

Anno Domini
1666



SWORDS OF LIGHT
AND DARKNESS

GAME ELEMENTS



MADAME
DE MONTESPAN



SALVATORE
FABRIS



GERARD THIBAUT
D'ANVERS



SERVANT



MONK



ESTHER VERT



BEGGAR



WATCHMAN &
SCHNAUZER



APOTHECARY



CAACRINOLAAS

11 miniatures

NOTE: Foam insert has been projected to fit also miniatures from Mercenaries II, Dumas & Giuliana and Julio & Vicente expansions.



Swords of Light and Darkness
campaign rulebook
(you are reading it at this
moment)



Book of Light and
Book of Darkness
(don't read them yet!)



Spellbook:
Lemegeton



Alchemy book:
Opera Omnia



38 item cards



20 achievement cards



Alarm Board



1 Demon mini-board



19 Character cards

SOLO MODE



Solo mode rules



Automaton board



35 solo mode cards

TABLE OF CONTENTS

AUTHOR OF THE GAME: Rafał Szwelicki
AUTHOR OF THE CAMPAIGN: Mariusz Kur
DESIGN TEAM: Michał Molenda, Konrad Sosiński
ARTISTS: Monika Sochacka, Marek Szyszko, Pavel Chuvín, Piotr Nowojewski, Tomasz Nowojewski
TRANSLATOR: Maciej Kapałczyński
GRAPHIC DESIGNERS: Monika Sochacka, Tomasz Nowojewski
STORY: Clint Lee Werner
PREPRESS: Tomasz Nowojewski
EDITOR: Michał Molenda
PUBLISHER: Wargamer Games Studio
PLAYTESTERS: Marcin Grzybowski, Adrian Lesiczko, Krzysztof Maj, Piotr Miazga, Jarosław Parczewski, Adam Sadam, Michał Stępowski, Karol Stryjeński.



© 2023 Wargamer Games Studio, all rights reserved. No part of this product may be reproduced without specific permission.

Actual components may vary from those shown.

Figures and plastic components included are pre-assembled and unpainted. Made in China.

Printed in Poland.

THIS IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

GAME ELEMENTS	2
INTRODUCTION	5
New special rules.	5
Alarm board	8
The Apocalypse cometh!	9
Achievements.	9
Demons.	10
THE SWORDS OF LIGHT AND DARKNESS CAMPAIGN	12
General campaign rules	12
Characters and their development	13
PROLOGUE. MYSTERIOUS PACKAGE	14
Chapter I. The Unloading	14
Chapter IIA. The Experiment	16
Chapter IIB. The Black list.	18
Chapter III. The Secret meeting	20
THE DUEL. PART I.	22
ACT I SWORDS OF LIGHT AND DARKNESS.	24
Chapter I. The Duel	24
Chapter II. The Bitter-sweet fruit	26
Chapter III. Prisoner transport	28
Chapter IV. Possession	30
THE DUEL. PART II	32
ACT II THE ASSASSINATION PLOT	34
Chapter I. Conversation in the palace	36
Chapter II. The Catacombs.	38
Chapter III. The Ritual in the gardens.	40
Chapter IV. The Palace assault.	42
THE DUEL. PART III	44
ARCHENEMY MODE CAMPAIGN.	46
The Duel	48
Prisoner transport	50
Possession	52
The Catacombs.	54
The Ritual in the gardens	56
The Palace assault	58



INTRODUCTION

The Swords of Light and Darkness supplement consists of several components. Its most important part is the Swords of Light and Darkness campaign that takes place during the decisive phase of the election. Your actions will influence who will sit on the imperial throne!

We have also designed **achievement cards** for the campaign, which you can also use in the campaign from the core set or in the campaigns you have created.

Another component is the rules for solo play - you will find them in a separate manual. For solo play, you will also need a board, which contains diagrams of the actions of the characters controlled by the Automaton - your virtual opponent, as well as Automaton cards, which replace the standard character cards.

Finally there are the new rules. These are primarily rules for the new characters and items introduced in the supplement, but also new optional rules for game mechanics that you can use whether you are playing a campaign, casually, or in a tournament.

NEW SPECIAL RULES

Ailing – This Character may not perform the Sprint action. When taking the Full Movement action, this character only receives 3 MP to spend. When taking the Partial Movement Actions, this Character only receives 1 MP to spend.

Alarm! – A Character with this rule has a horn, a whistle, or other item that allows him to sound the alarm. Once per turn, if he has line of sight to an enemy character, he may perform a Partial action to sound the alarm. Treat it as if it made a noise like firing (discard 1 Alarm counters). If you play using Alarm board, instead of discarding Alarm Counter, move forward Noise counter by two spaces. A character cannot raise an alarm while in Close Combat.

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. Maximum 1 level III potion and maximum 2 level II potions.

All is Under Control - Once per turn, when your character within line of sight and within 6 spaces of a character with

this rule, performs an action that causes a Alarm counter to be discarded (or Noise counter moved forward on the Alarm board, if you play using it) you may choose not to discard the Alarm counter/move forward Noise counter on Alarm board.

Ambush – Before the game starts, during setup, you may choose not to deploy this character normally. Instead, you may deploy it during any Action Phase, after all other characters have been activated (including the last model of the player with fewer models, who may normally keep passing the opportunity to activate).

- This Character must be placed on a space that would be legal to enter (e.g. not blocked or deep water space). It must be outside enemy Line of Sight. For this deployment Characters (enemy, own and neutral) do not block LOS.
- The character can be placed in enemy LOS, but must be at least 12 spaces from the enemy. Each level of Stealth and Inconspicuous reduces this distance by one space. For example, a character with Inconspicuous: 1 and Stealth: 2 can be deployed within the LOS and a 9 spaces away from the enemy.

A Character with this skill must be deployed at least 7 spaces from any space holding or marked as possibly holding

a scenario item or scenario Character. This limitation is in force only regarding the space on which the given item or Character starts the game and remains in force even if the item/Character leaves this space. This distance is reduced by 1 every turn, this means that in the second turn the Character may be deployed 6 spaces from the scenario space; 5 spaces away in third turn and so on.

This character must then activate immediately.

If several players has Characters with this skill then they deploy them alternately, starting with the player with Initiative. If any player decides not to deploy his Character (passes) then he may not deploy any Characters with this skill in this turn.

Assujettissement – This Character receives +1 to Combat Total during Ripostes (regardless of who was Parrying).

Caravaca Cross – Each time an enemy model casts a spell within sight of Caravaca Cross' owner, You may select 1 of drawn Magic cards. This card cannot be placed for spell success.

Crystal ball - Character's Divination increases by 1 (can be greater than 3).

Demon – This Character does not count as Human. The following special rules apply to demons:

1. Demons do not have Wound thresholds. They are immaterial (spiritual) beings, and even when they materialize, their bodies are not fully tangible. Instead of Wounds, demons have Power, which has two values. The higher one is the maximum value, and the lower is the value at which the demon starts the game. Power rises when the demon retreats to its domain, and is lost (spent) when it uses its demonic abilities, materializes, etc. When it reaches 0, the demon is banished – remove it from the game. A demon may also disappear voluntarily after each "Wound" suffered. If it has any power left, remove it from the board and put it in the Shadowlands or the Domain.
2. Demons are immune to Poison, Thrust to the Heart, and Night rules.
3. Instead of regular character cards, demons have their own mini-boards. They are divided into two zones: the Shadowlands and the Domain. At the start of the game place the demon on the mini-board in either zone.
4. When a demon on the mini - board is activated, the player must first decide whether to move the demon from one zone to the other, and then perform one of the actions listed in the zone in which the demon currently is.
5. If the demon materializes, it is placed on the board following the Ambush rules. The only difference is that the demon is placed immediately, not at the end of the Action phase. After the demon is placed, it may perform 1 Full Action or 2 Partial Actions. Each turn, when You activate materialized demon in Action Phase, You have to pay upkeep (in Power Points) or dematerialize. After such dematerialization place demon on his card in Shadowlands or Domain; You may immediately perform one of the actions listed in the chosen zone. While the demon is materialized, it has the characteristics listed on the right side of the mini-board. When it suffers Wounds, it loses power equal to the Wounds.

Demonic Fencer – This Character counts as Demon for the purposes of special rules etc, but is immune to Exorcisms and may not move to Netherworlds. May not use the Master Fencer and Duelist Special Skills when fighting an enemy with Faith of 2 or more.

Distraction – As a Partial Action, this character may attempt an Opposed Charisma vs Intelligence test against an enemy character within Line of Sight and up to 6 spaces range. If successful, the enemy receives a generic "Distracted" counter. As long as the character has the counter, it may not initiate Combat (it may be attacked, but may not attack itself). In the Action Phase the character must perform a Partial Action in order to remove the marker. The other Partial action may be taken normally. This effect has priority over Battle Rage.

Duelist – If this Character is engaged by only a single enemy, and has both Rapier and Main-Gauche equipped, gain +1 to the Combat Total on all Combat Tests.

Eristic - Before the game begins, put two generic counters on this character. Once per turn, after resolving a [talking] test that this character participated in (as the lead or supporting character), you may discard one counter to ignore the result and make the test again. All participants must play new cards.

Exorcisms – The Character with this special rule may perform one of the two possible actions each turn:

1. Banishment. No action required, this may be performed for free in the Interaction phase as long as the Character has not performed Exorcism in the Action phase. Carry out spiritual combat against any non-Inconspicuous Demon or Vampire within line of sight and 6 spaces range. If the Exorcist wins, in addition to suffering Wounds, the losing Demon must retreat to either the Shadowlands or the Domain (Demon's choice). A losing Vampire must retreat to the Shadowlands or fall prone (Vampire's choice).
2. Exorcism. Full Action, receive 2 MP to spend. Carry out spiritual combat against any Demon or Vampire in the Shadowlands. If the Exorcist wins against a Demon, it must retreat to the Domain.

