

Anno Domini
1666



3-4 PLAYERS
SCENARIO PACK

INTRODUCTION

The game mode that we call three- and four-player, is different from the Archenemy mode. There is no opponent that operates according to different rules and a team cooperating against him. The players will fight as equals, so this is closer to the standard game, however due to a larger number of participants some slight changes to the rules are required.

ESTABLISHING THE ORDER

After the scenario is chosen the order of players should be established. This must be done already at this stage as the established order and chosen colors will be important during the following stages of scenario preparations.

Each player draws a single card from a shuffled events deck. The player that drew the card with the lowest value is the first player. Then the order is established clockwise.

Optionally, if the players want more randomness and they do not mind the logistical chaos, you may exchange places at the table so that you sit in accordance to the increasing value of the cards drawn.

The order established in this way remains in place until the scenario starts, that is during the choice of player's color (black and white join the blue and red that already appeared), draft and scenario set-up.

Note: during draft the order is reversed, so the last player in the order is the first to pick a Character, and then the remaining players counter-clockwise.

INITIATIVE

In a 3-4-player game the Initiative for the turn is established just as in a 2-player game, that is by playing a card from your deck or hand during the Initiative phase. If there is a draw between two or more players then only those players take part in a "rematch". The final winner take the Initiative and decides who is to activate their figure first. When the first player completes his activation the turn goes to the player sitting on his left. This means that it is irrelevant who took the second or further places in the Initiative phase. The order always goes clockwise during the following phases. The initiative holder decides on the order of morale tests.

Just like in a standard game, the player with the least figures on the board can delay his last activation. If there are more players the procedure is as follows:

If you are to activate your last not-activated Character, check if at the moment you have the least figures the board. If all other players have more figures than you, you may pass. If at least one other player has the same number of figures as you then none of you may delay activation.

Example: The red player has 2 figures on the board, just as the blue player, while the white player has only one. When it is white player's turn he may delay his activation. In its activation a red Character shoots at one of the blue Characters and kills it. Now the blue player has only a single figure but to be able to pass, all other players would have to have more Characters than him. So he must activate. Now the white

player is also forced to activate as he is no longer the only one to have the least number of figures.

ALL AGAINST ALL

There are no alliances in the game. The players may agree to do something together but nothing obliges them to keep the agreement. They may break any oaths given to each other without consequences. In addition the Characters of one player threaten the Characters of all other players as enemies. The players have no influence on this and no agreement between players can change this. This means that Characters of different players that are standing on adjacent spaces are treated as being in close combat, their zones of control block the movement of figures of every other player etc., regardless of "over the table" agreements.

Characters that belong to different players may not support each other in combat. This means that if a blue Character has a red Character on one side and a black Character on the other, it must not fear—none of its opponents will get a support modifier.

In a 3-4-player game you may leave the enemy zone of control if the enemy is in close combat not only with a friendly Character but also with a third player Character.



In this combat no Player gets support modifier.



Zagloba may leave Porthos and Siegfried in engagement.

Players may not show cards to one another (but may speak about them), play them for Characters of other players or improve the results of other player's tests.

POINTS

Points for killing an enemy (that is 1 VP for a commoner and 2 VP for a hero in most scenarios) are received by the player controlling the Character that caused the mortal wound (in close combat, shooting, using special skills, spells, etc.), caused its escape outside the board, surrender or took it off the board in a different way.

In case of Characters that fled the board after a failed Morale test, or failed that test while leaving the board, points are received by the opponent whose Character was the closest to the fleeing figure. If there are several such players—none of them receives any points.

KNIFE IN THE BACK

In order to encourage the players to stab each other in the backs, a player receives additional Victory Points if the figures killed by his Characters include the figures of more than one opponent. Choose the highest value depending on the conditions met.

3 PLAYERS	4 PLAYERS
1 VP if the killed figures include the Characters of both opponents	1 VP if the killed figures include the Characters of two opponents
2 VP if the killed figures include the Heroes of both opponents	2 VP if the killed figures include the Characters of all three opponents
	3 VP if the killed figures include the Heroes of all three opponents

DRAFT

In order to ensure a fair division of available Characters, for the draft randomly pick a number of Locals that can be divided by the number of players. Do the same with Mercenaries. If there are less Mercenaries available than the number players then the Mercenaries are not used in the scenario.

Example: if you have 9 Locals and 6 Mercenaries for a three-player game, use them all in the draft. In a four-player game only 8 Locals and 4 Mercenaries will be used.

Cards are drafted counterclockwise—from the last player to the first (unlike the order of deployment).

CARD DECKS

- Each player has his own player deck, just as in a two-player game.
- Events and Magic decks remain unchanged—each includes 24 cards.

TEAM PLAY

The players may decide to play a scenario for 4 players in two teams of two. In such situation use the following rules:

1. Characters from the same team treat one another as friendly, even if owned by different players.
2. After the game add up the Victory Points scored by each player of a team. Team that scores the most VP's wins.
3. Players from one team sit opposite each other so that activations of players from one team are separated by activation of a player from the other team.
4. Players can play cards in order to improve the tests of their allies. However they cannot transfer cards to one another or play Original Cards for allied Characters.

JOINING MAPS

Some scenarios are played on several joined maps. Due to technical issues (e.g. map edges) the line of sight angles between the maps are distorted. These issues should be solved by players having in mind that despite edges the spaces on map edges are adjacent to one another. If this is a problem the player may use maps included in this document. They were prepared so that the edge spaces are really adjacent, centers of spaces, walls etc. are also marked, so these maps can be used to determine Characters' lines of sight.

EVIL SPIRIT

(BATTLE SCENARIO FOR 3 PLAYERS)

Some time ago the clerk from the Mary Magdalene chapel at Stephansplatz started to act strangely. The rumor is that he sold his soul to the devil and in return was given a spell book. When the misgivings of the clerk were uncovered, he was executed. However just before his death he confessed his sins and returned to the bosom of the Church. He was buried in a cemetery, however since that time strange things started to happen there. Some say that it is the clerk's soul that is still imprisoned in this world as he did not say where he hid the spell book. Others that it is the devil, angry that the pact was broken is milling about. One way or the other it must be investigated. This spell book can be a valuable resource...



BAND COMPOSITION:

This is a battle scenario for 3 players. Perform the draft according to rules for 3-4 players and construct bands with the established amount of gold. We recommend 40 gold per player.

BOARD AND CHARACTERS SET UP:

The scenario is played on two joined boards shown below.

The players, starting from the first player, alternate to deploy their Characters on spaces marked as on the drawing.

Place generic counters on yellow spaces. They mark the places where the clerk's spell book may be hidden.

The game lasts 9 turns or until any Character leaves the board with the spell book. You may place the required number of counters by the board. Since the clerk's death the locals are accustomed to various noises and the town guard does not go into the cemetery at night.

