per activation. It is possible to take the same action multiple times, e.g. if a Character fails to Force open a door on the first attempt, it may try again. You do not have to declare both actions in advance. You may first perform a Quick Shot, see how it goes, and then decide what to do for the other Partial Action.

Half move

The Character performing this action receives 2 movement points that may be spent normally. This action is often used together with the Quick shot to either get into position and fire; fire and move away; or fire and engage an enemy (possibly the target of the shot).

Quick shot

This action enables the Character to use its ranged weapon as discussed later. This action is only a partial action, but it incurs an extra -1 penalty to the test. This action is often performed together with the Half Move action described above. Additionally, this action may not be interrupted by Characters with Overwatch counters. In other words, if a Character has two separate ranged weapons, it may take two Quick Shot actions to fire them both. However, if the Character has just one weapon, it may only be fired once per activation, even if it does not require reloading, unless the Character has a special skill that specifically allows it.

Pick up an item

The character may pick up one object from its current space. Items that may be picked up are specified by the scenario.

Force open a door

When orthogonally adjacent to a locked door, any Character may attempt to force it open. It requires a DL: 7 Strength test. On a success, the door is destroyed (it is considered open and may not be closed) and the Character may move 1 space across it. On a failure, nothing happens. On a Misfortune, the door remains locked and the Character suffers 1 Wound that is not negated by armour.

Stand up

If a Character is prone it may perform the Stand Up action. If it is not engaged, simply remove the Prone marker. It is no longer prone. If the Character is engaged, it must first pass an Opposed Strength Test against the model engaging it (if there are multiple engaging models, their owner chooses one). If the Prone model succeeds, remove the Prone marker. It is no longer prone. If it fails, nothing happens and the action is wasted (but since it's a Partial action, you may try again as your second Partial action).

MAPS AND MOVEMENT

Anno Domini 1666 is played on mapboards depicting various areas in and around fictional 17th-century Vienna. A grid overlay is imposed on the maps to facilitate gameplay. The grid usually consists of squares, but sometimes a space may have a different shape. The words “space” and “square” are used interchangeably, and the term “square” applies even to spaces that are not actually square in shape.

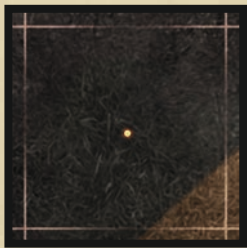
Characters always must occupy discrete spaces on the board. Only one Character may occupy a single space. A Character may not enter a space occupied by another Character, but some rules may allow to move through an occupied space. Miniature facing (rotation) is irrelevant.

ADJACENCY

Two spaces are considered orthogonally adjacent if they share a non-wall border. Two spaces are considered diagonally adjacent if they share a corner, and at least one space that is adjacent to both of them shares non-wall boundaries with both of them. If the rules refer to adjacent spaces without specifying orthogonal or diagonal, it includes both types of adjacency.

TYPES OF BOARD SPACES

Types of spaces are determined by the icon marking the middle of the space.



Open space—these spaces make up most of the game boards. Characters may move and trace line of sight over them normally. It usually costs 1 Movement Point to enter an Open space.



Blocked space—these spaces usually contain trees, statues, or other blocking terrain. They block line of sight, and provide cover if the line of sight is drawn across the marked corner of a blocked space. Characters may not enter blocked spaces. Effectively they can be considered as surrounded by wall boundaries (see below).

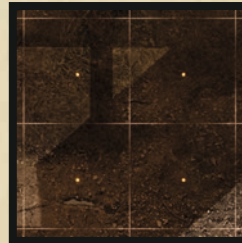


High Terrain includes terrain such as thick, high walls that Characters can walk on. It usually requires using stairs or a ladder to enter a High Terrain space from an Open space (as explained by specific map or scenario rules). Leaving High Terrain (jumping off) costs 1 MP and is not a Manoeuvre, but requires a DL: 6

Agility test. If the Character fails, it still moves to the desired space, but receives a number of Wounds equal to the amount the test was failed by and falls prone. This damage is not reduced by armour. Characters in High Terrain always have

line of sight to each other. High Terrain counts as blocking spaces for Characters on ground level (open spaces). Line of sight between High Terrain and open spaces is blocked by blocked spaces and other High Terrain spaces, but not interceding Characters. Zones of control do not extend from High Terrain to open spaces and vice versa. This means close combat does not happen between Characters in these spaces.

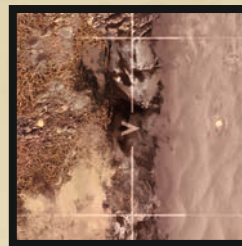
BORDERS BETWEEN SPACES





Open borders are the most common in the game. They do not affect movement, shooting, combat etc. in any particular way.



Walls—a wall blocks all movement, line of sight, zones of control, and combat. Spaces that are separated by a wall are not considered adjacent.



Elevated boundaries are found between spaces of different heights that are still relatively easy to climb—tables, crates etc. They always indicate which adjacent space is higher, and which is lower: HIGH > LOW. Moving to the higher space requires a Climbing Manoeuvre to enter. Moving to the lower space is

treated like crossing a normal open border. When Characters resolve Close Combat across an elevated boundary, the Character on the higher space may not be hit in the head ; treat such hits as hits to the legs . Similarly, the Character on the lower space can't be hit in the legs and such hits count as hits to the head.




Obstacle boundaries are low hedges, balustrades etc. that can be climbed reasonably easily, but still provide some cover. Crossing an obstacle boundary costs 2 MP, but does not require a Manoeuvre.

Shots that trace their line of sight through obstacle boundaries suffer -1 to the Shooting Test. These penalties

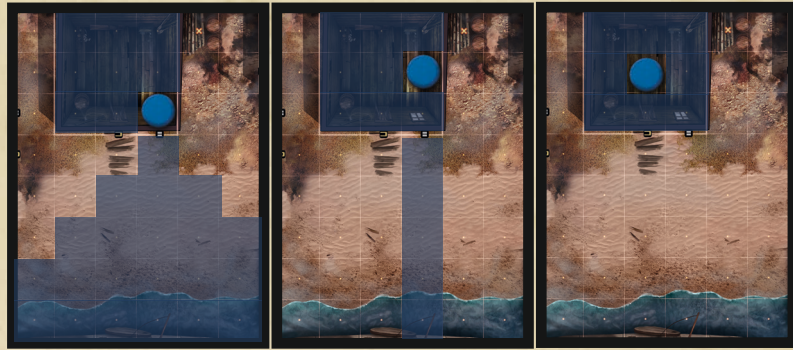
do not stack, so shooting across 2 obstacle boundaries is still just -1, but if a shot goes across more than 2 such boundaries, the LOS is blocked (the shot may not be attempted).

The shooter may ignore the Obstacle boundary he is adjacent to if it is the only one the LOS passes through.

 **Doors**—indicate doors by placing cardboard door standups on designated borders. Doors usually start scenarios closed and unlocked. Closed doors are treated like walls. Unlocked doors may be opened using the relevant Manoeuvre (move the cardboard standup aside). They are then treated

like open borders for orthogonal movement straight across them (diagonal movement across doors is not allowed), but affect line of sight and zones of control (this is explained in the respective chapters). Locked doors may be opened with the Force Open partial action.

