

Anno Domini

1666



PLAYBOOK

INTRODUCTION

The Playbook is a document different than the Rulebook in that it does not contain core rules for card play, movement etc. What you can find here instead are scenarios, detailed setup instructions, additional equipment, rules for special game modes (Archenemy and campaign play). If you have not done so yet, please read the Rulebook first. Once you have a basic grasp of the rules, read the first section of the Playbook to learn how to set up the game, and play the first adventure scenario—Murder in the Tavern. There is no need to read about all the scenarios and game modes until you are ready to play them.



EXPANSIONS

There are multiple expansions available for Anno Domini 1666. They contain new characters, whole new factions, boards, scenarios, etc. Most of these can be used entirely within the scope of these rules—you simply have more mercenaries or factions to choose from. Others will also contain extra rules needed to use them.

If this playbook refers to concepts that are not available to you (e.g. there are no Mercenaries in the base game), you can safely ignore those parts.

FACTIONS

Note the coats of arms in the top left corners of Character Cards—these indicate the Faction affiliation of the Character. If the coat of arms is split, the left Faction is considered the primary faction of the Character, and the right one is considered secondary.

This coat of arms can also be found on the relevant Faction card. Faction cards contain information necessary for building your bands and Faction-specific rules.



The Locals and the Mercenaries have their distinct coats of arms, but do not have Faction cards and are not considered full-fledged Factions. Players may not pick them as their Faction for the game. Instead, they are drafted (see below) and added to Bands later during the Band building.

SETTING UP THE GAME

- Choose the preferred style of play—Adventure or Battle. If you wish to play the Archenemy of Campaign mode, they are described later.
- Choose a Scenario of the preferred style. For your first game we recommend the 'Murder In the Tavern' Adventure Scenario.
- Choose the sides each Player will take—Red or Blue. If you would rather randomize, shuffle one of the Player Decks and have one of the Players draw a card. If the Card is red (♥ or ♠), the Player plays the Red side. Otherwise, he or she plays the Blue side.

- Pick Factions (Red Player picks first).
- Proceed to build the Bands (see below).

BUILDING THE BANDS

Each Player collects all available Character cards for their chosen Faction. In case of Characters affiliated with two Factions (split coat of arms), take the Character if its primary Faction matches yours, or if the secondary Faction matches yours and the primary Faction does not match your opponent's chosen Faction. Characters that are not affiliated with any of the Players' chosen Factions, are not Locals, and are not Mercenaries, are discarded and will not be used in this particular game.

THE DRAFT

All characters that have the Local or Mercenary affiliation, and are not affiliated with the chosen Player Factions, enter the draft. During the draft Players will pick Characters to flesh out their Bands, but note that you are not forced to use all drafted Characters. They will form a unique pool for you to choose from.

Important rule for Adventure Scenarios: Discard all characters with Gold Cost 8 or more. They are never used in Adventure Scenarios.

For multiple cards matching a single Character, e.g. Thief I, II, and III, use the basic version (Thief I in this case) for the draft. The Player who picks that character may swap the card for an alternate version (Thief II) after the draft.

Some scenarios require particular Locals or Mercenaries to join a particular band (see below), or assign them an NPC role. If this is the case, do not include these Characters in the draft. For example, in the Get Shorty scenario the Thief is an NPC, so he may not be a part of either band.

- Shuffle all available Mercenary Character cards, draw six, and put them face up next to each other in the middle of the table. If you have fewer than six Mercenaries, use all of them.
- Place all available Local Character cards face up next to each other and next to the Mercenary Characters.
- Starting with the Blue Player, Players alternate picking one card each until all cards have been picked. These cards are added to their Faction Characters to form their respective Character pools. From this Character pool you will choose the actual band you are going to use during the game (see the next step, Choosing the Characters).

You may draft Characters that you are unable to use in the game. For example, when playing Defenders of the Crown, you may draft evil and chaotic characters just to deny them to your opponent.

Characters that are part of your Character pool (i.e., your Faction Characters plus the ones you drafted), but were not

chosen to be in your Band, do not contribute with their skills. For example, if you have a Character with the skill Wealthy (which grants extra currency to buy additional equipment) in your Character pool, but you don't choose it to be included in your final band, you may not use the extra currency.

If you would rather skip the draft, you can simply distribute the Characters randomly between the Players. Shuffle all available Mercenaries and deal an equal number to each Player, then do the same with the Locals.

CHOOSING THE CHARACTERS

Adventure Scenarios simply indicate how many Heroes and Commoners each Player may field. Choose the appropriate number of Characters from your Character pool. Ignore Gold and Connections cost. Please note that Characters with Gold cost of 8 or more should have been discarded before the draft. You must still observe Character restrictions on your Faction card (e.g. a Defenders of the Crown band may not include evil or chaotic Characters).

Battle Scenarios allow for more free-form Band building. Take a look at your Faction Card. Your band must meet the following conditions:

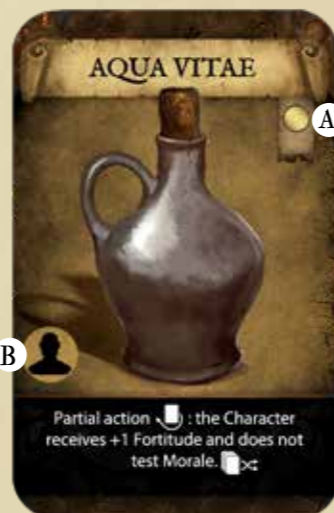
- The maximum number of Characters is indicated on the Faction card. The Faction card may have more slots than that to allow some flexibility when picking Heroes and Commoners.
- You must field the Band Leader indicated on your Faction Card.
- You must field all the Characters designated by the full colour portraits on the Faction Card. The faded portraits indicate optional characters.
- The total Gold Cost of all Characters in your Band (including the mandatory ones required by the Faction Card) must be 45 or less. Players may also agree to increase or decrease this amount if they wish. We recommend trying 35 Gold for a smaller skirmish and 55 for a grand battle.
- The Connections Cost of Characters must be covered by the Connections Skill of others. For example, if you wish to field Characters with a total Connections Cost of 3, your other Characters must have their combined Connection Skill ratings total at least 3 or more.
- The Faction Card may specify additional restrictions, for example your band may not be allowed to include Characters with a certain alignment.

Take note of the card symbols next to the character slots on your Faction Card. After building the Band, count the symbols next to the slots you used. They indicate how many cards you receive at the beginning of each turn. Two "half-card" slots filled count as one card. A single "half-card" slot does not grant a card.

If the scenario assigns extra mandatory characters to your band, you do not need to pay for them in either gold or connections, they do not count against your Character limit,

and they do not have to obey the restrictions listed on your Faction card. In other words, build your band normally, and then add the extra Character or Characters. If they have multiple versions (e.g. Thief I, II, or III) you may choose which one you want to use. In the unlikely case that you run out of base rings, use generic counters or any other convenient method to mark extra Characters as parts of your band.

ADDITIONAL EQUIPMENT



A – Kreutzer cost

B – Attach to Character


Additional equipment cards are much like regular item cards, except they have a printed kreutzer (coin) cost. They never appear as part of a Character's starting items. Instead, they must be bought separately.


Before the game begins, distribute the additional equipment cards evenly between the players. Players can then buy some (or all) of these cards for the Characters in their Bands. Each Player receives the number of kreutzer to spend indicated on the Faction card, plus kreutzer provided by Characters in the band (due to skills like Wealthy or Gambling). Kreutzer are separate from gold used for buying Characters in battle scenarios. Each piece of additional equipment costs 1 or 2 kreutzer, as printed on their cards. You may not buy more cards than physically available (e.g. you can have multiple Musket Rests, but only one Disguise per band).

Purchased equipment can be distributed among the Characters, but no more than two cards may be given to one Character. After the game begins, these cards may not be transferred between Characters, and if their owner dies, they are removed from the game (much like regular items).

Example: The Blue Player is playing the Royal Musketeers, so she receives 6 kreutzer to spend, as printed on the Faction card. She does not include Porthos in the band, so she does not receive extra kreutzer from his Wealthy skill. She buys 3 musket rests and 3 sets of paper cartridges. These cards don't have to be distributed evenly between the Characters. It makes sense to give one of each to each of her three King's Musketeers, since they have guns.


Equipment cards come in two types:


 – attached to characters

 – attached to weapons

Place the additional equipment near the character or weapon card it is attached to. Unless specified otherwise, additional equipment may only be attached to human Characters (not Beasts, Vampires, Ghouls, Demons etc.). If a card is attached to a weapon, its effect only applies when using the weapon. This type of additional equipment may have extra restriction, e.g. many cards may only be attached to firearms.

Multiple copies of the same additional equipment card do not stack.

 – One use only. Discard after use.

 – This effect lasts until its owner reshuffles their Player Deck.

Ammunition—cards with this keyword may only be attached to certain types of ranged weapons (usually Firearms). Unless stated otherwise, they are single use only. Using ammunition must be declared before making the shooting test. Ammunition is discarded even if the attack misses.

PROMOTED CHARACTERS



Expansions for Anno Domini 1666 contain Character cards for promoted versions of Faction Commoners, for example Dragoon Wachtmeister or King's Musketeer Veteran. They are never used for Adventure scenarios, and may only be used for Battle scenarios if both players agree. They take up one optional Faction Commoner slot on your Faction Card. If the promoted character's cost is printed in a gold coin it counts as a Hero for all purposes, but still uses a Commoner slot.

Their most common use however is for Campaign games, in which your Musketeers and Dragoons can accumulate experience and be promoted to Veteran or NCO status. See the Campaigns chapter

SCENARIO SETUP

After you have chosen the Characters for your Band, put the plastic base rings of your color on their bases. Take the item cards corresponding to the starting equipment of your Characters, and arrange them around your Character cards in a convenient and legible manner. For Characters with a Fencing skill greater than 0, put that number of Fencing tokens on their cards (unused side up).

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 in the rulebook.

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. Place your Characters on the board as instructed by the scenario. Shuffle both Player Decks, the Magic Deck, and the Event Deck.

Once all the preparations are complete, begin the first turn. Note that many scenarios determine who has the Initiative on the first turn. If this is the case, skip the Initiative phase.

RANDOM OBJECTIVES

Some scenarios require drawing an Event card before the game begins to determine one or more objectives that will be scored at the end of the game. Usually this card is drawn by the specified player and held in secret from the opponent. The player keeps the card in front of them (it is not reshuffled when the Event deck is reshuffled).

PEACE RULES

Some scenarios use the special rule "Peace". It means that the Red Band is conducting an operation surreptitiously, and the Blue Band begins the scenario mostly unaware of what is going on. "Peace" Scenarios begin in the state of Peace. This state ends whenever any Red Character without an Inconspicuous marker enters any Blue Character's Line of Sight. Additionally, the Scenario may indicate that Peace ends after a set number of turns. In this case do not discard an Alarm counter at the end of the turn on which Peace ended by default.

EFFECTS OF PEACE:

- Do not remove Alarm counters at the end of each turn.
- Blue Player may only activate Characters indicated by the scenario.
- Some Blue Characters may have activation restrictions imposed, e.g. a "guard" character may only be allowed to perform a single Partial Movement per activation and/or only be allowed to move along a set path.
- Some Red Characters that do not have the Inconspicuous skill may still receive an Inconspicuous marker at the start of the game. Assume they have the skill value 1. If a Character already had Inconspicuous, it does not receive any extra benefit.

Once Peace ends, all of its effects end immediately. If this happened in the Action Phase, the Blue Player may "catch up" by activating Characters that haven't been allowed to activate until now. The Characters who got their Inconspicuous markers "for free", lose them. Characters who were inherently Inconspicuous and managed not to lose their markers, keep them.

SCENARIO CHARACTERS

If the scenario uses Local Characters with multiple versions available as NPCs (e.g. Thief I, II, and III), use a random version. If a Local Character with multiple versions is assigned to one of the bands, the controlling Player chooses the version.

REINFORCEMENTS

In some scenarios one or both players do not set up all their miniatures on the board. Some characters can be left off and enter the game on later turns in the Start of Turn step. They are placed on the spaces indicated by the scenario. If there are multiple reinforcement spaces indicated, and some are blocked by other characters (friendly or enemy) you must place the incoming characters on one of the available spaces (you may not voluntarily delay their arrival and wait until the preferred space is freed). If all reinforcement spaces are blocked, the reinforcements are delayed until a future turn.

Example: you were supposed to place a Thug on Turn 2, and then a Hero on Turn 3, but on Turn 2 all reinforcement spaces were blocked and the Thug was delayed. On Turn 3, if there are two or more reinforcement spaces free, place both characters. If there is only one space available, you may decide which character you wish to put in the game.

MAP-SPECIFIC RULES

The rules in the rulebook cover most common space and boundary types. There are times, however, when that may not be enough. To help with some unusual situations, consult the following rules.

PORT/SLUMS MAP



Water spaces: if the center of a space is on water, it is a water space. It may not be entered by Characters, but does not block Line of Sight.

SLUMS



Bank: the bank is an elevated boundary. The planks laid across the bank do not require the climbing manoeuvre, but the spaces on its both sides are still considered lower and higher for the purpose of combat.

PALACE GARDENS



Shallow water spaces: if the center of a space is on water, it is a shallow water space. It costs 2 MP to move into. In Close Combat, the Character in a shallow water space suffers -1 to the Attack Total. Note that if both fighting Characters are in shallow water, their penalties effectively offset.



Stairs: stairs are elevated boundaries for the purpose of combat, but open borders for movement.

Balustrades: balustrades are both elevated boundaries and obstacle boundaries at the same time, so they affect combat, cover, and require both climbing manoeuvres and spending an extra MP as per the rulebook.

GALLOWS



The top of the gallows is **High Terrain**. It may only be entered by using the ladder. Crossing this border costs 2 MP and does not require any tests or manoeuvres.

NIGHT CITY



Pillars: they work similarly to wall borders, but they only block diagonal adjacency. Characters can move and exert zones of control orthogonally through borders around the pillar, but not diagonally across it.

EXTRA TERRAIN FEATURES

Scenarios will often ask you to set up additional cardboard counters on the boards. Unless stated otherwise, they work as follows:



Tables count as two spaces surrounded by elevated boundaries. The border between the two table spaces themselves is open.



Market stalls count as two spaces of high terrain (which usually means they are effectively blocked spaces if the scenario does not provide a way of climbing up on them).



Single crates count as single spaces surrounded by elevated boundaries.



Crate stacks count as blocked spaces.

These extra terrain features count as filling and "overwriting" the entirety of the space, including the borders, even though they are a little smaller than printed board spaces for practical reasons. When measuring line of sight remove the cardboard pieces if needed. The space center remains where it is printed on the board.



ADVENTURE SCENARIOS

MURDER IN THE TAVERN

The Blue Band arrives at the Zur Nixe (Mermaid) Tavern. The owner was supposed to have an important letter for them. By the time they arrive, he's already dead. Suddenly the door opens and one of the Reds burst in. Fighting erupts.



BAND COMPOSITION:

- Red: 3 Heroes, 2 Commoners
- Blue: 2 Heroes, 2 Commoners

BOARD AND CHARACTERS SET UP:

The scenario is played on the depicted quarter of the board (treat the depicted edges as edges of the board). Set up the tables as shown on the map. The marked door is open at the start of the game. The Blue Player places one Hero on the space marked with the letter. Put the Letter token in the Hero's possession (on the Character Card). Players then alternate placing one model each in any of the spaces marked with their color.

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If one of your Characters left the game board with the letter, gain 5 VP;
- If one of your Characters has the letter at the end of the game, but hasn't left the board, gain 2 VP.

The Player with the most Victory Points is the winner. In case of a tie, the Player in possession of the letter wins. If the letter is on the ground, the game stays tied.

NOTES:

- The Red Player has the Initiative on the first turn. He or she must activate first.
- The game ends after you discard all twelve Alarm counters.
- Each player draws 2 during each Card phase.