During all spiritual combats the Character may add the Exorcism score to Fortitude (or any other ability used for the spiritual combat). In addition, while the Character is on the board (in the material world) receives only half damage (rounding down) when losing spiritual combat.

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. If you play using Alarm board, instead of discarding Alarm Counter, move forward Noise counter by one space.

Friends in the Town Guard [X] – When you field a Character with this rule, add X alarm counters to the pool. If there are several Characters with this rule in your band, add as many as the highest level (X) of this rule. Any other character with this rule in your band adds only 1 counter, regardless of the level (X) of the rule.

Hand Me the Musket! – A Hero with this special rule who has a Servant next to him can use a shoot action (Partial or Full) to fire a Servant's weapon. The hero shoots, but you place the reload counter on the Servant's weapon. As taking and returning the weapon takes time, the shot is fired with an additional modifier of -1 (i.e. when performing the Aimed Shot Action, it is at -1, and the Quick Shot Action with -2 in total). This rule cannot be used for a Defensive Shot Action.

Infectious [X] – Place a generic token on each human character that has suffered at least 1 Wound from this weapon. If the character survives the scenario, make Strength Test with DL: [X] while counting VP. If passed nothing happens. If failed - the character becomes infected and dies or is excluded from the fight for a long time. The opponent gains as much VP for this character as is granted in this scenario for killing a common character. If the scenario does not provide VP for killing such a character, points are not awarded. In a campaign game, a character that fails the test cannot take part in the next scenario.

Juniper Sword – This weapon is made of a special, blessed juniper planted and cut on the Saint Michael the Archangel's day. It can only be used by a character with the Faith trait of 1 or more. Against Demons and Vampires treat it as if Silver, it grants Parry +2 instead of +1, and increases their Retaliation difficulty by 1.

Lame – May not Sprint or perform Manoeuvres other than Open door.

Master Fencer – When fighting this character the opponent's successful Parry is ignored and must be attempted once again (with all modifiers). This extra attempt does not require flipping extra Parry token.

Move: X(Y) - When performing a Full Move, this Character may spend X Movement Points. When performing a Partial Move, it may spend Y Movement Points.

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.

Sacrificial dagger - While casting a spell, in the Action Phase, the spellcaster may inflict a maximum of 1 Wound on itself to draw 2 additional Magic cards. A Wound cannot bring the caster to Crippled level, or lead to his death.

Sangre de Drago – May be given only to Human. Characters with Sangre de Drago do not count as Human for the purposes of special rules etc. They may ignore any penalties and limitations imposed by Night rules. They receive a -1 penalty on all tests while within range 3 of a Character with the Faith skill. Additionally they receive: +1 Strength, +1 Agility (Strength and Agility may not exceed 3) and +2 to Death threshold. Characters with Sangre de Drago are affected by all items that wound Demons (Silver, Holy Water, Sacred Bullets etc.).

Sash of Protection – Each demon in the game treats this character as friendly and vice versa. Owner of the Sash can interrupt this effect by attacking any demons. If it happens, discard the Sash.


Sentiment du Fer – During Close Combat Tests, if this Character's and the opponent's Original Cards are the same suit, this Character gains +2 to the Combat Total. If they are not the same suit, but the same colour (red or black), gain +1 instead. Additionally may ignore the opponent's Mighty Blow rule.

Spiritual combat – The Character may attack any enemy currently in the Shadowlands. Resolve the struggle immediately by performing an opposed Fortitude test. The Character may select to use their Faith, Kabbalah, or Sorcery rating for the test instead. Both Characters receive +1 to their results for each friendly Character in the Shadowlands. The loser suffers the number of Wounds by which they lost the opposed test, ignoring armour, and may retreat to the Domain for free.

Small creature – Small creature is treated as counter and item. It's not character and can't perform actions other than: *Climb through a Window Manoeuvre, Jump or Climbing Manoeuvres*. In case of those actions it doesn't perform test but pass it automatically (it still costs it 2MP). Small creatures starts the game at the same space as owner. When you activate an owner, you can move his creature - at any time before or after the character's move. The small creature does not block the line of sight or movement of the models in any way. It is not blocked by friendly characters and can end its movement on the field with them. He cannot pass through spaces with opposing characters, but ignores their zones of control.

Small Creature has 1 wound and 5 Movement Points.

Fighting with small creatures.

- Small creature is removed when owner is killed/removed from the game.
- Although it's not a character any effects damaging characters on the same space affect also small creature. It can't be Prone or Unconscious or affected by effects reducing attributes but receives damage in normal way. It can be shot only if it's the closest target you can draw line of sight. Shooting to small creature is performed with -2 penalty. If there are any possible terrain penalties (like for cover or for crossing corners of the wall) you can't shot at all.
- Small creature can't be attacked in close combat. Instead of it, when an enemy character ends move on the space occupied by small creature draw event card.
 - small creature is removed from the game. Any other card: owner must move small creature to any adjacent space not occupied by enemy character. If it's not possible – remove small creature from the game.

Owner can use Small creature's Wits when it's on the 6 spaces range and in line of sight. Small creature can't support in close combat but if it's on the same space as friendly character it provides +1 Modifier.

Sorcery – Spellcasting ability. Casting a spell is a full action that may be combined with movement (but not sprinting). Draw as many magic cards as the wizard's Sorcery rating. For detailed rules see the spellbook.

Touch of the Unknown – If this character is the target of a skill or attack of another Character with the Demon or Beast rule, involved in any opposed test or attempting to recognize an Inconspicuous character with one of these rules, this Character's Wits, Intelligence and Fortitude are all considered 1 higher.



NEW OPTIONAL RULES

ALARM BOARD

One of the mechanisms that we like very much in *Anno Domini 1666* is the Alarm Counters mechanism. We believe that it reflects the game's setting - the scenarios take place in the city (at least most of them), not in the wild, so some actions cannot be left without response. Running around the streets, shooting anywhere and killing enemies, sooner or later will interest the city guard. On the other hand, this mechanism gives the effect of a certain unpredictability, the inability to plan the action for a few turns ahead because too much noise made by us or our opponent may destroy our cunning plan and end the game.


Unfortunately the tournament practice shows that this mechanism could be exploited by certain behaviours. It turned out that a very effective tactic is to build a band oriented to quickly take out Alarm Counters (when you are a Defender) and lead to victory by the fact that the game ends before the opponent has achieved his goals. For example, Antonio is extremely popular. By firing his double-barreled pistols he is able to remove 4 Counters just in two turns (plus another, if his shots eliminated a character).

Of course, in the real world, every trick which can save our skin is more than welcome but but we are talking about a game that is created to be enjoyed by both players. So we decided that massive shooting made just to end game quickly was not something we wanted to see during the *Anno Domini 1666* games. The solution is to modify the rules for discarding the Alarm Counters. 3 of the conditions: death, fleeing of the character and the end of the turn will still discard the Counter, but shooting will not be as effective.

We decided to introduce an Alarm board to store all counters required by scenario and with a Noise track added.



ALARM BOARD RULES

1. Place Alarm counters (as many as specified by scenario) in the 'Alarm Pool'. Place Noise Marker on the Start field. You can use generic counter or Watchman miniature as Noise Marker.
2. Each time when Noise is triggered, advance Noise Marker by one field, clockwise.
3. Each time when Noise Marker reaches field marked , discard one Alarm Counter from the Alarm Pool.
4. At the end of the turn, place Noise Marker at the starting field. If Noise Marker makes a full lap in a turn it doesn't move anymore this turn.
5. Noise is triggered by:
 - Shot from firearm
 - Activation of character with Fear special rule.
 - Force open a door.
 - Throwing any alchemical potion.

As you can see, each subsequent removing of the Alarm Counter requires more and more Noise (it is also impossible to discard more than 5 Alarm Counter per turn because of Noise). This adds another decision layer - is it profitable for me to shoot now, or can it wait until the next turn, because then it will be easier to discard the next token? Or maybe I shoot, hoping that I will be able to eliminate opponent and remove the token in this way?

6. We also decided to add designation of directions on the Alarm Board:



Place Alarm Board touching any of its edges to any edge of the board. When you check scatter or random movement, compare the card with markings on the Alarm board (see: Solo mode rules and Alchemy book).

THE APOCALYPSE COMETH!

These are two optional rules that enhance spellcasting characters, and their cooperation with demons. Players can use them according to their own preferences. We recommend using these rules in the *Swords of Light and Darkness* campaign to enhance the atmosphere.

DEMONIC INFLUENCE

Demonic Influence represent the number of cards that are laid face up next to the magic cards deck. These cards are exchanged for new ones (and used ones are replenished) every time the magic deck is reshuffled. When casting a spell, the mage can use any number of these cards for the success of the spell, but they cannot be used for the failure of the spell. If relevant, the mage decides the order of actions (for example, he can first add cards from the pool of Demonic Influences for the success of the spell, and only then draw cards from the magic deck). If the value of Demonic Influences has changed during the game, the cards are replenished or discarded only when the magic deck is reshuffled.

The basic value of Demonic Influence is 1. It is modified by:


- +1 - The scenario uses the Night rule.
- +1 - There is a Demon figure on the table.
- +1 - There are no characters with the Faith rule on the table.

