



OPERA OMNIA



ALCHEMY

The Character can brew alchemical potions. At the start of the game the Character receives the number of potions equal to Alchemy rating +2. The potions may not be of higher level than the Alchemy rating. Additionally maximum 1 level III potion and maximum 2 level II potions.

To be able to take a potion the Character – in addition to the Alchemy skill – must have a Book of Alchemy. A Character may have only a single Book of Alchemy in their equipment (see Spellbooks and Books of Alchemy).

Example:

A Character with Alchemy 1 skill gets 3 potions, only level I potions.

A Character with Alchemy 2 gets 4 potions, including no more than two level II potions.

A Character with Alchemy 3 gets 5 potions: a single level III potion, up to two level II potions and the remaining must be level I potions.



SPELLBOOKS AND BOOKS OF ALCHEMY

Spellbooks and Books of Alchemy are equipment items. Most wizards and alchemists have their own spellbooks and books of alchemy – their titles are printed in the Character's equipment. When a wizard/alchemist is included in your Character pool take their book also. These books form your library. By deploying a wizard/alchemist in your Band they may be given any book from your library, but only one of a given type (no more than one spellbook and one book of alchemy). Books can be given only to Characters that have the appropriate skills – spellbooks to Characters with the Sorcery skill and books of alchemy to Characters with the Alchemy skill.

USING POTIONS

Every potion described below has a name, a level and effect. The names of potions are in Latin and include, apart from potion type, the author of the formula. Names of authors (given in brackets) are mainly a story element. They are real names of alchemists from the past or people describing given substances. It might happen that books will include potions of the same name but of different authors, with different levels and effects. This is not an error but an intended measure. Potions with similar features, like Pulvis Iritans (Irritating Powder) by Sendivogius is not as good as the one designed by Villanovanus. The effect of the first one is weaker than on the latter. However it is easier to prepare, as a result its level is II, while the latter requires a better alchemist and more rare or dangerous ingredients, and as a result its level is III.

An appropriate alchemist's casket card is attached to every book of alchemy. Before the game use generic counters to mark the number and type of potions the Character has, remember the limits specified in the Alchemy skill. This may be done in secret from the opponent. Each potion is a single use item – after use discard the appropriate counter (you may also leave the counter on the card as long as the potion is in the game and put a counter of an appropriate color on the board in order to remember where a given potion was used and remove the counters only when the potion stops working). The alchemist cannot make new potions during the game.

The effect of the given potion states if using it is a full action, partial action or a Maneuver.

BUYING POTIONS

Alchemists searched for a way to transform lead into gold, however more often they transformed gold into things far less lasting and valuable. The alchemist may supplement the casket with additional potions at a cost of Kreutzers. Potions are purchased before the game, when the casket is prepared. Each additional level I potion costs 2 Kreutzers, level II potion 4 Kreutzers and level III potion 6 Kreutzers. Potions purchased this way are not subject to limits given above, however the alchemist still cannot buy a potion with level higher than their Alchemy rating.





THROWING POTIONS

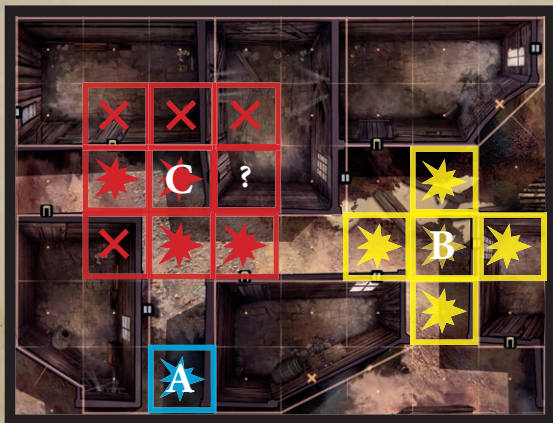
Some potions are in the form of bombs – this means they need to be thrown at the enemy. Such potions can target a Character directly or a specified space. Treat this as any shooting action (shooting), range is 6 spaces + Strength of the shooter, and You make DL:6 Agility test to hit. Triumph in the to hit test does not cause additional damages.

AREA WEAPON

It hits all the figures in a given space, or several spaces. It may target a space (no need to target a Character). Spaces with undetected Inconspicuous figures or friendly figures may not be targeted. You may attack a space adjacent to such a figure, but if it can be damaged by such an attack a DL:7 Fortitude test is required. If failed the Character is unable to make the throw and loses 1 partial action. However friendly and Inconspicuous Characters can be hit due to scatter.

There are 3 types of area weapons:

- A. hitting only the central space
- B. hitting 5 spaces – the central one and 4 in cardinal directions
- C. hitting 9 spaces – the central one and all adjacent spaces




As the attack affects only adjacent spaces, in case of walls, high ground and blocked spaces some spaces may not be adjacent to the central space and as a result would not be affected by area weapon. On the above drawing, in case of potion B, the space is behind a window so counts as adjacent. However in case of potion C the spaces marked with "X" are not adjacent to the central space so are not under the effect of the weapon. The Character on the space marked "?" may be under effect of the weapon if the door between it and the central space is open.