Windows—a space orthogonally (but not diagonally) adjacent over a window border is considered in zone of control; close combat is possible. It requires a Climbing Manoeuvre to cross a window border. For determining line of sight, the model adjacent to the window has a 90 degree cone of vision—it sees 1 adjacent space, then 3 in the next row etc. Models further away from the window can only trace line of sight in a straight line perpendicular to the window border. For the purpose of determining shooting penalties, they count as obstacle boundaries incurring a -1 penalty on the Shooting Test (see above).



Diagrams showing line of sight through the windows.

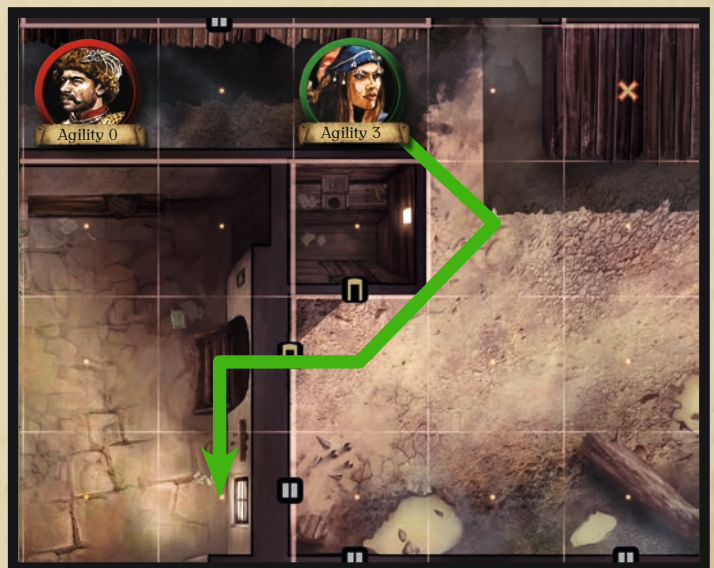
BOARD EDGE

Area outside the board edge is treated as Open terrain that is never in an enemy Zone of Control. This means that Characters may leave the game board using the normal Movement rules. For example, if the board edge is an open boundary, it will normally cost 1 MP to do so; if the edge is a window border, it will require the Climb through a Window Manoeuvre etc.

Characters that leave the game board this way may not return and are removed from the game. They need to make a DL: 5 Fortitude test. On a failure, it is assumed the Character fled in panic and counts as killed, granting the enemy VPs per scenario rules (like after a failed Morale test). On a success the Character has calmly withdrawn from combat and does not count as killed.

Characters that leave the board when retreating after combat must test normally.

If leaving the board is a scenario objective (eg. some characters are trying to escape, or trying to move an object off the board), then they do not test when leaving the board “voluntarily” during its own activation, but must test when retreating after combat.



Esmeralda has available Agility, but she may not move diagonally across a door.

BASIC MOVEMENT

Usually Characters move by performing the Full or Partial Move Action, which grants them a number of Movement Points (MPs) to spend. Moving one space across an open border costs 1 movement point. A Character usually may only move to orthogonally adjacent spaces. If the model has a positive Agility score, it may make up to this number of diagonal moves per phase, counting such a move as one space moved. (Note that it is per phase, not per action, so taking two Half Move actions will not allow you to effectively double your Agility).

A model may usually only move across an open border for 1 MP, across an obstacle border for 2 MP, and other types of borders only by performing a suitable Manoeuvre as described below. Models may not move into or through blocked spaces or enemy Characters. Movement across any border has to be preceded with a movement declaration, so that it can be interrupted by a reaction by Characters with Overwatch counters.



Skrzetuski has 0 Agility, so he can't move diagonally.

MANOEUVRES

Manoeuvres include opening doors, climbing, leaping etc. They are performed during movement actions (but not sprints) by spending movement points. They are not Actions, i.e. they do not require separate activations to perform. Whenever a Character has movement points to spend, usually during a Movement Activation (full or partial), a Character can perform as many Manoeuvres as the Character's movement points allow. Some Manoeuvres require an Unopposed test, usually Agility based. If the attempting Character fails the test, the action has no effect and the movement points spent are wasted, but unless specified otherwise, the Character may spend more points (if available) to attempt the same action again. You may only perform one Manoeuvre at a time, e.g. you can't push through a friendly Character who is on an elevated space, because it would require Pushing Through and Climbing at the same time.

You must observe all movement limitations when performing Manoeuvres. E.g., if you want to Push Through a prone friendly figure that is in enemy ZoC, this movement is illegal: on the one hand entering enemy ZoC requires you to stop, and on the other hand you may not stop in the space occupied by another figure, even a friendly one

Opening/closing a door—if the door is unlocked, opening/closing it costs 1 Movement Point. It does not require a test. A Character may open/close any unlocked adjacent door with a single **exception: if the Character is adjacent diagonally to the door, and there is an enemy Character adjacent orthogonally to the door on the same side of the door, it may not be opened.** The door stays open until a Character closes it and reciprocally.

Pushing Through—Models may move through (but not into) spaces containing friendly models for the cost of 1 extra Movement Point. No Test is required. For example, moving through one friendly model and finishing the move in the next space would cost 3 Movement Points (crossing two open borders for 1 MP each and 1 MP extra for pushing through). Moving through one Friendly and one Obstacle Boundary would cost 4 MPs. Moving through one Friendly model and two Obstacle Boundaries would cost 5 MPs and as such is normally not allowed.

Climbing an elevated boundary—costs 2 MP to attempt. It requires a DL: 4 Agility test. If a Character succeeds, it may cross the adjacent elevated boundary (orthogonally or diagonally, as per Agility and Movement rules). A Misfortune on this test causes the Character to remain in place and fall over. Note that expending 2 MP and succeeding only allows the Character to effectively move one space. Moving off the elevated space does not require a test and is a regular move (not a Manoeuvre) that costs 1 MP for one space.

Climbing through a window—costs 2 MP to attempt. It requires a DL: 5 Agility test. If a Character succeeds, it may enter an orthogonally adjacent space crossing a window border. Note that expending 2 MP and succeeding (without a Triumph) only allows the Character to effectively move one space. A Triumph allows the Character to move one extra space, but only orthogonally directly away from the window. A Misfortune on this test causes the Character to remain in place and fall over.

Climbing walls or other objects is only possible if allowed by specific map/scenario rules. It will generally follow rules of climbing through windows unless stated otherwise.

Leaping—a Character in a High Terrain space (and only in High Terrain space) may attempt to leap over a single ground level open space. This space may be occupied by another Character (including enemy Characters). It costs 2 MP to attempt. It requires a DL: 5 Agility test. If a Character succeeds, it moves two spaces, effectively ignoring the middle one. On a failure the Character stays in place, but the Movement Points are spent. A Misfortune on this test causes the Character to move to the adjacent space the Character was trying to skip, suffering falling damage as normal (see page 18 for details), and fall prone. If the Character was attempting to leap over a space occupied by another model, the opposing player chooses an adjacent unoccupied non-blocking space the falling Character lands on. This action uses normal diagonal movement rules, i.e. if you want to leap two spaces diagonally, you need a high enough Agility score to perform these diagonal moves.

ZONE OF CONTROL

A Character that is not prone or unconscious exerts a Zone of Control (ZoC) on all adjacent spaces. If the model is orthogonally adjacent to a window or an open door, the zone of control only extends to the single space directly on the other side of it. In other words, diagonally adjacent spaces that are on the other side of a window or open door are not controlled by the Character.