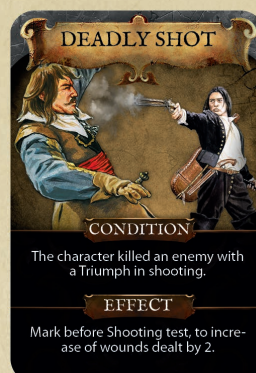
SACRIFICE

Partial action, maximum once per turn. Make a DL: 6 Sorcery test. Misfortune - nothing happens. Failure: the indicated demon gets 1 PP. Success: the indicated demon receives 2 PP. Triumph: the indicated demon receives 3 PP. Before playing the cards, the mage can discard an item with the Ingredient [X] rule to add [X] to the total in this test.

ACHIEVEMENTS

GENERAL RULES:

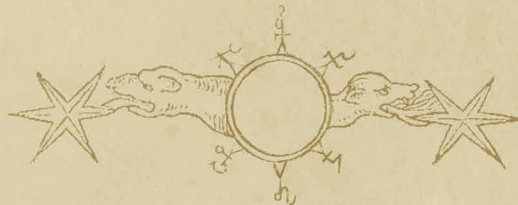
- Achievements are used only for campaign games.
- After deploying the characters, in the Cards phase of the first game turn, draw a number of cards from the achievement deck equal to half the number of heroes on both sides (rounding up). E.g., if a total of 7 heroes are fighting in a battle, draw 4 achievement cards. The cards are laid face up.
- The player whose character was the first to meet the conditions stipulated by the achievement takes its card and attaches it to that character. From now on, in the current scenario and in any subsequent scenario, the character can use the achievement cards to receive the benefit indicated on them.
- If a character fulfills the conditions of several achievements at the same time, he must decide which card he chooses.
- A character can only have a single achievement of a given type. Once he fulfills the requirements once more, nothing happens.
- Some of the achievements work once per scenario, while others can be used again after reshuffling the deck.
- For the latter (marked with ) indicate that the card has been used by turning it 90 degrees. If a deck is reshuffled, the card is ready for action again.
- If the moment of use of an achievement is not precisely defined, the player can choose to use it at any time.



DEMONS

Demons are beings inhabiting the spirit dimension (or dimensions) – the Netherworld. Some of these beings are very powerful, but they have a hard time entering and affecting the material world. In Anno Domini 1666, the spirit world is divided into several areas. The two opposing poles are heaven and hell. In between demons, minor deities, have their domains, their own separate worlds. Somewhere among all this hangs the entire material world. Shadowlands, its reflection, exists just “beside” it. It’s the place where ghosts of the dead may exist, if for some reason they haven’t moved on to the Netherworld. It is also the place where demons go if they want to affect the material world, or materialize in it.

Demons and other spirits lack material form. When materializing, they can take almost any appearance. For a mortal observer they can look like a regular human. In Marlowe’s play, Mephistopheles sometimes looks like a hideous demon, and like a modest monk at other times. Boruta - devil from Polish legends - reportedly appeared as a bulky nobleman, a huge bird, a black horse, or a hooded monk. But there’s even more of it. Different people can perceive a demon differently. Most of its form is an illusion, after all. People of great faith, or keen senses, may catch glimpses of something strange going on. A hoof or a chickenfoot instead of a human foot, horns, split tongue, perhaps a tail. Sometimes they can smell a faint hint of sulfur. Whether the game characters are fooled by the demon, depends on their skills and abilities. Many demons are very deceptive and few mortals can see through their tricks. Obviously, our players are not mere mortals and as such can see the demonic features on their miniatures just fine.



FIELDING DEMONS

Do not think of a demon as a part of your band. Even mercenaries are more reliable. Humans, their struggles and joys are dull and repetitive for demons. All they care about are the immortal human souls.

Demon may be fielded only in Battle Scenarios. In order to field a demon you need a human with the Sorcery skill, or with a pact card attached. Do not include demons in the draft. After the draft is finished, put all available demons along with their pacts between the players. Each player draws one Magic card plus one additional Magic card for each Character with the Sorcery skill in their Character pool. Each player keeps one card with the lowest value and discards the others. The player with the lowest card picks a demon from the pool (along with their pact card), then the player with the next lowest card picks and so on until you run out of available demons.

After the demons have been drafted, players may field them. You may field one demon for each Character with the Sorcery skill. Demons fielded along sorcerers have been coerced into service by more powerful beings. If the sorcerer dies, the demon stays on the board, but loses interest in helping the mortals. From now on it may not regenerate power in the Domain.

The other way to field demons is signing the pact. Put the demon’s pact card (it is an additional equipment card) on any human character, who is not good or lawful. A single Character may only have one pact. The Character has signed a deal with the demon, so when the Character dies, the demon immediately seizes the opportunity and grabs their soul. Remove the demon from the board.

Whenever you field a demon, whether in a sorcerer’s service, or by signing a pact, you must pay its gold cost normally. The cost of fielding the demon by the means of the pact is printed on the pact card. You must observe all Character restrictions listed on your faction card.

Due to their power, demons are worth more Victory Points. A banished demon (i.e. one that lost all its Power Points) is worth 3 VP for the player who banished it. A demon that is in its domain at the end of the game, or seized the soul of its pact owner, is worth 1 VP for each opponent. A demon’s “death” does not cause an Alarm counter to be discarded.



THE SWORDS OF LIGHT AND DARKNESS CAMPAIGN

IMPORTANT: An integral part of the campaign are the *Book of Light* and the *Book of Darkness*, which contain plot introductions for each faction and the introduction and conclusion of each scenario. Don't read them unless you want to spoil the fun! When you choose a side in the campaign, take the corresponding book, read the introduction for your faction.

GENERAL CAMPAIGN RULES

A campaign is a series of battles between players, with gameplay organized into Prologue and Acts. Each of these consists of several scenarios. They are all treated like adventure scenarios, except that where described, Gold is used to deploy characters. Still, neither player can deploy any characters with a cost of 8 or more (with exception of those scenario-based), unless both players agree to this. In each campaign scenario, when building your band, the rules on the faction card apply (e.g., Defenders of the Crown cannot deploy evil or chaotic characters), excluding the required leader, as well as the card icons used to calculate the number of cards to be drawn. The entire campaign is played between the same factions and players.

Each campaign scenario is structured so that players play with factions, belonging to opposing sides.



The Red team - the Spanish Camp: the Defenders of the Crown, the Veterans of the Tercios, the Monster Hunters, the Viennese Mafia.



The Blue team - the French Camp: Royal Musketeers, Bohun's Rebels, Order of the Broken Cross, Envoys of the High Porte.

At the beginning of the campaign, a draft is conducted. Only mercenaries go into the draft. Conduct the draft according to the rules from p. 3 of the Scenario Book (draw 6 mercenary characters and then draft 3 of them each). When deploying mercenary characters in a campaign, their cost in familiarity is ignored, but continue to follow the restrictions from the faction card. The character pools created as a result of drafting will be used by players throughout the campaign. You can draft characters that you will not be able to deploy, just to block their deployment to your opponent. Drafting magic items is also done only once, at the beginning of the campaign.

Vienna Locals appear in the campaign only when the scenario instructs them to be fielded. The player controlling a scenario commoner chooses its version (I,II,III). Scenario characters are all characters listed specifically as members of the Red/Blue team. For example, in the Experiment scenario, scenario characters are the Beggar, Fabris, Servant, Apothecary and 4 Thugs. You cannot buy equipment for the scenario characters with kreutzers.

Each player's character pool is supplemented by scenario characters. Some of them are permanently assigned. Thus, each player's character pool consists of:

- Red player: characters from his faction (heroes and commoners), Thibault, Esther, up to 3 drafted mercenaries. In addition, the player chooses his Emissary. The Emissary can be any mercenary that is not evil or chaotic or any factional character from the Red camp.
- Blue player: characters from his faction (heroes and commoners), Fabris, Caacrinolaas and his pact, Montspan, up to 3 drafted mercenaries.

For the campaign, the player who won in the previous scenario draws 3 cards each turn, and the player who lost draws 4 cards each turn. In the first game, both players draw 3 cards each.

Scenario items can be stolen or picked up with a partial action (if the characters are not engaged in melee with an enemy). Such items can only be carried off the board through scenario-designated locations/edges. If a character in possession of such an item is killed or disappears from the board in a place not designated for it, the scenario item is dropped by that character in the place where he was standing.

In the campaign, do not use the normal intervention rules or the new rules introduced by the Alarm board.

Caacrinolaas as a scenario character always has the maximum number of Power points when he appears, moreover, he cannot move between worlds during the campaign (he cannot appear on the demon board).

STORY POINTS (SP)

These are special points that players receive for winning a scenario. Players can use them during the campaign to achieve various benefits or to make life difficult for the opponent.

For a good start, both bands receive one Story Point each.

Each scenario determines on what players can spend Story Points. They are spent before deploying figures on the board. Spending the first point (or points if something costs more than 1 SP) is declared by the player who would be the first to put his figure on the board, then the second player spends SP, and so on alternately until both players state that they will no longer spend SPs.

Story points can be spent multiple times and cancel their effect mutually, e.g., the first player turns a marker to side A, then the second player turns the same marker to side B. The first player, seeing what is happening, spends some SP again to turn the marker back to side A.

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 have to rebuy it, adding the extra kreutzer from the won and lost scenarios to the sum of your Band's treasury.

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

Campaign uses character advancement rules from the Playbook from the core game. For your convenience, we remind them below.

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 characters 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. All Characters that were not killed recover fully between scenarios. 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. "Killed" 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 assume to be different, newly recruited characters.