VICTORY CONDITIONS:

After the game ends calculate the Victory Points scored by the players:

- 1 VP for each commoner killed (of any opponent);
- 2 VP for each hero killed (of any opponent);
- 7 VP for taking the spell book out the board through one of the marked board edges (safe escape routes);
- -3 VP for taking the spell book out the board through a different board edge;
- 3 VP for having the spell book at the end of the game;
- Remember about additional points for the Knife in the Back rule

The player with most Victory Points wins. If the player received 7 VP for taking the book out the board then he also wins any possible draws. In other cases the game may end in a draw.

NOTES:

- Initiative in the first turn is established normally.
- When someone takes the spell book out the board the game ends immediately
- Night: the maximum line of sight length is 8 spaces. All shooting and Perception tests are performed with a -1 penalty.
- The spell book was hidden by the clerk. The probable place of hiding is the room in which he lived. On the other hand, he also had the keys to the boxes with donations for the poor by the side altars, he also often took care of his mother's grave on the cemetery. He could hide the book in one of those places—they must all be searched. In order to do this a Character must be on the space with the generic counter and perform a full action (no test). Draw an event card and compare its value to the table below. If any of your Characters have Connections or Divination skills you may deduct the total of Connections and Divination values from the value of the drawn event card. If the test is a success the book was found—remove all counters from the board. The Character that found the book receives a letter counter that symbolizes it. If the test is failed remove only this single counter from the board.

Number of counters on the board	Required card value
4	I or less
3	V or less
2	X or less
1 (last counter)	Automatic success

EVIL SPIRIT

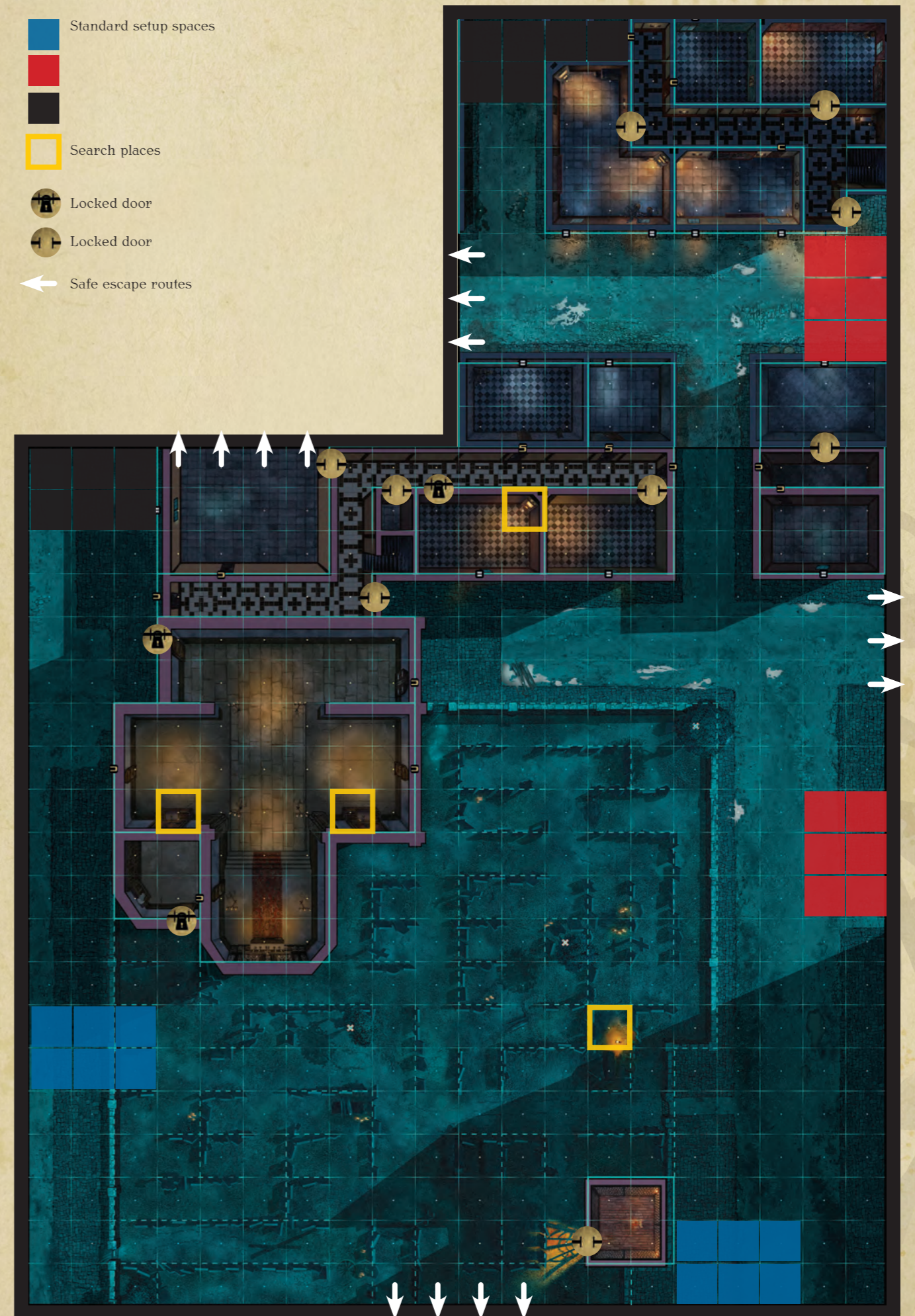
The evil spirit really haunts the area. Every turn in the Cards Phase the player with the lowest amount of points for killed enemy Characters can choose any figure on the board. This Character must immediately make a DL:7 Fortitude test or be knocked down. In case of a Misfortune the Character becomes knocked out.

If several players have the lowest amount of points then each draws a magic card. The one with the lowest card chooses the target for the evil spirit.

The spirit cannot target Characters with the Demon or Vampire rules, having the Faith rule, or holding the clerk's spell book.

Evil spirit had opened some doors—see map.

- Standard setup spaces
- Search places
- Search places
- Search places
- Locked door
- Locked door
- Safe escape routes



THE ROCKBURST

(ADVENTURE SCENARIO FOR 2-4 PLAYERS)

The famous bandit Melcher prowling the area of Vienna disappeared. People are saying he was killed and left rich treasures. Many daredevils are searching the caves where his hideout was. However it turns out that Melcher is alive and well. He mined and blew up the cave entrances. What is more the cave itself is on the brink of collapsing. The explosion survivors race towards the last exit.



BAND COMPOSITION:

This is an adventure scenario for 2 to 4 players. Each band includes 3 heroes and 2 commoners.

BOARD AND CHARACTERS SET UP:

The players, starting with the first one alternate to deploy their Characters on spaces marked on the illustration. In a 2-player game one is Red and the other one is Blue. In a 3- or 4-player game they choose colors in accordance to 3-4-player game procedure.

After set up is completed the players, starting with the last one choose one of their Characters (a human) and give him a treasure counter (use the ring counters for this).