When moving, Characters entering enemy zone of control must immediately stop and may not move further. Characters may not leave enemy zones of control with regular movement (a common way to leave a zone of control is retreat after combat). These two effects are ignored if the enemy Character has already been engaged by a different friendly model.

A Character that is in an enemy's zone of control is considered engaged. This is usually reciprocal, but if a Character loses its zone of control for some reason (eg. is Prone or Unconscious), it may itself be engaged without engaging the enemy. Engaged Characters may only perform a small subset of actions, and sometimes can't act at all during the Action Phase. They usually will, however, fight adjacent enemy Characters in the Combat Phase. A single model may engage any number of opposing models. An engaged model does not lose its Zone of Control, but an engaged model's ZoC may be ignored for the purposes of Movement (as explained in the paragraph above).



The door above Wołodyjowski is closed, and the one to the left is open.



Porthos may move because Wołodyjowski is engaged by D'Artagnan.
 Wołodyjowski may not move because Porthos is not engaged by any other Red model.
 D'Artagnan may not move because Longinus and Skrzetuski are not engaged by any other Blue models.
 Longinus and Skrzetuski may both move because D'Artagnan is engaged by Wołodyjowski.



Wołodyjowski has Agility of 1, so he can move diagonally between D'Artagnan and Porthos, since they are engaged by other Red Characters and their Zones of Control may be ignored.





Fig. 1. It is the beginning of the Action Phase and the Blue player has the Initiative. He activates D'Artagnan and moves him to engage Zagłoba.



Fig. 2. Zagłoba is not much of a fighter, but since he is now engaged, he may not simply walk away from the incoming combat. Instead, the Red player decides to activate Wołodyjowski and move him in to help Zagłoba out.



Fig. 3. The Blue player moves Porthos to help in the incoming combat against Wołodyjowski, who is one of the best fighters in the game.



Fig. 4. Both Porthos and D'Artagnan are engaged by Wołodyjowski. Zagłoba can now ignore their Zones of Control for the purpose of movement, so he activates and moves away.



Fig.1. Zagłoba would rather avoid combat. "I'll just run over there and call for help!"



Fig.2. D'Artagnan may not move, but Porthos rushes in to help.



Fig.3. Wołodyjowski may not move. The Red player marks him activated.



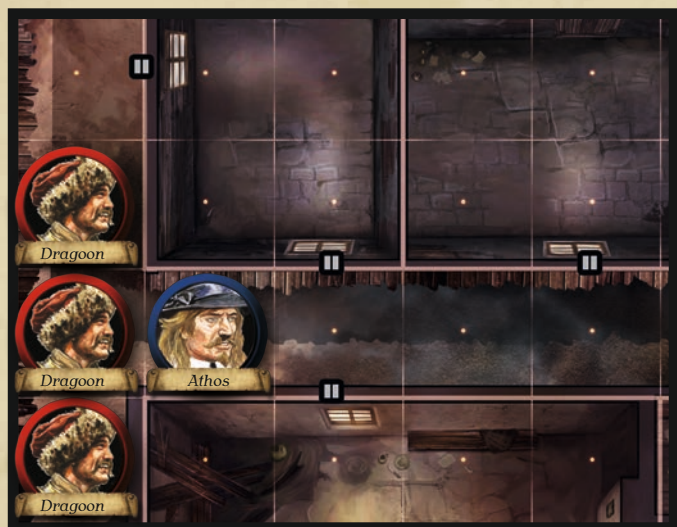
Fig.4. D'Artagnan may now move and chases Zagłoba.



D'Artagnan and Skrzetuski are engaged. D'Artagnan's Zone of Control may be ignored for the purpose of movement, so Wolodyjowski can move around him to gain advantage in the incoming combat.



Assume the door is open. Across door, Zones of Control only work orthogonally. Aramis is not engaged by Skrzetuski. Skrzetuski can only attack Porthos (and vice versa). Aramis can't fight.



In the open, Zones of Control work diagonally, so Athos is engaged by, and engages, all three Dragoons. All three can attack him, or be attacked by him.



Zagłoba and the Musketeer are engaged, so they may not move away and will most likely fight in the Combat Phase. Even if we assume the door is open Wolodyjowski and D'Artagnan are not engaged and will not be able to fight.



COMBAT

WOUNDS, THRESHOLDS, CRIPPLED, DEAD

A Character may, and probably will, suffer Wounds during the game, usually as a result of combat, either close or ranged. Wounds may only be healed by items or abilities that specifically say so. Characters begin the game at full health.




A Character's wounds are given as two numbers, e.g. 4/8. The first number is the Character's Crippled Threshold, the second one is the Death Threshold. Whenever a Character's Wounds meet or exceed the Crippled Threshold, the Character is considered Crippled and suffers a -1 penalty to all tests, including Opposed Tests such as combat – note that this does not include a movement penalty. If a Crippled Character somehow heals enough Wounds to go below the Crippled Threshold, he or she is no longer Crippled and the -1 penalty does not apply until the Character suffers enough wounds to become Crippled again.

If at any time a Character's Wounds meet or exceed the Death Threshold, the Character immediately dies and is removed from the game. Any items the Character possessed at the beginning of the game are also removed and may not be recovered by other Characters. Any items that the Character acquired during the course of the game are placed on the space that the dying Character was occupying and may be picked up by other Characters normally.

RANGED COMBAT

A Character that has a ranged weapon can perform a shooting Action to try and hit an enemy Character. Shooting a target has the following requirements: the Character must have a reloaded weapon equipped (or a weapon that does not require reloading), it must have range and line of sight to the target Character, and must pass a Shooting test. These elements are discussed below:

RANGE

A weapon's range is stated on the weapon's item card. It determines the basic DL of the shot. It states the maximum distance (in spaces), counting the target's space, but not the shooter's. Diagonally adjacent spaces count as one space. A weapon may have several ranges, with each longer range being more difficult to hit at. You may use the shortest range that is sufficient to reach your target. Targets at range greater than the weapon's longest listed range may not be shot at. Some weapons may have the armour piercing trait  only when firing at short range.

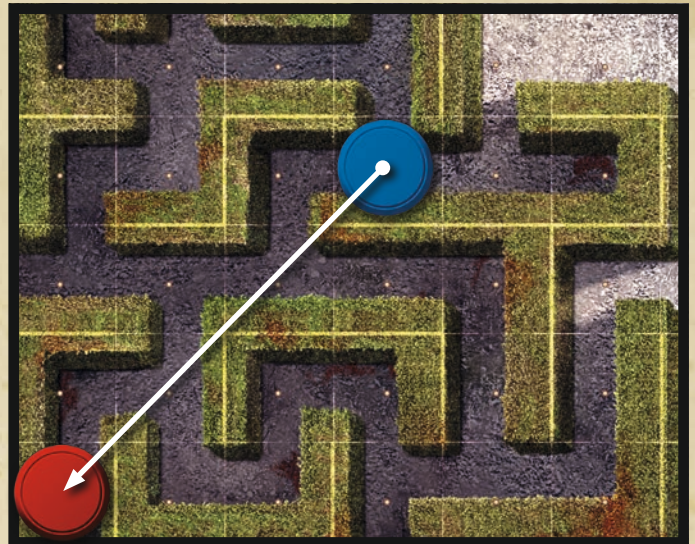
LINE OF SIGHT AND COVER

Line of sight is an imaginary line connecting the centres of the shooter's and the target's spaces. Line of Sight is always reciprocal, so it is not possible for Character A to see Character B, but B not to see A. For the shot to be possible to attempt, this line must fulfill the following conditions:

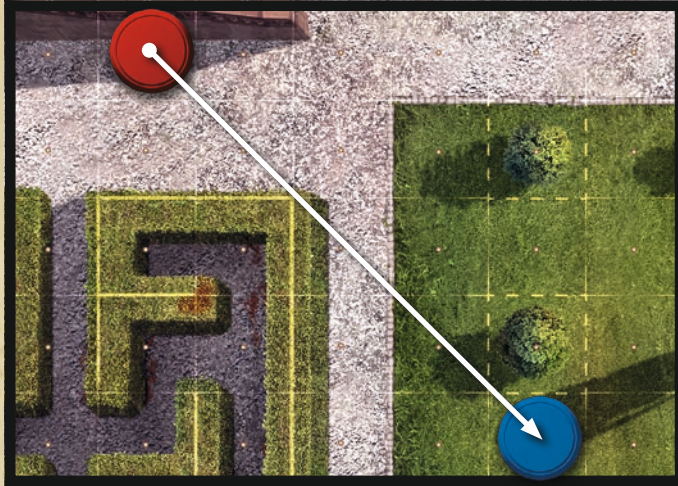
- It must not cross a wall boundary;
- It may not cross a space that contains any Character other than the target (friendly or enemy), or blocking terrain (Prone and Unconscious Characters do not block line of sight);
- If it crosses exactly the corner or corners of a wall or blocking terrain, the following cases apply:

If the corner is adjacent to the shooter, it is ignored;

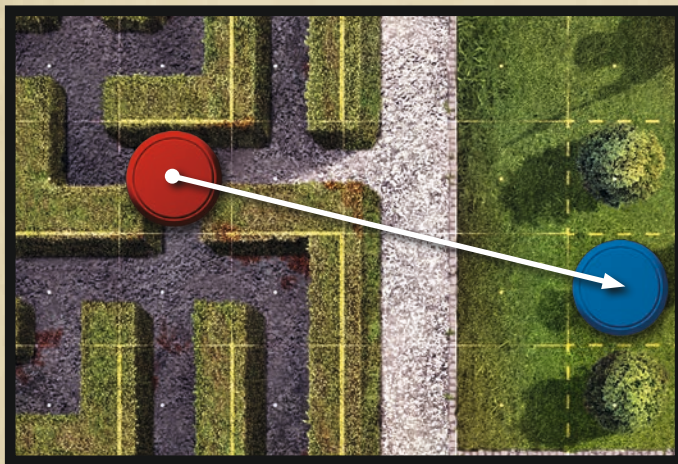
- If these corners are all on the same side of the line of sight, the shooter suffers -1 to the Shooting test;
- If these corners are on both sides of the line of sight, it is blocked (shooting is not possible).
- If the shot crosses 1 or 2 Obstacle boundaries, there is a -1 penalty. The LOS is blocked if it crosses 3 or more Obstacle boundaries (See Obstacle Boundaries for the full rule);
- If the shot would receive two or more terrain -1 penalties, it is blocked. **Note: this does not include the penalty for taking a Quick Shot, being Crippled, firing at an engaged Character, or other circumstantial effects, only terrain modifiers.**
- If the target is engaged, the shooter suffers an extra -1 penalty. Additionally, it is possible to hit a friendly model engaged with the target according to the rules below.
- If the shooting Character is prone, it receives an extra -1 penalty.
- If the target Character is prone, the shooter receives a +1 bonus.



Wall corners on the same side of the shot do not stack. This shot is possible and only receives a -1 penalty on the test.



This shot goes through a wall corner and an obstructing terrain corner, which are opposing each other. Each of those causes a -1 penalty to the shot. Since the total modifiers is -2 or greater, the shot is blocked.



You can draw unobstructed line of sight between blue and red Character. Looking at the map, hedge seems to be "thick" but only the grid has to be taken into account.

Only the markings of the map grid are relevant, not the artwork. Even if the artwork of a hedge or a wall seems "thick" and looks like it could block line of sight, it is only blocked if it crosses the wall boundary as marked on the grid, regardless of the artwork.

SHOOTING TEST

After the range and line of sight are determined, the shooting Character makes a shooting test. It uses the skill specified by the weapon used. The DL is determined by the firing weapon at current range, modified by cover (see above) and possibly other special rules, notably the -1 modifier for performing a Quick Shot or a Defensive Shot action. This is an Unopposed test, so you may reinforce it normally.

If the test fails, the weapon counts as being fired (which may include requiring reloading, removing an Alarm Counter according to the scenario rules, or other effects), but otherwise nothing happens.



Longinus and D'Artagnan are engaged. Porthos tries to help his friend and attempts a shot at Longinus. He draws the Black Joker, which means the result is a Misfortune. The Red Player may decide the shot hits D'Artagnan, even though normally Longinus would block the line of sight between them.

Special Case: If the test results in a Misfortune when firing at an engaged Character, another model may be hit instead. The opponent may choose one of the models engaged with the original target. The Line of Sight to this new target may be obstructed by the original target model (fighting Characters are considered to be in constant movement, so it was possible for the unlucky fellow to cross the projectile's path at just the wrong time). Resolve the attack against the new target as if it was hit by exactly matching the DL. If the opponent does not wish to choose a new target, the attack simply misses. If the friendly Character dies due to this unlucky shot, Victory Points are gained by the opponent.

If the test succeeds, the target is hit. The original played card's suit determines the hit location, which in turn determines the basic damage. If you achieved Triumph in the test (ie. the total exceeded the DL by 5 or more), add 3 to the damage. The damage total is then decreased by the target's armour on this location. Note that many weapons have the Armour Piercing trait, which will reduce or negate armour's effect. After the total damage is calculated, the Character being shot at receives that many Wounds.

Reloading

Many ranged weapons in the game are firearms and require reloading between shots, as indicated on their weapon cards. Weapons begin the game reloaded and ready to fire. After firing a weapon with a reloading icon, put a reloading token on the weapon. Make sure it shows the number of pips indicated by the Weapon's Reload rating. It may not be fired again until the token is removed. Reloading a weapon is a Full Action discussed in the *Character Actions* chapter.

CLOSE COMBAT

Close combat usually happens between adjacent Characters that engage each other. It takes place during a separate phase, which means it does not require a separate action to perform. In other words, you do not perform Actions with your Characters in order to attack your opponents in melee.

During the Close Combat phase, starting with the player who has the Initiative, players alternate activating their Characters to fight. Each Character that is engaged with one or more enemy Characters must be activated exactly once during each Close Combat phase. When activated, the Character may fight an adjacent enemy or avoid combat. Characters who played cards in Combat are activated, even if they were only defending themselves.

If the Character avoids combat, he is simply marked as activated without attacking anyone. This does not grant any defensive bonuses. Other adjacent enemies may still attack a character avoiding combat if they have yet to activate. If a Character avoids combat when all neighboring enemies have already been activated (regardless whether due to attacking, avoiding combat themselves, or any other reason), the Character must retreat as if after a lost combat (see Retreats below).

If the Character chooses to fight, carry out the close combat procedure as described below, and mark both Characters as activated for this phase. Note that the other Character is also marked as activated for this phase. The currently activated Character is considered the Attacker for this combat. This is important for some special rules, but does not have any inherent advantages or disadvantages.