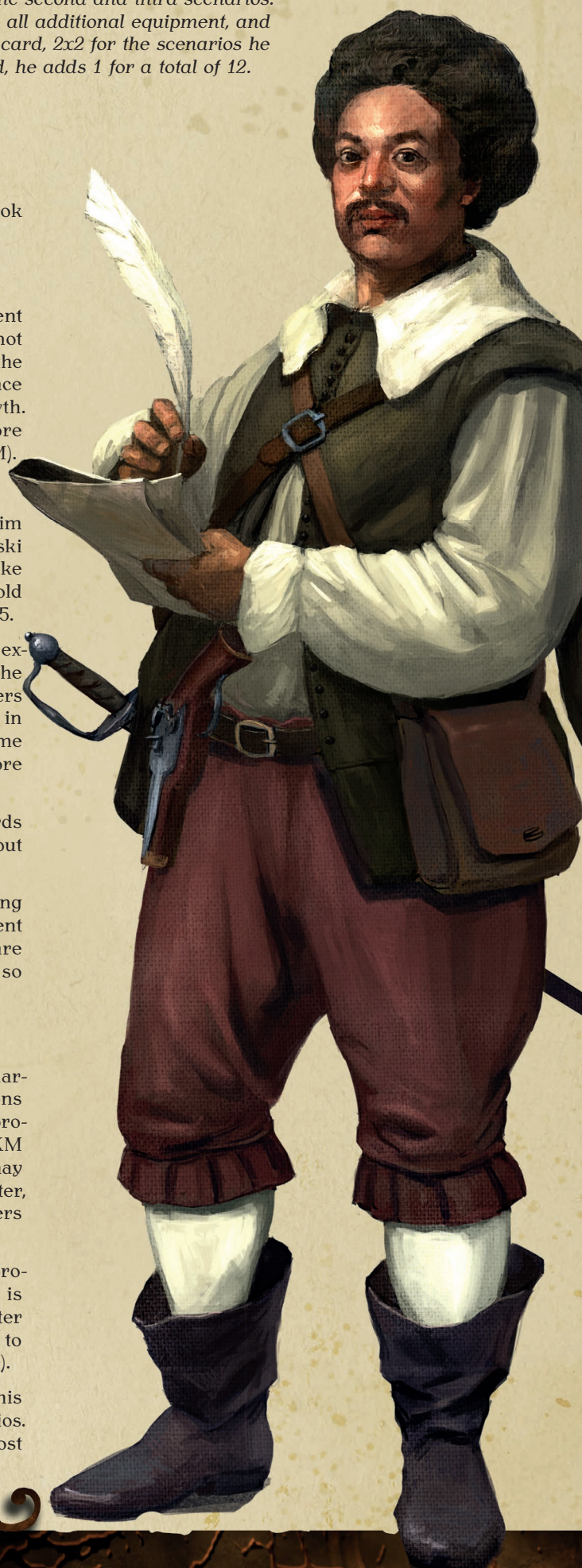
If a character has XM available, it can use one before attempting any test to gain a +1 bonus to the result. Only one XM may be spent per test. It must be declared before any cards are played. The XM are not spent permanently. They can be used again in the next scenario, so characters can accumulate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



❖ PROLOGUE ❖

THE MYSTERIOUS PACKAGE

CHAPTER I THE UNLOADING

The Red team – open the Book of Light on page 8.

The Blue team – open the Book of Darkness on page 8.



THE BANDS:

Each player is given 20 gold to build their band, which must contain a minimum of 2 heroes and 2 commoners.

THE BOARD AND DEPLOYMENT:

First, the Sailors (Thugs) and the Bribe Harbor Clerk (Watchman), markers and terrain are placed on the marked spaces. Then starting with the blue player, the players take turns placing one character each on the marked fields.

The blue player receives 4 markers with a ring (see Notes).

Place a Broken wall marker on the designated edge. It is treated as an open edge.

Place the Breakable wall markers on the designated edges of the board. These should be treated as a bolted door, which can only be Force open (not opened with a Lockpicking). Once Force open, it cannot be closed.

VICTORY CONDITIONS:

The game ends after 8 turns have been played or until the true specific has left the board:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VP;
- If the true specific leaves the board, carried away by any character or is handed over to a Bribe Harbor Clerk, the blue player scores 5 VP;
- If the true specific is captured by the red player and remains in his possession until the end of the game then the red player scores 5 VP;
- The Bribe Harbor Clerk is a neutral character, if either band kills him it gets a -3 VP penalty.






The player with the most VP is the winner. In the event of a tie, the player who completed the objective for 5 VP is the winner.

The winner receives 1 Story Point.


NOTES:


- In the first round, the blue player has the initiative.
- The blue player receives 3 false ring markers (red ring on the face down side) which symbolize a false specific and 1 true ring marker (green ring on the face down side) which symbolizes the true specific. Only the blue player knows which markers are true and which are false and places them on 4 of his characters. Rings are scenario items. When a red character comes into possession of one of the markers it should be turned over to see if it is real or false. The real specific can only be taken off the board through the marked spaces or by handing it to the Bribe Harbor Clerk.
- The Bribe Harbor Clerk (Watchman) - is a neutral character to whom the blue player can hand over the real package by winning an opposed Charisma test in the Interaction Phase. The game ends immediately if this action succeeds. The clerk will not join any band, but when attacked he will defend himself. If this happens, the opposing player plays cards for him.
- Hiring Sailors (Thugs) - If during the Interaction Phase, while standing on a space adjacent to a sailor, a player performs a successful opposed Charisma test, the sailor becomes a new character in the player's band. If this does not happen, the sailor is a neutral character and does not participate in the skirmish. When a sailor is attacked, he automatically becomes a character in the opposing band until the end of the game.
- In this scenario, all doors are open.


WAYS TO SPEND STORY POINTS:


The spending faction	Cost	Number of uses	Effect
	1	1	One blue team hero (or two commoners), chosen by the red player, is deployed on the second turn (on the space marked with R).
	1	1	Blue team cannot deploy its characters on one small ship of your choice.
	1	1	You can block one escape point - from now on no one can leave the board through it.
	1	1	One red team hero (or two commoners), chosen by the blue player, is deployed on the second turn (on the space marked with P).
	1	1	All the Breakable wall markers can be replaced by the Broken wall markers to leave the board through this space without the need to Force open it.




 Red deployment zone


 Blue deployment zone


 Red player reinforcements spaces


 Blue player reinforcements spaces





 Sailors ('Thugs')

 The Bribed Harbor Clerk (Watchman)

 Spaces from which the blue player can go off the board

 Broken wall

 Breakable wall

 Single crates

CHAPTER IIA

THE EXPERIMENT

The Red team - open the Book of Light on page 9.

The Blue team - open the Book of Darkness on page 9.



THE BANDS:

The Red team: gets 30 gold to build their band, which must contain at least three heroes and two commoners. In addition, they receive an Informer character (Beggar).

The Blue team: gets 20 gold to build their band, which must contain at least two heroes and two commoners. In addition, Salvator Fabris (Weakened), the Messenger (Servant), Gunter Scholtz (Apothecary) and four people subjected to experiments (four Thugs with the "Sangre de Drago" card) are in the Blue band.

THE BOARD AND DEPLOYMENT:

First, all markers, terrain elements and characters with assigned deployment spaces are placed on the marked spaces. Then, starting with the blue player, players take turns placing one character each on the designated spaces.

Salvator Fabris must be placed by the blue player on any space adjacent to the Apothecary.

A Broken wall marker must be placed on the marked board edges. It is treated as an open edge.

Place the Breakable wall markers on the designated board edges. They should be treated as a bolted door, which can only be Force open (and not opened with a Lockpicking). Once forced, they cannot be closed again.

VICTORY CONDITIONS:

After seven turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if the red player manages to kill any of the Thugs or the Apothecary, he gets 2 VP for each of them instead of 1 VP;
- If any of the thugs or the Apothecary manages to escape through the designated edges, the blue player gets 2 VP for each.

The player with the most VP is the winner. A tie is possible in this scenario.





The winner receives 1 Story Point. If the blue team is the winner, it can use the "exotic cure" from the next scenario. The player can immediately spend 2 Story Points to permanently (until the end of the campaign) add a Sangre de Drago card to a single commoner of his choice.

NOTES:

- In the first round, the initiative is established normally.
- Night: the maximum length of line of sight is eight spaces. All shooting tests suffer a -1 penalty. Characters with Inconspicuous receive a +1 bonus to Inconspicuous.
- Scenario Thug characters receive the Sangre de Drago card.

For the purposes of this scenario, the Apothecary and Thugs are treated as if they were heroes, i.e. they do not test Fortitude to see if they have escaped from the board.

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1/2	1	One of the Thugs starts the game with a Knockdown marker. If you spend 2 SP, he has a Unconscious marker on him.
	1	2	Swap one Broken wall marker for a Breakable wall marker.
	1	2	Swap one Breakable wall marker for a Broken wall marker.
	1	1	Move a table of your choice to any position on the board outside the character deployment zone.





Red deployment zone



Blue deployment zone



Informer (Beggar)



Servant



Broken wall



Apothecary



Breakable wall



Thug with Sangre de Drago card



Crate stacks



Single crates



Tables

← Spaces from which the blue player can leave the board

CHAPTER IIB

THE BLACK LIST

The Red team - open the Book of Light on page 10.

The Blue team - open the Book of Darkness on page 10.



THE BANDS:

The Red team: gets 30 gold to build their band, which must contain at least three heroes and two commoners. In addition, the red player receives Gerard Thibault d'Anvers and deploys him with the rest of the characters under the normal rules.

