

Anno Domini  
**1666**



**AUTOMATON**  
**(SOLO MODE)**



# AUTOMATON

In the 17th century, mechanical automatons/automata were created. Moved by numerous gears, the mechanisms, when set in motion, mimicked various living objects. It comes as no surprise that we decided to use this term to describe a mechanical opponent for games in solo and co-operative modes in AD1666.

In order to use the Automaton mode you will need:

- The Automaton board:

DECK	A	B	C
1	Sees an enemy, has him within shooting range and has a loaded weapon - Shot Action.	Sees an enemy, has him within shooting range and has a loaded weapon - Shot Action.	Can take a Defensive Shot - Shoots.
2	Has an unloaded weapon and can use the Distract rule. Uses it against the nearest visible enemy and takes a Step Back.	Sees an enemy, has him within Movement range - Charge.	Sees an enemy - Charge.
3	Has an unloaded weapon - Reload Action - Draw an event card. Black - reloads on spot. Red - performs a Step Back.	Has an unloaded weapon - Reload Action - Draw event card. Black - Reloads on the spot. Red - Move by 2MP towards the enemy.	A friendly model at a distance of 6 spaces is Engaged - Make a full Move to Engage.
4	Random move with 2MP.	Sees enemy, beyond shooting or movement range. Move towards the enemy (full).	Has an unloaded weapon - Reload Action - Draw event card. Black - Reloads on the spot. Red - Move by 2MP towards the enemy.
5	Random move with 2MP.	Random move with 2MP.	Random move with 2MP.

This is a game aid containing the procedures for the various character archetypes and a place for cards played by the Automaton.

- The Automaton character cards:

 <p>FOOTMAN (PISTOL) I</p>	 <p>THIBAUT* II*</p> <p>Intelligence: 1, Faith: 2, Exorcisms: 1, Sentiment du Fer, Ailing, Assujettissement, Touch of the Unknown</p>
 <p>KING'S MUSKETEER VETERAN I*</p> <p>Quick reload, Crack shot</p>	 <p>DRAGOON I</p> <p>Quick Reload</p>

Each corresponds to a selected character in the game and overwrites part of its rules.

There are 3 reasons why we decided to introduce the cards in this form:

1. Automaton activates characters randomly. Through the use of Automaton character cards, you never know which character will move next.
2. Automaton-controlled characters are mainly used by it for combat, rather than for more complex tasks. Instead of using the cost in Gold, we have divided them into three levels.



These are usually commoners, but can also be heroes who are less effective in melee. For example, when playing against the Defenders of the Crown in Automaton mode, you may find that during scenario, instead of a Dragoon, the Automaton will deploy Zagłoba (who in normal game mode, is a hero).



Heroes.



Particularly strong opponents (e.g. werewolf, vampire, demon).



Some of the cards are marked with a \* (I\* or II\*). These are the stronger characters of the given level. Killing them is scored in the same way as other characters of the level, but only a limited number of them can be fielded in each scenario (see: Band composition in the scenario).



The Automaton's scenarios determine how many characters and what of level it deploys (and their selection is random).

3. Some of the characters' special rules do not work in Automaton mode. The cards contain the rules that a character has when controlled by the Automaton.



# RULES

## AUTOMATON'S ACTION PHASE AND CLOSE COMBAT PHASE

In the Automaton's turn, the player activates a random character and performs an action with it. We recommend using the Automaton character cards for the draw. Shuffle them to form a small deck and draw 1 card at a time from it.

In the Combat Phase, the sequence looks similar, just ignore the character cards that have already activated.

If, during the Action Phase or the Combat Phase, an Automaton's character that has not yet been activated is activated (e.g. it is attacked), search the Automaton card deck and draw the activated character. Then shuffle the deck.

## HOW THE AUTOMATON PLAYS CARDS

**The Automaton's card deck does not contain Jokers.** Only a player can be so lucky, or unlucky. The Automaton works more predictably. The Automaton is also not a player and does not make real choices about whether to play a card to Support a shooting test to get a Triumph and kill Wołodyjowski, or whether to save it for a melee on the other flank involving a scenario character worth many more VPs.

The second important issue is the order. In each opposing test, the player must play his card first and only then carry out the Automaton procedure.

You can use one of two versions of how the Automaton plays cards:

1. The first option is for players who appreciate simplicity. However, this option means that certain abilities (like Divination) may simply not work. Automaton only plays cards from the deck. For each test, draw 2 cards and play the higher of the two. **In this version, the Automaton does not reinforce tests.**
2. The second option is for players who prefer a more complete simulation of their opponent's actions. In this option, the Automaton has a virtual hand and you can preview its cards.

## Automaton's board

The Automaton has a board. It simulates playing cards on a similar basis as the player does. The Automaton's "hand" always includes 3 cards. It draws up to three cards whenever it has fewer cards. All cards are face down. In tests, the Automaton reveals the first card (A) and can use it, or reinforce the test (see later). If it uses a card, it is discarded, then the cards are moved 1 position to the left (B becomes A etc.) and a new face-down card from the deck is added in place of C. If the Automaton has not used a card, it goes from position A to position C and the cards are moved 1 position to the right. (B becomes A, C becomes B). Any cards played by the Automaton with a value of '8' go into a separate pile of cards. When 3 are collected, reshuffle the deck and the Automaton's hand, then draw 3 cards for the Automaton's hand.