#12 ALARM COUNTERS



Standard setup spaces



Heroes only setup spaces (may not be left empty)



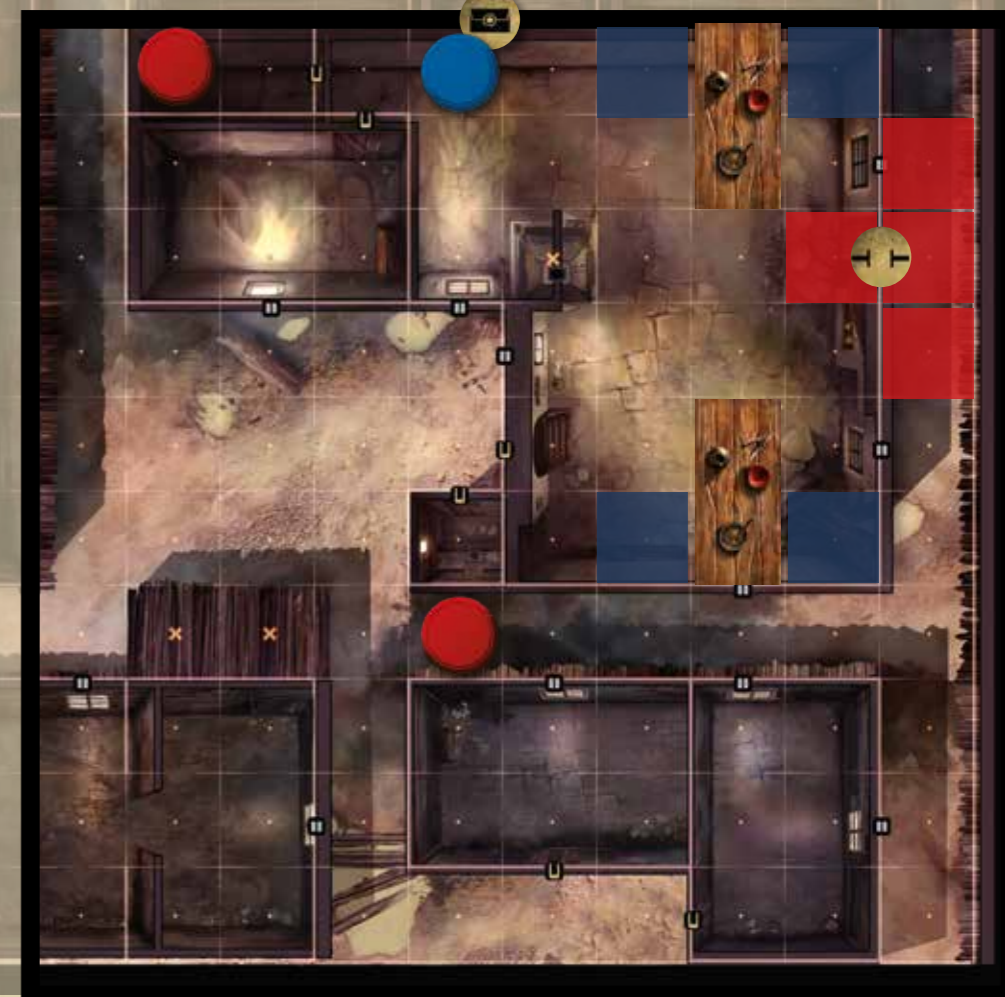
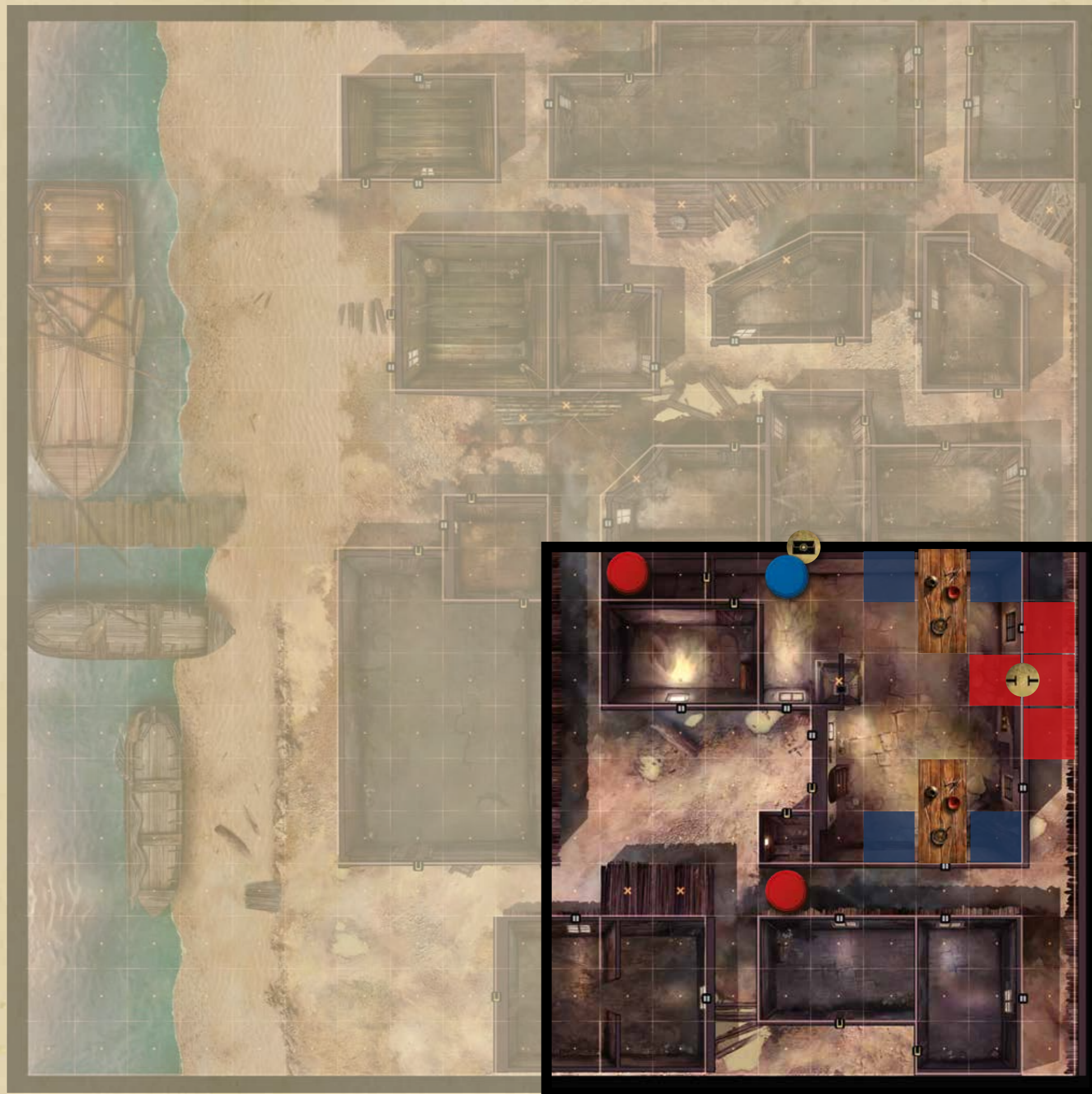
Table



The letter



Open door



GET SHORTY

Both Bands are looking for Shorty, a thief who saw too much. He must be found, and convinced or forced to join your Band and come with you.



BAND COMPOSITION:

- Both Bands: 3 Heroes and 2 Commoners each.

Do not include the Thief in the draft for this scenario.

BOARD AND CHARACTERS SET UP:

The scenario is played on the depicted quarter of the board (treat the depicted edges as edges of the board). Mark the indicated Wall boundaries as breakable. Put one generic counter in each of the spaces marked yellow to mark potential Thief locations. Starting with the Red Player, Players alternate placing one model each in any of the spaces marked with their color.

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the Thief joined your Band and left the board, gain 5 VP;
- If the Thief joined your Band, but hasn't left the board, gain 2 VP.

The Player with the most Victory Points is the winner. In case of a tie, the Player with the Thief in his or her Band wins. If the Thief is still neutral or dead, the game remains a tie.

NOTES:

- On the first turn, determine Initiative normally.
- The game ends after you discard all twelve Alarm counters.
- Each player draws 2 cards during each Card phase.
- Breakable Walls—treat them as locked doors, but they may only be Forced Open, never Lockpicked (see Rulebook). They may not be closed again.
- All windows are considered boarded up. Treat them like Breakable Walls (see above).
- The Thief is a recruitable NPC (see NPC rules).
- When a Character enters a room with a generic marker in it, immediately draw an Event Card. Consult the table below, and if successful, replace the marker with the Thief miniature. Otherwise discard the marker.

Number of markers still on the board	Event Card value needed
4	I or less
3	V or less
2	X or less
1 (this was the last one)	Automatic

If any of your Characters have the Connections skill, you may subtract the sum of all their Connections ratings from the Event Card's value.

▶ 12 ◀ ALARM COUNTERS



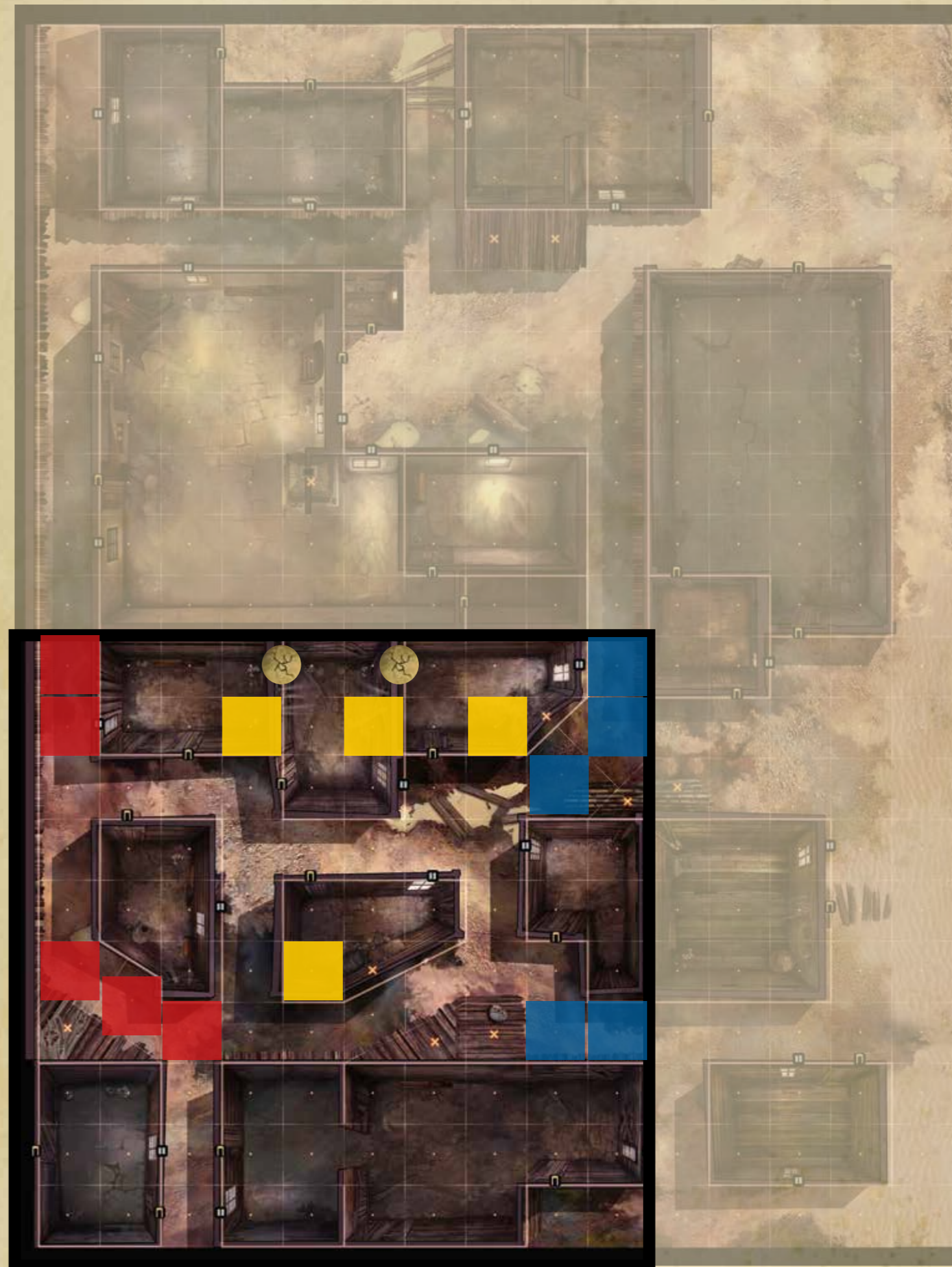
Breakable wall



Standard setup spaces



Generic "Thief" tokens



DIAMOND RING

An envoy of one of the electors has gone missing. The word on the street is that he had the elector's ring with him. It could be put to good use in political intrigue. The trail leads to a cave just outside Vienna. A mighty Lindwurm is said to lurk around there, but apparently the coast is clear. Still, you need to hurry up and keep quiet. When you arrive at the bone-filled lair, you realize you are not alone.



BAND COMPOSITION:

- Both Players: 3 Heroes and 2 Commoners each.

BOARD AND CHARACTERS SET UP:

Place a generic token on each of the marked spaces. They mark the bone piles to be searched for the ring.

Beginning with the Red Player, Players take turns placing one Character each on one of their indicated spaces. You may only place a miniature on one of the circles in your colour (the other must be left empty).

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If one of your Characters left the game board with the ring via one of the indicated map edges, gain 5 VP.
- If one of your Characters has the ring at the end of the game, but hasn't left the board, gain 2 VP.

The Player with the most Victory Points is the winner. In case of a tie, the Player in possession of the ring wins. If the ring is on the ground, the game stays tied.

NOTES:

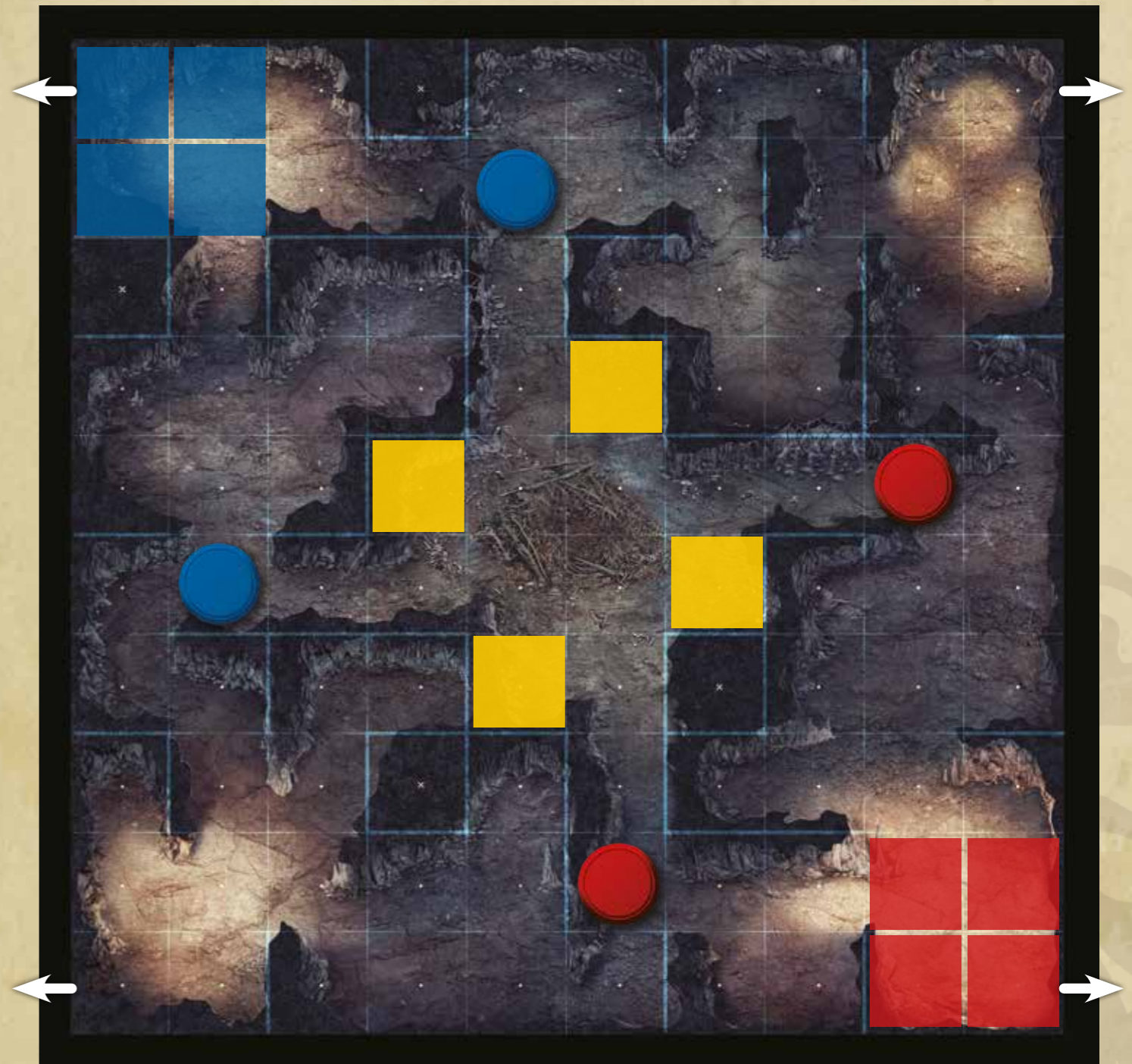
- The Red Player has the Initiative on the first turn.
- The game ends after you discard all twelve Alarm counters.
- Each player draws 2 cards during each Card phase.
- You may not leave the board through non-marked edges (they are treated like walls).
- If a non-lawful Character, that does not have the Faith special skill, is in a space with a generic "bone pile" token, it may take a Partial Action to search for the ring (no Test is necessary). Draw an Event Card and check its value in the table:

Number of markers still on the board	Event Card value needed
4	VI or less
3	X or less
2	XIV or less
1 (this was the last one)	Automatic

If the searching Character has Wits greater than zero or the Divination skill, you may subtract the sum of their Wits and Divination rating from the Event Card's value. On a failure, discard the counter. On a success, the ring was found. Remove all other counters and put the ring in the Character's possession.

▶ #12 ◀ ALARM COUNTERS

- Standard setup spaces
- Bone piles to be searched
- Only one of these spaces per player may be used
- Only one of these spaces per player may be used
- Only one of these spaces per player may be used
- Exit spaces



VIENNAGATE

A Viennese prostitute stole a letter from a customer. Her asking price is reasonable. You arranged the exchange at the market after sundown, when the stalls are closed for the night. Once you arrive, it turns out there are more potential buyers.



BAND COMPOSITION:

- Both Players: 3 Heroes and 2 Commoners each.

Do not include the Courtesan in the draft.

BOARD AND CHARACTERS SET UP:

The scenario is played on the depicted part of the board (treat the depicted edges as edges of the board). Put market stalls and crates on designated spaces. Starting with the Red player, take turns placing one Character each on the indicated spaces. After the setup is done, draw an Event card. Its suit determines where the Courtesan sets up. Put the letter counter in her possession—on her Character card or near her miniature.