VICTORY CONDITIONS:

The objective of the game is to escape from the collapsing cave with as many Characters as possible, with the treasures symbolized by the ring. After 5 turns the cave collapses and the game ends.

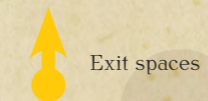
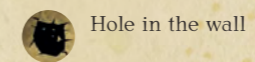
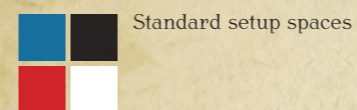
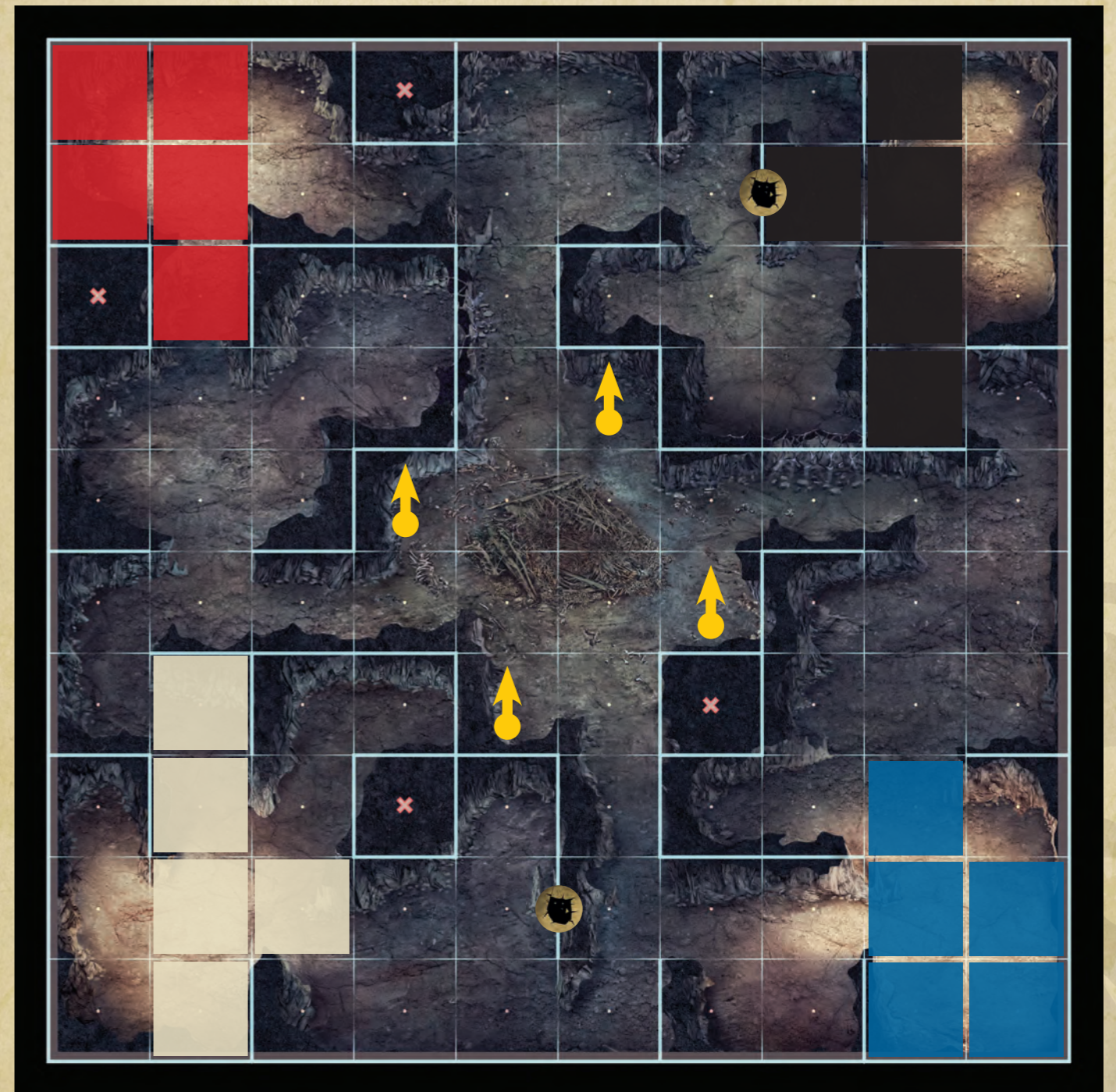
After the game calculate the Victory Points scored by the players:

- 1 VP for each Character that escaped from the cave;
- 1 additional VP for the player whose Character was the first one to escape;
- 2 additional VP for the player whose Character was the last one to escape;
- 2 VP for taking the ring out;

The player with the most Victory Points wins. The game may end with a draw.

NOTES:

- The first player has the Initiative in the first turn.
- The players start the game with 2 cards and draw 2 cards each turn.
- The explosion made openings in some walls—place destroyed wall counters on them. They are treated as open edges.
- A Character standing on a marked space may exit the cave by spending 2 movement points.



THE BLASPHEMER

(ADVENTURE SCENARIO FOR 2-4 PLAYERS)

The city is in an uproar. One of the wealthy merchants was to commit a great blasphemy. He managed to escape the city guard and hide. The players' Bands scour the catacombs to get the blasphemer hiding there.



BAND COMPOSITION:

- This is an adventure scenario for 2 to 4 players. Each Band includes 3 heroes and 1 commoner.
- A local and 2 footmen (pistol) are not included in the draft—they are NPCs in this scenario.

BOARD AND CHARACTERS SET UP:

The players, starting with the first one alternate to deploy their Characters on spaces marked on the illustration. In a 2-player game one is Red and the other one is Blue. In a 3- or 4-player game they choose colors in accordance to 3-4-player game procedure.

After the deployment is completed the first player draws an event card and places the Blasphemer (Local) in accordance to the number on it. He also specifies what type of Local is used. Footmen with pistols re placed on the remaining two spaces.

Next specify the players' objectives—see notes.

VICTORY CONDITIONS:

After the game ends calculate the Victory Points scored by the players:

- 1 VP for each killed Commoner (of any opponent);
- 2 VP for each killed Hero (of any opponent);
- Remember about additional Victory Points for the Knife in the Back rule
- You do not receive any points for killing Footmen of Locals.

The player with the most Victory Points wins. The game may end in a draw.

NOTES:

- The Footmen are NPCs with the Guard rule. The Blasphemer is a neutral NPC. If somebody gets the "Protect the Blasphemer" task, then these Characters are no longer NPCs but join his Band
- The Blasphemer never tests Morale.
- The game uses the Town Guard counters. There are as many as the number of players' Characters +4. The game ends after the last Town Guard counter id discarded.
- The players start the game with 2 cards and draw 2 cards every turn.