**Standard Test** - Automaton plays a card from the deck normally. It uses the first card (A) to Reinforce whenever it needs this to pass a test (under normal reinforcing rules). If the test is passed, the Automaton does not reinforce it.

**Opposed test** - the Automaton takes two cards - one from the deck, the other from his hand (card A) and then plays the one with the higher value. It uses the second card to reinforce whenever it is of the same color/value. If both cards have the same value Automaton plays the card from the deck and uses the one from its hand as reinforce.

## CHARACTER ARCHETYPES

There are 4 different Automaton's characters archetypes:



Shooter,



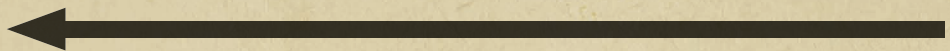
Universal Aggressive,



Universal Defensive,



Close Combat.



DECK



A



B



C





Each Automaton character that is not engaged performs actions according to the given order. Check the conditions from the Automaton action algorithm one by one. If the first one occurs - execute it, if not - go to the second one, etc.

If the Automaton's character has several shooting weapons, it shoots with the one which can hit most easily (regardless of the damage dealt with that weapon). The same is true for Close Combat - the Automaton attacks with the weapon for which it has the best chance of hitting. If the chances of hitting are equal then it attacks with the one that has the highest damage value.

Example:



The Automaton's character (red) has a pistol (loaded) and a musket (unloaded). The range of the pistol is 6 spaces and the range of the musket is 16 spaces.

Its archetype is Universal Defensive. The Blue player has two characters - A and B. If Red is activated, according to the algorithm, having a loaded weapon, it will shoot at Blue B. If the latter manages to activate early and flees from sight, Red will go to point No. 3 of its archetype's algorithm and start loading the musket (it is not able to act according to point 1 or 2, due to the distance between the characters). It will do this on the spot (by drawing a black card) or by walking towards Blue A (the nearest visible enemy), after drawing a red card.

## AUTOMATON'S CHARACTERS' ACTIONS:

**Step back** - Move 1 MP away from the nearest visible enemy. If the character cannot see anyone, Move 1 MP away from the nearest not visible enemy. It cannot use this move to Engage an enemy.

**Move towards an enemy** - Move the given amount of MP towards the nearest visible enemy. If it cannot see anyone, it remains in place.

**Engage** - The character makes a full Move towards the nearest enemy that is Engaged, so as to end that Move Engaged, or as close to that Engagement as possible.

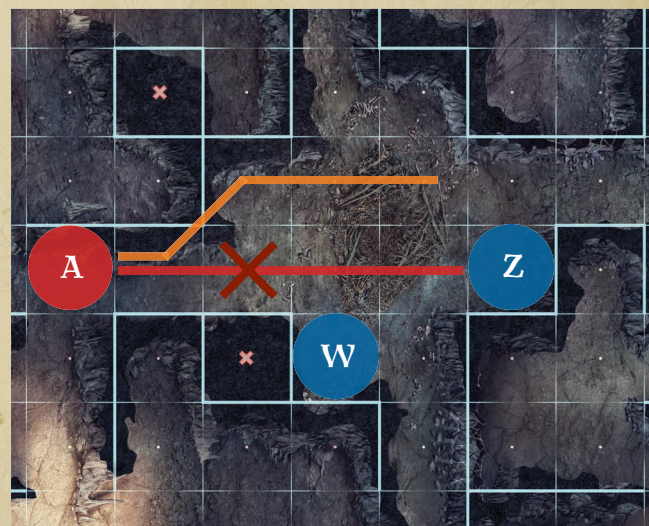
**Reload** - The weapon with the longest range is reloaded first. If a character has several weapons with the same range - randomly decide which is reloaded.

**Charge** - The character makes a full Move towards the nearest visible enemy, so as to end that Move Engaged. If several movement routes are possible, it makes the Move in a way that will allow it to see the target of the Charge at the end of the Move.

**Random move** - Draw an event card. Its color indicates the direction in which the character is moving (check it at Alarm board). When it encounters a wall or other impassable space, turn the character 90 degrees clockwise until it hits a clear path.

**NOTE:** In the case of a move to Engage or Charge, a situation may arise where the Automaton's character making this move Engages a player character other than the original target. There may also be a situation when this Engagement can be avoided, while still Engaging the original target. In such a situation, we leave the solution to the player. You can move the Automaton's character so that it Engages the original target, or randomly decide which route it chooses. We personally recommend the random solution. It adds extra excitement and unpredictability to the gameplay.





Example:



The Automaton's character - Aramis (A) sees the player's character - Zagloba (Z). He performs a Charge. Along the route of his charge there is another player character - Wołodyjowski (W). The Automaton's character should therefore stop on the field marked X. However, he can bypass Wołodyjowski using Agility (orange route). The choice of the route is left up to the player, but we recommend to choose it randomly in such a situation.