The Blue team: gets 30 gold to build their band, which must contain at least three heroes and two commoners. In addition, the blue player also receives: a Smuggler (Watchman), a Charlatan (Monk), a Sharper (Thief) and a Beggar.

THE BOARD AND DEPLOYMENT:

First, all markers, terrains and characters with assigned deployment spaces are placed on the marked spaces. Then, starting with the blue player, the players take turns deploying one character each on the marked spaces. Once all characters have been deployed, the blue player deploys the Beggar. She can be deployed anywhere, but at least four spaces away from the deployment zone of the other characters.

The blue player is given 3 ring markers to be placed on the Watchman, the Thief and the Monk (see Notes).

Place a Broken wall marker on the designated edges. It is treated as an open edge.

If, as a result of a spending Story Points, Breakable wall markers appear, they should be treated as a locked door, which can only be Force open (not using Lockpicking). Once forced, they cannot be closed again.

VICTORY CONDITIONS:

After seven turns or when the real list (green ring marker) is delivered to the ship, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if any character with the real list (green ring) reaches the marked space on the ship, the blue player receives 5 VP. If this does not happen, the red player receives 5 VP;
- In this scenario, killing a Watchman, a Monk or a Thief does not grant VP.






The player with the most VP is the winner. In the event of a tie, the player who has completed the objective for 5 VP is the winner.

The winner receives 1 Story Point. Additionally, if the red team won, there are only two infected nobles in the next scenario, instead of three.







NOTES:


- In the first turn, the blue player has the initiative.
- Night: the maximum length of line of sight is eight spaces. All shooting tests suffer a -1 penalty. Characters with Inconspicuous receive a +1 bonus to Inconspicuous.
- The spaces marked "S", "C", "T" - Scenario characters belonging to the blue band, "S" Smuggler (Watchman), "C" Charlatan (Monk), "T" Sharper (Thief).
- The blue player receives two false ring markers (red ring on the face-down side) to symbolise the false list and one real ring marker (green ring on the face-down side) to symbolise the true list. Only the blue player knows which markers are true and which are false and places them on the Watchman, the Thief and the Monk. These are considered scenario items. When the red character comes into possession of one of the items, turn it over and see if it is true or false.
- Locked doors can be Force open or opened with the "Lockpicking" skill according to the normal rules. Blue team characters can open these doors normally (we assume they have keys), but then they count as open for the rest of the game.

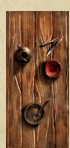
WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1	1	Remove the Inconspicuous marker from any character.
	1	3	Replace one Broken wall marker with a Breakable wall marker.
	1	1	One red team hero (or two commoners), chosen by the red player, is deployed on the second turn (on any unoccupied red space).
	1	1	Place a Damaged Wall marker on any board edge.
	1	3	Any character (including scenario characters) without the Inconspicuous ability may receive the item "Disguise" at no cost in kreutzer.



-  Red deployment zone
-  Blue deployment zone
-  Smuggler (Watchman)
-  Charlatan (Monk)
-  Sharper (Thief)
-  The deployment for the Inconspicuous characters belonging to the blue band

 The arrows on the ship symbolize where the character carrying the real list must go



Tables



Broken walls



Single crates

CHAPTER III THE SECRET MEETING

The Red team - open the Book of Light on page 11.

The Blue team - open the Book of Darkness on page 11.



THE BANDS:

The Red team: get 40 gold to build their band, which must contain at least three heroes and two commoners.

The Blue team: get 25 gold to build their band, which must contain at least two heroes and two commoners. In addition, they receive three nobles. They are represented by figures of commoners (e.g. Musketeers). They have the same stats as their counterparts chosen by the blue player (each character can have a different profile), but they have an additional Sangre de Drago card attached.

THE BOARD AND DEPLOYMENT:

The game is played on two boards (the ground floor and the basement).

At the beginning, all markers, terrains and scenario characters are placed on the marked spaces. Then, starting with blue, players take turns deploying one character each on the marked spaces.

A Broken wall marker must be placed on the marked board edges. It is treated as an open edge.

Place Breakable wall markers on the designated edges of the board. They should be treated as a locked door, which can only be Force open (not using Lockpicking). Once forced, they cannot be closed again.

VICTORY CONDITIONS:

After 7 turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if red player kills a nobleman, he scores 2 VP for each one;
- if the nobleman survives, blue player scores 2 VP for each one.

The player with the most VP is the winner. A tie is possible in this scenario.

The red player receives a Story Point for each nobleman killed.

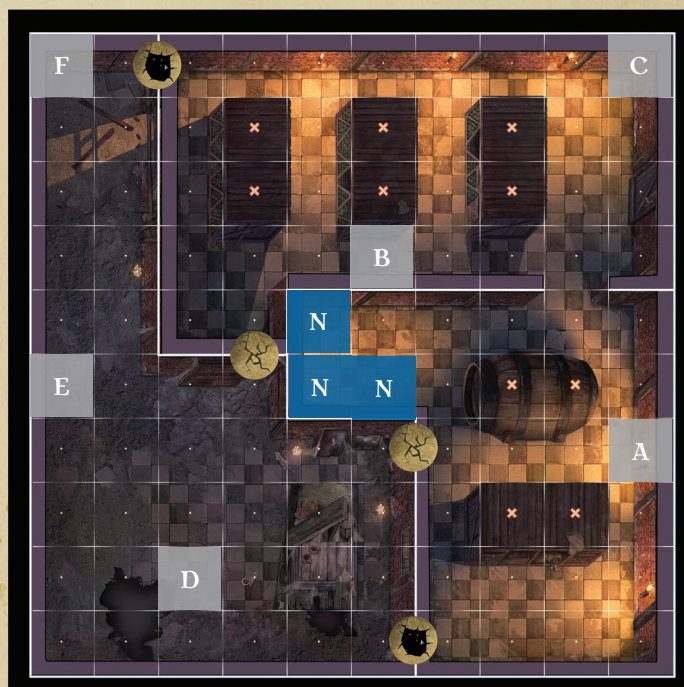
The blue player receives Story Point for each nobleman who survived. In addition, if two nobles survived, the blue band can immediately spend 2 Story Points to permanently (until the end of the campaign) add a Sangre de Drago card to any one hero. You can spend more Story Points to take advantage of this effect again.

NOTES:

- In the first turn, the red player has the Initiative.
- A locked door can be Force open or opened with the Lockpicking skill according to the normal rules. Blue characters can open these doors normally (we assume they have keys), but then they count as unlocked for the rest of the game.
- To move between the ground floor and the basement, just spend an additional 1 MP. Always move between markers of the same color (A, B, C, D, E, F).

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1	2	Remove one pair of passages between boards (A, B etc).
	1	1	Place a Breakable wall marker on any edge.
	1	1	Replace one Broken wall marker with a Breakable wall marker.
	1	2	Remove one pair of passages between boards (A, B etc).





-  Red deployment zone
-  Blue deployment zone
-  Spaces where the nobles are deployed
-  The deployment for the Inconspicuous characters belonging to the red band



Tables



Broken wall



Breakable wall

A

B

C

D

E

F

Universal markers should be placed on the designated places, these are the passages between the levels of the board (A, B, C, D, E, F).

THE DUEL. PART I.

BY CLINT LEE WERNER

Regret. There was a time when he didn't know the meaning of the word. Now it was the whole of his world. No. Not quite. There was also fear. That too had been an alien thing to him once. What he wouldn't give to know even an hour without fear.

Salvator Fabris shuddered at the turn his thoughts had taken. Better than anyone, he knew the ghastly folly of making such reckless offers. Contrition gripped him. His hand started to form the signum crucis, but was incapable of completing the ritual. Pain shot through his arm and it fell limp at his side, throbbing as though he'd touched a leaping flame.

Much too late for that, the crawling voice within his soul mocked him. You made your bargain, Fabris. A man of your skills should enjoy what he's been given.

Fabris rose from his bed and turned towards the full-length mirror with its gilded frame and silvered glass. The Viennese merchant who was currently his host had certainly prospered mightily. The whole of the man's home was filled with opulent extravagance that would have made more than a few royals Fabris had known green with envy.

The rewards of my brother Mammon, the voice barked with amusement. But my province is in far more lasting and meaningful things.

The image in the mirror smiled back at Fabris. He knew it was his own face, for he could feel the muscles move to shape the grin – without any desire on his part to do so. The figure in the mirror wore only a night shirt with elaborate cuffs and a frill about the neck. The garment was loose enough to display the well-muscled and wiry build of its wearer. A trim beard and moustache, a face that was perhaps too intense to be called handsome, thick locks of sandy hair that hung about his head like a lion's mane. Except for the quality of the eyes, the man in the mirror might be anywhere between twenty-five and forty-five in age. The eyes, however, were black with grim experience and violent ordeal, absent the least speck of youthful innocence and wonder. They were the only hint to the duellist's true age.

'Relent!' Fabris groaned, shaking his fist at the mirror. 'Let me know an hour's peace!'

What would you do with such time, Salvatore? Would you repent of the pact? You know what such foolishness would mean. You'd die, and you know what awaits you when that

happens. Can you not accept it, Salvatore? I am not the fiend you've convinced yourself that I am. I am your best and dearest friend. Your only friend.

For just an instant there was another face in the glass. A face that peered out from behind Fabris's own. A horrible, bestial countenance like that of a hideous hound from which the hide had been peeled, exposing the muscle and sinew beneath.

'God forbid,' Fabris sobbed. He turned from the mirror, unable to look upon the thing that now shared his flesh.