PLAYERS' OBJECTIVES:

- If any player plays with the Order of the Broken Cross then he automatically receives the "Protect the Blasphemer" objective
- If any of the players plays with the Monster Hunters then he automatically gets the "Kill the Blasphemer" objective
- Other factions get a random task by drawing an event card, starting with the first player. The objectives are open information:

I-IV—Protect the Blasphemer

The Blasphemer and Footmen become members of your Band. If the Blasphemer is on the board at the end of the game and is still a member of your Band then you get 5 VP. Only one Band can receive this objective. Other player that draw it must draw again.

V-X—Recruit the Blasphemer

During the Words Phase your Character on a space adjacent to the Blasphemer may convince him to change sides (even if he already is a member of a Band). Perform the test as for recruitment of a neutral NPC. Despite the recruitment of the Blasphemer he can still be recruited according to the same rules by other Bands with the same objective or with the "Protect the Blasphemer" objective. If the Blasphemer is on the board at the end of the game and is a member of your Band then you get 5 VP.

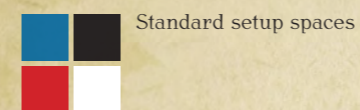
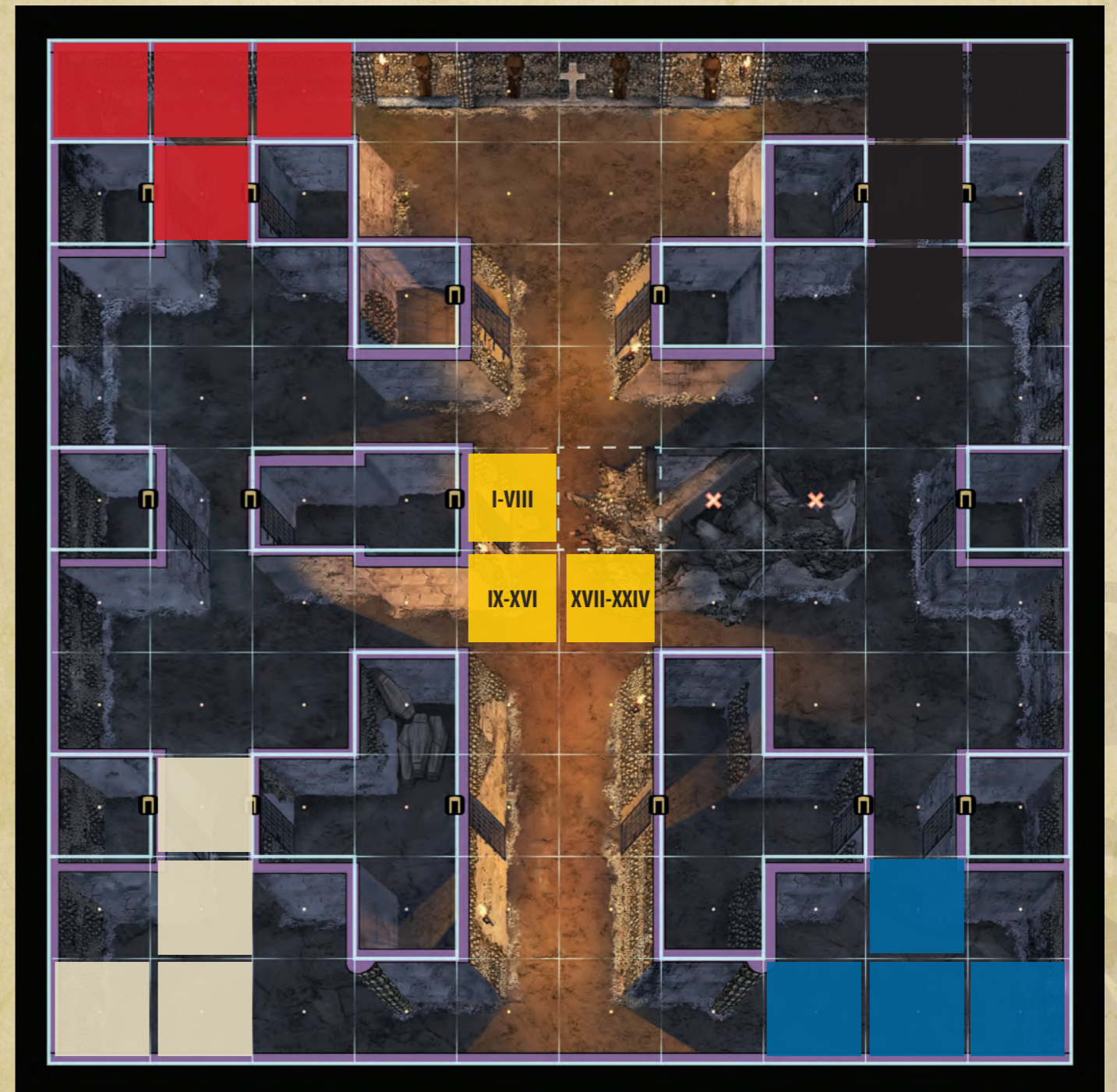
XI-XVI—Capture the Blasphemer

Your Character that won a close combat with the Blasphemer and stroke the hit that killed him, you can decide to capture him instead. Do not discard the town guard counter. From this moment the Blasphemer is no longer activated, in close combat he will always avoid fighting and is treated as a figure from the Band of the one who captured him (for scoring, attack targets etc.). The figure that captured him cannot run or move diagonally. The figure also has one less movement point. After you make a move place the captured Blasphemer on any adjacent space. If the figure that captured the Blasphemer is killed and there are no friendly figures on adjacent spaces then the Blasphemer returns under the control of the previous player (or becomes an NPC if nobody controlled him). If by the Blasphemer there is a figure friendly to the one that captured the Blasphemer then it becomes the new "carer" of the captured Blasphemer (if there are several such figures then their owner decides which one). If the Blasphemer is on the board and captured by you at the end of the game then you receive 5 VP.

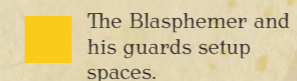
XVII-XXIV—Kill the Blasphemer

The Blasphemer must die. If the Blasphemer is killed by your figure then you receive 5 VP, if by another player's figure, then only 2 VP.

- We leave it to the players to come up with a story why they perform a specific objective. For example the honorable Defenders of the Crown may protect the Blasphemer because they know that the accusations are false and the evidence forged.



Standard setup spaces



The Blasphemer and his guards setup spaces.

THE POSSESSED

(ARCHENEMY)

*The Band must get the Possessed to a chapel and perform a ritual.
The Arch-enemy must prevent them from this by attacking the players or desecrating the altars.*



NUMBER OF PLAYERS:

Archenemy

2-4 Band players

FORCES:

The Band: Each player has 2 Characters: 1 hero and 1 Commoner.

Arch-enemy: The same amount of Heroes as the Band and 1 less Commoner.

For example in a game against 3 players the Arch-enemy has 2 Commoners and 3 Heroes. Arch-enemy can start the game with a single Character with the cost of 8 or 9 gold. If he uses this option then he must replace 1 of his Heroes with a Commoner.

In this scenario the Gypsy is the Possessed—place her aside when creating the Band and the Arch-enemy's forces.