				
1	Sees an enemy, has him within shooting range and has a loaded weapon - Shot Action.	Sees an enemy, has him within Movement range - Charge.	Sees an enemy, has him within shooting range and has a loaded weapon - Shot Action.	Can take a Defensive Shot - Shoots.
2	Has an unloaded weapon and can use the Distraction rule. Uses it against the nearest visible enemy and takes a Step Back.	Sees an enemy, has him within weapons range and has a loaded weapon - Shot Action.	Sees an enemy, has him within Movement range - Charge.	Sees an enemy - Charge.
3	Has an unloaded weapon - Reload Action + Draw an event card: Black - reloads on spot, Red - performs a Step Back.	Sees enemy, beyond shooting or movement range, Move towards the enemy (full).	Has an unloaded weapon - Reload Action + Draw event card: Black - Reloads on the spot, Red - Move by 2 MP towards the enemy.	A friendly model at a distance of 6 spaces is Engaged - Make a full Move to Engage.
4	Random move with 2 MP.	Has an unloaded weapon - Reload Action + Draw event card: Black - Reloads on the spot, Red - Move by 2 MP towards the enemy.	Sees enemy, beyond shooting or movement range, Move towards the enemy (full).	Has an unloaded weapon - Reload Action + Draw event card: Black - Reloads on the spot, Red - Move by 2 MP towards the enemy.
5		Random move with 2 MP.	Random move with 2 MP.	Random move with 2 MP.

## PLANNED ROUTES

Some Automaton characters may have planned routes. Place a universal marker on such a character. When you activate it and it is placed on a space along the route and would perform a Random Move, it moves 3 MP along the planned route instead. If it leaves the route, for any reason, or reaches the last field of the route, discard the marker. From then on, until the end of the game, it ignores the planned route.

## RECOGNIZING INCONSPICUOUS CHARACTERS

The Automaton ignores characters with the *Inconspicuous* marker. The Automaton itself never has *Inconspicuous* characters. It only benefits from automatic recognition, but receives bonuses to it. When the Automaton's character, in its activation, comes within 3 squares of an *Inconspicuous* character, its Wits and Intelligence increase by 1 for recognition purposes. When the *Inconspicuous* character is on an adjacent space, Wits and Intelligence are increased by 2.

This rule only works when activating the Automaton's character. For example, an enemy character with *Inconspicuous* : 2 can stop within 3 fields of the Automaton's character with Wits: 1 and will not be detected automatically until the Automaton's character activates.

## AUTOMATON AND CLOSE COMBAT

### Automaton and Close Combat

Automaton attacks a random opponent from among those it is in contact with (you can use event cards to decide randomly).

### Parry and Fencing markers

The Automaton never reinforce tests in combat with fencing markers. When it Parries, it turns one marker over. Unlike a player, if the Automaton fails a test, it flips the remaining markers so that it passes the test (each marker lowers the DL of the test by 2). It does not flip the markers if flipping them will not result in passing the test.

*Example:*

*Wołodziejowski parries the attack. He turns the marker over. The DL of the test is 6. The Automaton plays a "3." So he turns 2 more markers over so that the DL of the test is 2 and it is*

*passed. If it had only two markers, it would not turn any more markers over after the failed parry, since turning the second one over would not ensure passing the test.*

## Withdrawal

Automaton characters withdraw according to standard rules. The space to which they withdraw is chosen by the player. If there are no free spaces to which the Automaton's character can be withdrawn, you must normally make a Strength test to see if the character is Prone.

## LIMITED FIELD OF VISION

The Automaton's characters, in some scenarios, can use the rules of limited field of vision. Such characters have their vision limited to 90 degrees, as if they were looking through a window. They must also always be facing perpendicular to one side of the board.

## VARIA

- The player normally draws additional cards for meeting the conditions on the faction card. The Automaton never draws additional cards.
- Automaton characters can see through other characters for the purpose of determining actions (see Character Archetype). However, they cannot shoot through them. If an enemy character is visible in this way, but cannot be shot at, the Automaton's character treats it as if it was out of range.
- Automaton's characters passing through other Automaton's characters do not spend additional MP. This is to prevent them from blocking each other and to solve problems caused by random, suboptimal activation order.
- Some scenarios are possible to play in Automaton mode only using certain bands. It's because of number character required of each level. If you still want to play such a scenario the second band and don't have enough characters on certain level for Automaton, please follow this procedure. Field as many Automaton characters as possible and: remove 1 hero from your band for each missing II level Automaton's character, remove 1 commoner for each missing I level Automaton's character.



# 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:

- The Player (blue): 2 heroes, 2 commoners.
- The Automaton (red):

Difficulty level			Alarm Counters
I	Half-a-pint	2 level II characters (0 with *), 3 level I characters (up to 1 with *)	12
II	A cup of mead	3 level II characters (0 with *), 2 level I characters (0 with *)	13
III	A jug of wine	3 level II characters (up to 1 with *), 3 level I characters (up to 1 with *)	14
IV	A gallon of vodka	3 level II characters (up to 1 with *), 4 level I characters (up to 2 with *)	14
V	A barrel of Moonshine	4 level II characters (up to 2 with *), 3 level I characters (up to 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters	13

### BOARD AND CHARACTERS SET UP:

Set up tables and doors according to the map. Blue deploys one hero on the space containing the letter. Place the letter in his inventory. Then, starting with the Automaton, the player and the Automaton alternate to deploy 1 character. The Automaton's characters are fielded randomly starting from space No. 1. There must be a random Level II character in space No. 1.