WIN CONDITIONS:

After the game ends (see Notes below) calculate Victory Points:

- Possession of letter at the end of the game is worth 2 VP;
- Each dead enemy Commoner is worth 1 VP;
- If one of your Characters left the game board with the letter, gain 5 VP;
- If one of your Characters has the letter at the end of the game, but hasn't left the board, gain 2 VP.

The Player with the most Victory Points is the winner. In case of a tie, the Player who has the letter wins. If the letter is on the ground, or the Courtesan still has it, the game remains a tie.

NOTES:

- On the first turn determine the Initiative normally.
- The game ends after you discard all 12 Alarm Counters, or the letter is carried off the board.
- Each player draws 2 cards during each Card phase.
- Characters may leave the board by any border not marked as a wall.
- Night: Line of Sight is limited to 8 spaces. All Shooting and Wits tests suffer a -1 penalty.
- The Courtesan is a Recruitable NPC. When making a Charisma test against her, the attempting Characters may add their Wealthy skill to the result (in addition to their Charisma value). Success means that the successful Character receives the letter, but the Courtesan only joins the band if the test is successful by a margin of 3 or more (the player may decide whether the Courtesan keeps the letter, or gives it to the successful Character). If the test fails by 3 or more, the Courtesan gets scared and the opposing player may move her by spending 4 movement points.

12 ALARM COUNTERS



Single crate



Crate stack



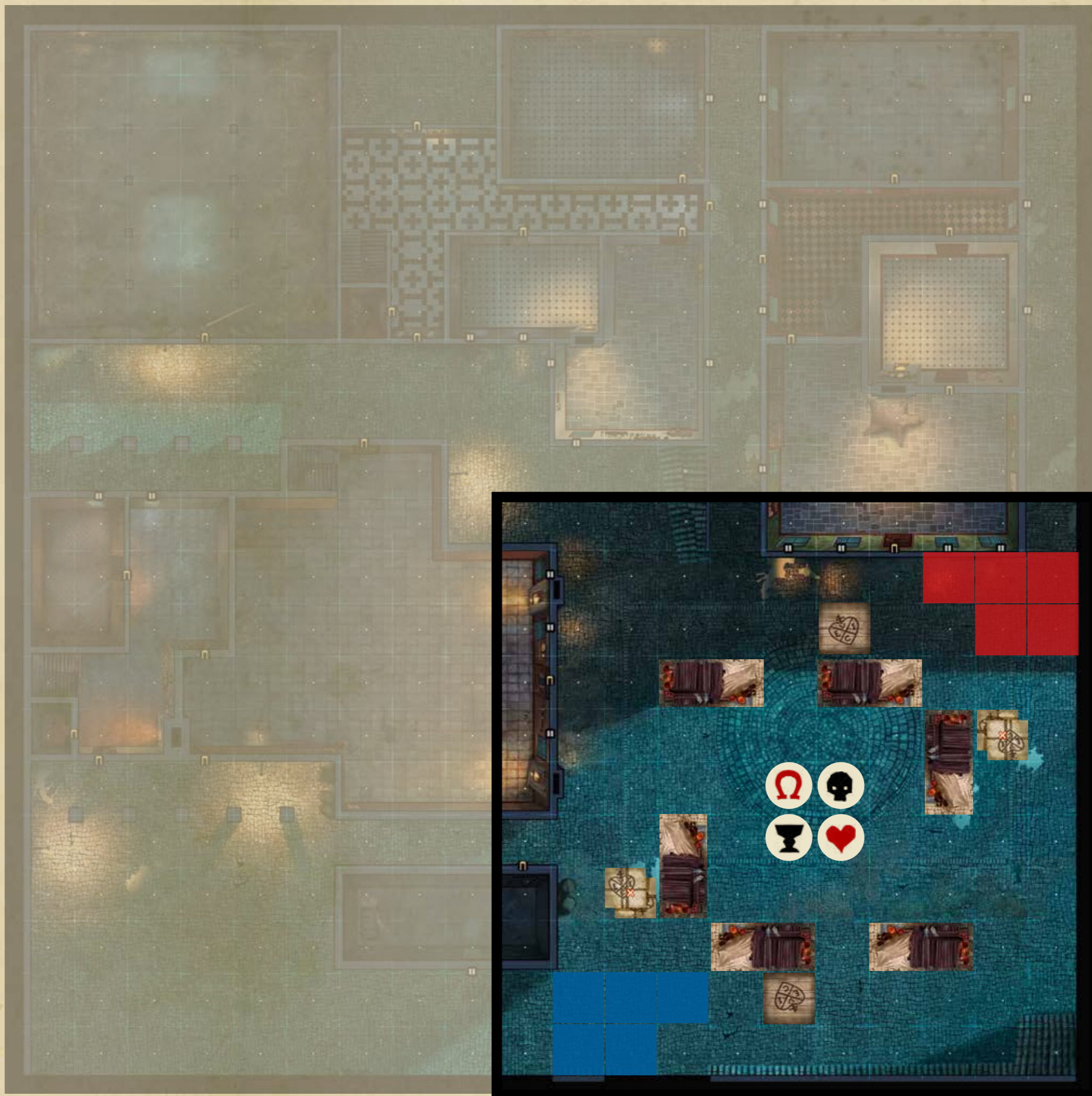
Market stall



Standard setup spaces



Possible Courtesan setup spaces



AMBUSH

Two Blue Heroes are returning from an assignment with the signet ring they recovered. They are headed to the Zur Nixe tavern to meet with their allies. There is a messenger pigeon on hand to send the ring to their superiors in case things go wrong. Little do they know, that the Red Band is waiting in ambush...



BAND COMPOSITION:

- Red: 4 Heroes, 3 Commoners
- Blue: 4 Heroes, 2 Commoners

BOARD AND CHARACTERS SET UP:

The scenario is played on the depicted half of the board (treat the depicted edges as edges of the board). Set up the tables as shown on the map. Mark broken walls as illustrated. These count as open doors that may not be closed. The Blue Player places all his or her Characters on the indicated spaces. Choose and place two ring tokens (a real and a fake one) face down on the two Heroes placed on the spaces marked with the rings. Then the Red Player places one Hero and one Commoner on the red spaces not marked with an "A". The remaining Red Characters enter the game as explained in the Notes section below.

WIN CONDITIONS:

After the game ends (see Notes below) calculate Victory Points:

- Possession of the real ring at the end of the game is worth 2 VP;
- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the real ring has been carried off board by either Player, the Red Player gains 5 VP;
- If the real ring has been sent off via the pigeon, the Blue Player gains 5 VP.

The Player with the most Victory Points is the winner. In case of a tie, the Player who has the real ring wins. If the real ring is on the ground, the game remains a tie.

NOTES:

- The Blue Player has the Initiative on the first turn. He or she must activate first.
- The game ends after you discard all 16 Alarm Counters, or the ring is carried off the board, or the ring is sent by the pigeon.
- Each player draws 2 cards during each Card phase when it's still Peace, and then 3 cards in each turn after Peace ends.
- This scenario uses the Peace special rule.
- During Peace, the Blue Player may only activate the Heroes that started the game with the ring tokens.

- The two Red Characters that start the game on the board receive free Inconspicuous markers, but they lose them if they enter the Line of Sight of a Blue Character other than the "ring Heroes".
- The Red Player receives two Heroes on the turn after Peace ends, and all the remaining Characters (a Hero and two Commoners) on the turn after that. They may be placed on any red spaces, including the ones marked with "A".
- There are two ring tokens—the real green one and the fake red one. The Blue Player knows which is which, and places them face down on his or her Heroes as desired. They are considered scenario items, i.e. they are dropped to the ground if the carrying Character dies, and may be stolen by Pickpocketing. Whenever a Red Character gains possession of one of the tokens, flip them both face up and discard the fake one, since both players are now aware which the real one is.
- Sending a pigeon with the ring is a Full Action that does not require a test. To do it, a Character may not be engaged, Prone, or Unconscious, must have the real ring, and must be in the pigeon cage space. The game ends immediately after this Action.

▶ #16 ◀ ALARM COUNTERS



Table



Ring counters



Broken wall



Pigeon cage



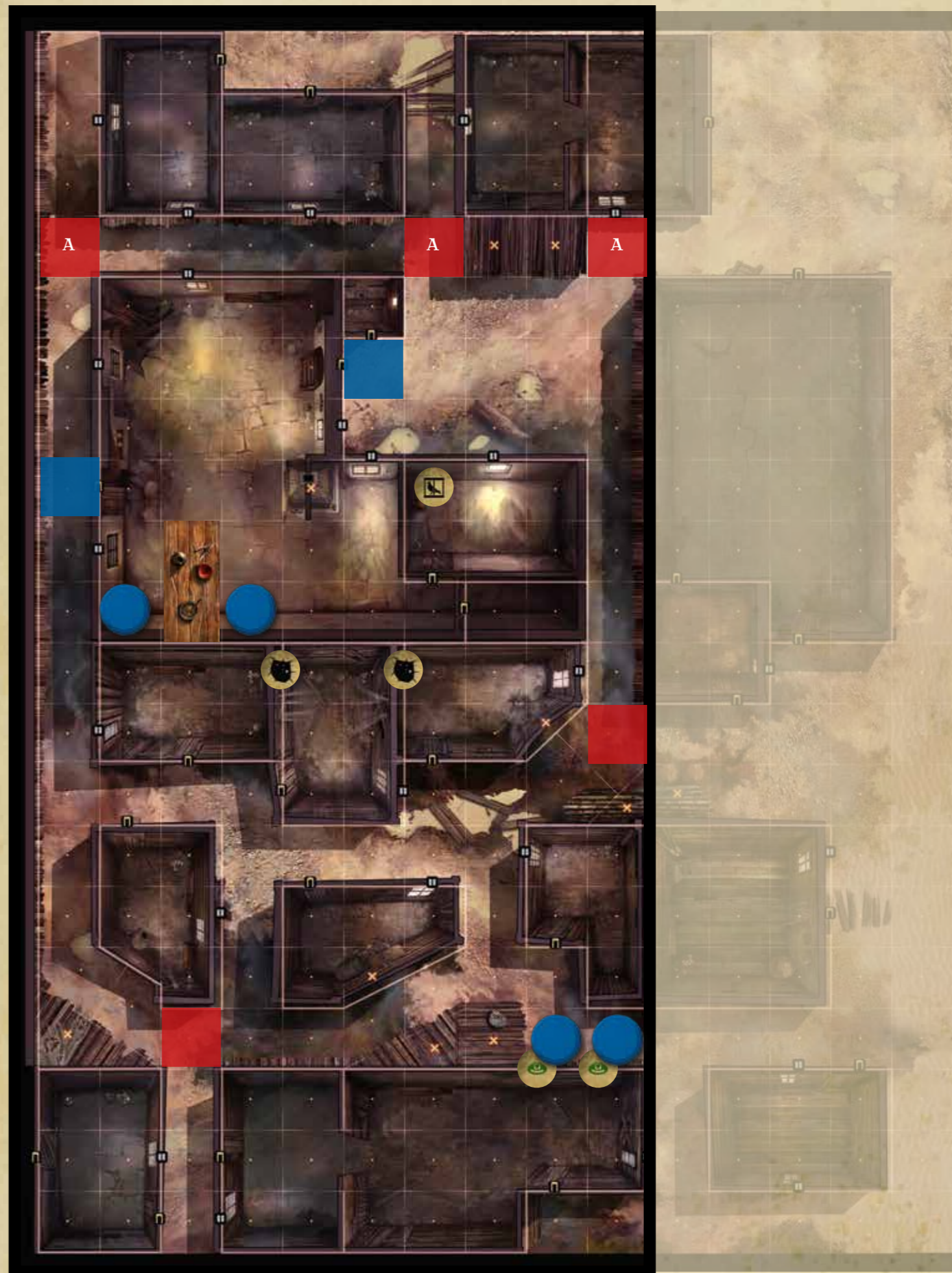
Standard setup spaces



See Notes



Hero setup spaces



FREE WILHELM

The Blue Band has captured an important hostage, Wilhelm, who is a wealthy merchant and a member of the Vienna city council. They need to extract some vital information out of him. The Red Band caught wind of this and is now staging a daring escape. The plan is to break the prisoner out and escape by boat.



BAND COMPOSITION:

- Red: 3 Heroes, 1 Commoners, plus the extra Burgher hostage (see below).
- Blue: 3 Heroes, 3 Commoners.

Before building the Bands, the Red Player may decide to swap the Commoner for an extra Hero. If they do, the Blue Player may also swap one Commoner for a Hero.

BOARD AND CHARACTERS SET UP:

The scenario is played on the depicted half of the board (treat the depicted edges as edges of the board). Set up the tables and crates as shown on the map. The door marked as open begins the game open. The door marked as locked must be Lockpicked or Forced Open before it can be opened. (You may mark it with a generic counter as a reminder).

The Burgher is considered to be a member of the Red Band, but may not activate until freed (see below). Place him in the marked space.

The Blue Player places one Hero and two Commoners on the indicated spaces. One of the remaining Blue Characters enters the game at the start of the turn after Peace ends. All remaining Blue Characters enter the game on the turn after that. These incoming Characters may only be placed in spaces marked with "A".

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter or the Burgher escapes, see below) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the Burgher escaped with at least one Red Character on the boat, the Red Player gains 5 VP;
- If the Burgher has been freed, but has not escaped, and is still alive at the end of the game, Red gains 2 VP;
- If the Burgher has not been freed, or if all Red Characters have been killed or left the board, Blue gains 5 VP.

The Player with the most Victory Points is the winner. There is no tie breaker.

NOTES:

- The Red Player has the Initiative on the first turn. He or she must activate first.
- The game ends after you discard all 14 Alarm Counters, or the Burgher escapes
- Each player draws 2 cards during each Card phase when it's still Peace, and then 3 cards in each turn after Peace ends.
- This scenario uses the Peace special rule.
- During Peace, the Blue Player may only activate Characters that start game on spaces marked with "!". They must take a special Movement action according to the following procedure:

Draw an Event card:

I-VIII—receive 2 MP to move the Character normally.

IX-XVI—the Character stays in place (it still counts as an activation);

XVII-XXIV—your opponent receives 1 MP to move the Character.

You may subtract the sum of the Character's Intelligence and Wits from the Event card's value.

- In addition to the usual Peace rules, Peace may end in the following ways:
 - » The Red Player attempts to Force Open the locked door (regardless whether the attempt was successful).

- » The Red Player suffers a Misfortune when attempting to Lockpick the locked door.
- » A Blue Character has Line of Sight to the space outside the locked door, i.e. the Character can see that the door has been opened. The Red Player may lockpick the door and then close it again to avoid this.
- » After the Burgher has been freed and moved from his starting space, a Blue Character has Line of Sight to the now vacant space the Burgher was held captive in.
- » Peace does not end if a Blue Character has line of sight to the captive Burgher (he's not been freed yet).

- Freeing the Burgher is a Partial Action that does not require a test. The Freeing character must be adjacent to the Burgher and may not be engaged, Prone or Unconscious. The Burgher may activate this turn as a regular member of the Red band.
- At the end of each turn, check whether the Burgher escapes: if he is alone on the largest boat (he can only escape in the largest boat), the game ends and the Red Player receives no extra VP for the escape. If the Burgher is on the boat with at least one Red and no Blue Characters, the game ends and the Red Player receives the VP for the escape. If there is at least one Blue Character on the boat, the Burgher may not escape.
- Morning mist: Line of sight is limited to 8 spaces. All Shooting and Wits tests suffer a -1 penalty.



▶ #14 ◀
ALARM COUNTERS



Locked door



Single crate



Hero setup space



Open door



Crate stack



Burgher setup space



Standard setup spaces



A! See notes

BREAK & ENTER

The Reds are conducting a covert mission in the Blue headquarters. It is full of documents worth taking a look at. They gain access to one wing of the building by bribing a chambermaid, but if they could get a hold of a good burglar, they could sneak in to the other wing.



BAND COMPOSITION:

- Red: 4 Heroes, 3 Commoners
- Blue: 4 Heroes, 4 Commoners

Before the draft the Red player may decide to immediately include the Thief (any version) in his or her Character pool (the Thief does not enter the draft). If the Red player includes the Thief in the band, he takes up one of the Commoner slots (he is not added for free, as usual with scenario-assigned Characters).

BOARD AND CHARACTERS SET UP:

The scenario is played on the depicted half of the larger board (treat the depicted edges as edges of the board) and on the entire smaller board. Set up the tables and as shown on the map. The door marked as locked must be Lockpicked or Forced Open before it can be opened. Place generic counters on the document spaces. They are scenario objective items as described in the Rulebook (may be picked up with a partial action, dropped, stolen, etc.).

Starting with the Blue player, take turns placing one Character each on the indicated spaces. The Blue player may only place Heroes on up to two (out of four) spaces marked with "!". The Red player may only place Characters with the Lockpicking skill on the spaces with circles, and then the adjacent locked doors is already unlocked and may start the game open (they have already broken in).

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- Each documents counter carried off the board by a Red Character through one of the marked borders with documents is worth 2 VP for the Red Player (a single Character may have multiple document counters and each is worth 2 VP);
- Each document counter Red Character that has documents, but is still on the board, is worth 1 VP.
- Each document left on the ground or not found is worth 1 VP to the Blue player.

The Player with the most Victory Points is the winner. There is no tie breaker.

NOTES:

- The Red player has the initiative on the first turn.
- The game ends after you discard all 16 Alarm Counters.
- Each player draws 2 cards during each Card phase when it's still Peace, and then 3 cards in each turn after Peace ends.
- Spaces marked with the letters A and B are stairs to the basement and connect the two maps. They are considered adjacent for all purposes (movement, zones of control, combat etc.).
- The broken wall is treated like an open border.
- This scenario uses the Peace special rule.
- During Peace, the Blue Player may only activate models that start game on spaces marked with "!". They must take a special Movement action according to the following procedure:

Draw an Event card:

I-VIII—receive 2 MP to move the Character normally.