Note that order in which Characters are activated to fight can be very important. For example, if the valiant Longinus supported by a Dragoon fights the mighty Porthos, it would be wise for Longinus to fight Porthos as soon as possible to activate him before he has the chance to vanquish the poor Dragoon.



Red player has the Initiative. She activates Longinus to attack Porthos. Longinus wins the combat, but Porthos does not retreat, since he's still engaged by the Dragoon, who hasn't been activated yet. Porthos has been activated by this attack, so the Blue player passes. Red player must activate the Dragoon, but does not want to risk attacking the stronger Porthos. She declares avoiding combat and marks the Dragoon as activated without further effect.

CLOSE COMBAT WEAPONS

Most Characters will have a single Close Combat weapon equipped. In this case just use the values on its card. Some Characters may have two one-handed Close Combat weapons equipped. In this case, you may choose which weapon to use for each combat. Additionally, you may use certain special rules of the secondary weapon, for example a Main Gauche may grant bonuses to parrying even if it was not used as the main weapon for the current combat.



If the Character has no Close Combat weapons equipped (note that this includes the situation when the Character only has a Ranged weapon equipped), it counts as fighting unarmed. In this case assume the Character has an "Unarmed" weapon card equipped. Remember that all Characters have the Brawl skill of 0. Character using Unarmed card cannot use Fencing tokens (to parry or to modify combat total).

THE CLOSE COMBAT TEST

The Close Combat test is the most common Opposed test to occur during the game. It is more complicated due to the number of modifiers involved, and due to Parrying, but otherwise it is carried out according to the Opposed Test rules. Unconscious Characters do not play cards and their total for the Combat test is always 0.



If Longinus attacks Porthos, he will receive +2 total support for two friendly models engaging his opponent. If Skrzetuski attacks, he will receive +3, because Wołodyjowski is directly opposite. (Wołodyjowski would get +3 support too).

Combat modifiers

The following modifiers may apply to a model's Combat total:

- The model's relevant attack skill
- The Character with the higher weapon superiority gains +1 (regardless of how large the difference is, i.e. a +2 Superiority weapon against +0 Unarmed attack still only gains +1 Combat total);
- Like other tests, being Crippled incurs a penalty of -1
- Being prone incurs a penalty of -1
- Other environmental penalties (note that if both Characters suffer the same environmental penalty, it is effectively ignored)
- Each friendly Character adjacent to the fighting Character's opponent that isn't engaged by other enemy models, isn't prone, and isn't unconscious, supports the friendly model by adding +1 to the friendly model's Combat total. If the supporting Character is directly opposite the friendly Character (behind them if the friendly character is in front for example), he adds +2 instead.
- If the Character has unused Fencing tokens, it may flip one or more of them. Gain +1 bonus to the combat total for each token flipped this way.



If Wołodyjowski fights D'Artagnan, Longinus can support, but Skrzetuski can't, since he's engaged by Porthos. If Skrzetuski fights D'Artagnan, all of Longinus, Wołodyjowski and Porthos can support. None of them is engaged by other enemy characters. If Skrzetuski fights Porthos, no other Character can support because D'Artagnan and Wołodyjowski are engaged by each other, and Longinus is not adjacent to the enemy in combat. Note: when calculating support it's irrelevant who the attacker is.



If Longinus and D'Artagnan fight, Longinus does not receive support. Both Wołodyjowski and Skrzetuski are engaged by Porthos.

Reinforcing

The player who has the Initiative has the first opportunity to play a reinforcing card. He or she may play a reinforcing card or pass. The opportunity then passes to the other player. The cards are worth the same as in Unopposed tests—matching suit adds +1, matching value adds +2. This back-and-forth continues until both players pass consecutively, which means that even if a player passed one opportunity, he or she may later respond to a card played by the opponent. Players may play as many reinforcing cards as they wish, even if it does not bring them up to the opponent's total (presumably to mitigate damage), or they have already exceeded the opponent's total (presumably to deal more damage).

Resolution

After both players successively pass on reinforcing the test, compare the values. If they are equal, the result is a tie. No damage is dealt. Starting with the player who does not have the initiative, both Characters retreat as explained below.

When one player's Combat total is greater than the other one's if the losing Character has unused Fencing tokens, it may attempt to Parry according to the following procedure. Otherwise proceed to the Damage step.



Parrying

If the losing Character has unused Fencing tokens, he may flip one over to the used side to attempt to parry. In order to do that, perform an Unopposed Test with the DL of 6. This test has an important special rule: it does not add any Ability or Weapon Skill to it. Only some special rules may affect it.

If the parrying character has multiple unused Fencing tokens available, you may flip additional ones to reduce the parrying test's DL by 2 for each extra token flipped.



Example: Wołodyjowski has 3 unused Fencing tokens at the beginning of the combat. He loses the combat and flips all three tokens. One is necessary to even attempt the parry, and the remaining two lower the DL of the Parry by 4 total, down to the final DL of 2.

This Parry test may be reinforced normally. If the test fails, proceed to determine the damage. A failed parry may not be attempted again. If the test succeeds, the attack is parried. Discard all the cards involved in the test and carry out a Riposte by repeating all steps of the Close Combat test. The Riposte may be parried normally if the losing Character has unused Fencing tokens. The number of Parries and Ripostes during a fight is only limited by the availability of available Fencing tokens. If the Parry attempt was successful, the Riposte is mandatory.

If the Combat was a draw, neither Character may parry.

Prone and Unconscious Characters may not parry.

Damage

After any and all Parries and Ripostes have been resolved, if the final Combat totals are equal, the combat is a tie. There is no winner, no loser, and no damage is dealt. Proceed to the Retreat Step. Otherwise, the Character with the greater final Combat Total is declared the winner and the other Character the loser of the combat. Determine the damage dealt to the losing Character. The basic damage of the attack is the difference by which the winner won the test. It is modified by the weapon's damage modifier for a given location (the location is determined by the winning player's Original Card used for the Combat Test). Note that if a model had the height advantage (there is an elevated border between the Characters) it may not be hit in the head  and all such hits are considered hits to the legs . Conversely, such a model's opponent may not be hit in the legs and all such hits are considered hits to the head.

The damage is decreased by the losing model's armour on the hit location. Remember to use the first Armour value if the winner's weapon does not have the Armour-Piercing trait, and the second value if it does. After the total damage is calculated, the Character being hit receives that many Wounds. Proceed to the Retreat step. Note that even if the damage has been reduced to 0, the losing Character still retreats.

Retreats

If the losing model is still engaged by a Character that hasn't yet attacked, it doesn't retreat. In other cases, the losing Character must retreat to a space that fulfills the following requirements:

- It must be adjacent (in other words, Characters only retreat one space). It may be adjacent diagonally even if the retreating Character has the Agility of 0.
- Must be across an open border, an obstacle border, orthogonally across an open door border, or "downhill" across an elevated border (in other words, a space that may be entered without making a Test).
- Must be outside enemy Zones of Control. Enemy Zones of Control may not be ignored even if the enemy is engaged.



It is the beginning of the Combat Phase. Blue player has the Initiative. Porthos attacks Skrzetuski and loses. Porthos may not retreat, because he's engaged by enemy characters that haven't been activated yet.



Longinus attacks Porthos and loses. Longinus must retreat.