### WIN CONDITIONS:

The player has to carry the letter off the board, through the marked spaces, or keep hold of it. When the game is over, tally up the points:

#### The Player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the player carried the letter off the board, he scores 7 VP and wins any draws.
- If a player holds the letter, he scores 2 VP and wins any draws.

#### The Automaton:

- Each commoner lost by the player is worth 2 VP for the Automaton.
- Each hero lost by the Player, is worth 3 VP for the Automaton.
- If the player does not hold the letter, the Automaton scores 5 VP and wins any draws.


#### Notes:


- The Automaton has the initiative in the first round.
- The player draws 2 cards in the Cards Phase.
- The game ends when the Alarm counters run out. Their number depends on the difficulty level.
- The Automaton does not pick the letter up and does not know of its existence. The characters carrying the letter are not particularly valuable to it and it does not focus its actions on them.
- The Automaton treats the board edges like walls.










 Spaces where any character can be deployed or can be left empty


 Spaces where a hero must be deployed (it cannot be left empty)

 Table

 Planned routes

 Open door

 Letter

 Spaces from which you can leave the board



# 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:

- The Player (blue): 3 heroes, 2 commoners.
- The Automaton (red):

Difficulty level			Alarm Counters
I	Half-a-pint	3 level II characters (0 with *), 3 level I characters (up to 1 with *)	12
II	A cup of mead	3 level II characters (up to 1 with *), 3 level I characters (up to 1 with *)	13
III	A jug of wine	3 level II characters (up to 1 with *), 3 level I characters (up to 2 with *)	14
IV	A gallon of vodka	3 level II characters (up to 1 with *), 4 level I characters (up to 2 with *)	13
V	A barrel of Moonshine	4 level II characters (up to 2 with *), 3 level I characters (up to 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters.	12

## BOARD AND CHARACTERS SET UP:

On the marked spaces place the universal markers indicating the piles of bones to be searched. Then, starting with the Automaton, the player and the Automaton alternate deploying 1 character each. The Automaton's characters are fielded randomly starting from space No. 1.

## WIN CONDITIONS:

When the game is over, tally up the points:

The player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the player carried the ring off the board, he scores 7 VP and wins any draws.
- If a player holds the ring, he scores 2 VP and wins any draws.

The Automaton:

- Each commoner lost by the player is worth 2 VP for the Automaton.
- Each hero lost, is worth 3 VP for the Automaton.
- If the player does not hold the ring, the Automaton scores 5 VP and wins any draws.

Notes:

- The Automaton has the initiative in the first round.
- The player draws 2 cards in the Cards Phase.

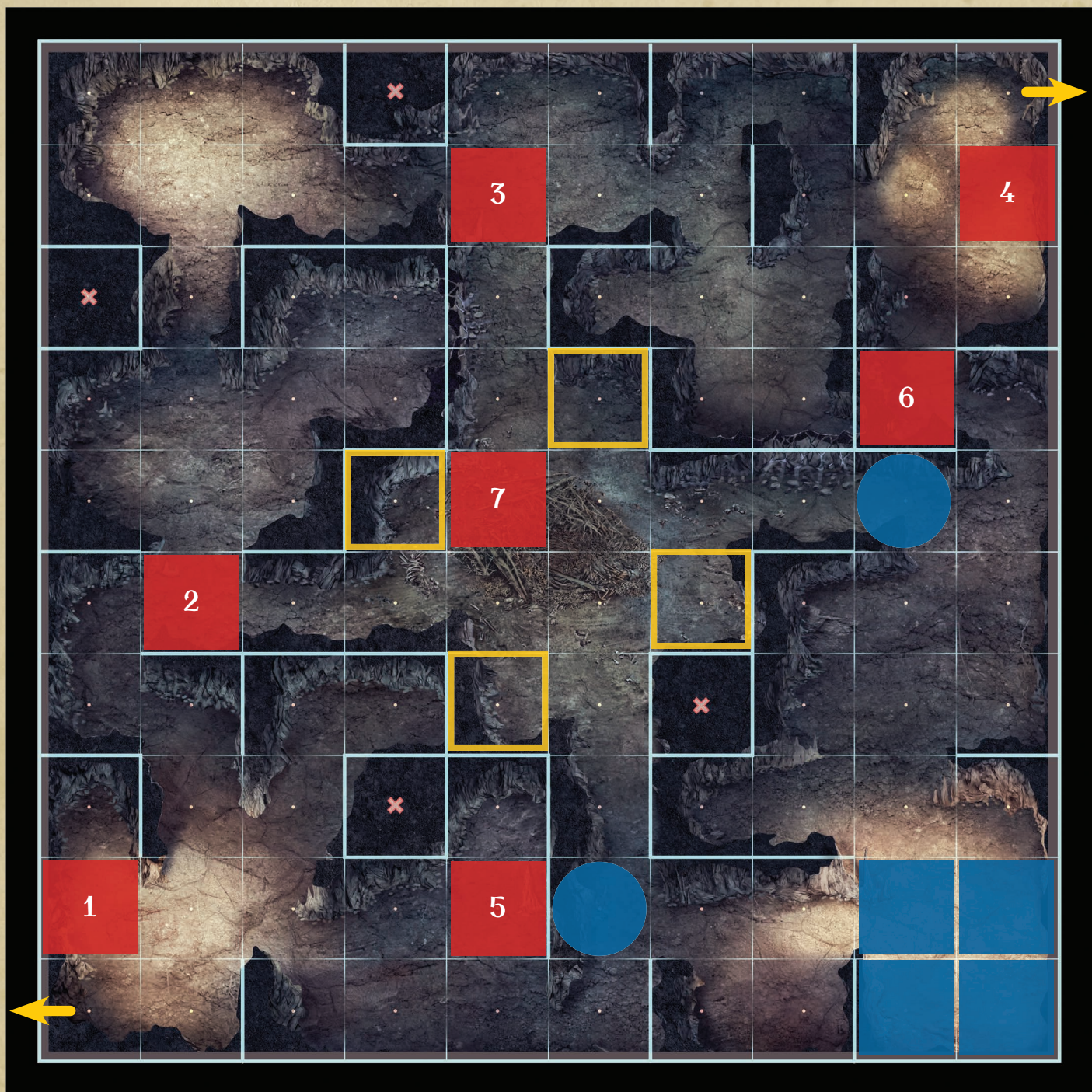
- The game ends when the Alarm counters run out. Their number depends on the difficulty level. Plot-wise, they mark the moment when Lindwurm returns to his lair lured by the noise.
- The Automaton does not search for the ring and does not know of its existence. The characters carrying the ring are not particularly valuable to it and it does not focus its actions on them.
- The Automaton treats the board edges 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 (the last marker)	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.