BOARD AND CHARACTERS SET UP:

Place 1 generic counter on each space marked yellow.

Then the Band and the Arch-enemy alternate placing one figure on the board. The first figure must be placed by one of the Band's players, then Arch-enemy, then Band's player again followed by Arch-enemy etc.

The Possessed (Gypsy) is placed last.

VICTORY CONDITIONS:

- Each enemy Character killed is worth 1 VP (exception below);
- Each of Arch-enemy's Commoners killed is worth 0 VP;
- Each enemy Hero killed is worth 2 VP;
- 5 VP for the Band if it manages to perform the cleansing ritual;
- 5 VP for the Arch-enemy, if he captures the Possessed;
- 0 VP if the Possessed is killed.

NOTES:

- The Band has initiative in turn 1.
- The game uses the town guard counters. Use 14 counters with 2 players in the Band, 17 with 3 players and 20 with 4.
- The Possessed is a normal figure of the Band. The first player is controlling her. She never tests Morale, she

may not be the target of Unexpected Complications.

- If the Possessed is on a space with a yellow counter then any Character on an adjacent space may, during its own activation, perform the cleansing ritual. It is a full action. When it is completed the Possessed is freed and the game ends.
- The Arch-enemy wants to capture the Possessed. If she loses a close combat and would receive a killing blow then instead she can be forced to surrender. Do not discard the town guard counter. The Possessed does not count as a Character anymore—she no longer activates, fights and so on. The figure that captured her cannot run or move diagonally. Also it has one movement point less. After making the move put the captured figure on any adjacent space. If the Arch-enemy's figure, that captured the Possessed, is killed and there is no other Arch-enemy's figure on an adjacent space, then the Possessed is controlled by the Band. If there is an Arch-enemy's figure on an adjacent space then it becomes the new controller of the captured Possessed (if there are several such figures then the Arch-enemy decides which one).
- The Arch-enemy's figure that is on a space with a yellow counter may desecrate the altar. This is a partial action. When it is done discard the counter.
- Night: the maximum line of sight length is 8 spaces. All shooting and Perception tests are performed with a -1 penalty.

UNEXPECTED COMPLICATIONS:

I-IV—A Thug!

Place any Thug minion on the space marked with R (if he is available). He belongs to the Arch-enemy's force and can be activated as normal in this turn.

V-X—A Noisy Passer-by:

A Character must perform a DL:7 Charisma test. Failed—discard a guard counter.

XI-XIV—A Ghost:

A Character must perform a DL:6 Fortitude test. If failed: it must spend 2 movement points to move away in a random direction (specify card colours to four board edges and draw an event card to choose the direction). In its activation it may perform only a partial action.

XV-XVI—Tangling Roots:

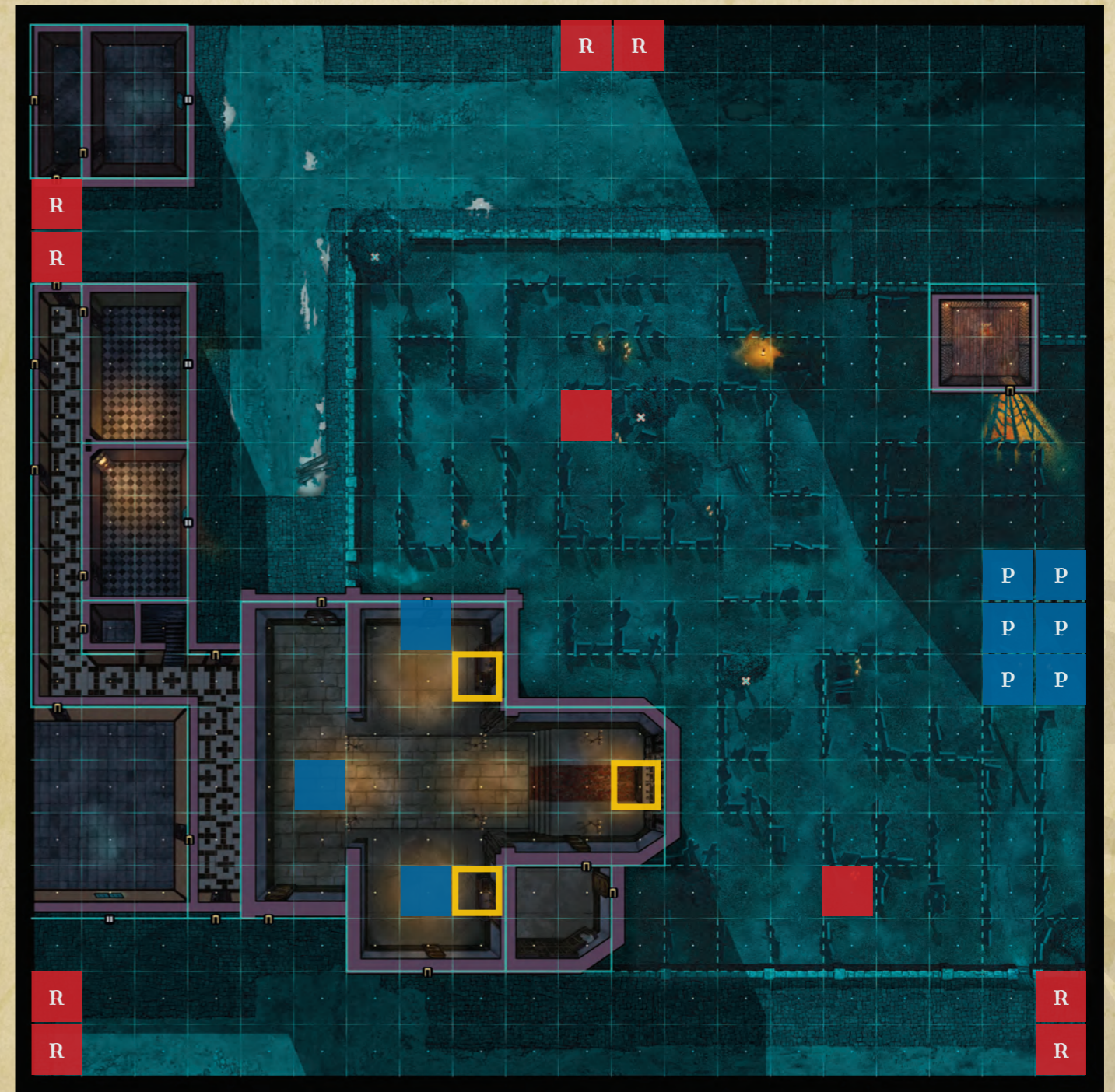
A Character must perform a DL:5 Perception test. If failed the Character falls down.

XVII-XX—Rain:

It starts to rain. DL of all the shooting tests when using firearms is increased by 1. Visibility is limited to 6 spaces. Rain lasts until the end of the game or until this effect is drawn again.

XXI-XXIV—Its Only Rats

Nothing happens.