IX-XVI—the Character stays in place (it still counts as an activation);

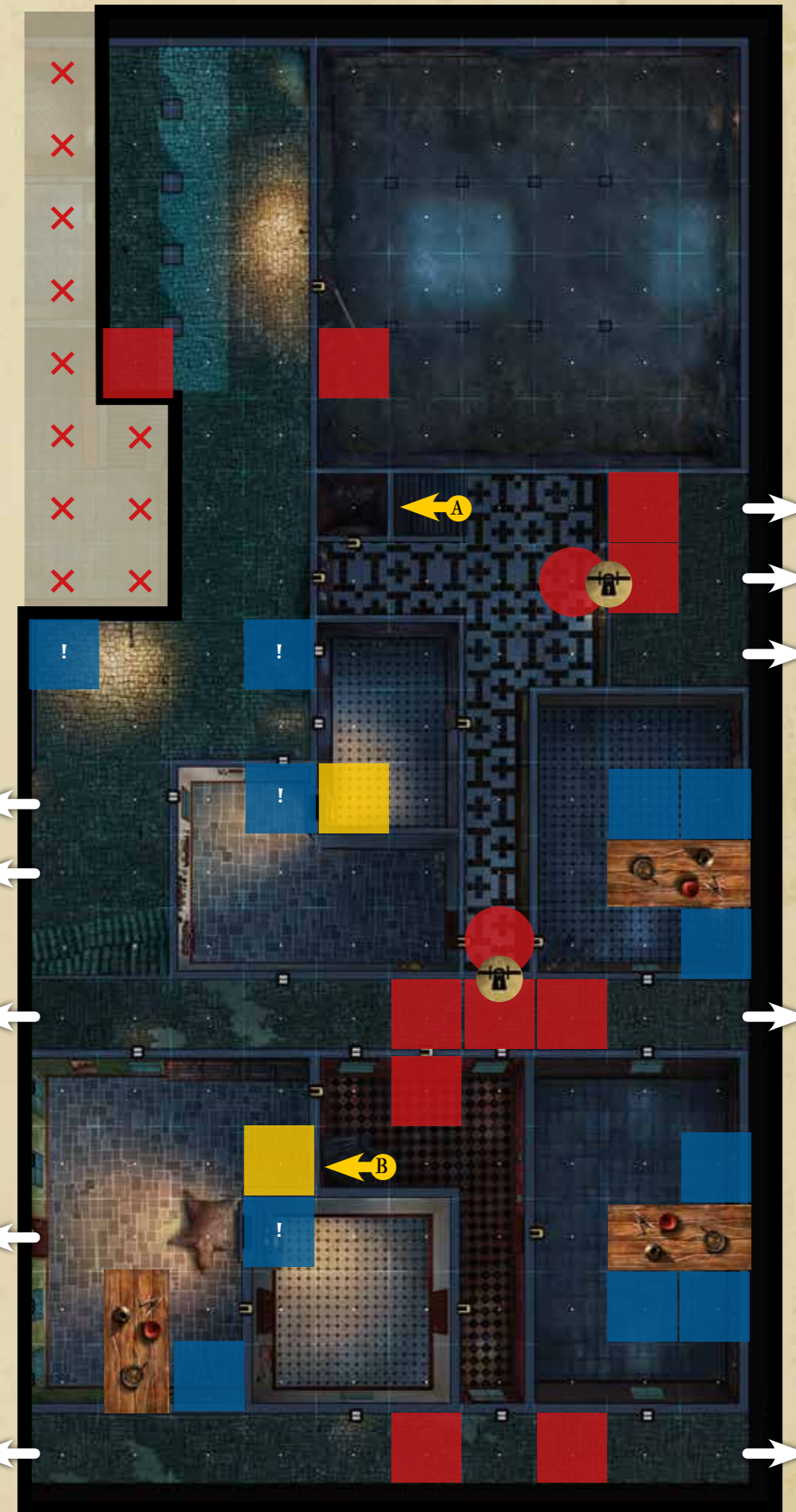
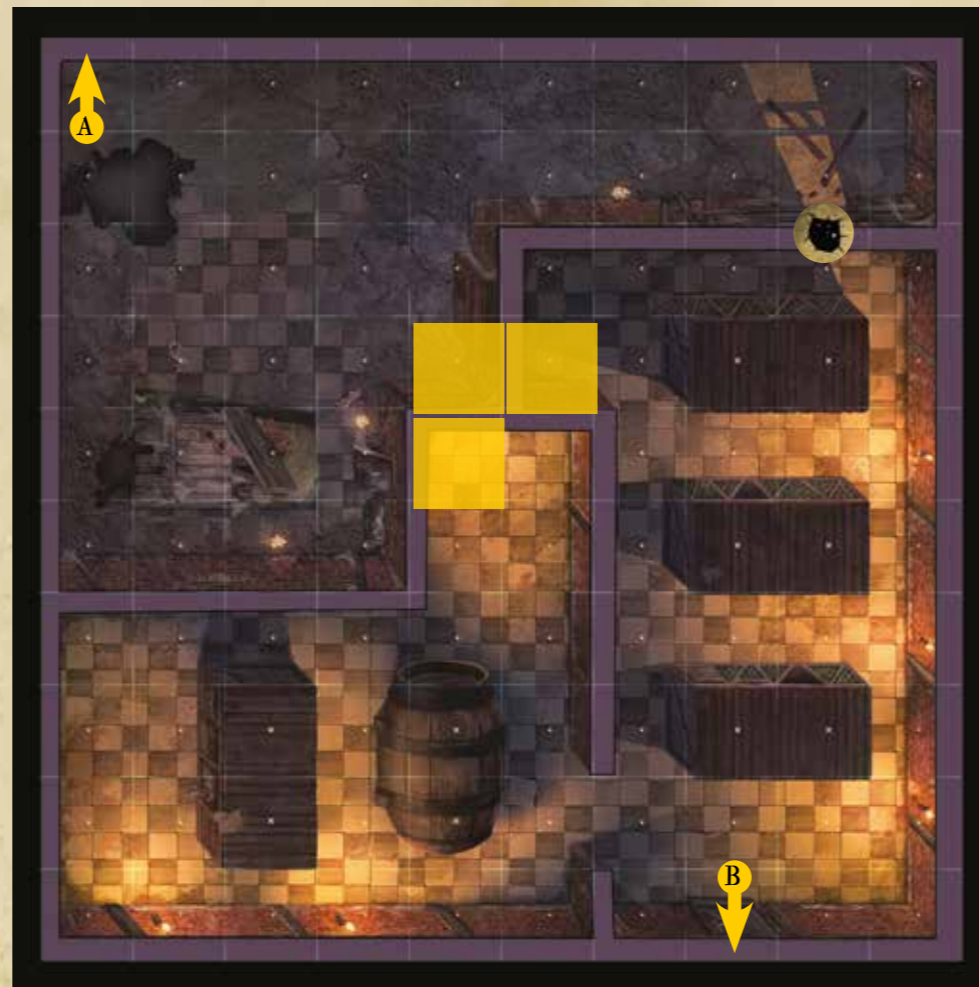
XVII-XXIV—your opponent receives 1 MP to move the Character.

You may subtract the sum of the Character's Intelligence and Wits from the Event card's value.

- In addition to the usual Peace rules, Peace may end in the following ways:
 - » The Red Player attempts to Force Open the locked door, or jumps through a window (regardless whether the attempt was successful).
 - » The Red Player suffers a Misfortune when attempting to Lockpick the locked door.
 - » A Blue Character has Line of Sight to the space outside the locked door, i.e. the Character can see that the door has been opened. The Red Player may lockpick the door and then close it again to avoid this.
- Night: Line of Sight is limited to 8 spaces. All Shooting and Wits tests suffer +1 to their DL.

14 ALARM COUNTERS

- Table
- Broken wall (open border)
- Locked door
- Standard setup spaces
- Lockpicking Characters only
- Document spaces
- Guards
- Exit spaces
- Adjacent spaces
- Blocked spaces



ESCORT

The Blue Band is escorting a city official investigating a conspiracy. Realizing that, the Red Band stages an ambush at the last possible moment, right on the palace steps. The Blue Band must protect the official at all costs.



BAND COMPOSITION:

- Red: 3 Heroes and 3 Commoners at setup, from Turn 2 and onwards 1 Footman each turn as reinforcements. Assign all available Footmen to the Red band as scenario Characters.
- Blue: 4 Heroes and the escorted Burgher at setup, 2 Commoners as reinforcements

BOARD AND CHARACTERS SET UP:

Place the Burgher in the space marked "B". Next, starting with the Red player, players alternate placing one model each in any of the spaces marked with their color. On each of Turns 2 and 3 the Blue player places one Commoner on one of the Blue spaces marked "R". On each Turn starting with Turn 2 onward, the Red player receives 1 Footman of any type on one of the Red spaces marked "R". Each Red "R" space may be used only once. You may use universal markers to note spaces that were used. You may reuse Footmen that entered the game and died if you run out of miniatures.

WIN CONDITIONS:








After the game ends (after 8 Turns) calculate Victory Points:

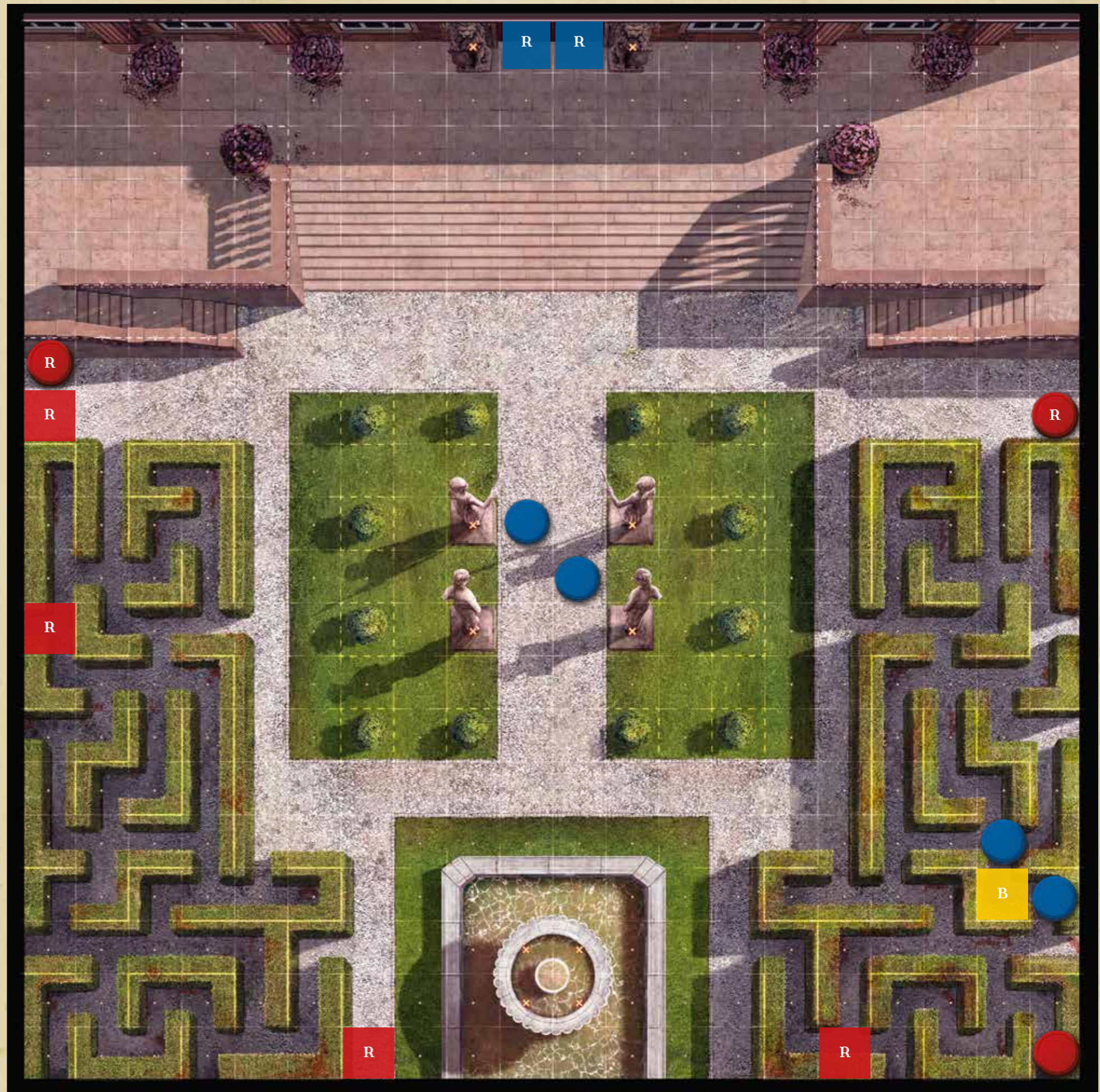
- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the Burgher escapes through the palace door (see Notes), the Blue player receives 5 VP;
- If the Burgher dies or does not escape through the palace door before the game ends, the Red player receives 5 VP.

The player with the most Victory Points is the winner. In the case of the tie if the Burgher is alive (this includes escaping through the palace door), Blue is the winner. If he died—Red is the winner.

NOTES:

- The Blue player has the initiative on the first turn.
- The game ends after turn 8. You are free to use the Alarm counters for keeping track of passing turns, but normal Alarm rules do not apply in this scenario.
- Each player draws 3 cards during each Card phase.
- The palace door (the board edge next to the Blue "R" spaces) is considered an open border for the Burgher to escape through. It costs 1 MP to do so, or he may retreat after combat over that edge. For all other Characters, the door is a Wall border.
- The Burgher automatically passes all Morale tests. He may never have an Inconspicuous marker.

	Standard set up spaces
	
	Hero setup spaces
	
	Burgher
	
	Reinforcements



THE CHASE

The Blue Band has stolen important papers from the Reds. All of Blues have read them, and one still has them. While they were coming back to the base, group was ambushed by the Reds. Now they need to run for their lives.



BAND COMPOSITION:

- Red: 2 Heroes, 3+ Commoners (see below)
- Blue: 4 Heroes

We recommend you skip the draft for this scenario. Have the Blue Player play all the faction Heroes, and the Red Player play the two preferred faction Heroes, all the faction Commoners, and all Locals (the Red Player uses a lot of Commoners in this scenario).

BOARD AND CHARACTERS SET UP:

The Blue Player places all the Heroes in the indicated spaces, and then places one face-down ring tokens on each of the Heroes with the real (green) token representing the stolen papers. Then the Red Player places two Commoners in the indicated spaces (not marked with "R"). On Turn 2, The Red Player places the two Heroes on any spaces marked with "R". On each following Turn, the Red Player places one Commoner on any of the spaces marked with "R". If a Commoner is killed, the Red Player may reuse it as reinforcements on the following turn.

WIN CONDITIONS:

After the game ends (after 7 Turns) calculate the Victory Points:





- Red (and only Red) receives 2 VP for each killed Blue Character;
- Red (and only Red) receives 1 VP for each Blue Character still on the board at the end of the game;
- Blue receives 5 VP for each Blue Character that leaves the game board over the indicated edges on Turn 6 or earlier, regardless whether the Character had the real documents or not.

- Blue receives 3 VP for each Blue Character that leaves the game board over the indicated edges on Turn 7. If the Character had the real documents token, receive 5 VP instead.

The Player with the most Victory Points is the winner. In the case of a tie, Blue wins if the Character with the papers left the board. Otherwise Red wins.

NOTES:

- The Blue Player has the Initiative on the first Turn.
- The game ends after Turn 7. You are free to use the Alarm counters for keeping track of passing Turns, but normal Alarm rules do not apply in this scenario.
- Each player draws 2 cards during each Card phase.
- Blue Characters that leave the game board over edges other than the ones indicated are considered killed (all other escape routes are covered).
- The Inconspicuous skill does not work in this scenario. Characters may never receive Inconspicuous markers.

-  Blue set up spaces
-  Standard setup spaces
-  Red reinforcement spaces
-  Exit spaces



GRAVE ROBBERS

A petty thief has been caught and hanged recently. It turns out, however, that he had an important map on him. The Bands need to dig up the cadaver. Unfortunately, Vienna's law enforcement has been keen on hangings recently, so finding the right grave might take a while.



BAND COMPOSITION:

- Both Players: 4 Heroes and 3 or 4 Commoners each. Players should agree on the number of Commoners before the draft.

BOARD AND CHARACTERS SET UP:

Place a generic token on each of the marked spaces. These are the possible grave locations. Beginning with the Red Player, Players take turns placing one Character each on one of their indicated spaces.