 Spaces where  
any character  
can be deployed

 Bone piles to be  
searched

 Only one of these  
spaces may be used

 Exit spaces



# VIENNAGATE

*A Viennese courtesan 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:

- The Player (blue): 3 heroes, 2 commoners.
- The Automaton (red):

Difficulty level			Alarm Counters
I	Half-a-pint	3 level II characters (0 with *), 3 level I characters (up to 1 with *)	12
II	A cup of mead	3 level II characters (up to 1 with *), 3 level I characters (up to 1 with *)	13
III	A jug of wine	3 level II characters (up to 1 with *), 3 level I characters (up to 2 with *)	14
IV	A gallon of vodka	3 level II characters (up to 1 with *), 4 level I characters (up to 2 with *)	13
V	A barrel of Moonshine	4 level II characters (max 2 with *), 3 level I characters (max 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters.	12

Neither the player nor the Automaton can take the Courtesan model at the beginning.

## BOARD AND CHARACTERS SET UP:

Place the Courtesan model on the marked space. Then, starting from the Automaton, the player and the Automaton each deploy 1 character alternately. The Automaton's characters are deployed randomly starting from space No. 1.

## WIN CONDITIONS:

When the game is over, tally up the points:

The player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the player carried the letter off the board, he scores 7 VP and wins any draws.
- If a player holds the letter, he scores 2 VP and wins any draws.

The Automaton:

- Each commoner lost by the player is worth 2 VP for the Automaton.
- Each hero lost by the player, is worth 3 VP for the Automaton.
- If the player does not hold the letter, the Automaton scores 5 VP and wins any draws.

Notes:

- The Automaton has the initiative in the first round.
- The player draws 2 cards in the Cards Phase.
- The game ends when the Alarm counters run out. Their number depends on the difficulty level.
- The Automaton does not pick the letter up and does not know of its existence. The characters carrying the letter are not particularly valuable to it and it does not focus its actions on them.
- The Automaton treats the board edges like walls.
- The goal for the player is to obtain a letter from the Courtesan (by Talking and passing an opposed Charisma test) and carry it off the board. The Courtesan is a neutral NPC. She does not move. The Wealth skill value of the character is added to the persuasion test, in addition to Charisma. Convincing her does not attach her to the band, it only allows you to get the letter - give it to the character that convinced the Courtesan.
- The player can leave the board through any edge that is not marked as a wall.
- You can't enter buildings (either through doors or windows).







Spaces where any character can be deployed



Courtesan



Market stall



Single crate



Crate stack



Planned routes



# 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:

- The Player (red): 4 heroes, 2 commoners.
- The Automaton (blue):

Difficulty level			Alarm Counters
I	Half-a-pint	3 level II characters (0 with *), 4 level I characters (up to 1 with *)	12
II	A cup of mead	3 level II characters (up to 1 with *), 4 level I characters (up to 1 with *)	13
III	A jug of wine	3 level II characters (up to 1 with *), 4 level I characters (up to 2 with *)	13
IV	A gallon of vodka	4 level II characters (up to 1 with *), 3 level I characters (up to 2 with *)	14
V	A barrel of Moonshine	4 level II characters (max 2 with *), 4 level I characters (max 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters.	14

## BOARD AND CHARACTERS SET UP:

Place tables, holes in the wall and a cage with a pigeon on the marked spaces. Then the player deploys all of their characters. After that, the Automaton's characters are deployed randomly starting from space No. 1 and ending on space No. 3. After all the characters are deployed, the Red player gives the ring to one of his characters marked with its symbol. The remaining Automaton characters are deployed when Peace is over (see notes).

## WIN CONDITIONS:

When the game is over, tally up the points,;

The Player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the player sent the ring with the pigeon, he scores 7 VP and wins any draws.
- If a player holds the ring, he scores 2 VP and wins any draws.