Where was He in your hour of need, Salvatore? You prayed and you begged, but did He save you when Death was stealing over you? No, it was I who answered, who listened to your pleas and accepted your bargain. And I have kept our agreement, have I not?

'I wanted to live!' Fabris snarled. He gestured at the room around him. 'This isn't living!'

Oily, sneering laughter coursed through the duellist's spirit. Only a moment ago you were remarking on how remarkable all this finery was.

'And I take no pleasure from it,' Fabris took three steps and reached the bottle of wine resting beside the bed. Anguish wracked him as he read again the label on the bottle. A better vintage would be hard to find, yet to his senses it had all the savour of tepid water. Everything was like that for him. A gourmet feast, a brilliant symphony, the touch of a beautiful woman... he could appreciate their quality in only the most abstract way. The ability to derive joy from any sensation was gone. He could experience things, but he could not feel them. Not in his mind and soul.

Ah, but that is an exaggeration.

Again, without conscious volition, Fabris was spurred into motion. He turned about and marched to the jade-inlaid table imported from distant Cathay. He reached out and took up the slender rapier lying there. In one flourish he whipped the blade from its scabbard. The exposed steel glistened in the moonlight shining through the window.

You still have the sword, Fabris. We can both exult in the dance of the duel! Think of your mastery of the sword, Salvatore! Before we became one you were the greatest blade in Europe and by my largesse you've been able to expand upon that mastery! The years I've given you have made

you the greatest swordsman to ever live! It is the caprice of Him that a man should expire just when he has truly achieved his craft. Well, to you has been given that most precious gift: time. The time to go beyond the accomplishment of one life. To go beyond what any man could ever learn. Think, Salvatore, what passion was more important to you than the thrill of the sword! What does it matter if everything else fades into shadow so long as that remains to you!

The rapier whipped through the air as Fabris described patterns of attack and defence imagined by him and refined over the course of decades. Extra decades, bought by his pact when he lay upon his deathbed. That had been long ago. Long after his days as a fencing instructor, as a professional protagonist picking fights with those his patrons had paid him to kill in duels, as an assassin engaged to attempt regicide on the King of Sweden. Long ago, when the name of Salvatore Fabris was known to every swordsman from Moscow to Madrid.

'I am forgotten,' Fabris spat, returning the rapier to its scabbard. 'The renown I knew has faded. You have given me life, but keep me skulking in darkness. When I duel it is in anonymity and I don't linger for the acclaim of besting my foe.' He closed his eyes, picturing other moments, moments when foe was the inappropriate term for those who perished by his sword. Those were better called victims and there had been enough of those to sicken Cain himself.

Do not speak for Cain. I assure you he scarcely needed my encouragement to kill his brother. As to renown, that is a necessary sacrifice. You think you suffer from anonymity,

but there are some who know who you are... and what you are. We must be watchful for they could take away this gift I've bestowed on you. This time the bark of caustic laughter had a warning quality to it. I shouldn't need to remind you that if that happens you have far more to lose than me.

Horror shuddered through Fabris's veins. Whatever anguish assailed him now, he knew that worse would come to him when he died. Then his soul would be dragged down to hell. If the demon lost his mortal host, Caacrinolaas wouldn't return to the Pit alone.

The duellist picked up the sword again. His fingers tightened about the grip. He drew it in one smooth motion and turned to the mirror. He studied every motion as he sparred with his own reflection.

Good, Caacrinolaas hissed in his mind. You will have need of all your skill. An old enemy has come to Vienna. Someone we've not seen in a long time. I think now the advantage will belong to us. You have only grown stronger while he... he has simply grown old.

An amused growl rippled from Fabris's lips. Concentrating on his exercises, the duellist barely noted the demon's usurpation of his flesh. He couldn't ignore the voice that mocked him.

For the record, Salvatore, the terms of our pact are explicit. I didn't promise you more life. I only agreed to keep you from death.



❖ ACT I ❖

SWORDS OF LIGHT AND DARKNESS

CHAPTER I THE DUEL

The Red team - open the Book of Light on page 14.

The Blue team - open the Book of Darkness on page 14.



THE BANDS:

The Red team: two heroes and two commoners, Gerard Thibault d'Anvers and the Emissary. You can find the rules for selecting an Emissary on page 12. Thibault has a letter that he must give to the Emissary.

If the Emissary is on the board, every turn, starting from the second turn, he can take over any character from the palace guard (the palace guard starts to understand what is happening and helps the red team). See Notes.

The Blue team: two heroes and three commoners, Salvator Fabris (non-weakened version). If Fabris is on the board, every turn, starting from the second turn, he can take over any character from the palace guards (these are the guards who have been bribed by the blue team).

The palace guard are represented by Footmen. They are neutral scenario characters.

THE BOARD AND DEPLOYMENT:

First deploy the Footmen (2 with pistols, 2 with glavies), Emissary, Thibault and Fabris on the marked spaces. Then, starting with red, players take turns deploying one character each on the marked spaces. They may deploy characters with the Inconspicuous rule on the spaces marked with I, instead of those marked with their color.

VICTORY CONDITIONS:

After seven turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if the Emissary is killed, the blue player gets 4 VP;
- if Salvator Fabris is killed, the red player receives 4 VP;
- if the Emissary survives and takes the letter from Gerard Thibault d'Anvers, the red player receives 2 VP. If he fails to do so, the blue player receives 2 VP;
- If Fabris reaches the door of the palace (the field marked "PD"), the blue player scores 2 VP. If he does not, the red player scores 2 VP.

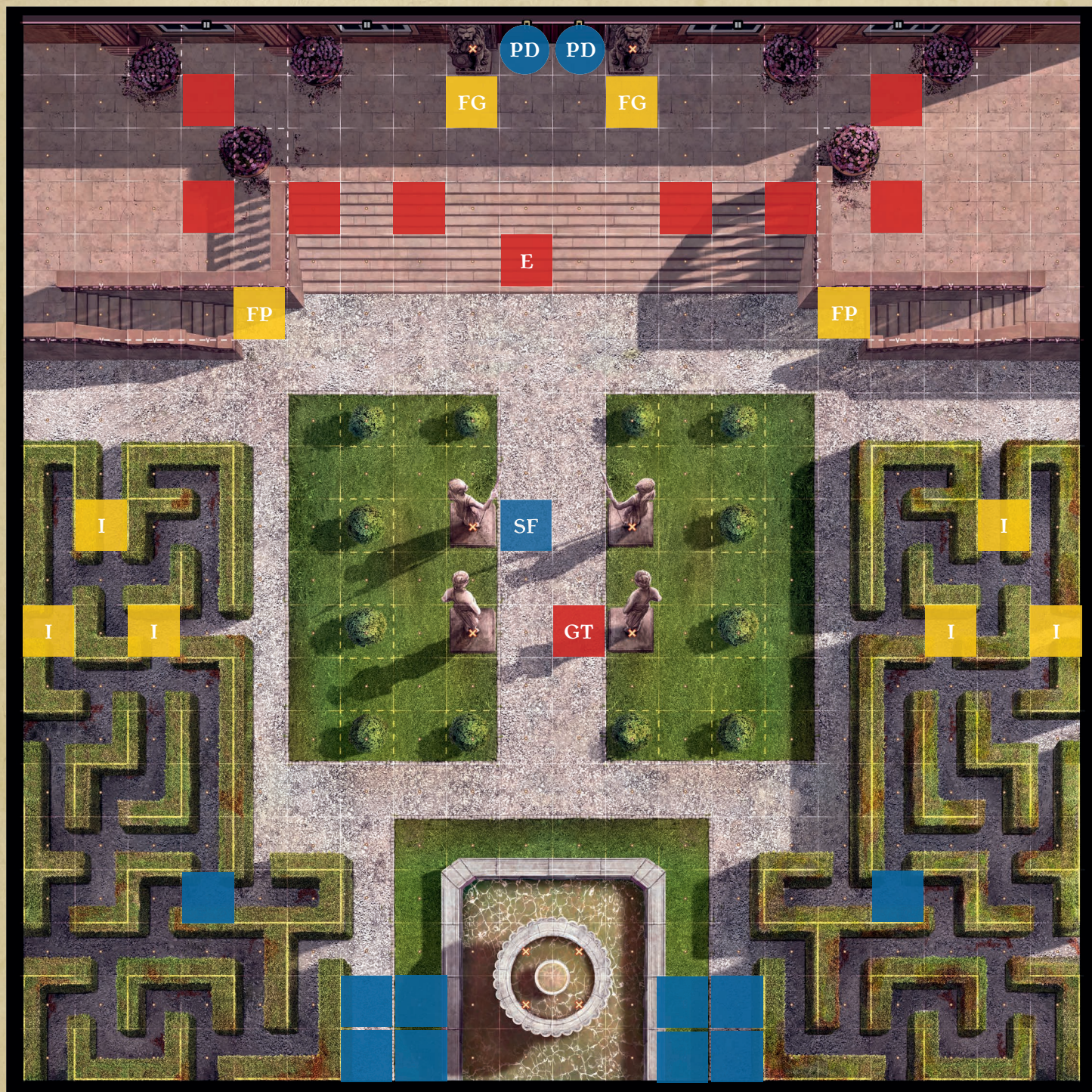
The player with the most VP is the winner. In the case of a tie, if the Emissary took the letter from Gerard Thibault d'Anvers, the red player is the winner. If not, the blue player wins the tie.

The winner receives 1 Story Point.