- Band deployment
- Arch-enemy's deployment
- P The Possessed
- R Arch-enemy's and minions deployment
- Ritual performance location

STORMING THE PALACE

(BATTLE SCENARIO, 2 OR 4 PLAYERS)

The Reds decided to attack the residence of a rich burgher. It is well-protected but for some reason they made this desperate decision...



BAND COMPOSITION:

- This is a battle scenario for 2 or 4 players. Perform the draft according to rules for 3-4 players and prepare Bands with a specified amount of gold. For a 4-player game we recommend 40 gold per player.
- In a 4-player game use 2-player teams (see team-play p. Xyx).
- The Burgher and the Courtesan do not take part in the draft—they become scenario NPCs.

BOARD AND CHARACTERS SET UP:

The scenario is played on the 2 joined maps presented below.

Starting with the first player the players alternate to deploy their Characters on the spaces marked on the map. The red team may also deploy their Characters on spaces marked with "R", the Blue team may only place reserves on such spaces.

In addition every player must have 4 Characters in reserve. At the start of every turn (excluding the first one), each player, starting with a randomly picked blue player, deploys 1 Character from reserve on any space marked with "R".

After all Characters are deployed and before drawing the objective, randomly choose one of the Blue player's Characters. You may do this by drawing an event card for every figure. The character with the lowest value card receives a letter that can be a secret objective for the Red Player. The letter is visible to Red Player—place it at Blue's Character card or miniature. After the Character with the letter is picked reshuffle the events deck.

The game uses town guard counters. In a 2-player game use as many counters as the number of Characters +2.

In a 4-player game count the Characters in the more numerous team and add 2, this is the number of counters. In addition in such game place the counters on a separate pile. When all the guard counters are in this pile it becomes the new town guard pool. The game ends when all the counters are discarded for the second time.

VICTORY CONDITIONS:

After the game ends count the victory points scored by the players:

- 1 VP for each Commoner killed;

- 2 VP for each Hero killed;
- 7 VP for the Blue Player if the Red Player did not receive points or performance fulfilling the secret objective;
- Due to team-play the Knife in the Back rule is not used.

Player/team with more Victory Points wins. In case of a draw the red player/team wins if they performed the secret objective (even partially). If not then the Blue player/team wins.

Secret Objective: before the game starts the Red Player draws an event card in secret and checks its value:

I-VIII—Kill them! The Courtesan was a spy and brought important information. We do not know how much she managed to tell the Burgher, but we cannot take the risk. They both must die. 3 VP for killing one of them and 7 VP for killing both. In a 2-player game respectively 2 VP and 5 VP. These points are scored in addition to points for killing 2 Commoners.

IX-XVI—Attack the upper floor. The ground floor is only the beginning. We must attack the rooms on the upper floor as important documents might be there. It is best to attack from two sides so they cannot escape. You must leave the board taking the stairs to the upper floor. If your Characters (regardless how many) leave the board through one of the marked spaces you receive 3 VP, if

they leave with both marked spaces—7 VP. In a 2-player game respectively 2 VP and 5 VP

XVII-XXIV—Get the letter! One of the Blue Characters carries an important letter, its publication might influence the election. The Character still keeps the letter counting on a reward. We will pay him with cold steel and take what is ours! We must get the letter held by the Blue team. If at the end of the game the letter is carried by a Red Character the red player gets 7 VP (5 VP in a 2-player game).

Only the Red Player knows the true secret objective.

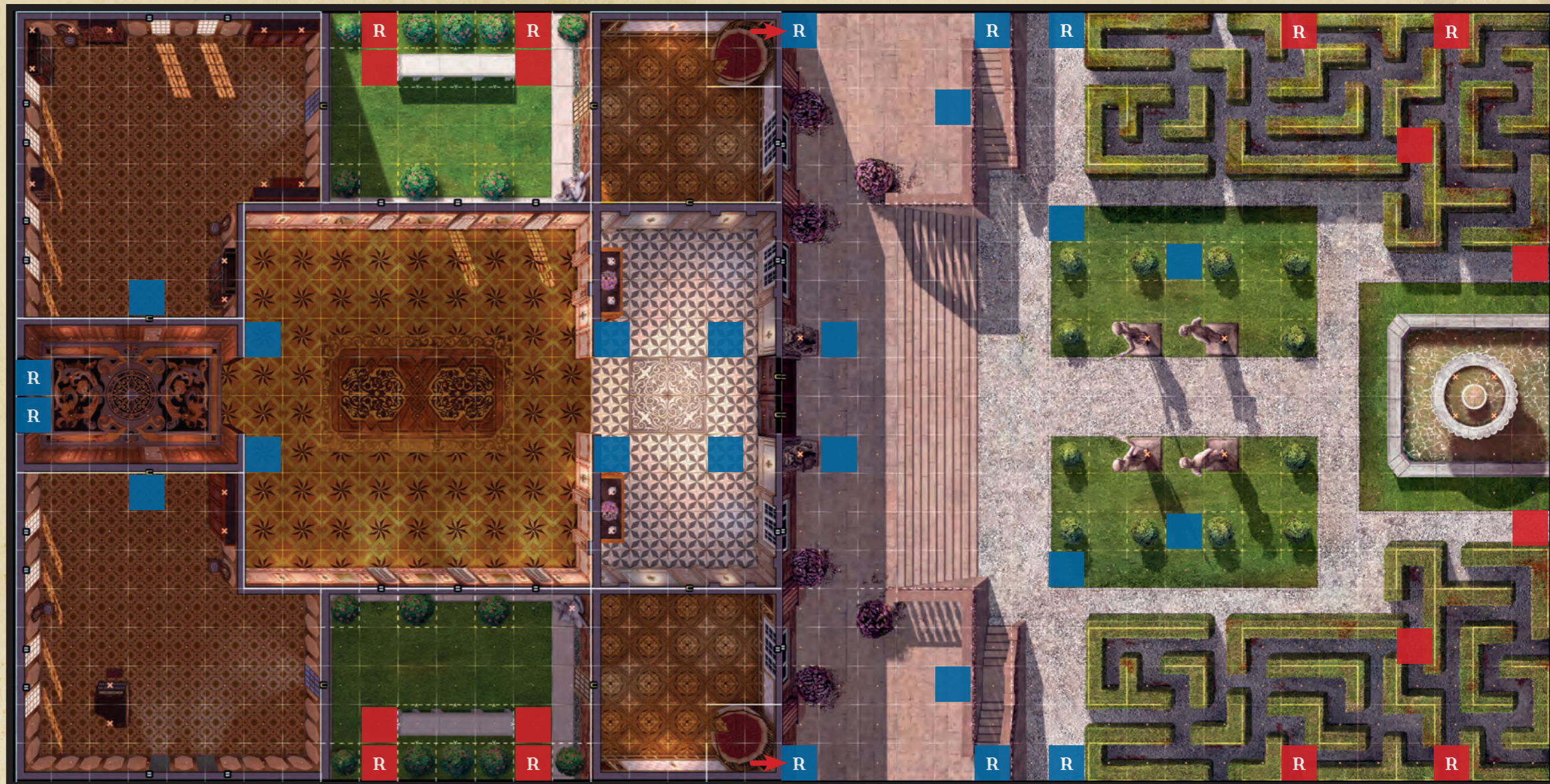
NOTES:

- The red player has the initiative in the first turn.
- The Burgher and the Courtesan are a part of the Blue team. They do not test Morale (treat them as Heroes).