The Automaton:


- Each commoner lost by the player is worth 2 VP for the Automaton.
- Each hero lost, is worth 3 VP for the Automaton.
- If the player does not hold the ring, the Automaton scores 5 VP and wins any draws.


Notes:


- The player has the initiative in the first turn.
- A player draws 2 cards in the Cards Phase during Peace and 3 when the Peace is over.
- The game ends when the Alarm counters run out. Their number depends on the difficulty level.
- The Automaton does not search actively for the ring. The characters carrying it are not particularly valuable to it and it does not focus its actions on them.
- The Automaton treats the board edges like walls.
- The player's objective is to send the letter using the pigeon. This is a **full action**, requiring no test. The player's character cannot be engaged, Prone, or unconscious, must have a ring and be on the space with the cage. The game ends immediately after this action.
- The game uses the Peace rules. During Peace, the player can activate only heroes marked with the ring symbol. During Peace the Automaton makes only random moves. Peace ends if any of the heroes marked with the ring come into the field of vision of any blue character (the others ignore each other).
- In this scenario the *Inconspicuous* of all characters is ignored.
- The Automaton receives 3 random characters in the turn immediately following the end of Peace and places them on spaces 4-6. In the next turn, it receives 2 more characters and places them on spaces 7 and 8.





 Spaces where any character can be deployed



 Spaces where only heroes can be deployed



Table



Ring can be given only to character deployed on one of those two fields

Broken wall



Pigeon cage



# 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:

- The Player (blue): 4 heroes and a Burgher, 2 faction commoners as reinforcements.
- The Automaton (red):

Difficulty level			Alarm Counters
I	Half-a-pint	3 level II characters (0 with *), 4 level I characters (up to 1 with *)	9
II	A cup of mead	3 level II characters (up to 1 with *), 4 level I characters (up to 1 with *)	9
III	A jug of wine	3 level II characters (up to 1 with *), 4 level I characters (up to 2 with *)	8
IV	A gallon of vodka	4 level II characters (up to 1 with *), 3 level I characters (up to 2 with *)	8
V	A barrel of Moonshine	4 level II characters (max 2 with *), 4 level I characters (max 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters.	7

In addition, the Automaton gets enough men-at-arms characters to have a total of 10 characters.

## BOARD AND CHARACTERS SET UP:

Place the Burgher on the marked space. Then, starting with the Automaton, the player and the Automaton deploy 1 character each alternately. The Automaton's characters are deployed randomly starting from space No. 1 and ending on space No. 6. Men-at-arms are not deployed now. On turns two and three, the Blue player gets one commoner each turn, deployed on one of the blue spaces marked "R".

At the beginning of each turn, starting from the second, the Automaton deploys one random character each turn. They are deployed consecutive spaces starting from No. 7. If the space is blocked then the Automaton's character is deployed by the player on a random adjacent space.

## WIN CONDITIONS:

When the game is over, tally up the points,:

The Player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the Bourgeois leaves the board through the palace door (see below), the Blue player scores 7 VP and wins any draws.

The Automaton:

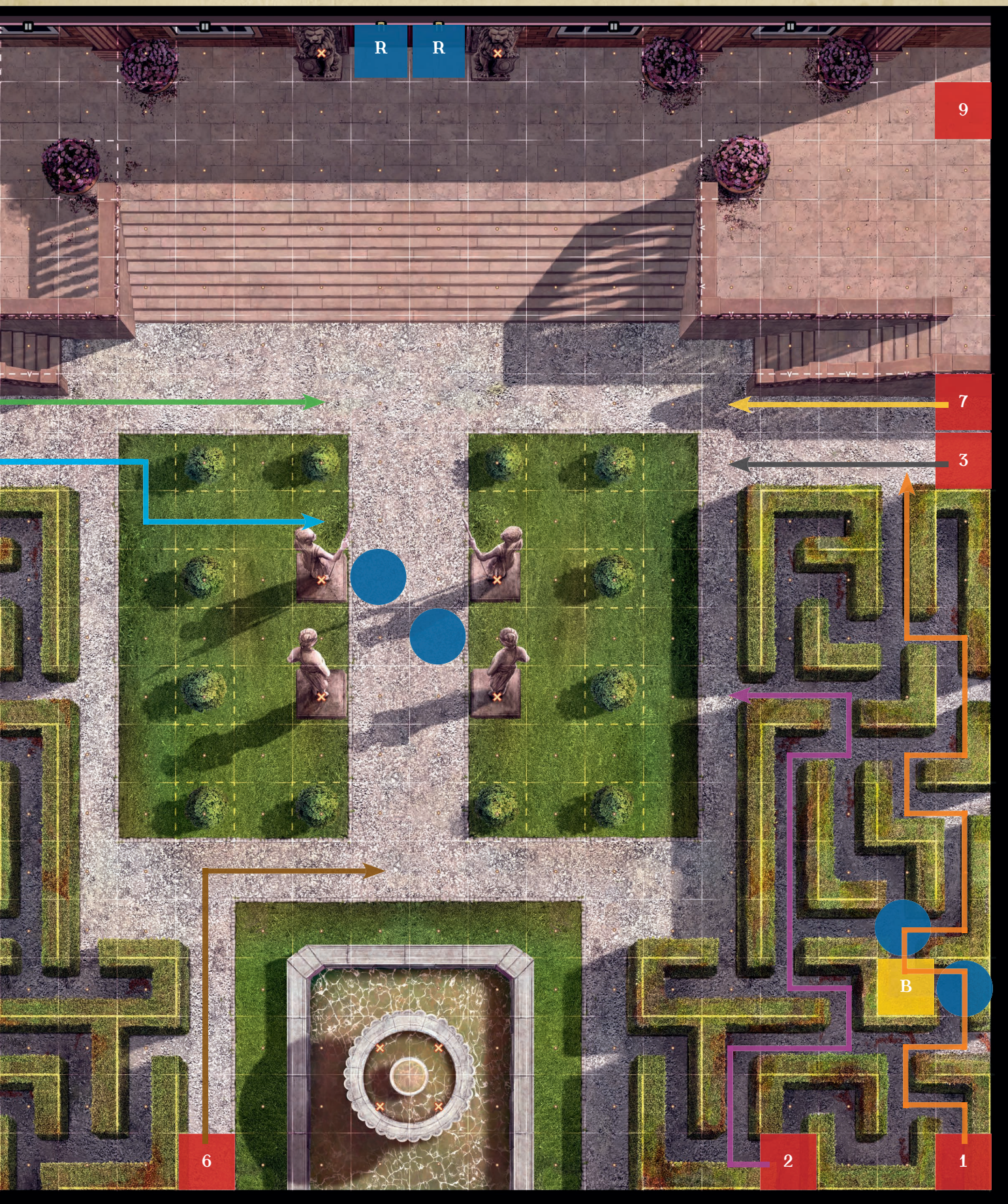
- Each commoner lost by the player is worth 2 VP for the Automaton.
- Each hero lost by the player, is worth 3 VP for the Automaton.
- If the Burgher is killed or does not leave the board through the palace door before the end of the game, the Automaton scores 5 VP and wins any draws.