If the Character is adjacent to board edge, and the edge is an open border, the "off-board space" is always a legal retreat space (it always counts as an open space outside enemy ZoC). This means a Character may be forced to leave the board if it is the only legal option, or, even if other options are available, may still voluntarily choose to leave the board rather than risk staying around. The Character must make a Fortitude test as explained in the Board edge paragraph.

All Characters may retreat diagonally regardless of their Agility (obviously other conditions for a legal retreat space must still be met). Models may be forced to retreat off (but not into) High Terrain, forcing them to perform the Agility test described under High Terrain. Prone or Unconscious models don't retreat.

If there is no such legal space, the winner may (but does not have to) retreat if able. If the loser was unable to retreat, and the winner chose not to retreat, the loser must pass a DL:5 Strength Test or fall Prone.

In case of a tie on the Combat Test, both Characters must retreat if possible, starting with the player who does not have the Initiative.

NON PLAYER CHARACTERS (NPCS)

Example: Wołodyjowski and Aramis are engaged. In the combat phase Wołodyjowski declares combat and becomes the attacker. His modifiers are +3 for his combat skill and +1 for the special Quick Slash skill. Aramis only gets +3 for the combat skill, but his Thrust in the Heart may still trigger bonus if he plays a ♥. Wołodyjowski's controlling player plays a 7 from their hand, and the opponent plays a 6. This brings their totals to 11 and 9 respectively. Neither player reinforces with cards from the hand. Aramis flips a Fencing token to attempt a parry. The DL is 6, but his Main Gauche grants him +1 to the test. He plays 5 from the deck, which is enough. Next comes the Riposte. The modifiers stay the same. This time Wołodyjowski gets a 3 from the deck and Aramis plays 5, which triggers the Thrust in the Heart for an additional +1. The player controlling Aramis then reinforces his total with a 5 from the hand. The final combat totals are 7 for Wołodyjowski and 11 for Aramis. Wołodyjowski flips additional two Fencing tokens when parrying in order to receive +4 on the test. Unfortunately he plays a Black Joker from the test, so he still fails. The final damage is 4 (the difference between the combat totals) plus 2 for the rapier's damage value on the ♥, and finally another +1 for Aramis' Thrust to the Heart. Wołodyjowski's Leather Jacket reduces the damage by 1, so he suffers 6 wounds total and must retreat.



Prone

Characters may fall Prone due to special rules, Misfortunes on some Agility tests, various special attacks etc. Place a Prone marker next to the miniature. If the Character has not yet been activated, rotate it 90 degrees—it may not activate in this phase. Prone Characters may only perform some actions listed in the *Character actions* chapter. They lose their Zones of Control and do not support in Close Combat.

Since prone Characters lose their Zones of Control, adjacent enemies are not engaged by them. However, these enemies may still initiate combat against the adjacent prone Character.

Prone Characters do not block Line of Sight.

Prone Characters receive a -1 penalty to their Combat Totals and may not parry.

Prone Characters may not retreat, and are never forced to do so.



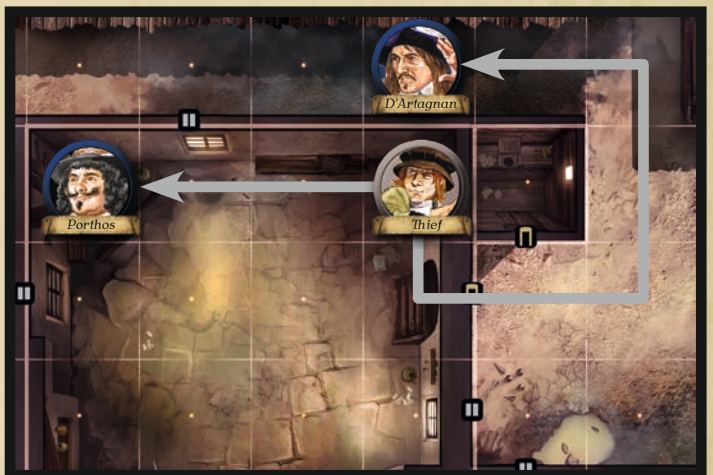
Unconscious

Character may be knocked Unconscious by some special rules or attacks. Place an Unconscious marker next to the miniature. If the Character has not yet been activated, rotate it 90 degrees—it may not activate in this phase. Unconscious Characters may only perform the Wake Up action. They lose their Zones of Control and do not support Close Combat.

If an unconscious Character is attacked in Close Combat, it does not play any cards and its Combat Total is always 0. It may not parry.

If an unconscious Character suffers any Wounds, it immediately ceases to be unconscious, but remains prone.

Unconscious Characters count as prone.



The Thief is an NPC. Even though D'Artagnan is technically closer to him, reaching Porthos would take fewer Movement Points. Therefore Porthos is the Character "nearest" or "closest" to the Thief.

In Opposed Tests, the Player who is not engaged in the test plays card (or cards) for the NPC.

In Unopposed tests, if the test was triggered by a Player's action (e.g. the Strength test when the NPC has nowhere to retreat to), the other Player plays card (or cards) for the NPC. If the NPC shoots at a Player Character, the other Player plays cards for the NPC. If the test is not an attack against a Player and is not triggered directly by a Player action (e.g. Morale test), the Player who has the Initiative must play card (or cards) for the NPC.

Players playing cards for NPCs may play from their decks or their hands as usual, depending on the type of the test, and may reinforce normally.

NPCs will usually have an "objective".

Attack—the NPC will attempt to engage the closest Character it considers enemy and attack it in close combat, or, if armed with a ranged weapon, move to the nearest space with Line of Sight and range to an enemy and shoot.

Guard—the NPC does not activate until attacked or an enemy enters its movement range or Line of Sight and shooting range (only for NPCs armed with ranged weapons). After the condition is triggered, the NPC is considered Attacking (see above).

Recruitable—the NPC considers all other Characters friendly and doesn't move or attack. It can be recruited by either Band by passing an opposed Charisma test against it following the Talking rules (in the Interaction Phase). If a Player Character achieves a success, the Recruitable NPC stops being an NPC and becomes a full-fledged member of the band. However, the Character does not receive an Inconspicuous marker even if it has the relevant skill. If the NPC is attacked before being recruited, it joins the other band immediately.

NPCs activate at the beginning of the Action Phase before any of the Player Characters. Usually only Attacking NPCs will activate at this time. Sometimes scenario rules will allow NPC activation only after a condition has been met, or have them activate randomly (e.g. you may be asked to play an Event card for each NPC and only activate the ones that got a red card).

- if the NPC is Prone or Unconscious, it will attempt to perform the Stand Up (and then, as the second Partial Action, will perform a Partial Movement or a Quick Shot according to their "objective") or Wake Up action, respectively.
- an NPC without ranged weapons will make a Full Movement action and move in a way to engage the closest character it considers enemy, or move as close to it as possible.

An NPC armed with a ranged Weapon:

- will take a Reloading action if the Weapon is unloaded and will either stay in place if in range and LoS of an enemy, or use the 2 MP to approach the nearest space within LoS and range to an enemy (**note that this means the nearest space, not necessarily the nearest enemy**).
- if the weapon is reloaded and the NPC has an enemy character within LoS and range, it will make an Aimed Shot action at the character (if there is more than one, target the nearest one).
- if the weapon is reloaded but the NPC has no enemy characters within LoS and range, it will take either a Full Movement action and try to reach the nearest space with LoS and range to an enemy, or if a Partial Move is enough to reach such a space, it will take a Partial Move and then take a Quick Shot at the enemy.