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

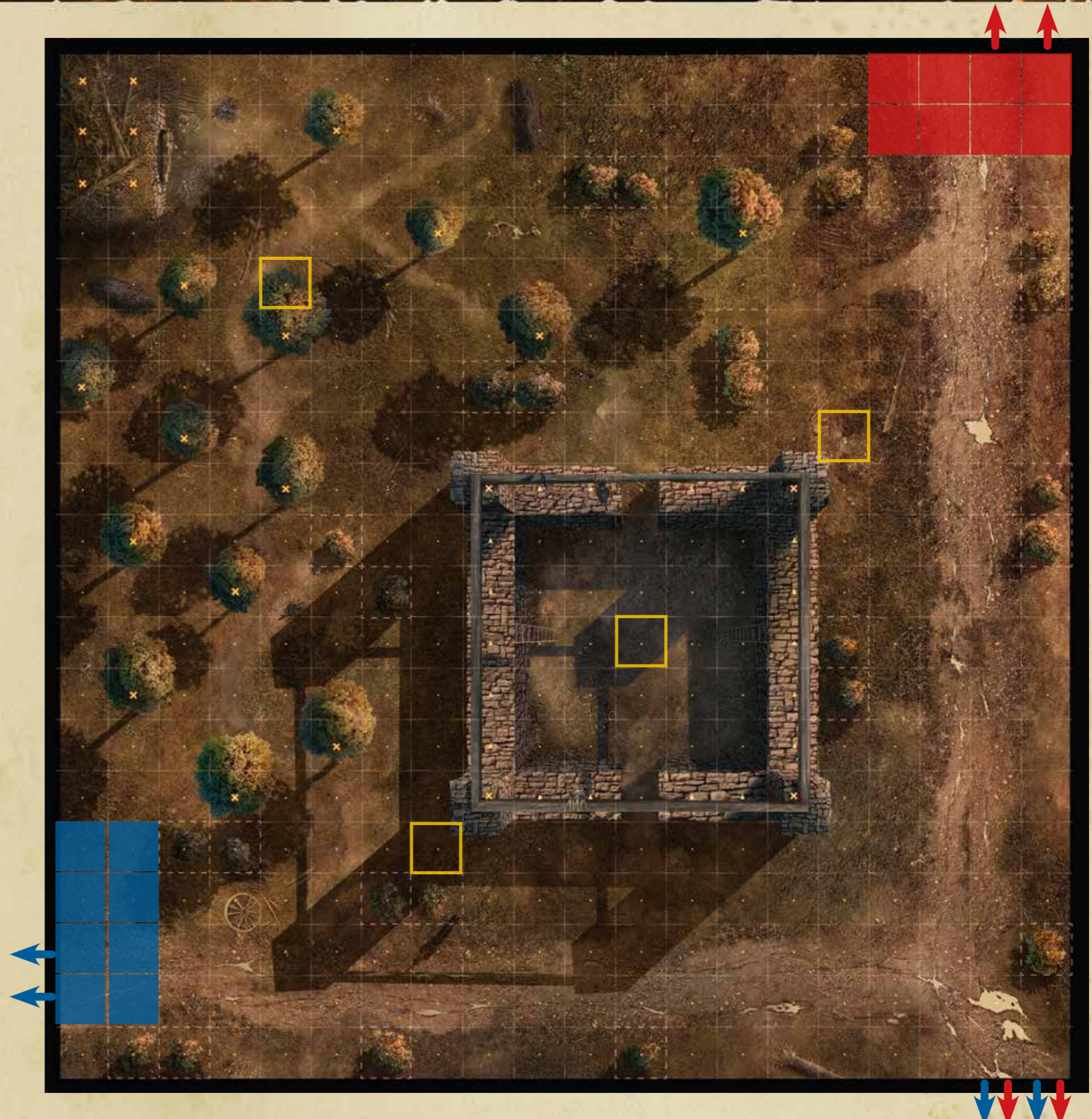
- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If one of your Characters left the game board with the map via one of the indicated board edges, gain 5 VP; Carrying the map off through a different border grants 5 VP to the other Player.
- If one of your Characters has the map at the end of the game, but hasn't left the board, gain 2 VP. The Player with the most Victory Points is the winner. In case of a tie, the Player in possession of the map wins. If the map is on (or under) the ground, the game stays tied.

NOTES:

- The Red Player has the Initiative on the first Turn.
- The game ends after you discard all 16 Alarm Counters.
- Each player draws 3 cards during each Card phase.
- A non-lawful Character, that does not have the Faith special skill, is not engaged, prone, or unconscious, and is in a space with a generic "grave" token, may take a Full Action to dig up a grave (no test is necessary). Draw an Event card and check its value.

Number of markers still on the board	Event Card value needed
4	VI or less
3	X or less
2	XIV or less
1 (this was the last one)	Automatic

If any of your Characters have the Connections or Divination skill, you may subtract the sum of all their Connections and Divination ratings from the Event Card's value. On a failure, discard the counter. On a success, the right body was found. Remove all other counters. Next, finding the map on the body requires a Partial Action and an Unopposed DL: 7 Wits Test. This Action has the same requirements as digging up the grave, but may be attempted by other Characters that find themselves in the grave space, possibly even from the opposing band. After a Character succeeds in finding the map, remove the grave counter and put the map (use the letter token) in the Character's possession.



▶ #16 ◀
ALARM COUNTERS

Standard setup spaces

Grave spaces

Exit VP spaces

BATTLE SCENARIOS

ATTACK AT DAWN

The Red Team assaults the Blue headquarters. The objective is to inflict losses to the enemy, but also carry out an additional assignment: free an ally, destroy valuable supplies, or steal important intelligence.



BAND COMPOSITION:

- Carry out the Draft as instructed by the general rules and build bands up to preferred gold value.

BOARD AND CHARACTERS SET UP:

Place single crates, tables and other tokens on the indicated spaces.

Keep one Blue Commoner and one Red Commoner in reserve—they are the guard and prisoner respectively (see below). Additionally, the Red Player may keep up to two Inconspicuous characters in reserve and have them enter the game at the start of Turn 2 or later by placing them on any of the red “I” spaces.

The Blue Player sets up all remaining Blue Characters in the indicated spaces. Then, the Red Player sets up all remaining Red Characters in the indicated spaces.

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the secret objective (see below) has been fulfilled, the Red Player receives 5 VP. If not, the Blue Player receives the 5 VP.

The Player with the most Victory Points is the winner. In case of a tie, if the secret objective has been fulfilled, the Red Player wins. Otherwise, the Blue Player wins.

The secret objective: before the game begins, the Red Player secretly draws an Event Card and checks its value:

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

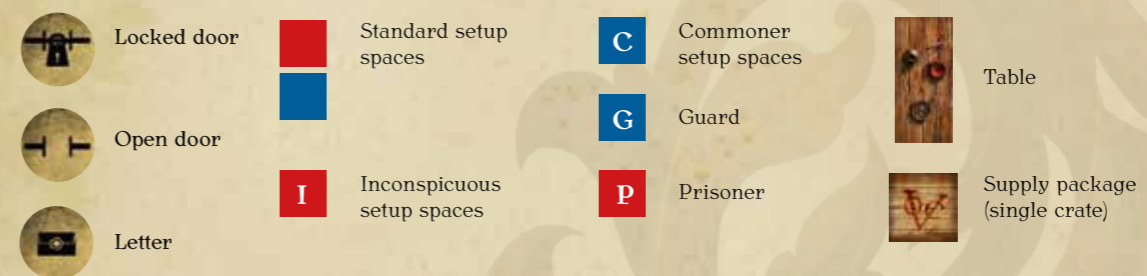
IX-XVI: Destroy the supplies (single crates). The Red Player must destroy 3 supply packages in the warehouse. Destroying a package is a Partial Action and requires a DL: 6 Strength Test while in a space adjacent to the package.

XVII-XXIV: Recover the letter. The letter must be in a Red Character's possession at the end of the scenario. Finding the letter requires a Partial Action and a DL: 6 Wits Test while in the letter space. Only Red Characters may attempt to find it. On a success, move the letter from the board to the Character's inventory.

Only the Red Player knows the true secret objective and is encouraged to bluff about it (e.g. by sending some Characters for the prisoner to turn Blue's attention away from the letter).

NOTES:

- The Red Player has the Initiative on the first turn. He or she must activate first.
- The number of Alarm counters is two more than the total number of Characters in both bands, but not less than 16. The game ends after you discard all the Alarm counters.
- Locked doors may be Forced Open or Lockpicked per normal rules. Blue Characters may open these doors normally, (we assume they have the keys) but they count as unlocked afterwards.
- Guard and prisoner: these Characters are not placed on the board at the beginning of the game. If a Blue Character enters any space of the room they're in, place the guard Character in the indicated space, which may be activated normally. The prisoner is considered immediately killed (the Blue Player receives 1 VP for a killed Commoner as normal). If a Red Character enters any space of the room before any Blue Characters, both prisoner and guard are placed in the indicated spaces, but the prisoner may not activate until freed. Freeing the prisoner is a Partial Action that can only be taken by an adjacent Character. It does not require any Tests.



FOREST FRAY



BAND COMPOSITION:

- Carry out the Draft as instructed by the general rules and build bands up to preferred gold value. Do not include the Burgher or the 2 Thugs in the draft. They will act as the Merchant and the Forest Bandits in this scenario (see below).

BOARD AND CHARACTERS SET UP:

Place the Merchant (the Burgher Character) and the Forest Bandits (the Thugs) as instructed. The Blue player puts the ring token on one of the Forest Bandits.

Starting with the Blue Player, Players then alternate placing one model each in any of the spaces marked with their color.

WIN CONDITIONS:

After the game ends (after 8 Turns) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the secret objective (see below) has been fulfilled, the Red Player receives 5 VP. If not, the Blue Player receives the 5 VP.

The Player with the most Victory Points is the winner. In case of a tie, if the secret objective has been fulfilled, the Red Player wins. Otherwise, the Blue Player wins.

The secret objective: before the game begins, the Red Player secretly draws an Event card and checks its value:

I-VIII: Convince the Burgher. The Burgher is a recruitable NPC. Attacking the Burgher while he is still neutral incurs a -2 VP penalty. Killing him after he was recruited and is a part of the enemy band grants 1 VP for killing an enemy Commoner, as usual.

If this objective was the true secret objective, the Player who has the Merchant in their Band at the end of the game gains 5 VP. Any player may recruit merchant even if this is not true secret objective, but then he will not get any VP.

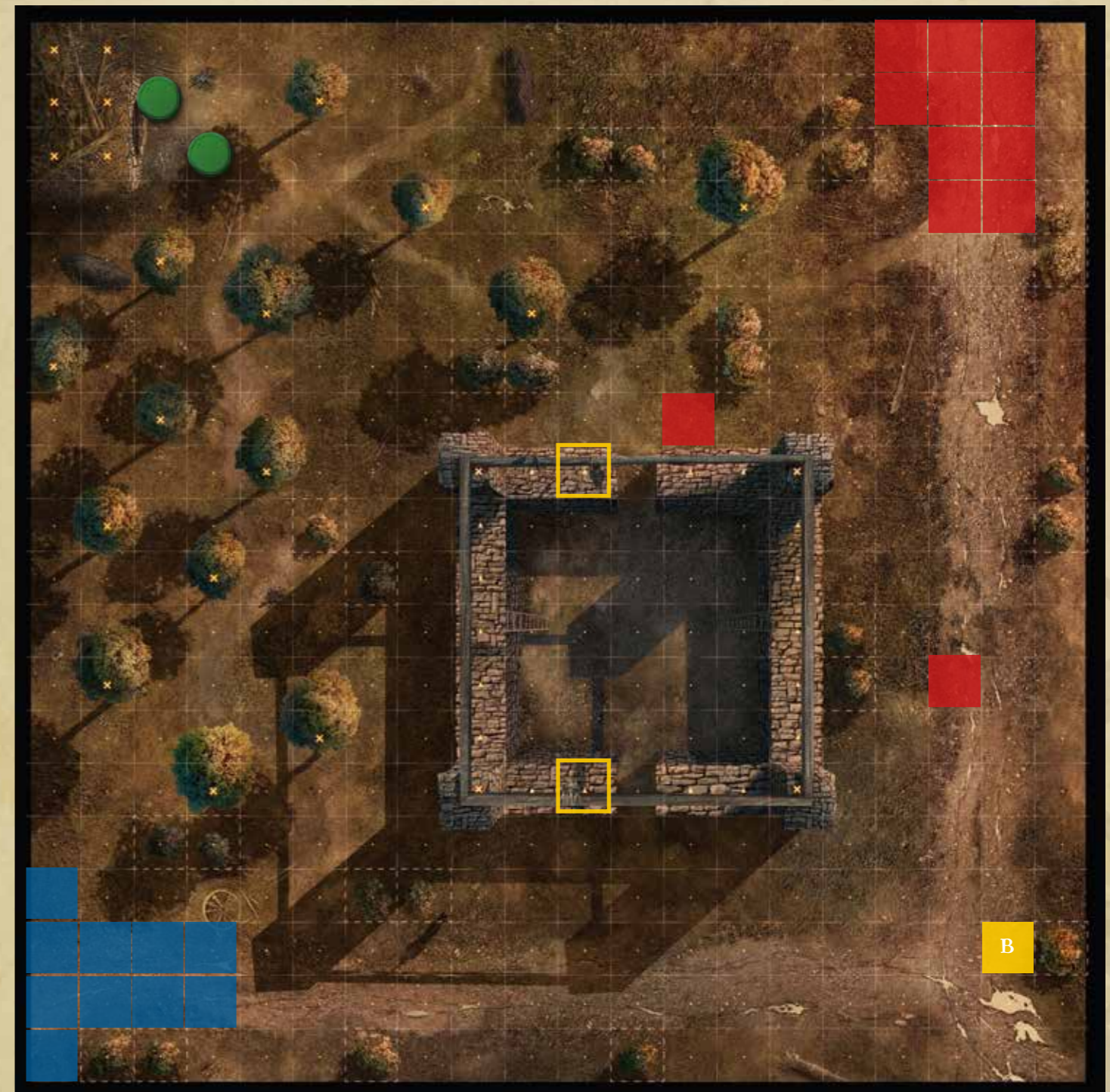
IX-XVI: Recover the document. A small time crook who was hanged recently had a ciphered message on him. Unfortunately, there are two fresh hangmen on the gallows. Searching the body is a Partial Action that does not require a Test, but can only be attempted in the body's space (see map). If you do this, draw an Event Card: if it is red, place the letter counter on the searching Character. If it is black, put it on the other hangman space. If this was the true secret objective, the Player who has the letter at the end of the game receives 5 VP. Otherwise, no VP are awarded.






XVII-XXIV: Precious loot. The Thugs stole a signet ring from an electoral envoy, and it must be recovered. The ring may be normally recovered from the ground if the carrying Thug dies. The Thugs are NPCs with the Guarding objective. Characters with Inconspicuous markers may approach the Thug and try to Pickpocket for the ring using normal Pickpocket skill rules. They may also try convincing the carrying Thug to hand over the ring—it requires an Opposed Charisma Talking Test in the Interaction Phase by an adjacent Inconspicuous Character. The Character must beat the Thug by 5 to succeed. Succeeding by less than 5 has no effect. Failing (even without suffering a Misfortune) causes the Thug to get angry and the attempting Character loses the Inconspicuous marker. If this was the true secret objective, if a Red Character has the ring at the end of the game, the Red Player receives 5 VP. Otherwise, the Blue Player receives the 5 VP.

Only the Red Player knows the true secret objective and is encouraged to bluff about it (e.g. by sending some Characters for the hangmen to turn the Blue's attention away from the Merchant).

NOTES:

- The Red Player has the Initiative on the first turn.
- The game ends after Turn 8. You are free to use the Alarm counters for for keeping track of passing Turns, but normal Alarm rules do not apply in this scenario.



	Standard setup spaces		Hangmen		Thug NPCs
			Burgher		

BLOOD ON THE STREETS



BAND COMPOSITION:

Carry out the Draft as instructed by the general rules and build bands up to preferred gold value. Do not include Courtesan in the Draft. She is an extra free Character in the Blue band.

BOARD AND CHARACTERS SET UP:

- Place the Courtesan as instructed.
- Place the broken wall marker on the indicated border. It counts as an open border for all purposes.
- Players take turns setting up a market in the indicated area. Starting with the Red player, each places 2 stalls, and one of each single crate and crate stacks.
- Starting with the Blue Player, Players then alternate placing one model each in any of the spaces marked with their color.
- Only Red Inconspicuous Characters may be placed in the indicated spaces.

WIN CONDITIONS:

After the game ends (after you discard the last Alarm Counter) calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the secret objective (see below) has been fulfilled, the Red Player receives 5 VP. If not, the Blue Player receives the 5 VP.

The Player with the most Victory Points is the winner. In case of a tie, if the secret objective has been fulfilled, the Red Player wins. Otherwise, the Blue Player wins.

The secret objective: before the game begins, the Red Player secretly draws an Event card and checks its value:

I-VIII: Take him! You must kidnap the enemy band leader. When the enemy band leader loses close combat and would suffer enough wounds to kill them, you may take the Character as prisoner instead. It stays on the game board under your control. Do not discard an alarm counter. Effectively the prisoner ceases to count as a Character—it may not activate on its own, attack or be attacked etc. When the captor moves, place the prisoner on and adjacent space. The captor has 1 fewer MP during movement activations, may not sprint, and may not move diagonally. If the captor dies and there is no other Red Character adjacent to the prisoner, the prisoner escapes and goes back to being a regular Character under Blue control. If there was an adjacent Red Character, it becomes the new captor (the Red player chooses if there is more than one). If the captor leaves the board with the prisoner and this was the true secret objective, the Red player receives 5 VP.

IX-XVI: Blow them to pieces. You managed to smuggle some gunpowder concealed in a fake wine barrel into the enemy base. Any Red Hero may light the fuse by performing a Partial Action while adjacent to the barrel. Put three generic counters on it. Discard one at the end of every turn. The barrel explodes after the last counter is removed. All the Characters in the basement are killed. The basement may not be entered, it is removed from the game. Characters on the indicated blast spaces on the main map suffer 4 wounds each ignoring armour. Discard extra 5 Alarm counters in addition to the ones generated by the killed Characters. If this was the true objective, the Red player receives 5 VP.