Notes:


- The Player has the initiative in the first turn.
- The Player draws 3 cards in the Cards Phase
- The game ends after a certain number of turns have been played. You can use Alarm counters to count the turns, but do not use the normal intervention rules.
- The palace door (the edge of the board adjacent to the blue "R" spaces) is an open edge if the Burgher tries to pass through it (at a cost of 1 MP) or Withdraw. For other characters, it is a wall.
- The Automaton treats the board edges like walls.
- The Burgher automatically passes any Fortitude test that would cause him to flee off the board. He can never have an Inconspicuous marker.









 Spaces where any character can be deployed

 Spaces where only hero can be deployed

 Reinforcements

 Burgher

 Planned routes



# 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:

- The Player (blue): 2 heroes.
- The Automaton (red):

Difficulty level			Alarm Counters
I	Half-a-pint	2 level II characters (0 with *), 3 level I characters(max 1 with *)	12
II	A cup of mead	3 level II characters (0 with *), 2 level I characters (0 with *)	13
III	A jug of wine	3 level II characters (up to 1 with *), 3 level I characters (up to 1 with *)	14
IV	A gallon of vodka	3 level II characters (up to 1 with *), 4 level I characters (up to 2 with *)	13
V	A barrel of Moonshine	4 level II characters (up to 2 with *), 3 level I characters (max 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters.	12

## BOARD AND CHARACTERS SET UP:

Place stalls on the marked spaces. Then, starting with the Automaton, the player and the Automaton deploy 1 character each, alternately. The Automaton's characters are deployed randomly starting from space No. 1. After all characters are deployed, the Blue player gives a letter on one of his characters.

## WIN CONDITIONS:

When the game is over, tally up the points:

The Player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the player carried the letter off the board, he scores 7 VP and wins any draws.
- If a player holds the letter, he scores 2 VP and wins any draws.

The Automaton:

- Each hero lost by the player, is worth 3 VP for the Automaton.
- If the player does not hold the letter, the Automaton scores 5 VP and wins any draws.

Notes:

- The Automaton has the initiative in the first round.
- The player draws 2 cards in the Cards Phase.
- The game ends when the Alarm counters run out. Their number depends on the difficulty level.
- The Automaton does not know who has the letter and does not focus actions on the character with the letter.
- In this scenario the *Inconspicuous* rule is excluded.
- In this scenario, the Night rules apply (Range of vision is 8 spaces, -1 to shooting tests).
- The Automaton treats board edges like walls
- When the Automaton's character making a random move hits a closed door, it opens it (it does not pay any MP for it). When it hits a window, it treats it like a wall (it doesn't go through it).







Red set up spaces



Blue set up spaces



Open door



Exit spaces



Planned routes



# GRAVE ROBBERS

*A petty thief has been caught and banged 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:

- The Player (blue): 4 heroes, 3 commoners.
- The Automaton (red):

Difficulty level			Alarm Counters
I	Half-a-pint	4 level II characters (0 with *), 4 level I characters (up to 1 with *)	12
II	A cup of mead	4 level II characters (up to 1 with *), 4 level I characters (up to 1 with *)	13
III	A jug of wine	4 level II characters (up to 1 with *), 5 level I characters (up to 2 with *)	13
IV	A gallon of vodka	5 level II characters (up to 1 with *), 5 level I characters (up to 2 with *)	14
V	A barrel of Moonshine	5 level II characters (max 2 with *), 5 level I characters (max 2 with *), the player can also give the Automaton a Level III character instead of one of the Level II* characters.	14

## BOARD AND CHARACTERS SET UP:

Place universal markers on the marked spaces to mark the graves to be searched. Then, starting from the Automaton, the player and the Automaton alternately deploy 1 character each. The Automaton's characters are deployed randomly starting from space No. 1. There must be a random Level II character on space No. 1.

