CHARACTER LIMIT: 12 **TREASURY:** ◯◯◯◯◯◯◯

THE CARDINAL'S MEN

TERROR

Draw a card whenever an enemy fails a Fortitude Test. Maximum twice per turn.

* You may only field good or lawful Characters in the band if you used Blood Kiss on them.
* You may field up to two Characers from any faction except the enemy faction. You must use two Blood Kiss cards for each Character. Only one of those cards provides bonuses to the Character. The other represents the extra effort made by the Cardinal to enthrall the Character.
* When playing this faction, take 3 Royal Musketeers models. You use them as Ghoul Musketeers. To field other Ghouls You have to draft corresponding Local - ie. Thug for Ghoul (Club) or (Cuttlas) and Footman for Ghoul (Glaive) and (Pistol) and substitute their character cards with Ghoul ones. You may field drafted Locals in their human form.
* You can deploy Guardsmen instead of Musketeers-Ghouls.
* You may deploy Veteran Guardsmen instead of Guardsmen. Treat them as Promoted Characters (Playbook p. 5). You can't have more Veteran Guardsmen than Guardmen. You may deploy Veteran Guardsmen and Guardsmen with any weapons as long as you have their miniatures and cards.

LEADER

RICHELIEU ■■■

HEROES (2-5)

| ROCHEFORT | MILADY | MERCENARY | MERCENARY | MERCENARY |

| ANY CHARACTER | ANY CHARACTER |

COMMONERS (2-9)

| GHOUL MUSKETEER | GHOUL MUSKETEER | GHOUL MUSKETEER | GHOUL (CLUB) | GHOUL (CLUB) |

| GHOUL (CUTLASS) | GHOUL (CUTLASS) | GHUL (GLAIVE) | GHUL (GLAIVE) | GHUL (PISTOL) |

| GHUL (PISTOL) | LOCAL | LOCAL | LOCAL | LOCAL |

| LOCAL | GUARDSMAN | GUARDSMAN | GUARDSMAN |

VAMPIRE CARD

Vampires in Anno Domini 1666 world are demonic entities and, like demons, use mini-boards instead of normal character cards. Vampire's mini-board is little bit different than demon's though. It's left side consists of Material world and Shadowlands zones. Vampires does not possess Domain. They may not move between zones of Netherworld. If vampire dematerilizes, it is always placed in Shadowlands. When vampire is on the board, it may perform one of the operations described in Material World zone on his mini-board. Some of those operations are Full Actions, some are Partial Actions and other do not require actions (for example using The Power of Blood for adding modifiers to test).

Unlike demons vampires may not dematerialize for free when they are wounded or run to Domain when they lose Spiritual Fight in Shadowlands. They do not pay PP for staying in Material World (on the board).

Vampires have only one Power value, not two like demons. They may replenish their Power drinking blood (for example using Vampire Bite).

DEPLOYING RICHELIEU

Richelieu is mighty entity. He won't serve anyone. He may be fielded only:

1. In Archenemy scenarios (because of his cost he may be fielded only at the start, not as a minion);

2. In Battle scenarios as The Cardinal's Men leader.

Battle Shooting – When shooting at an engaged Character, do not check if a friendly Character was hit. This Character does not receive the -1 penalty for Defensive Shot.

Blood Kiss [X] – The Vampire receives X Blood Kiss cards, which may be placed on any human Character (not a Demon, Vampire, Werewolf, Ghoul, Beast etc.). The target Character receives indicated modifiers to its attributes: +1 to the death threshold, +1 to Strength and +1 to Agility (Strength and Agility may not exceed 3 due to this effect), and receive the Ghoul special rule. One Character may receive at most one Blood Kiss card. It is not an item card and the attributes are changed for the entire duration of the game.

Energy Drain – If a Character wounds an enemy human or Beast using this Weapon, the Character regains Power Points equal to half the Wounds inflicted, rounding up (but may not go over the maximum).

Fear [X] – Enemy characters within Line of Sight, range of 6 spaces, and with Fortitude lower than X, receive -1 to all Tests. At the end of each turn discard one additional Alarm counter for each model with Fear on the board.

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

Ghoul – This Character does not count as human for the purposes of special rules etc. It may ignore any penalties and limitations imposed by Night rules. It receives a -1 penalty on all tests while within range 3 of a Character with the Faith skill.

Inconspicuous – This Character starts the game with the Inconspicuous marker. He loses it when attacks enemy model, or is spotted by an Enemy Character within 6 spaces with Wits or Intelligence equal to or higher than the Inconspicuous rating. Any Character within 6 spaces and line of sight may attempt to recognize the Inconspicuous character by taking a full action and making an opposed Wits or Intelligence vs target's Charisma test. As long as it has marker the character counts as friendly to all other characters (including opponent-controlled characters), therefore ignores their Zones of Control (and vice versa). For more rules see *Rulebook*.

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

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

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

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

Quick reload – When this character takes a Reload action, make a DL: 7 Fortitude unopposed test. On a failure, nothing happens. On a success, if the Reload counter was on the 2-pip side, you may discard it.

Retaliation [X] – If this character loses Close Combat (but not draws), but survives, before resolving any potential retreat, make an Unopposed Test of this Character's Weapon Skill that was just used, with the DL of X. On a failure nothing happens. On a success, the opponent receives damage calculated like a Ranged Attack. It may not be parried, does not count as new Close Combat, does not require retreat etc.

Scolding Gaze – Friendly models within 6 spaces and with line of sight to this character receive +1 to their Fortitude and Wits Tests.

Stealth – Enemies with Wits lower than the Character's Stealth rating may not use their Overwatch counters to interrupt their activation if the movement started outside their line of sight. This Character's activations do not end Peace if the movement begins and ends outside enemy line of sight, and the Character passed an opposed Stealth vs Wits test when entering their line of sight.

Sword and Cape – Put a universal counter on this character. As long as the counter is on the character, receive +1 to Parry tests. Once per game you may discard the counter during a close combat test (even after the cards have been played and revealed) to receive +1 to the combat total. The counter may not be recovered.

Temptress – When using a Talking skill against a character of the opposite gender (♀/♂), play additional card from players deck, choose one of them as Your original card, discard the other one.

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

Vampire – All vampires are children of Nimrod, the original vampire. Along with their gift/curse they inherit his strengths and weaknesses. They are creatures of the night, avoiding sunlight whenever possible.

- This Character does not count as a human for the purposes of special skills and rules.

- As most scenarios take place during the day, dusk, or dawn, the vampire's aversion to sunlight is already considered in the characteristics. If the scenario uses the Night rules, the vampire ignores all limitations and penalties imposed by this rule.

- Vampires feel no pain, so they only have the death threshold and are never Crippled.

- Some special effects, rules, or skills may affect vampires in a particular way.

- To pay for using special powers, the vampire must suffer wounds ignoring armour (e.g. to use a power with the cost of 3, take 3 wounds).