XVII-XXIV: Kill the snitch. The courtesan working for us betrayed us. We must take care of her before she talks. If the Courtesan dies and this was the true objective, the Red player receives 5 VP in addition to the usual 1 VP for killing a Commoner.

NOTES:

- The Red Player has the Initiative on the first turn. He or she must activate first.
- The number of Alarm counters is two more than the total number of Characters in both bands, but not less than 16. The game ends after you discard all the Alarm counters.
- Locked doors may be Forced Open or Lockpicked per normal rules. Blue Characters may open these doors normally (we assume they have the keys), but they count as unlocked afterwards.
- Spaces marked with arrows with the same letter are stairs to the basement. They are considered adjacent for all purposes (movement, zones of control, combat etc.).



- | | | | | | |
|--|---------------------------|--|----------------------------|--|-------------------------|
| | Table | | Standard setup spaces | | Powder keg |
| | Broken wall (open border) | | Inconspicuous setup spaces | | Blast radius (4 wounds) |
| | Broken wall (open border) | | Courtesan | | Adjacent spaces |
| | Locked door | | | | |

KILLER PARTY

There is a party in a rich merchant's villa gardens, which is a cover for a meeting with the Blue emissaries. The event is protected by their men. The festive mood is spoiled when a small time burglar is caught red handed inside the villa, but the guards apprehend him quickly. Suddenly, armed Red band rushes in.



BAND COMPOSITION:

- Carry out the Draft as instructed by the general rules and build bands up to preferred gold value. Do not include the Burgher, 2 Footmen (Glaive), Courtesan, and Urchin in the draft. Their function is explained in the Notes section.

BOARD AND CHARACTERS SET UP:

Place the Burgher, Courtesan, Urchin and the Footmen as instructed. Put the ring token on Urchin and the letter on the Courtesan.

Starting with the Blue Player, Players then alternate placing one model each in any of the spaces marked with their color. Blue places only half of their heroes (rounded down) and half of their commoners (rounded up) at the start of the game. Each turn after first they may place one model on any blue square marked R.

Red player may place up to two of their models in reserve. Each turn after first they may place one model on any red square marked R.

WIN CONDITIONS:

After the game ends calculate Victory Points:

- Each dead enemy Commoner is worth 1 VP;
- Each dead enemy Hero is worth 2 VP;
- If the secret objective (see below) has been fulfilled, the Red Player receives 5 VP. If not, the Blue Player receives the 5 VP.

The Player with the most Victory Points is the winner. In case of a tie, if the secret objective has been fulfilled, the Red Player wins. Otherwise, the Blue Player wins.

The secret objective: before the game begins, the Red Player secretly draws an Event card and checks its value:

I-VIII: Kill the Burgher. He wants to support the Blue cause. We tried to reason with him, but he wouldn't listen. There is only one thing we can do now... If the Burgher is killed and this was the true objective, the Red player receives 5 VP instead of 1 VP for killing an enemy Commoner.

IX-XVI: The burglar. The Urchin was working for us. He managed to snatch the ring from the Burgher's collection, and we already have a buyer. The ring starts the game in the Urchin's possession and follows normal scenario item rules: it is dropped when the owner dies, may be stolen etc. If a Red Character (including the Urchin) leaves

the board with the ring and this was the true objective, the Red player receives 5 VP. Blue never gets any VP for killing the Urchin. If the Urchin dies and this is not the true secret objective, Blue receives a -2 VP penalty.

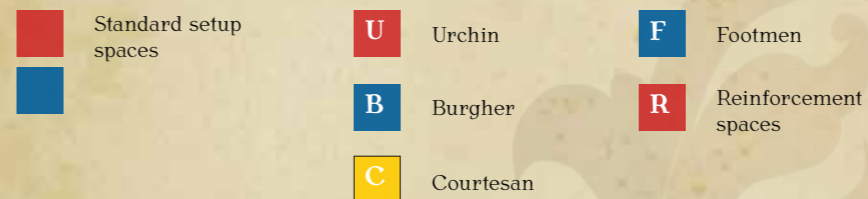
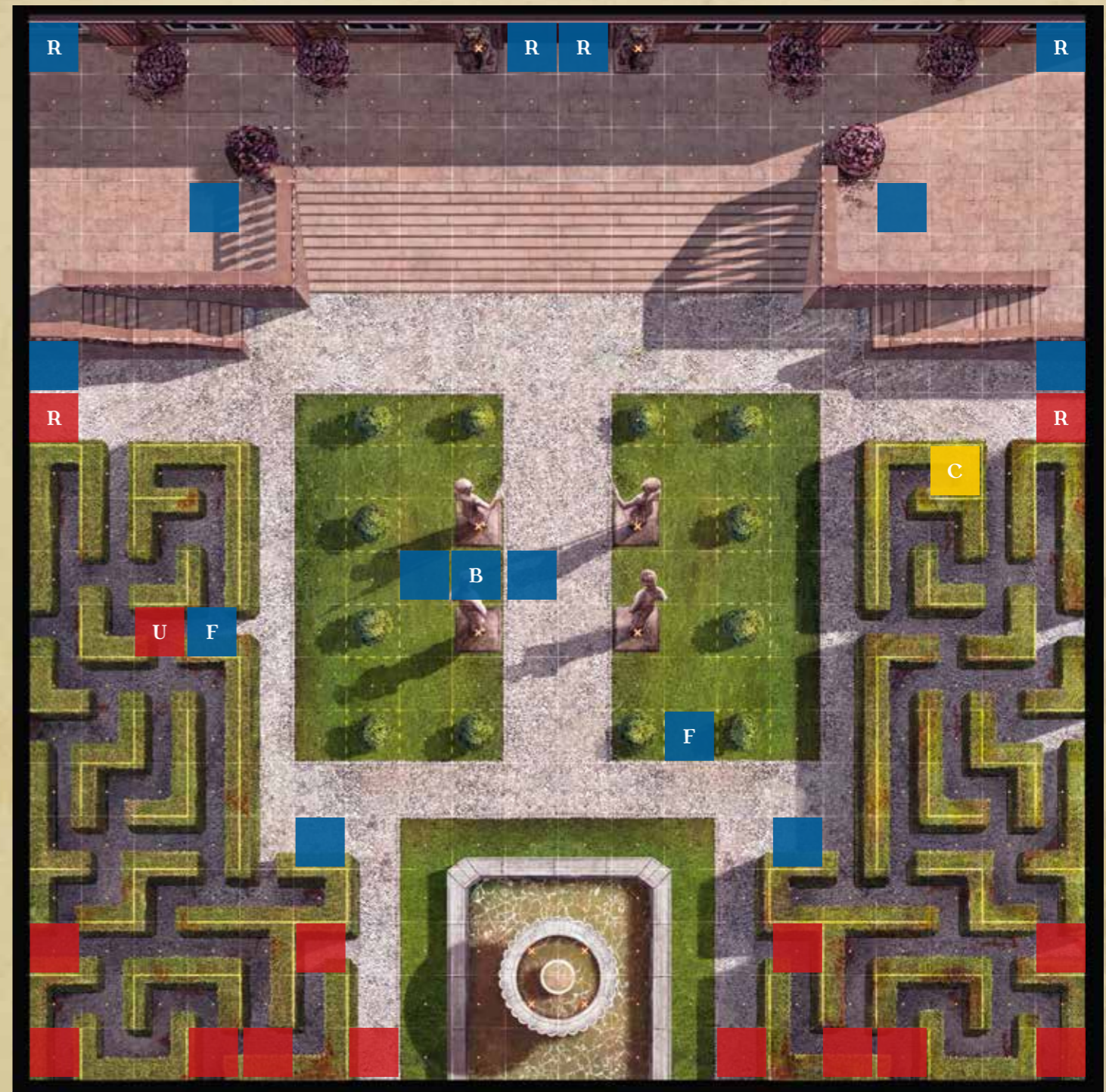
XVII-XXIV: Secret message. The sole purpose of the party is for a rich courtesan to meet with a Blue agent and hand over a secret message. The Reds need to stop them. The letter begins the game in the Courtesan's possession. The Reds need to convince her to give it to them (by making the test as if recruiting an NPC), steal it, or kill her and pick it up from the body. Blue Heroes automatically pass the Charisma test when convincing her. Regardless how the letter is obtained, the Courtesan will never join any band, and will run away when the letter is no longer in her possession. Remove her miniature. She is always neutral, so nobody receives any VP if she dies.

If a Red Character leaves the board with the letter and this was the true objective, the Red player receives 5 VP.

Only the Red Player knows the true secret objective and is encouraged to bluff about it.

NOTES:

- The Red Player has the Initiative on the first turn.
- The number of Alarm counters is two more than the total number of Characters in both bands, but not less than 16. The game ends after you discard all the Alarm counters.
- The Urchin is a part of the Red band, but starts the game captured by the Blues and follows the prisoner rules from the "Blood on the Streets" scenario. If the Urchin is freed, he may then be recaptured again..
- The Burgher and the Footmen are members of the Blue band.
- The Courtesan is a "Recruitable" NPC, but instead of joining the band, she hands over the letter. The Blue Heroes pass the "recruitment" test automatically.
- You may choose any Urchin, Burgher or Courtesan version, but they never benefit from the Inconspicuous skill.



ARCHENEMY

This game mode lets players enjoy Anno Domini 1666 in a whole new way: two or three players called the Party join forces and play against a single opponent—the Archenemy. The Archenemy has more resources at their disposal, special rules, and more characters in their “band”, so that even technically the game is two (or three) against one, the scenarios are still challenging for the Party.

Playing the Archenemy scenarios shares most mechanics with the Adventure scenarios. For example, Characters still activate the same way, the combat works the same etc. The following rules will only focus on the differences. If an aspect of the game is not covered here, it works like it was described in the rulebook.

THE PARTY

All the Characters in the Party are considered to form a single Band, even though they are controlled by multiple Players. Use blue base rings for all Party Characters. The Party players share one Player deck, but keep separate hands of cards. They may discuss these cards (but may not show them to each other), but the Archenemy must be able to hear all their communication (they may not talk in secret). Party Players may reinforce tests made by other Players’ characters, but may only play original cards for their own characters.

GAME SETUP:

1. Choose a scenario from the Archenemy scenarios.
2. One player takes the role of the Archenemy. The remaining two or three players form the Party.
3. The Archenemy is always Red in the scenarios, and the Party is always Blue.
4. Randomly decide which side (Archenemy or Party) picks their faction first.
5. The Party players each pick one Hero and one Commoner to form their “sub-band”. The Party as a whole must meet the Adventure scenario requirements, i.e. only contain Characters with gold cost 7 or lower, contain up to half non-faction Characters etc.

Example: Alice and Bob are building a Defenders of the Crown Party. Alice picks Wolodyjowski and the Courtesan, and Bob picks Antonio and a Dragoon. Their Party as a whole meets the Adventure scenario requirements, even though individual “mini-bands” don’t.

6. All the Characters from the faction picked by the Archenemy, and Mercenaries and Locals not picked by the Party form the Archenemy minions pool. The Archenemy then picks their band as instructed by the scenario. Unless explicitly allowed by the scenario, the Archenemy may only use Characters with gold cost 7 or lower during setup. The Archenemy may ignore the restrictions on the Faction card, for example they may use evil and chaotic Characters in a Defenders of the Crown band, or have more Mercenaries and Locals than Faction Heroes and Commoners.

Unlikely allies: if players agree, the Party may contain Characters from different factions. In this variant, each Party player must observe band building limits from their own Faction Card and may not mix two Factions within their “mini-band”. It is then up to the players to come up with a story reason why, for example, the Defenders of the Crown would join forces with the Order of the Broken Cross. The Party still counts as a single band and the Party Characters treat each other as friendly.

CARD PHASE:

Party players each have their own hands of cards. They always draw two cards at the beginning of the scenario and each card phase thereafter. Their hand limit is three.

The Archenemy draws the number of Player and Event cards depending on the number of Party players:

2 players: draw 3 Player and 2 Event cards, hand size limit 5.

3 players: draw 4 Player and 3 Event cards, hand size limit 7.

4 players: draw 5 Player and 4 Event cards, hand size limit 7.

Reminder—the hand limit only applies after you draw cards in the cards phase. If you have more cards than that at any other moment during the turn, you do not have to discard (see Rulebook).

These Event cards are called Archenemy cards. Their hand size limit is always 9. Note: on the first turn of the game the Archenemy only draws the regular Player cards, and does not draw the Archenemy cards. From the second turn onwards, after the draw, the Archenemy may use the Archenemy cards to summon minions as explained below.

INITIATIVE:

Before the game begins, randomly determine one of the Party players to be the Party Leader for the turn. Give the Leader token to the player. After each turn the current Leader passes the token to the Party player to the left, so that the Leader function rotates each turn.

The Archenemy and the Party Leader play cards normally during the Initiative phase, and then all Party players may reinforce the original card played by the Leader. Once the Initiative is determined, the activation order alternates between the Party and the Archenemy. Party players are encouraged to cooperate and decide collectively who should activate next, but if a consensus can’t be reached, the current Leader has the final word. Once the acting Party player is determined, they may activate any of their Characters.

Example: Alice and Bob form the Party, while Chuck is the Archenemy. Alice is the Party Leader and manages to win the Initiative for the Party this turn. Together with Bob they decide that it would be best to go first and activate one of Alice’s Characters. Then Chuck activates one of his Characters. For the next Party activation the Party players can’t reach an agreement, so Alice as the Leader makes an executive decision that Bob must activate. Chuck goes next.

UNFORESEEN COMPLICATIONS:

After the Initiative is determined, but before the Action phase, the Archenemy chooses one Party Character and plays one Event card from the deck. Check its value in the scenario’s Unforeseen Complications table. If the effect refers to the chosen Character, apply the effect to the Character. Some effects may be general and not apply to the chosen Character in particular. The Archenemy may not choose the same Character twice in a row unless this is the last Character alive.

ARCHENEMY SHEET AND CARDS

This sheet displays special actions available to the Archenemy. Keep the Archenemy (Event) cards facedown

on or near this sheet (the Archenemy may inspect them at any time). They are used for summoning minions for the Archenemy from the minions pool.

Each turn after the first, in the Card phase after drawing the Archenemy cards, the Archenemy may use any or all cards to place additional Characters (minions) on the board. The minions must come from the minions pool (see Setup). They enter the game through the spaces marked “R”

In Archenemy scenarios the Event deck is reshuffled every turn, but only reshuffle the discarded cards and the deck. The Archenemy keeps their hand of Archenemy cards.

Summoning minions requires discarding the following card combinations:

CARD COMBINATION	EXAMPLES	MINION
Pair	J♠, J♥	Thug (any type)
Two pairs, or three cards in a suit	J♠, J♥, 9♥, 9♠ or 9♣, Q♣, K♣	Character worth up to 3 gold
Three of a kind, or four cards in a suit	J♠, J♥, J♠ or 9♣, J♣, Q♣, K♣	Character worth up to 4 gold
5 cards in sequence (straight), or five cards in a suit (flush)	9♣, 10♠, J♠, Q♥, K♣ or 9♠, 10♠, J♠, Q♠, A♠	Character worth up to 5 gold
A pair and a three of a kind (full house)	J♠, J♥, 10♠, 10♣, 10♥	Character worth up to 6 gold
Four of a kind	J♠, J♥, J♠, J♣	Character worth up to 7 gold
Five cards in a suit in sequence (straight flush)	9♠, 10♠, J♠, Q♠, K♠	Character worth up to 8 gold

If the Archenemy wants to play a card combination, but there are no appropriate Characters in the minions pool, a Character from a lower tier may be summoned. For example, if the Archenemy wants to play the straight flush, but there are no 8-gold Characters available, any 7-gold Character may be summoned instead.

The Archenemy may discard multiple combinations of the same or different types to summon multiple minions per turn.

ARCHENEMY SCENARIOS

ESCORT THE ENVOY

The Party is in charge of escorting a councilman who uncovered a conspiracy. Their enemies launch an ambush right at the palace gates in a final effort to silence the official. The Party needs to keep him alive at all costs.



NUMBER OF PLAYERS:

- 1 Archenemy
- 2-3 Party players

BAND COMPOSITION:

The Party: Each Party player uses one Hero and one Commoner as per the usual Archenemy rules. Use the Burgher as the escorted official. He is considered a Party Character and is controlled by the current Party Leader.

The Archenemy initially receives the same number of Heroes as the Party and one fewer Commoner. For example, against three Party players the Archenemy would start the scenario with three Heroes and two Commoners.

The Archenemy may build the band with one Character with up to 9 gold cost. In this case, they must replace one of their other Heroes with a Commoner.

SET UP:

Place the Burgher in the space marked with B. Then, starting with one of the Party players, all players take turns placing one Character each in a legal space as shown on the map (i.e. the order is any Party player → Archenemy → any Party player → Archenemy and so on).

OBJECTIVES:

- 2 VP for each enemy Hero killed.
- 1 VP for each enemy Commoner killed.
- 5 VP for the Archenemy if the Burgher does not escape through palace gate before the end of Turn 8.
- 5 VP for the Party if the Burgher escapes through palace gate before the end of Turn 8.

NOTES:

- The Party has the initiative on the first turn.
- The game ends after turn 8. You are free to use the Alarm counters for keeping track of passing turns, but normal Alarm rules do not apply in this scenario.
- The palace door (the board edge next to the two Blue spaces) is considered an open border for the Burgher to escape through. It costs 1 MP to do so, or he may retreat after combat over that edge. For all other Characters, the door is a Wall border.
- The Burgher automatically passes all Morale tests. He may never have an Inconspicuous marker.

UNFORESEEN COMPLICATIONS

The Archenemy may not choose the Burgher as the target of Unforeseen Complications.