## WIN CONDITIONS:

When the game is over, tally up the points:

The Player:

- Each of the Automaton's commoners killed is worth 1 VP.
- Each of the Automaton's heroes killed is worth 2 VP.
- If the player carried the map off the board, he scores 7 VP and wins any draws.
- If a player holds the map, he scores 2 VP and wins any draws.

The Automaton:

- Each commoner lost by the player is worth 2 VP for the Automaton.
- Each hero lost by the player, is worth 3 VP for the Automaton.
- If the player does not hold the map or carried it off through a space other than the marked one, the Automaton scores 5 VP and wins any draws.

Notes:

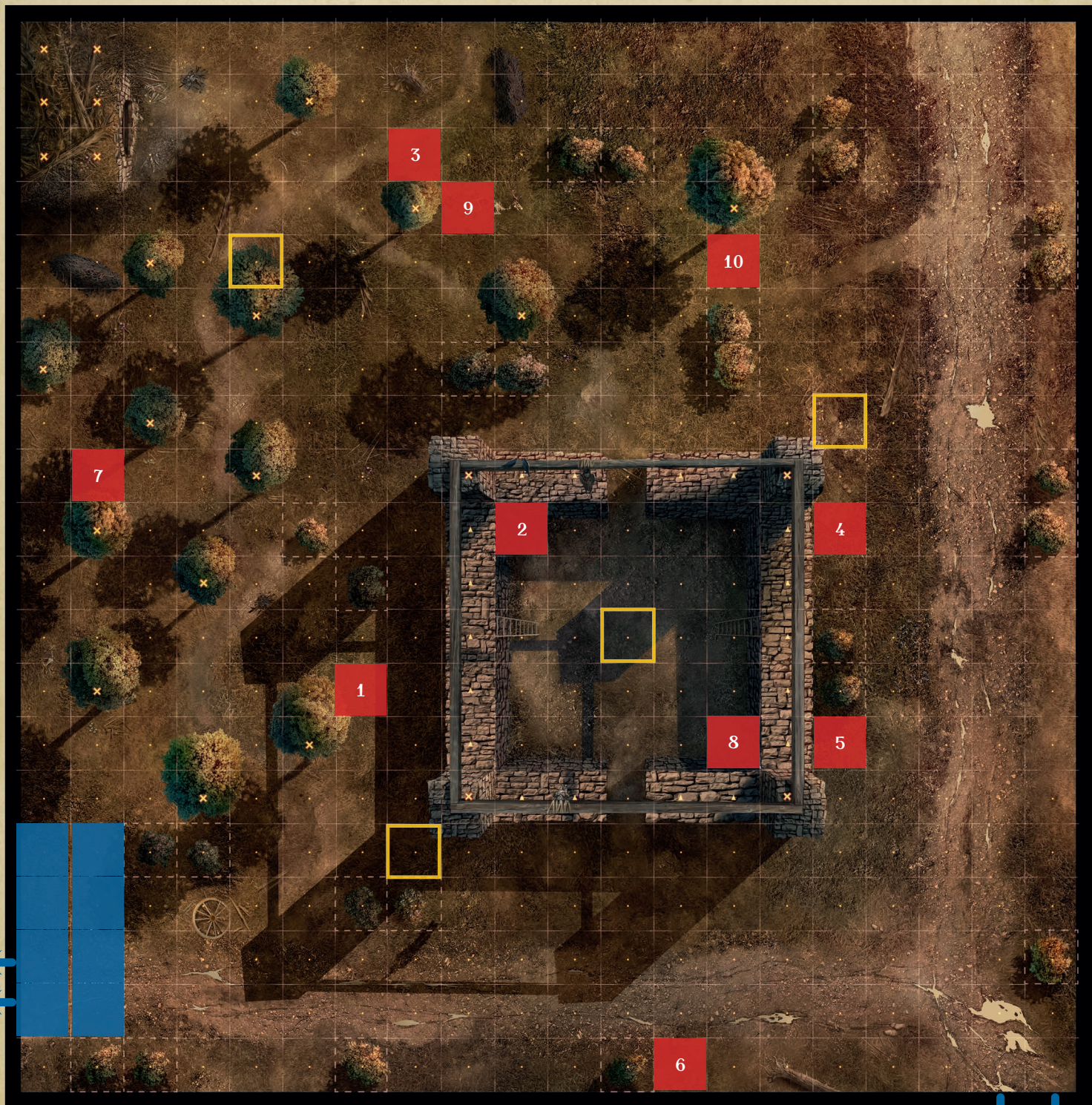
- The Automaton has the initiative in the first round.
- The player draws 3 cards in the Cards Phase.


- The game ends when the Alarm counters run out. Their number depends on the difficulty level.
- The Automaton does not know the map exists and does not focus actions on the character with the map.
- The Automaton treats board edges like walls.
- 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 (the last marker)	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.





 Blues and Reds characters  
 deploy here

 Grave spaces

 Exit spaces