 Setup spaces

 Setup and reserves spaces

 Space through which the red Characters may leave the board



THE FOREST SLAUGHTER

(BATTLE SCENARIO, 4 PLAYERS)

This and the following scenarios are modifications of scenarios from the basic set, adjusted for team a game for 4 players. We encourage you to modify the scenarios on your own.

BAND COMPOSITION:

The draft and Band construction up to the chosen amount of gold should be done according to normal battle scenario rules. Do not include Thugs or Locals in the draft as they are NPCs in this scenario.

BOARD AND CHARACTERS SET UP:

The Burgher and the Thugs should be placed on the specified spaces (also those marked with "R"). The Blue team places the ring on one of the Thugs.

Starting with the Blue, players alternate to deploy one Character on the specified spaces. In addition each player must put at least 4 Characters in reserve. At the start of each turn (excluding the first), each player, starting with randomly picked Blue player, deploys 1 Character from reserve on any of the free spaces marked with "R".

VICTORY CONDITIONS:

After 9 turns the game ends and the victory points are counted:

- 1 VP for each enemy Commoner killed;
- 2 VP for each enemy Hero killed;
- If the secret objective was fulfilled (see below), the Red team gets 7 VP. If not then the Blue team gets 7 VP.

The team with more VP wins. In case of a draw the red team wins if the secret objective was fulfilled.

If not then the Blue team wins.

Secret Objective: before the game starts the Red Player draws an event card in secret and checks its value:

I-VIII: Convince the merchant. The Burgher is a neutral NPC. Attacking him before he joins one of the Bands costs -3 VP. Killing him after he joins one of the Bands is worth 1 VP. If this objective was drawn the red team scores 7 VP if at the end of the scenario the player is alive and joins their Band. If not then the Blue Player scores 7 VP. You may talk to him and recruit him even if he is not the real objective, but in such case he does not grant VP.

IX-XVI: Recover the document. A thief that was hung not long ago had a secret message on him. Unfortunately there are two fresh corpses hanging from the gallows and nobody knows which is the right one. Searching the body is a partial action that does not require a test that can be performed only on the space with the corpse. When performing the action draw the top card from the events deck: if it is red [♥, ♠], put the letter on

the searching Character. If it is black [♣, ♣] place the letter on the other space with a corpse.

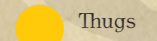
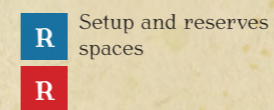
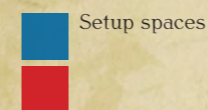
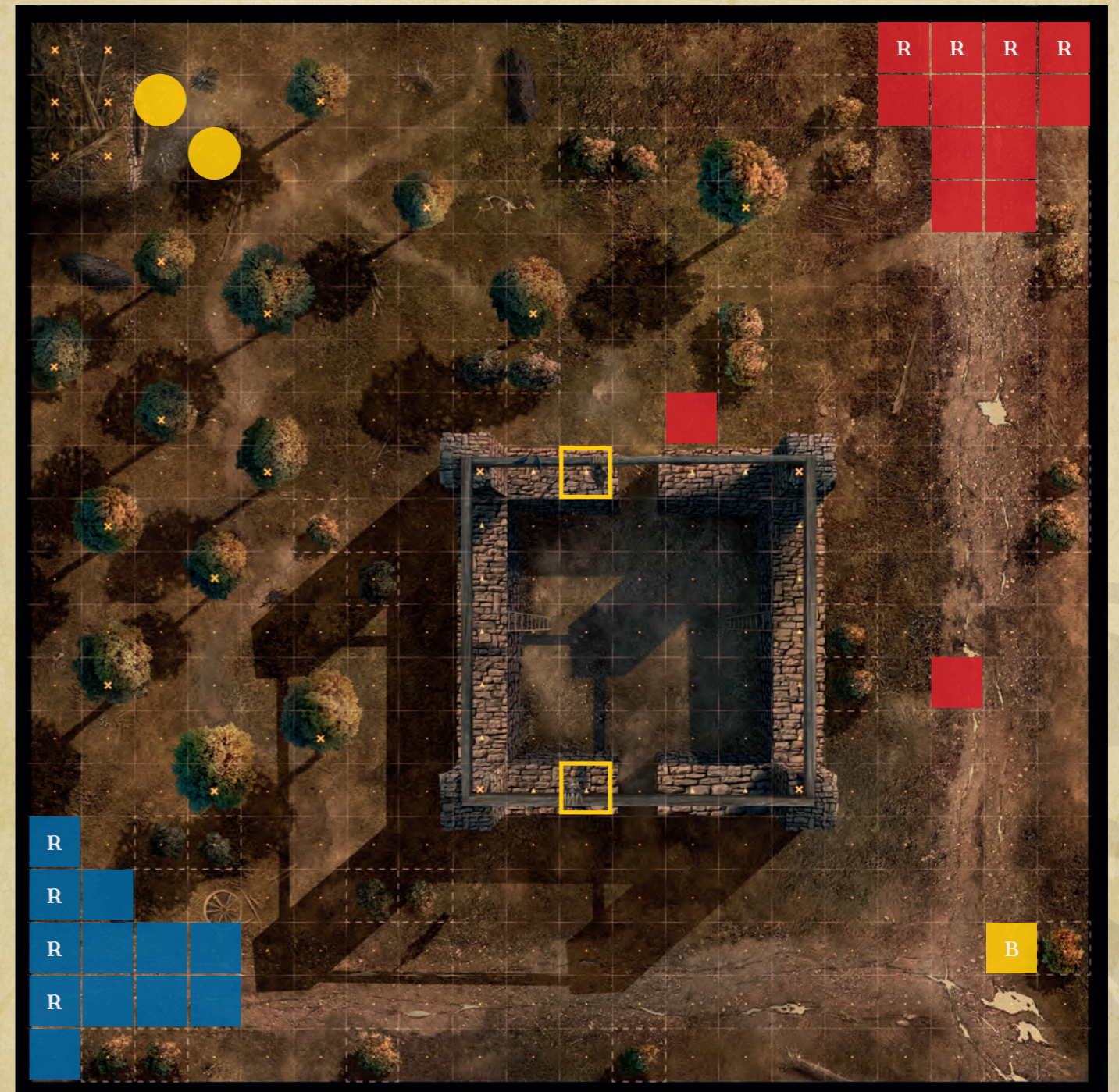
If this objective was drawn the red team scores 7 VP if at the end of the scenario the letter is held by their Character. If not then the Blue player scores 7 VP.