NOTES:

- In the first round, the blue player has the initiative.
- Taking over characters from the palace guard: in this scenario, starting from the second turn, the Emissary and Fabris, receive reinforcements (Footmen from the palace guard). When the Emissary or Fabris are activated, the player controlling the character chooses which of the palace guard is in his power from now on. This character becomes part of the respective player's band and can be activated normally in the same turn. Once taken over, a guardsman cannot be taken over by the opponent. If the Emissary or Fabris dies, the taken over characters remain under the authority of the respective player, but he cannot take over more guardsmen. When a guardsman is taken over, a ring of the appropriate color is placed on its base.
- If the character of any player enters the control zone of neutral characters of the palace guards, then automatically this figure comes under the control of the opponent.
- The letter from Gerard Thibault d'Anvers is a scenario item. The item cannot leave the board in any way. After the holder is killed, it is placed on the space where the holder was standing. The taking of the letter by the Emissary is a partial action, but neither the Emissary nor Gerard can be engaged in combat at this time and must be adjacent to each other. It is enough that one of the two characters uses a partial action to take over the letter.

Story Points cannot be spent in this scenario.



- | | |
|---|---|
| Red deployment zone | FP The palace guard: neutral Footmen characters with pistols (FP) and glavies (FG) |
| Blue deployment zone | I Deployment zone of an Inconspicuous character of any band |
| GT Gerard Thibault d'Anvers - the letter to the Emissary is in his possession (letter marker) | PD Palace door |
| SF Salvator Fabris | |
| E The Emissary | |

CHAPTER II

THE BITTER-SWEET FRUIT

The Red team - open the Book of Light on page 15.

The Blue team - open the Book of Darkness on page 15.



THE BANDS:

The Red team: gets 30 gold to build their band, which must contain at least three heroes and two commoners.

The Blue team: gets 20 gold to build their band, which must contain at least two heroes and two commoners. In addition, it receives Madame de Montespan character as well as a Servant, a Thief and an Urchin. These characters are the real Frederic and his doubles.

THE BOARD AND DEPLOYMENT:

Place a Broken wall marker on the designated edges. It is treated as an open edge.

Place Breakable wall markers on the designated edges of the board. They should be treated as a bolted door, which can only be Force open (not using Lockpicking). Once forced, they cannot be closed again.

The blue player places the terrain elements, on any spaces he chooses, apart from the deployment spaces of any of the players. Obstacles must not touch doors, windows or Breakable/Broken wall markers (the blue player can use all the terrains available in the basic version of the game). The red player then deploys all characters on the marked spaces. The blue player's characters remain in reserve.

VICTORY CONDITIONS:

After eight turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if Frederick leaves the board through the designated space, the blue player receives 5 VP, if he fails to do so, the red player receives 3 VP;
- The band that kills Frederick loses 5 VP.

The player with the highest number of VP is the winner. In case of a tie, the player who completed the special objective is considered the winner.

The winner gets 1 Story Point.





NOTES:

- In the first round, the initiative belongs to the blue team.
- The scenario uses the Peace rules.
- A locked door can be Force open or opened with the "Lockpicking" skill according to the normal rules. Characters cannot open doors normally (we assume they don't have keys), but after the Forcing action or using the "Lockpicking" skill until the end of the game,

the door counts as unlocked.

- The Servant, the Thief, and the Urchin. The blue player secretly marks these characters with rings: for the fake Frederick a red ring and for the real Frederick a green ring. They use their normal rules, but cannot escape as a result of failing the Morale test. For the purposes of this scenario, they lose the Inconspicuous rule. When any red character, completes an activation in the Action Phase on a space adjacent to any of these characters, the blue player must reveal the ring.
- All "Frederick" characters cannot attack or shoot anyone, as long as they have rings. In addition, a true Frederick can never attack anyone: shoot or declare an attack while he is Engaged. He also has no weapons of any kind. When a real Frederick is found, remove the rings from the fake "Fredericks."
- If Frederick is recognized, at the end of each Interaction Phase, add up the Charisma of all characters within 2 squares of him. The player with the higher total takes Frederick over. In case of a tie, he remains under the control of the current owner. As Frederick is under the influence of a charm, red team can add the Faith of all characters within 2 spaces of Frederick to their total. The blue characters can add the Sorcery of all characters within 2 spaces of Frederick to their total.
- Reserve of the blue player: all characters of the blue player except scenario characters are placed in reserve. At the beginning of each turn, the blue player can deploy up to two characters on the reserve spaces marked with "R".
- In addition to the normal rules, Peace can also end in the following ways:
 1. The blue player tries to Force open a door (regardless of the result of the attempt),
 2. The blue player Fumbles during a lock opening test,
 3. The blue player may end the Peace at will.

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1	4	Replace one Broken wall marker with a Breakable wall marker, or vice versa.
	1	4	Remove any terrain element.
	2	1	Get keys - ability to open the door in the normal way.
	3	1	Blue player reduces the number of "Fredericks" by 1 (discards one scenario character: Urchin, Servant or Thief).



- Red team deployment zone
- I Inconspicuous characters from the red band deployment zone
- S Scenario characters (Montespan, Servant, Thief and Urchin) deployment zone
- R Reinforcements for the blue player can enter from these spaces

- Possible escape routes from the board for the blue player
- X Broken wall
- X Breakable wall

CHAPTER III

PRISONER TRANSPORT

The Red team - open the Book of Light on page 16.

The Blue team - open the Book of Darkness on page 16.



THE BANDS:

The Red team: gets 35 gold to build their band, which must include at least three heroes and two commoners.

The Blue team: gets 35 gold to build their band, which must include at least three heroes and two commoners. In addition, they receive Madame de Montespan and Frederic (Servant).

THE BOARD AND DEPLOYMENT:

Starting with blue, players take turns placing one character each on the marked spaces. Madame de Montespan and Frederic (the Servant) are deployed afterwards.

VICTORY CONDITIONS:

After six turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if Frederick leaves the board through the designated space, the blue player receives 5 VP. If Frederick is on the side of the red band at the end of the game, the red player receives 5 VP;

- if either side kills Frederick, it loses 7 VP (it can end the battle with a negative score).



The player with the highest number of VP is the winner. In case of a tie, the player who completed the special objective for 5 VP is the winner.

The winner receives 1 Story Point.

NOTES:

- In the first round, the Initiative Phase is played according to normal rules.
- At the end of each Interaction Phase, add up the Charisma of all characters within 2 paces of Frederick. The player with the higher total takes Frederick over. In case of a tie, he remains under the control of the current owner. As Frederick is under the influence of a charm, red team can add the Faith of all characters within 2 spaces of Frederick to their total. The blue characters can add the Sorcery of all characters within 2 spaces of Frederick to their total.
- Frederick is treated as a hero. He can't attack anyone: he can't shoot or declare an attack while he's Engaged. He also does not have any weapons.

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1	1	Deploy any character without the Inconspicuous rule on one of the spaces marked "I".
	1	1	Deploy any character without the Inconspicuous rule on one of the spaces marked "I".





- Red team deployment zone
- I Deployment zone of the inconspicuous characters from the red band
- Blue team deployment zone
- I Deployment zone of the inconspicuous characters from the blue band
- Escape routes from the board for the blue player.

CHAPTER IV

POSSESSION

The Red team - open the Book of Light on page 17.

The Blue team - open the Book of Darkness on page 17.



THE BANDS:

The Red team: gets 35 gold to build their band, which must include at least three heroes and two commoners. In addition they get the Emissary (scenario character).

The Blue team: gets 20 gold to build their band, which must include at least two heroes and two commoners. In addition they get scenario characters: Salvator Fabris (not weakened) and 6 cultists (They can be any commoners). The scenario may use the Caacrinolaas Demon figure if it appears on the board (special condition).

THE BOARD AND DEPLOYMENT:

First, all markers and scenario characters are placed on the designated spaces. Then, starting with blue, players take turns placing one character each on the marked spaces.

VICTORY CONDITIONS:

After seven turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- killing a cultist does not grant any points;
- if Salvator Fabris survives and the Demon appears on the board, the blue band scores 5 VP;
- if Salvator Fabris dies, the red band scores 5 VP.

The player with the highest number of VP is the winner. In case of a tie, the player who completed the special objective for 5 VP is the winner.

The winner receives 1 Story Point.

NOTES:

- In the first round, the Initiative Phase is played according to normal rules.
- Night: the maximum length of line of sight is eight spaces. All shooting tests suffer a -1 penalty. Characters with the Inconspicuous rule receive a +1 bonus to Inconspicuous.
- Cultists, regardless of the models used, have stats from the Cultist card shown next to the scenario. Cultists and Montespan (if the player deploys her) can use the "Summon Demon" full action to remove one marker that marks the time left until the appearance of the demon. "Summon Demon" can only be used when the character is no more than 2 spaces from any of the breakable wall markers. If a character is in a melee with an enemy character or is Unconscious or knocked down, he cannot use the "Summon Demon"

action. Place 16 markers by the board to measure the time until the demon appears.


- The demon appears on the board in the place marked by the breakable wall markers. If all the time markers are removed then the demon appears, and both the cultists and the breakable wall markers are removed from the board.
- The breakable wall markers indicate a portal to hell. You cannot run a line of fire or vision through it, nor can you enter spaces with these markers.


WAYS TO SPEND STORY POINTS:


The spending faction	Cost	Number of uses	Effect
	1	6	One of the cultists starts the game Unconscious.
	1	6	If the red player has Unconscious the cultist, remove the Unconscious token.
	4	1	The emissary betrays the red team and becomes a blue team character.








 Red team deployment zone

 The Emissary

 Blue team deployment zone

 Salvator Fabris

 Cultists

 A place where the demon may appear

THE DUEL. PART II.