During movement NPC will perform Maneuvers not requiring tests, e.g. they will open doors and push through friendly characters (which means all characters they do not consider enemy) paying the usual costs in MP.

During Combat Phases, NPCs activate last, after all Player Characters (obviously they activate to attack only if they haven't been attacked and activated earlier in the phase).

They attack the enemy Character they are engaged with. If there is more than one, they will choose the one with the lowest relevant weapon skill. They always attempt to Parry if able. They do not support any other Characters in combat, but Player Characters can support them if the Player wants them to.

If the scenario calls for fights between NPCs, it will have separate rules governing that. Usually it will mean playing a card from the Event deck and checking its value in a table. If the scenario rules do not have any special rules for NPC combat, and yet it somehow happens, do not perform the entire Close Combat procedure. Instead, have the Player with the Initiative decide who the attacker is and draw an Event card. On values I-XII the attacker wins, on XIII-XXIV the defender wins. The losing NPC suffers 2 Wounds (ignoring armour) and must retreat normally. Adjacent Player Characters may affect this result as if they were supporting the combat (i.e. they may choose to add or subtract 1 (or 2 if surrounding) to the card value). Modify the value of the card further by calculating the net modifiers for the combat. For example, if an NPC with a Superiority 2 weapon and weapon skill of 2 fights an NPC with a Superiority 1 weapon and weapon skill of 1, modify the total by 2 in the first NPC's favor.

Example: Two NPCs, a Courtesan and a Thief, are in Close combat. The player with the Initiative decides that the Courtesan is the attacker, and plays an Event card. Its value is XII. Because the Thief has the relevant Weapon Skill higher by one, this value is adjusted by 1 in his favor, for a total of XIII. If the Courtesan doesn't receive any support, she is going to lose the combat.

POISON [EFFECT]

Attach the poison card or universal marker to a weapon. Close combat weapons may have one poison attached; Firearms may not use poison, and other ranged weapons may have any amount of poison, but no more than their Limited Use value. In Close combat, the first hit that deals at least 1 Wound uses the poison—move its marker to the opponent's Character card. Close combat hits that failed to cause at least 1 Wound do not consume the poison. For ranged weapons, misses or hits that failed to score a Wound use 1 poison anyway (discard it).

In the Morale phase Characters that have at least one poison card or counter on their cards must make a DL: 7 Strength test for each poison. On a success, the Character overcomes this particular poison and it is discarded without further effect. On a failure, apply the poison's [effect] in the square brackets. It can cause Wounds (they always ignore armour), knock the victim Prone or render them Unconscious. The poison is not discarded and the victim will have to test Strength in future turns.

Poison may never be used by good or lawful Characters, or given to them by other Characters in the band.

SKILL LIST

Berserker—This character always counts as the attacker in Close Combat. This character may not avoid combat in the Combat Phase. If two characters with this special rule fight each other, the effects cancel out, and the active character is the attacker as per the normal rules. When two Berserkers fight in Close Combat, the result may not be a draw. Treat draws as Ripostes. This does not use Parry tokens.

Bribery—[attack] [may be attempted while engaged] [does not require Inconspicuous marker] Put a universal counter on this Character. As long as the marker remains in place, the Character can perform a Partial Action to try and bribe an enemy Commoner on an adjacent space. Fortitude and Intelligence of the target must be lower than 1. Take an opposing test of the Character's Charisma against the target's Fortitude according to [talking] rules. If you succeed, the target is bribed - for gameplay purposes it is considered Unconscious. If you triumphed, the target is removed from the table and counts as a casualty. Remove the marker after a successful bribery.

Call me uncle—Zagłoba has a natural talent for meeting new people and getting them drunk. Before the game begins, your opponent must choose either two Commoners, or one Hero from their band (Human Characters only). The Character or Characters receive one generic counter each (you may place one counter of the same colour on Zagłoba as a reminder of its effect, but he is unaffected). Models with a counter have a -1 modifier to all tests for the duration of the game (except for Fortitude tests, which receive a +1 modifier). This effect lasts until the end of the game (it does not end if Zagłoba dies). In addition, Zagłoba and the affected character treat each other as friendly regardless whether Zagłoba still has his Inconspicuous marker. Zagłoba may end this effect at any time.

Charmer—When using a Talking skill against a character of the opposite gender (♀/♂), if the character's Original Card for the test is ♀, gain +1 to the total. If the Original Card is ♀ gain +2 instead.

Clever defense—When this character is defending in Close Combat, if the Original Card is black (♠ or ♣), receive +1 to the combat total.

Connections—This skill only applies before the game, during Band construction. It is explained in the Playbook.

Cunning As a Fox! After revealing the cards in the Initiative phase, draw a card. You may keep it in your hand or discard immediately. If you discard it, add +2 to your Initiative result. If there is no Initiative phase in the first turn, you still draw additional card.

Disarm—If this Character causes at least 1 Wound to the hands location (♠) of a Commoner, the opponent must make a DL: 6 Agility Test. If it fails, it has been disarmed. Remove the Weapon card used by this Character in this combat from the game. If the Character has no more close combat weapons (ranged weapons do not count), it gives up

immediately. It is considered killed. Remove it from the game as if it received enough Wounds to match the Death Threshold. If the Character still has one or more close combat weapons, it stays in the game using one of the remaining weapons.

Divination—Divination is a Full Action. The Divining character may not be Prone, Unconscious, or engaged. The controlling player draws the number of Magic Cards equal to the Character's Divination rating, picks one of them, checks its value in the Divination table at the end of this rulebook, and applies the given effect. The other drawn Magic cards are discarded. Resolving exactly one card is mandatory. "The Cards are Silent" may only be picked if all drawn cards have this effect. Additionally, the character receives 2 MP to spend. Drawing and resolving the Divination may be performed at any moment—before, after, or during the movement.

Evasive Target—Shooting Tests against this character receive a -1 penalty. This special rule does not work if the character is Prone or Unconscious.

Faith—has two effects: 1. Put a generic counter on this Character. You may discard it before attempting any test to use the Faith value instead of the tested skill or ability's value. Replace the counter whenever you reshuffle your deck. 2. Prayer: partial action. If an enemy is currently casting a magic spell, draw as many magic cards as your Faith value and add them towards the spell's failure or discard them.

Fast—The Character using this weapon receives +1 to combat total during Ripostes (regardless of who parried).

Firearm—if the scenario uses Alarm tokens, discard one token after every use of this Weapon (even if it missed).

Frenzied Attack—When this Character is the Attacker in Close Combat, receive +1 to the Combat Total if this Character's Original Card is ♥ or ♠.

Frigid—This Character may not be the target of the Seduction special skill. When this character is involved in an Opposed Test required by a [talking] skill, opponents may not gain any positive modifiers due to skills or special rules. Their total is just the sum of the ability score and the card (or cards) played.

Gambling—Before buying additional equipment, you may draw the number of Magic cards equal to the sum of Gambler ratings on all your Characters. The suit of each card has the following effect:


- ♠—you have 1 fewer kreutzer to spend;
- ♣—no effect;
- ♥—you have 1 more kreutzer to spend;
- ♠—you have 2 more kreutzer to spend.

These card effects stack.

Huge—This character may not perform the Climb through a Window Manoeuvre.