XVII-XXIV: Precious Loot. The Thugs managed to get a ring from one of the elector's envoys and it must be recovered. You may pick it up after the holder is killed. Thugs are neutral NPCs with guarding objective. Inconspicuous Characters may approach them and try to steal the ring using Pickpocket skill. They may also try to convince them to give them the ring. This requires an opposed Charisma test that can be performed by an Inconspicuous Character on an adjacent space. This test must be won by 5 in order to succeed. If won by less than 5 there is no effect. Failure (even without Misfortune) causes the Thug to get nervous and the Character loses its Inconspicuousness. If this objective was drawn the Red team scores 7 VP if at the end of the scenario the ring is held by their Character. If not then the Blue Player scores 7 VP.

Only the Red Player knows the real secret objective. They can bluff by, for example, sending several Characters for the letter to turn the attention away from the Merchant.

NOTES:

- The Red Player has the initiative in the first turn.
- The game ends after 9 turns. You may use the town guard counters to count turns but normal intervention rules do not apply.



THE ATTACK AT DAWN

(BATTLE SCENARIO, 4 PLAYERS)

The Red team prepared an attack on the Blue team's headquarters. The objective is to inflict as many losses as possible to the enemy, but also to perform one of the additional tasks—free a comrade, destroy a valuable cargo or steal important information.



BAND COMPOSITION:

The draft and Band construction up to the chosen amount of gold should be done according to normal battle scenario rules.

BOARD AND CHARACTERS SET UP:

Place packs (use single boxes as supply packs) and counters according to the map.

One Commoner from each team should not be deployed but kept by the board. The Blue one is a guard and the Red one is the prisoner (see below). In addition the Red team may keep up to two Inconspicuous Characters and have them enter the game in round two or later by placing them on spaces marked with "I".

In addition every player must have 4 Characters in reserve. At the start of every turn (excluding the first one), each player, starting with a randomly picked Blue Player, deploys 1 Character from reserve on any space marked with "R".

All the remaining Characters from the blue team are placed on specified spaces (excluding the spaces marked "R" and "G"). Then the Red team places all their Characters on the specified spaces (excluding the spaces marked "R" and "I").

VICTORY CONDITIONS:

After the game ends (the last town guard counter is discarded) count the victory points:

- 1 VP for each enemy Commoner killed;
- 2 VP for each enemy Hero killed;
- If the secret objective was fulfilled (see below), the Red team gets 7 VP. If not then the Blue team gets 7 VP.

The team with more VP wins. In case of a draw the Red team wins if the secret objective was fulfilled. If not then the Blue team wins.

Secret Objective: before the game starts the red player draws an event card in secret and checks its value:

I-VIII: Free the prisoner. The prisoner must be freed and be on the board alive at the end of the scenario.

IX-XVI: Destroy the supplies (boxes). The Red player must destroy 3 supply packs in the warehouse. This requires a partial action and a DL:6 Strength test while standing on a space adjacent to the box.

XVII-XXIV: Get the letter. The letter must be held by a red team's Character at the end of the scenario (it can

leave the board with it). You must spend a partial action and pass a DL:6 Perception test while standing on the space with the letter. If the Character is successful take the letter from the board and place it on their Character card. Only Red Characters may search for the letter.

Only the red team knows the real secret objective. They can bluff by, for example, sending several Characters for the prisoner to turn the attention away from the letter.

NOTES:

- The Red team has the initiative in the first turn and must be the first to activate.
- The number of town guard counters is the total of Characters in the more numerous team + 2. Place the counters on a separate pile. When all the guard counters are in this pile it becomes the new town guard pool. The game ends when all the counters are discarded for the second time.
- Locked doors can be opened using the Pick Lock skill using normal rules. Blue Characters may open such doors normally (we assume they have the keys), but later, until the end of the game, the doors count as unlocked.
- The guard and the prisoner: these Characters are not deployed on the board at the start of the scenario. If any Blue Character moves onto any space in the room with the guard, the guard is placed on the specified space and he may activated normally. The prisoner is killed (the player team gets 1 VP for a Commoner killed). If a red Character enters the room before a blue one put both the guard and the prisoner on the specified spaces. The prisoner may not be activated until it is freed. Freeing a prisoner is a partial action that requires no test, it may be performed only by a Character on a space adjacent to the prisoner.



	Setup spaces		Reserves spaces		Guard		Table
					Prisoner		
	Inconspicuous setup spaces		Commoners setup spaces		Open door		
					Supplies (single crates)		

THE CURSED RING

(BATTLE SCENARIO, 2-4 PLAYERS)

*You must find a ring hidden in one of the graves at the cemetery.
When your scouts are very close a cloud covers the moon. For
a moment it is so dark that you must feel your way forward.
When the moon comes out again it turns out you are not alone
on the cemetery.*



BAND COMPOSITION:

This is a battle scenario for 2-4 players. Perform the draft according to rules and prepare Bands using the agreed amount of gold. We recommend 40 gold per player.

BOARD AND CHARACTERS SET UP:

Starting with the first player the players alternate to deploy their Characters on the board on spaces marked on the map.

Place a generic counter on the yellow space. It denotes the grave where the ring is hidden.

The game uses town guard markers. In a 2-player game use as many town guard counters as the number of Characters +2. The game ends when all the counters are discarded.

In a 3-4-player game the rules are different. In a 3-player game the number of town guard counters is equal to the total number of Characters in the two least numerous Bands. In a 4-player game the number of town guard counters is equal to the number of Characters in the two most numerous Bands +2. Discard the counters onto a separate pile. When all the town guard counters are on the pile it becomes a new pool of town guard counters. The game ends when all the counters are discarded for the second time.

VICTORY CONDITIONS:

After the game ends calculate the victory points scored by the players:

- 1 VP for each Commoner killed (of any opponent);
- 2 VP for each Hero killed (of any opponent);
- 7 VP for holding the ring at the end of the game (5 VP in a 2-player game);
- Remember about additional points for the Knife in the Back rule

The player with the most victory points wins. If the player scores 7 VP (5 VP) for holding the ring he also wins any draws. In other cases the game may end with a draw.

NOTES:

- Establish the Initiative in the first turn normally.
- Night: the maximum line of sight length is 8 spaces. All shooting and Perception tests are performed with a -1 penalty.
- In order to find the ring you must search the grave. The grave is already dug up—all you need to do is to check the body. The grave can only be searched by characters that are not lawful, do not have the Faith skill, are not in close combat, knocked down or knocked out. Searching of the grave is a partial action. When performed the ring is held by the Character that searched the grave.
- Cursed ring. The ring is really cursed and sucks vital energy from the wearer. In the Morale Phase make DL 6 Fortitude test of the wearer. Failure means that the wearer receives 1 wound (regardless of his armor). If he gets killed by the ring nobody receives VP.