I-IV–A Thug!

The Archenemy places a Thug minion (if available) on any space marked with R. It is a part of the Archenemy band and may be activated normally this turn.

V-X–Slippery gravel:

The chosen Character must take an Agility DL: 5 test. On a failure it falls prone.

XI-XIV–I think it's that way:

The chosen Character must take an Intelligence DL: 5 test. On a failure it must immediately spend up to two Movement Points to move as far as possible in a random direction (assign suits to board edges and draw an event card to determine the direction). During its activation the Character may only perform a partial action.

XV-XVI–Drizzle:

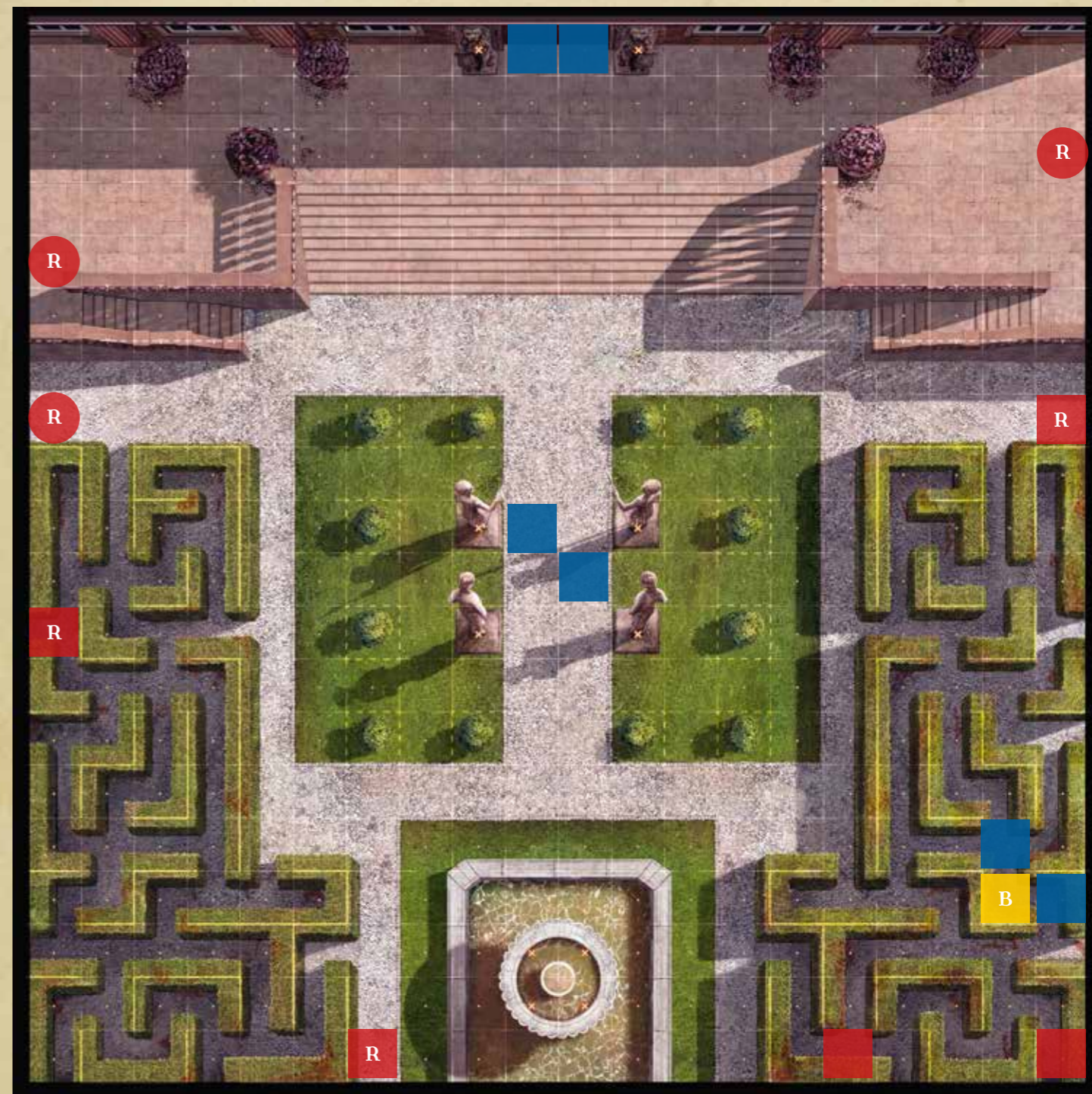
It starts to rain. Shooting tests suffer a -1 penalty when using Firearms. The maximum shooting range and line of sight length are 10 spaces. The drizzle persists until this Complication comes up again.

XVII-XX–Screaming in the distance:

The chosen Character hears some shouting and must make a DL: 5 Wits test. On a failure the Character gets distracted and may only perform a partial action on it next activation.

XXI-XXIV–It's just rats:

Nothing happens.



- Archenemy setup only spaces
- Party setup spaces
- B Burgher
- R Archenemy minion and setup spaces
- R Archenemy minion only spaces

THE GREAT ESCAPE

The Party has stolen important papers from the Archenemy. All Party Characters have read them, and one of them still has them. On their way back to their HQ, they are ambushed by the Archenemy's men. Now they need to run for their lives.



NUMBER OF PLAYERS:

- 1 Archenemy
- 2-4 Party players

BAND COMPOSITION:

The Party: each Party player picks two Heroes (one must be a faction Hero, the other may be a mercenary).

The Archenemy starts the scenario with as many Heroes as there are Party players, and one more Commoner as there are Party players (e.g. against three players the Archenemy has 4 Commoners and 3 Heroes).

The Archenemy may build the band with one Character with up to 9 gold cost. In this case, they must replace one of their other Heroes with a Commoner.

SET UP:

The Party sets up in the indicated spaces. Put the letter token under any Party character and then put universal markers under all other Party characters to conceal from the Archenemy which character has the stolen papers.

Then Archenemy places as many Commoners as there are Players in the indicated spaces (not marked with "R"). On Turn 2 the Archenemy places their Heroes on any spaces marked with "R".

WIN CONDITIONS:

After the game ends (after 7 Turns) calculate the Victory Points:

- The Archenemy (and only the Archenemy) receives 2 VP for each killed Party Character;
- The Archenemy (and only the Archenemy) receives 1 VP for each Party Character still on the board at the end of the game;
- The Party receives 5 VP for each Party Character that leaves the game board over the indicated edges on Turn 6 or earlier;
- Blue receives 3 VP for each Party Character that leaves the game board over the indicated edges on Turn 7, or 5 VP instead if the Character had the real documents.

The side with the most Victory Points is the winner. In the case of a tie if a Party Character escaped with the documents they win. Otherwise the Archenemy wins.

NOTES:

- The Party has the Initiative on the first Turn.
- The game ends after Turn 7. You are free to use the Alarm counters for keeping track of passing Turns, but normal Alarm rules do not apply in this scenario.
- The Archenemy draws one extra Archenemy card per turn.
- Party Characters that leave the game board over edges other than the ones indicated are considered killed (all other escape routes are covered).
- If a Blue Character is in a space marked "R", minions may not use this space to enter the game.
- No Character may ever have an Inconspicuous marker during this scenario.

UNFORESEEN COMPLICATIONS

I-IV-A Thug!

The Archenemy places a Thug minion (if available) on any space marked with R. It is a part of the Archenemy band and may be activated normally this turn.

V-X-Slippery cobblestones:

The chosen Character must take an Agility DL: 5 test. On a failure it falls prone.

XI-XIV-I think it's that way:

The chosen Character must take an Intelligence DL: 5 test. On a failure it must immediately spend up to two Movement Points to move as far as possible in a random direction (assign suits to board edges and draw an event card to determine the direction). During its activation the Character may only perform a partial action.

XV-XVI-Darkness:

Clouds cover the moon. Until the end of turn lines of sight may not be longer than 6 spaces. Sprint tests have their DL increased to 7.

XVII-XX-Slop:

The chosen Character must take a DL: 6 Wits test. On a success it jumps out of the way—the controlling Party player moves it 1 space. On a failure the Character may only take a partial action in the coming Action phase.

XXI-XXIV-It's just rats:

Nothing happens



- Party setup spaces
- Archenemy setup spaces
- Archenemy minion spaces
- Party exit spaces

ALCHEMIST'S BARGAIN

The Party needs to get a hold of some rare ingredients as a part of an arrangement with an alchemist, which is the only way they could get him to cooperate. In particular, mandrake (which grows by the gallows, as everybody knows) and hangman's band are the most sought after. The Party needs to dig up the mandrake and cut of a hangman's left hand, and then better not get caught with the goods...



NUMBER OF PLAYERS:

- 1 Archenemy
- 2-3 Party players

BAND COMPOSITION:

The Party: Each Party player uses one Hero and one Commoner as per the usual Archenemy rules.

The Archenemy initially receives the same number of Heroes as the Party and one fewer Commoner. For example, against three Party players the Archenemy would start the scenario with three Heroes and two Commoners.

The Archenemy may build the band with one Character with up to 9 gold cost. In this case, they must replace one of their other Heroes with a Commoner.

SETUP:

Place generic counters on yellow and purple spaces. They are the objective markers for this scenario: the hangmen and the mandrake plant locations respectively.

Then, starting with one of the Party players, all players take turns placing one Character each in a legal space as shown on the map (i.e. the order is any Party player → Archenemy → any Party player → Archenemy and so on).

WIN CONDITIONS:

- 2 VP for each enemy Hero killed.
- 1 VP for each enemy Commoner killed.
- 2 VP for the Party if they carry at least one objective marker off the board through the marked boundaries.
- 5 VP for the Party if they carry at least one objective marker of each colour off the board through the marked boundaries.
- 1 VP for the Party for each additional objective marker carried off board through the marked boundaries.
- 1 VP for the Archenemy for each objective marker being carried by a Party Character still on the game board at the end of the game (the characters get in trouble for possession of illegal items). Objective markers may not be dropped voluntarily to avoid this penalty.

NOTES:

- The Party has the Initiative on the first Turn.
- The game ends after you discard all Alarm counters. Use 15 Alarm counters with 2 Party players, or 18 Alarm counters with 3 Party players.
- Party Characters who leave the game board over edges other than the ones indicated are considered killed (all other escape routes are covered).
- If a Party Character is in a space marked "R", Archenemy minions may not use this space to enter the game.
- In order to pick up a yellow objective marker (cut off the hangman's left hand) a character who is not lawful, good, and does not have the Faith skill, must take a partial action while in the appropriate space (no test required). Put the marker in the Character's possession.
- In order to pick up a purple objective marker (dig up the mandrake) a character must take a partial action and make a DL: 6 Wits test. On a failure nothing happens and the test may be attempted again. On a misfortune the plant is destroyed—remove the marker from the game. On a success place the marker on the Character.
- A Character may have any number of objective markers. If there are multiple markers on a space (e.g. dropped by a dead Character) they may all be picked up with a single action.

UNFORESEEN COMPLICATIONS

I-IV—A Thug!

The Archenemy places a Thug minion (if available) on any space marked with R. It is a part of the Archenemy band and may be activated normally this turn.

V-X—Noisy Onlooker:

The chosen Character must make a PT:7 Charisma test. On a failure discard an Alarm counter.

XI-XIV—I think it's that way:

The chosen Character must take an Intelligence DL: 5 test. On a failure it must immediately spend up to two Movement Points to move as far as possible in a random direction (assign suits to board edges and draw an event card to determine the direction). During its activation the Character may only perform a partial action.

XV-XVI—Watch your step:

The chosen Character must take an Agility DL: 5 test. On a failure it falls prone.

XVII-XX—Drizzle:

It starts to rain. Shooting tests suffer a -1 penalty when using Firearms. The maximum shooting range and line of sight length are 10 spaces. The drizzle persists until this Complication comes up again.

XXI-XXIV—It's just rats:

Nothing happens.



- Archenemy setup only spaces
- Party setup spaces
- Mandrake plants
- Hangmen
- R Archenemy minion and setup spaces
- R Archenemy minion only spaces
- ➔ Party exit spaces

KIDNAPPING

The Party is about to meet the Urchin. He has some important information he is willing to share. The meeting is about to take place in the slums, but the Archenemy caught wind of it. If push comes to shove, the kid is expendable – as long as the Party doesn't learn what he knows.



NUMBER OF PLAYERS:

- 1 Archenemy
- 2-4 Party players

BAND COMPOSITION:

The Party: Each Party player uses one Hero and one Commoner as per the usual Archenemy rules.

The Archenemy initially receives the same number of Heroes as the Party and one fewer Commoner. For example, against three Party players the Archenemy would start the scenario with three Heroes and two Commoners.

The Archenemy may build the band with one Character with up to 9 gold cost. In this case, they must replace one of their other Heroes with a Commoner.

SETUP:

Put a generic marker in each indicated space.

Then, starting with one of the Party players, all players take turns placing one Character each in a legal space as shown on the map (i.e. the order is any Party player → Archenemy → any Party player → Archenemy and so on).

WIN CONDITIONS:

- 2 VP for each enemy Hero killed.
- 1 VP for each enemy Commoner killed.
- 5 VP for the Party if the Urchin escapes by boat.
- 1 VP for the Party if the Urchin is under Party control at the end of the game.
- 5 VP for the Archenemy if the Urchin has been captured and led off board.
- 1 VP for the Archenemy if the Urchin dies or is captured by the Archenemy at the end of the game.

NOTES:

- The Party has the Initiative on the first Turn.
- The game ends after you discard all Alarm counters. Use 14 Alarm counters with 2 Party players, 16 Alarm counters with 3 Party players, or 18 Alarm counters with 4 Party players.
- Party Characters who leave the game board over edges other than the ones indicated are considered killed (all other escape routes are covered).

- If a Party Character is in a space marked "R", Archenemy minions may not use this space to enter the game.
- In order to find the Urchin, a Character must open the door to a room with a generic counter, or enter the room through a window. If the conditions are met (see below), replace the generic counter with the Urchin miniature under the Party control (assign him to the Party player with the fewest Characters left; randomize if there is a tie). If the conditions are not met, just remove the counter.
- The Party knows where the Urchin is—he is in the first room they enter.
- The Archenemy does not know where the Urchin is—he is in the last room they search or, if playing against four Party players, in the second to last room.
- If at the end of any turn the Urchin is on one of the boats, and there are no Archenemy Characters on this boat, he escapes and the game ends.
- The Archenemy can take the Urchin prisoner as per the rules in the Blood on the Streets scenario.

UNFORESEEN COMPLICATIONS

The Archenemy may not choose the Urchin as the target of Unforeseen Complications.

I-IV-A Thug!

The Archenemy places a Thug minion (if available) on any space marked with R. It is a part of the Archenemy band and may be activated normally this turn.

V-X-It's the guards!

The chosen Character must take DL:7 Stealth or Agility test. On a failure discard 2 Alarm counters. If the Character has the Inconspicuous marker, add +2 to the test result.

XI-XIV-I think it's that way:

The chosen Character must take an Intelligence DL: 5 test. On a failure it must immediately spend up to two Movement Points to move as far as possible in a random direction (assign suits to board edges and draw an event card to determine the direction). During its activation the Character may only perform a partial action.

XV-XVI-Frightened horse:

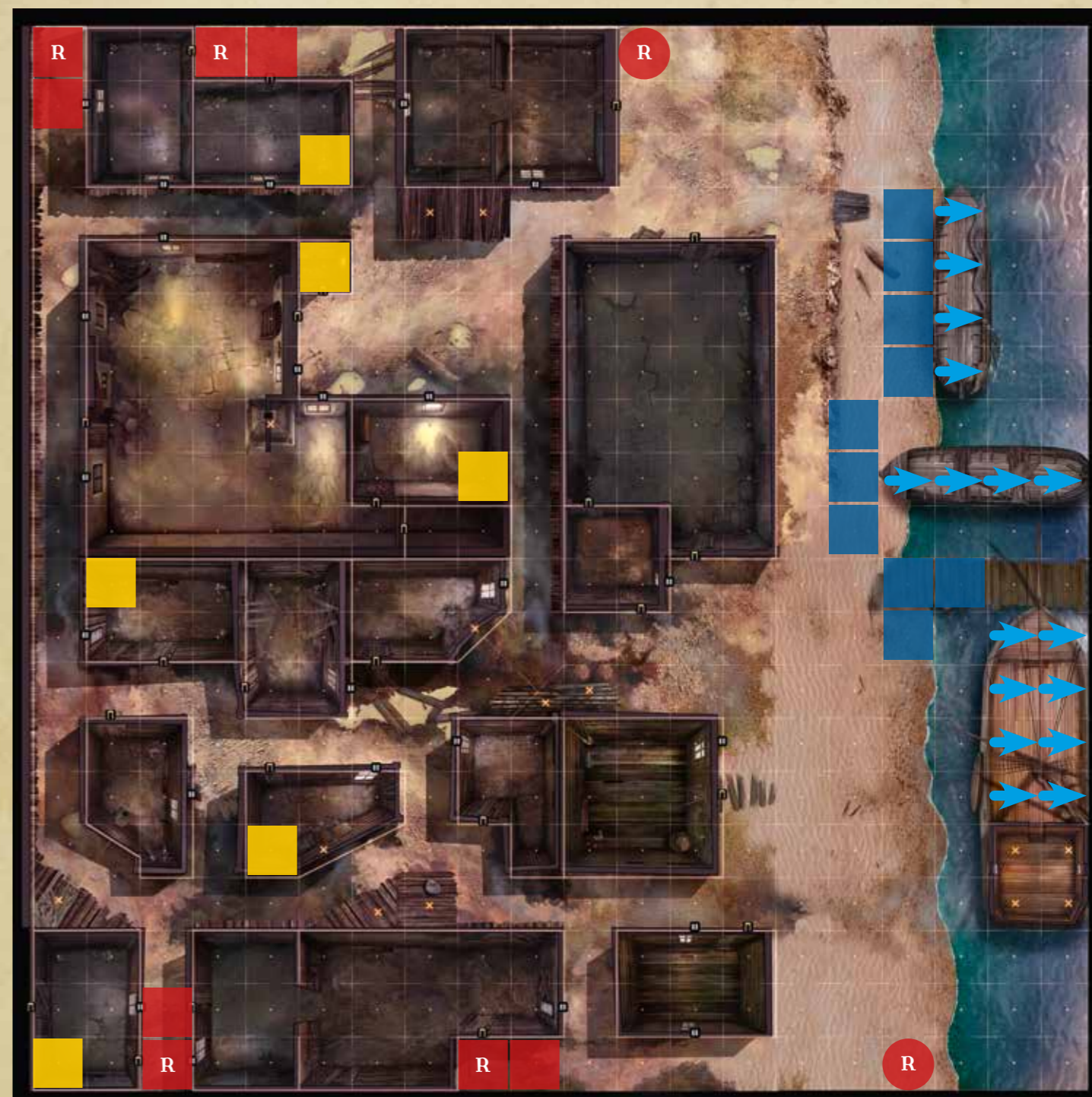
The chosen Character must take a DL:6 Strength test to avoid being trampled. On a failure the Character falls prone.