Inconspicuous—This Character starts the game with the Inconspicuous marker. The Character may voluntarily discard it at the beginning of its activation during the Action or Combat phase. The marker is also discarded when any of the following happens:


- The Character has a Weapon without the  icon and is within Line of Sight of an enemy Character;
- They attack an enemy Character (this includes Ranged attacks or any skills with the [attack] keyword);
- The Character is within 6 spaces and line of sight of an enemy Hero with Wits or Intelligence equal to or higher than the Inconspicuous rating;
- All enemy Characters within 6 spaces and line of sight to the Inconspicuous Character may attempt to recognize an Inconspicuous Character. This requires a Spotting Full Action (may be attempted while engaged) and a Wits or Intelligence against Charisma Opposed Test.

Once the marker is lost, it may not be recovered.

The effects of the marker are as follows:

- The character does not support Close Combat.
- The character may attempt a surprise attack: An attack performed by a Character who just discarded their Inconspicuous marker in this activation receives +1 to the test if it is a ranged attack, or +2 and may not be Parried if it is Close combat. Surprise attacks (both ranged and in close combat) may only be made with Weapons with the  icon. Note that it is effectively only possible once per game, because the Character loses its Inconspicuous marker.
- The character counts as friendly to all other characters (including opponent-controlled characters), therefore ignores their Zones of Control (and vice versa).



Zagłoba has the Inconspicuous marker. He can move as illustrated, because he and Porthos treat each other as friendly and do not stop in each other's Zones of Control. In his activation Porthos attempts to recognize Zagłoba, but fails. When it comes to the Combat phase, Zagłoba can decide what happens next. If he does not discard his Inconspicuous marker and attack, Porthos can't attack either, because he still sees Zagłoba as friendly. However, if Zagłoba wants to attack, he has a decision to make: if he uses his sabre, he loses the surprise bonus, because the weapon does not have the  icon. If he wants to benefit from surprise, he must use his fists (fight as Unarmed, see the *Close Combat* chapter).

Iron Parry—May ignore an opponent's Weapon's Mighty Blow rule.

Jostling—During Close Combat Tests, the opponent's bonus for supporting Characters is decreased by the character's Strength (but not lower than 0).

Leadership—Friendly Commoners within Line of Sight and 6 spaces of this Character gets +1 to their Fortitude value. Modifiers may not raise Fortitude above 2.

Living Barricade—This Character's Zone of Control may not be ignored for the purposes of movement even if it is engaged by other characters.

Lockpicking—The character may attempt to open adjacent locked doors (or other locks if the scenario allows it) by performing a full action and passing a DL: 6 Lockpicking test. If the test is passed, the door becomes unlocked and opened. If the test is failed, nothing happens. On a Misfortune, if the scenario uses the Peace rules, Peace ends.

Mighty Blow—If you are using this Weapon in Close Combat your opponent may not Parry if your Strength is greater than theirs. If this is a skill of a model than it applies to any CC weapon it uses.

Natural—This item may not be removed from the owning Character. It still may be ignored by special rules. You may not parry with weapon with this skill.

Parry +X—the Character using this Weapon (even in the off-hand) receives +X to parry tests.

Pickpocket—[attack] [does not discard Inconspicuous if successful]. If the character has the Inconspicuous marker, it may attempt the Pickpocket Partial Action in the Action Phase. Target an adjacent character and make an Opposed Agility vs Wits Test. On a failure, discard the Inconspicuous marker. On a success, the character may steal a special scenario item or an item that is specifically labeled as eligible for stealing that is currently in the target Character's possession. If the action was successful, the character does not lose the Inconspicuous marker and receives 1 Movement Point to spend.

Poisoner [X]—Receive X Poison [1 Wound, Prone] counters. Before the game begins, attach them to Weapons belonging to any Characters in your band (including this Character).

Quick Reload—When this character takes a Reload action, make an Unopposed Fortitude Test with the DL indicated on the Weapon. On a failure, resolve the Reload Action normally. On a success, if the Reload counter was on the 2-pip side, you may discard it.

Quick Slash—When this character is the attacker in Close Combat, gain +1 to the Combat Total, but if you win, reduce the damage inflicted by -1 (but not below 0).

Seduction—[attack] [talking] [must be Inconspicuous] [do not lose Inconspicuous marker] During the Interaction Phase, this character may make an Opposed Test Charisma vs Fortitude against a single adjacent enemy character of the opposing gender (♀/♂). If the test is successful, remove both characters from the game. They both count as killed, but do not remove alarm counters for them. On a failure nothing happens. This test may only be attempted against a given character once per game.

Sweeping Attack—If this character wins a Close Combat and deals at least 1 damage, you may immediately attack another enemy this character is engaged with. Do not play a new combat card for this character, use the Original and reinforcing cards played for the first combat. The new enemy must play a new combat card. You may keep attacking subsequent enemies for as long as you keep winning the combats while inflicting at least 1 damage, or until your attack is successfully Parried (even if you win the Riposte). Each subsequent combat suffers

a cumulative -1 penalty. Each enemy may only be attacked once per Combat Phase.

Tactician—each turn you may choose one of the following effects:

- Once per Initiative phase, after playing a card for the Initiative you may play an additional card from the deck and use it instead. Discard both cards after the Initiative Phase.
- Once per Action Phase this character perform a Partial Action to draw 2 player cards to your hand. You must then discard one (or 2 if you have more than 7).

Thrust to the Heart—In Close Combat Tests, if this Character's

Original Card is a ♥, gain +1 to Combat Total, and then +1 to inflicted damage.

Unswerving—During Fortitude tests (both opposed and unopposed), after revealing the cards, you may play an extra card from the deck. You may use it instead of your original card.

Unwieldy—The Character using this weapon receives -1 to combat total during Ripostes (regardless of who parried).

Wealthy [X]—When you field this Character, receive X extra kreutzer.

DIVINATION TABLE



I-II See the Future	Look at the three top cards of your Player Deck and put them back in any order.
III Feel the Moment	Skip the Initiative Phase next turn. Instead, you decide who has the Initiative. If the opponent draws the same effect, they offset.
IV Master of Fate	Put a generic counter on the Divining Character's card. You may use (discard) it whenever a player card is being played from the deck. This card is discarded and a new one must be played. This effect may be used regardless of which player was playing the card. The only condition is the card must be played from the deck.
V Prophecy	Immediately draw an extra Player Card into your hand. If you go over the card limit, you must discard one. It may be the card you just drew.
VI-VII Bad Luck	Look at the three top cards of the opposing player's Player Deck and put them back in any order.
VIII Foiled	Look at the cards in the opposing Player's hand. You may discard one chosen card.
IX Teachings of the Past	Search your discard pile, choose two cards and shuffle them into your Player Deck. Only shuffle the deck and the two extra cards, not the discard pile and hand.
X Recurring Fate	Search your opponent's discard pile, choose two cards and shuffle them into their Player Deck. Only shuffle the deck and the two extra cards, not the discard pile and hand.
XI-XII Precognition	Look at the Cards in the opposing Player's hand.
XIII Death Vision	The Divining Character must pass an unopposed DL: 7 Fortitude Test or becomes Unconscious.
XIV-XV Mind Reading	Put a generic counter on the Divining Character's card. You may use (discard) it at any moment. The opponent must then declare which Character will he or she activate next. This decision is binding - if the chosen model dies, the activation is lost.
XVI Chaos	Both players shuffle their Player Decks as if their discard piles contained four 8-value and Joker cards.
XVII-XXIV The Cards are Silent	Nothing happens.