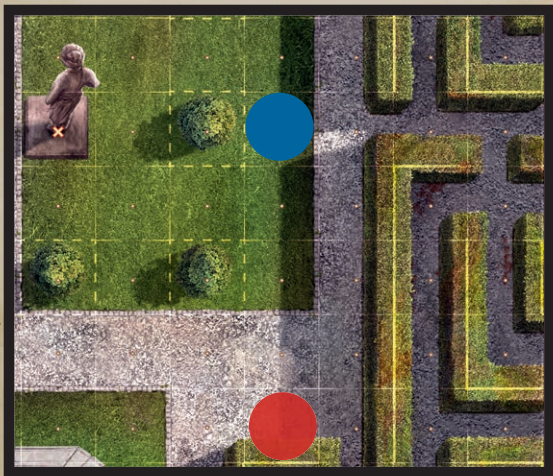
SCATTER

Area weapons are subject to scatter, this means that the projectile always lands somewhere and deals damages. A failed to hit test means the projectile scatters. Draw an Event card – its color specifies the direction of scatter. Directions of scatter should always be considered from the perspective of the original target. The projectile always scatters 1 space. If the card is of even value the projectile scatters in a cardinal direction, if odd – in diagonal. Use the following diagram to designate the direction.

In case of a Misfortune, the projectile falls at the feet of the attacker.

Location of the hit does not cross walls – if a space to which the projectile scattered is behind a wall or it is a blocked space then the originally targeted space is hit. In the drawing – if blue throws a projectile at red misses and draws a  then he finally hits the red Character (the projectile bounces from the hedge and lands by his feet).





● – attacker, ● – target

BURN

Put the appropriate number of burn (generic) counters on the Character. At the start of its activation the Character receives 1 wound ignoring armour for each counter. After the wounds are applied and the Character is still alive take 1 burn counter off it. In addition a figure with at least 1 burn counter cannot be healed or regenerate.

PULVIS IRRITANS (PARACELSUS)

LEVEL I

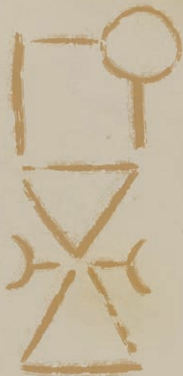


Effect

Partial Action (possible if engaged). Place potion marker on any enemy character up to 2 spaces and in the line of sight of alchemist. Hit is automatic. When character with a marker is activated, perform DL:7 Fortitude test. Success means that character activates normally, Failure - may only perform Partial Action, Misfortune - cannot perform any action. Remove the marker when alchemist owner reshuffles his players deck.

NEBULA FETORI (PARACELSUS)

LEVEL I



Effect

Area weapon—see **Throwing Potions, type A** (affects 1 space). Poisonous smoke appears on affected space. Place 2 markers on it. Remove 1 at the end of each turn. Characters in the space with a smoke gets -1 penalty to all tests. Characters hit with a smoke, activated in a smoke or moving into a smoke during their activation must pass Strength DL:6 test or fell Prone (max. 1 test per turn).

VAPOR VENENIS (PARACELSUS)

LEVEL II



Effect

Area weapon - see **Throwing Potions, type B** (affects 5 spaces). Poisonous smoke appears on a target spaces. Place 2 smoke (universal) markers on space that was hit. Remove one at the end of each turn. Characters hit with the smoke, activated in the smoke or moving to the space containing the smoke marker must pass Strength DL:7 test. Failure means they receive 2 wounds, Success - only 1 wound. Wounds are ignoring armour (max. 1 test per turn).

PULVIS EXOCULANS (PARACELSUS)

LEVEL II



Effect

Full Action (even if engaged): place 2 markers on a single character in Line of Sight and up to 2 spaces. Hit is automatic. Target character is blinded. Character with a marker receives -2 penalty to all test (except Fortitude). He may not parry. At the end of each turn remove 1 marker.

LEBETILLUS PANORAMIGIS (PARACELSUS)

LEVEL III



Effect

Partial Action: place Potion marker on Alchemist or any adjacent Human character. Character with a marker receives +3 to Strength value and +3 to wounds inflicted in Close Combat. Remove the marker when alchemist owner reshuffles his players deck.

FERRO VENENO (PARACELSVS)

LEVEL III



Effect

You receive 1 Instant Poison [4 wounds, Unconscious] marker. Before fielding characters, place this marker on a chosen character's from Your band weapon.

Instant Poison [Effect]. This is Poison (see Rulebook p. 31) that works immediately. Make an additional test to check its effect immediately after the poison counter is put on the victim. If the victim becomes poisoned (fails the Strength test), perform tests in the Morale phases of this and subsequent turns normally.