XVII-XX-Gunshot in the distance:

A distant gunshot diverts the guards' attention. Add an Alarm counter.

XXI-XXIV-It's just rats:

Nothing happens.



- | | | | |
|--|-----------------------------|--|-----------------------------------|
| | Archenemy setup only spaces | | Archenemy minion and setup spaces |
| | Party setup spaces | | Archenemy minion only spaces |
| | Possible Urchin locations | | Urchin exit spaces |

CAMPAIGNS

Campaigns in Anno Domini 1666 come in two types:

Story campaigns are series of scenarios connected by narrative.

Open campaigns are series of an arbitrary number of scenarios (Acts) randomized before each game.

BAND CONSTRUCTION

Campaign is a series of games between two players, which are organized into Acts. Each Act comprises between 1 and 3 scenarios. The entire Act is played between the same players using the same factions. At the beginning of an Act the players conduct the draft to establish their character pools. Players must use this character pool throughout the Act. Build a new band before each scenario using the characters from your pool.

You can play just one, or several Acts. After you finish an Act, you need to decide whether you wish to continue playing with the same character pools and keep the earned experience, or dismiss your mercenaries.

If you keep the bands, do not draft again. All the characters heal between the Acts and keep their experience. The campaign continues with the same participating players.

If you dismiss the mercenaries, remove all the drafted characters from the pools. Carry out a new draft before the next Act. If a character is drafted by the same band again, it regains any experienced previously earned with this band. If you dismiss the mercenaries, you may also switch your opponent (start playing against another player).

Example: Alice, playing the Defenders of the Crown, and Bob, playing the Royal Musketeers, play a campaign Act against each other. It is not relevant whether it is a story or an open campaign. After finishing the Act, they must decide whether they wish to play another act against each other, or dismiss their mercenaries and possibly switch opponents. They prefer changing things up, so Bob will play the next Act against Diane (playing the Envoys of the High Porte), and Alice will play against Chuck (playing the Order of the Broken Cross).

ADDITIONAL EQUIPMENT

Before the first scenario of each Act players receive the amount of kreutzers indicated on their faction cards to spend on additional equipment, plus kreutzer granted by Characters in the band built for the first scenario. Additional equipment purchased before the Act carries over to subsequent scenarios even if the owner dies (even if it was a Commoner), and may be redistributed among the new band built for the subsequent scenario. You may not, however, buy new additional equipment between scenarios within an Act. Single-use additional equipment may be reused in every scenario. After each scenario is played, the winner gets 2 extra kreutzer, and the loser gets 1 kreutzer to spend before the next Act. After the Act ends you lose all purchased additional equipment and must rebuy it, adding the extra kreutzer from the won and lost scenarios.



Example: Bob prepares his Royal Musketeers for a campaign. The first Act has three scenarios. He includes Porthos with Wealthy: 1 in his band for the first scenario, so he has a total of 7 kreutzer to spend on additional equipment for this Act (6 from the Faction card, 1 thanks to Porthos). Between scenarios within the Act he may not buy any more equipment, but may redistribute the cards he already bought. It is also irrelevant whether Porthos participates in the second and third scenarios. Bob won 2 of the 3 scenarios in the Act. Before the next Act, he loses all additional equipment, and now has 11 kreutzer to spend on new equipment (6 from the Faction card, 2x2 for the scenarios he won and 1 for the one he lost). If he includes Porthos in his first band, he adds 1 for a total of 12.

CHARACTER ADVANCEMENT

In Anno Domini 1666 there is no typical character advancement known from other games. No matter how many rats you kill, it will not help you become a better swordsman. True skill does not develop over the course of a few days or even weeks. Scenarios in a campaign take place within a short time period, which does not really allow character growth. Your Wołodyjowski will never increase his combat skill to 4, gain more health or strength. Instead, characters gain experience markers (XM).

- Each character that survives the scenario gains 1 XM.
- Each character gains 1 XM per killed enemy, but not if the victim had the gold cost 3 or more lower than the killer. Wołodyjowski will not learn anything from bullying Thugs. He needs to take on opponents closer to his level. In Wołodyjowski's case (gold cost 7) he only gets XM for killing characters worth at least 5.

Heroes never die for good. If a Hero receives wounds equal or exceeding the death threshold, he does not gain the XM for surviving the scenario (obviously), but keeps the XM for killing enemies. If a Hero "died" in one scenario, he may still participate in the next one, but starts the game with 4 wounds. This valor is rewarded with an extra XM awarded before the game. Heroes recover fully between Acts.

Commoners die for good, losing all their experience. Their cards and miniatures can be used in your band in subsequent scenarios, but they are assumed to be different, newly recruited characters.

If a character has XM available, it can use one before attempting any test to gain a +1 bonus to the result. Only one XM may be spent per test. It must be declared before any cards are played. The XM are not spent permanently. They can be used again in the next scenario, so characters can accumulate experience over time.

PROMOTING CHARACTERS

If you own certain game expansions and have the promoted Character cards, you may promote your Faction Commoners (e.g. Dragoons can be promoted to Dragoon Veterans or Dragoon Wachtmeisters). A promotion can only happen between Acts. It costs 3 XM to perform (the XM are lost, unlike the ones spent during a scenario). A given character may only be promoted once—either to veteran or to an NCO (wachtmeister, sergeant etc.). You may have at most 2 veteran and 1 NCO characters in your band.

Remember that when Commoners die, they die for good, so if a promoted character remained a Commoner (i.e., the cost on the card is printed in a silver coin) and then died, it is replaced in your character pool by a non-promoted Character. If the Character was promoted to a Hero (gold coin), it works like any other Hero (doesn't die for good).

Once promoted, the Character enters your Character Pool for this campaign and may be used when building your band for future scenarios. The Character takes up a Commoner slot during setup, even if its cost is printed in a gold coin.

STORY CAMPAIGN

After each scenario the VP totals of each player become their respective Campaign Points (CP). Winning the second scenario of an Act is worth 1 extra CP, and winning the third scenario of an Act is worth 3 extra CP. The player with the most CP is the winner.

ACT I

INTRODUCTION

Martin Weier is a small time thief living in the Viennese slums. He found the crowds coming into the city to be a great source of income. One fateful night he robbed a room in a tavern. After nearly getting caught, he only managed to snatch a small chest case during the escape. Once he made it to the safehouse, he inspected his loot. His bad luck wouldn't let go—rather than money or jewels, he only found some papers, and a strange ring.

It turns out Weier robbed the men of Frederick William, the Great Elector, who himself stayed in a hunting lodge outside Vienna. Soon the city was swarming with mysterious men in black cloaks. Soon the other envoys took interest in the situation. If the Elector cares about it so much, perhaps he can be bargained with to support the right candidate, or even blackmailed.

1. GET SHORTY

You caught Weier's trail. He is laying low in his safehouse in the slums. Hurry, because you are not the only ones trying to get to him.

The band gets their first assignment—find the thief in the slums.

2. THE CHASE

The damned thief managed to off-load most of the loot already. Fortunately he still has the strange ring with him. We should take him to the headquarters and look for the other items later. However it seems we are being followed, so the first priority is losing the tail.

The previous scenario's winner is the Blue player. If the Thief survived, he is now a part of the Blue band (as a free extra character) and must be set up adjacent to any Blue setup space. He has the real ring. If he leaves the board with it, the Blue player receives 1 extra VP.



3. AMBUSH

We lost the pursuers, but not for long. We can't make it to the headquarters. The city is swarming with enemy agents. Luckily we have a plan B: a messenger pigeon in the hideout. We can send the ring this way.

The previous scenario's winner is the Blue player. If the Thief survived, he is now a part of the Blue band (as a free extra character) and must be set up in one of the ring Hero spaces. This happens even if the Thief was controlled by the other player—he simply switched sides once he realised which way the wind was blowing. As compensation, the Blue player may replace one Commoner with a Hero. The Thief does not have to carry the real ring. If he survives, the Blue player receives 2 extra VP.

EPILOGUE

The pigeon arrived at the headquarters with the ring. Weier got lost in the shuffle, but fortunately we didn't need him any more. He pointed us to the fence who he sold the loot to. We will need to get a hold of him. It seems he is laying low at the moment, but he has to surface sooner or later.

ACT II

INTRODUCTION

The Elector's men are still sniffing around. Apparently the ring is used for some kind of occult rituals. In the meantime, we caught wind of the fence. He is supposed to make a deal tonight in the Zur Nixe tavern. We should get going.

1. MURDER IN THE TAVERN

The band got a new assignment—go to the tavern and intercept the fence who bought Weier's loot from the stolen chest. The fence reportedly keeps a ledger. We need to get it.

Our competition got to him first and took off with the ledger at the first sight of approaching guards. We need to keep looking.

2. VIENNAGATE

Finally we caught a break. A few coins here and there bought some information. It turns out our fence had something to satisfy your every carnal desire. On other words, he was a pimp. We have a lead on one of his girls, who gathered some of his documents and ran as soon as she heard about the tavern massacre. She now wants to sell it for a good price. This time we must not fail.

The previous scenario's winner is the Red player. The girl knows what happened in the tavern and is terrified by the Red band. Red characters suffer a -1 penalty to Charisma tests to convince her to hand over the documents. If she joins one of the bands and survives, the controlling player receives 1 extra VP.

3. BREAK & ENTER

We recovered some of the documents, but the enemy still keeps the most important ones. All is not lost yet. We located their headquarters. Their recent success makes them complacent. A bribed servant will leave a door unlocked. It's now or never.

The previous scenario's winner is the Blue player. The loser assaults the winner's headquarters to steal the documents.

EPILOGUE

All of this is getting weirder by the minute. All those letters and papers have no signatures, no seals of the Elector. They are all encrypted, but we managed to decipher some of them. None of the documents leads to the Elector directly except one—a letter confirming that the Elector is willing to grant the Marienwerder castle to the Teutonic Knights, in particular to the Spittler Siegfried von Wallenrodt.

The Elector has been plagued by family tragedies relating to his potential heirs. His first son, Wilhelm, died at two years old. It took six long years for a new son, Charles, to be born. However he also fell ill, and despite the doctors' best efforts died within weeks. To make matters worse, Frederic, the youngest baby, is now coming down with disease too. The stolen documents apparently contain a cure. All of this reeks of magic or alchemy. There are parts of the text our scholars could not decipher, most likely because it was written in an unknown language. Just a couple of words were recognized from other letters—*pazuzu* and *utukku*. Still, the documents we have are valuable enough to be traded for the Elector's support in the coming election. Just in case he tries to back out of the deal, we will keep some less valuable ones (like the deal with the Teutons) to ourselves. It is time to go to the meeting now. Unfortunately we don't have the ring, but perhaps it wasn't that important?

THE GRAND FINALE

The twice cursed thief! It turns out there was one more item in the chest—a bronze head of this *Pazuzu* creature. Apparently it is absolutely essential. No head, no deal. Weier had a partner in crime and we need to find him. Hopefully he did not end up on the gallows. Digging up fresh graves is no fun.

After the two Acts are finished, play the final scenario—Grave Robbers to search for head of *Pazuzu*. Each Act you won grants an Information token. When digging up a grave, you may discard it to draw one more card for the test (reattempt it). Do not determine the winner of this final scenario.

Instead, the winner of the entire campaign is determined in the following manner:

- gain 1 point for winning Act 1;
- gain 1 point for winning Act 2;
- gain 1 point if in the final scenario your character has the head of *Pazuzu* and is still on the board at the end of the game;
- gain 3 points if in the final scenario your character left the board through an indicated board edge with the head of *Pazuzu*.

We bumped into our old friends again, but this time we found the Weier's friend's body before they did. We handed over the bronze head to the Elector. Not only we did our country a favour, but also we did the right thing by helping to save the Elector's son. There is just one more loose thread—the mysterious plague. Scholars say that those *Pazuzu* and *utukku* things are some kind of creatures from the biblical Assyrian times, but who knows what does it lead to?





OPEN CAMPAIGN

In this mode the players build their bands and field them against the opposing players. A single Act is played against a single opponent. After you finish the Act, you may switch opponents.

CAMPAIGN COURSE

The game is split into short Acts. Each Act consists of a battle scenario and a possible extra adventure scenario as a rematch or a tiebreaker. Acts are played much like the story campaign—all games must be played against the same opponent, "killed" Heroes start the next game wounded etc.

First, you need to pick or randomly choose a battle scenario. Draw an event card:

-  – Attack at Dawn
-  – Forest fray
-  – Killer Party
-  – Blood on the Streets

After the battle scenario, the loser may call for a rematch. If they do, draw an Event card to determine which scenario to play:

- I-IV—Loser's choice
- V-VI—Murder in the Tavern
- VII-VIII—Get Shorty
- IX-X—Ambush
- XI-XII—Free Wilhelm
- XIII-XIV—Escort
- XV-XVI—The Chase
- XVII-XVIII—Grave Robbers
- XIX-XX—Diamond Ring
- XXI-XXII—Break & Enter
- XXIII-XXIV—Viennagate

Do not perform a new draft before the rematch. You must use the character pool drafted before the first battle scenario. If you wish to (or are forced to) field Heroes "killed" in the previous scenario, they start the game wounded, like in Story campaigns.

If the rematch is won by the loser of the original scenario, the Act is now tied. If both players agree, you may play the tiebreaker (if one of the players does not agree to the tiebreaker, the Act stays tied). To play the tiebreaker, draw an Even card again and consult the table above. If the same scenario came up, draw again (i.e., do not play the same scenario both as the rematch and the tiebreaker).

Each scenario won awards one Campaign Point. The winner of the entire Act gets an extra point. You may play any number of Acts in a campaign. If you like, you may agree to a set number of Acts beforehand, after which the campaign winner is determined.

After each Act players may buy additional equipment for the earned kreutzer.

OPTIONAL RULES

DUPLICATE CHARACTERS AND BANDS

Normally the game does not allow for duplicate characters or bands. This kind of situation will never arise when playing with just the base game, but sometimes players may wish to use their own collections of favorite models. In this case instead of drafting the characters you can bid for them.

Starting with the Blue player, take turns declaring the Character you wish to bid for. It must be a unique character that would be eligible for joining both bands, which usually means Mercenaries. Do not bid for the Characters if it is only available to one of the bands, or only one of the players has the miniature. After the player declares the Character, the other player may bid 1 or more gold for it. The bidding continues until one of the players refuses to outbid the other. The winner subtracts the winning bid from their gold total to spend in the upcoming scenario and adds it to the character pool as if drafted (i.e. may normally buy it for the printed cost to use in the scenario). The loser of the bidding does not pay any gold, but may not use the Character even if the winner eventually does not field it in the scenario.

Players take turns putting up Characters for bidding until "contested" Characters are assigned.

Example: Alice and Bob each have their own collections of finely painted miniatures, so they would rather bid for than draft the characters. They agreed to 55 gold per player. Alice goes first and puts up Antonio. Bob doesn't want Alice to field him, so he bids 1 gold. Alice can now either pass (Bob would then have to build his band for 54 gold and have Antonio available) or bid higher. She bids 2 gold, to which Bob passes. This means Bob still has the entire 55 gold to spend on bids and band building, but no Antonio in his pool, and Alice has only 53 gold to spend, but may field Antonio in her band (for the usual 6 gold cost, as printed on the card).

Adventure scenarios do not use gold for band building, so players bid kreutzer (the currency spent on additional equipment).

There are no special rules for duplicate bands, e.g. the Defenders of the Crown fighting against themselves. If players insist on playing with the same bands, they must deal with the multiple unique characters themselves.

BUYING WEAPONS

After each Act, apart from additional equipment, each player may buy extra weapons for their Heroes. They may only be bought if the character has the necessary combat skill. You must tell your opponent about all your extra weapons before each game. The weapons have the following cost in kreutzer:

Close combat weapons:

- one-handed: 2 kreutzer
- two-handed, polearms: 4 kreutzer

Dagger, throwing knives: 1 kreutzer

Pistol: 3 kreutzer

Half-musket: 5 kreutzer

Musket: 6 kreutzer

You must have available weapon cards in order to buy them.

The list is not final. Players may add more weapons to buy if desired, and all other players agree. These rules will be expanded in time, and made available for download on the Anno Domini 1666 website.

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