BY CLINT LEE WERNER

The little chapel was all but deserted at this late hour. There was only one visitor in the sanctuary, an old man who sat in a pew near the altar. At a casual glance there wasn't anything about him that would be called remarkable, but a closer scrutiny would have fixated upon the slim sword that hung from his belt. The guard was chased with gold and the pommel would have intrigued an experienced swordsmith for it was somewhat larger than typical for blades of its sort. The observer would have been even more surprised to discover that the pommel was hollow and served as a reliquary.

The old man had his hands clasped before him as he stared at the candle-lit altar. He'd already offered up his prayers to God. It was meditating on the cause of those prayers that caused him to tarry in the church long into the night. There was no better place for reflection than the house of God.

Such a strange course his life had taken. Gerard Thibault d'Anvers should have died as a child in Antwerp. The many physicians Hendrik Thibaut engaged to attend his sickly son avowed that the boy would die well before reaching manhood. Yet he'd defied their prognostications, surviving to pursue his fascination with the art of the sword. His father, having despaired of passing on his business to Gerard, left him to his martial inclinations, reasoning that he should enjoy such few years as he had left.

But death did not come to Gerard. Neither from his weak constitution or the many duels he fought. Indeed, he achieved a degree of fame for his swordsmanship and studied under the famed Lambert van Someron. Success followed upon success and the sickly youth eventually found himself in Spain. His many victories had instilled a certain arrogance in him, but he was disabused of these notions when he was quickly defeated by an old knight armed only with a cane. Humbled by his defeat, Gerard had asked to know the victor's name. He had been bested by none other than Jeromino Sanchez de Carranza, Grand Master of the Order of the Robe of Christ. Gerard had knelt in the dust and begged the knight to teach him true mastery of the sword. So had begun his instruction in la Verdadera Destreza. He wondered now if the pious old knight taken him as his pupil because of some inkling of what the future would hold for Gerard. Certainly no other student of Carranza had been gifted with the sword Gerard still carried all these years later. A rapier fashioned from Toldeo steel and housing in its pommel a reliquary containing a splinter from the True Cross.

Through the veil of years Gerard could still picture the spectacle of his exhibition in Rotterdam where he defeated all opponents who came against him, both during the tournament and afterwards in private duels. This feat brought him the patronage of the King of France and the students began to flock to him for instruction in the techniques of Destreza.

'Perhaps I forgot the humility Carranza had taught me and allowed hubris to poison my spirit,' Gerard mused. For just as his fortunes were at their height, a terrible darkness descended upon Europe. The German principalities exploded into conflict that ripped apart the Holy Roman Empire and swiftly expanded to engulf neighbouring kingdoms. Bloodshed and carnage of a magnitude not seen for generations plagued the land. As news filtered back to Gerard, he felt moved to try to stop the slaughter by whatever means it was in his power to employ.

Gerard thought it must have been the spirit of the Lord that guided him, for certainly it required a superhuman endurance to persist in those dark times. He left behind all the privileged and prosperity afforded to him in France to travel through the warring states, trying to plead with greedy barons and fanatical bishops to bring an end to the fighting. His heart wept for the things he saw in those days. There was not even the semblance of honour in this war, only wholesale slaughter. Women and children, the sick and the old, none were spared by the rampaging armies. Each year the combatants grew more vicious and depraved, their commanders more obstinate and petty. It was as if Hell itself had been set loose.

It was in Magdeburg that Gerard saw for himself that there was more than merely human evil whipping the flames. In 1631 the Imperial Army of Emperor Ferdinand II and the forces of the Catholic League laid siege to the Protestant city. On May 20th the enemy broke through the Kroecken Gate and entered the city. There followed four days of pillaging and murder on a scale beyond measure.

Gerard had entered with the conquerors but swiftly found his sympathies turned to the Magdeburgers. Desperately he'd tried to put a stop to the slaughter, but there was only so much one man could do. He had to go where he could do the most good and so he'd reluctantly left the soldiers and mercenaries to their marauding and raced to the Cathedral of Saints Maurice and Catherine. It was here that many of the inhabitants had fled to take sanctuary and it was here Gerard was determined to stand against the slaughter.

The square outside the cathedral was filled with soldiers when Gerard reached the scene. There was enough decency among them that they hesitated to put the structure to the torch as they had so many other parts of the city. Yet that reserve was being steadily worn down by a single voice.

'Why do you hesitate!' the cry rang out. 'The church has been defiled these many long years by heretics! There's nothing holy here now! Strike! Show this scum the same mercy they've shown to your towns and villages! Strike before the heathen Swedes can come to their rescue! Think better of pity, for they hide not in poverty, but with the riches they would keep from you!'

Gerard could feel the wicked influence of the speaker infecting the crowd. He forced his way through the throng until he was only a few feet away from the agitator. He was a wiry man of indeterminate age, arrayed in the accoutrements of a mercenary officer. His face had the viciousness of the fanatic about it, but while Gerard gazed at the man, the semblance of humanity flickered. For just an instant he saw something inhuman there, the countenance of a veritable demon. The thing locked eyes with him... and grinned. It knew Gerard had seen the grotesque truth behind the mortal mask.

Gerard drew his blade and leapt between the demon and the cathedral. 'Don't listen to the devil's words!' he shouted to the soldiers. 'We are all of us cast in the image of God! Don't defile yourselves by descending to the level of beasts!'

The demon laughed at him then and drew its own sword. 'Those who would defend heretics are traitors! Vipers that would strike at your heels! Cut this swine down and avenge yourselves on the criminals of Magdeburg!'

A few of the soldiers started forwards, but then a gasp went up from the foremost. 'God's blood, that's Thibault d'Anvers!' Knowing that their lone opponent was the famed swordsman chilled the hearts of the mercenaries and they fell back. Gerard could see the rage slither across the demon's visage. For an instant all semblance to a human face evaporated and he saw instead the snarling muzzle and blazing eyes of a hideous dog.

'If needs must, I will strike you down myself!' the demon roared. Without further preamble, it lunged for Gerard, skilfully feigning a thrust to his belly then whipping its rapier about to stab at his throat. Only by the narrowest margin was he able to block the blow and turn the deadly sword aside. Gerard sprang back, shocked by the ferocious speed and ability of his enemy. Fear gnawed at his gut, but he fought it down. Protecting the innocents inside the cathedral was a just cause and God would forever favour justice over cruelty. The Lord was on his side and against God's power no demon could prevail!

There followed the most arduous duel of Gerard's long career. He was still not sure how he was able to defend himself against that demon in man's shape. Truly it could only have been divine providence that protected him. The demon's speed was beyond belief, its affinity for the sword surpassing even that of his old master Carranza. There was a superhuman power in each swing that sent painful vibrations shivering through his very bones every time their blades connected. Thrust and parry, feint and dodge, about the square the two opponents danced. Mercenary mob and embattled refugees were forgotten as Gerard's entire world narrowed down to the monster and the blade in its hand.

The demon, however, was more aware of its surroundings. 'The city burns, hero,' it sneered between stinging slashes of its rapier. Gerard's senses filled with the smell of smoke and the sound of roaring flames. For just a second his eyes drifted to observe a wave of fire that leapt from house to house. Entire districts were being consumed by the conflagration. It was like a vision of Hell itself!

Gerard's adversary seized his moment of distraction and managed to slash his arm just below the shoulder. The shock nearly caused him to drop his sword, but before it could slip from his fingers he exerted his tremendous will and tightened his slackening grasp. The demon took a step back, peering at him as though with a new appreciation. 'You can't win here. There's nothing left to save.'

'If that were true, you'd not bother trying to convince me,' Gerard retorted. He shifted his rapier to his other hand and put himself on guard, ready to ward off the demon's next assault.

The monster glared at him. Every speck of its being seemed to seethe with fury. It lunged at him with its sword raised high, but before the fray could be joined, it turned and mid leap and fled into the burning streets. Gerard just gawked in disbelief at his foe's abrupt retreat. It took him some moments to appreciate that he'd won the field. Won the field, perhaps, but he couldn't say that he'd defeated his enemy. The demon's sword had taxed him to the limit, exhausting every resource he possessed except the determination to stand against evil. He couldn't account for his victory.

Then Gerard heard the trumpet and saw the frantic riders pushing their way through the soldiers. He saw the standard of the Count of Tilly, field marshal of the Imperial forces. Tilly's messenger shouted orders to the mercenary mob. Reinhard Bakes, the cathedral's chief priest, had finally prevailed on Tilly to extend mercy to those who sought sanctuary there and in the monastery. The mercenaries grumbled about missing out on the loot they believed was inside, but to a man none of them was going to defy an order from the fearsome Imperial commander.

As Gerard listened to the messenger, a sense of wonder rushed through him. By the narrowest margin had the cathedral and its occupants been saved. Had he not intervened, the demon would have goaded the mob into sacking the place. The messenger would have arrived too late. Gerard fell to his knees and praised God that he had been able to thwart the fiend's infernal design. It was towards this moment, he now saw, that his entire life had been leading. This was the purpose for which his life had been spared and his incredible skill with the sword honed.

Yet even as he prayed, Gerard had misgivings. He'd come face to face with the infernal agent that had turned the war into a conflict of merciless brutality. He'd cheated the demon of total victory, but it wasn't vanquished. Where would it go, and what further horrors would it tempt men into committing?

All of that had been thirty five years ago, but Gerard could still picture everything as clearly as if it had happened yesterday. The war among the German states had continued, lingering until it became known as the 30 Years War. Gerard never again saw the demon, but he detected its influence many times. Wherever men let hate swell up within them and transform them into less than beasts, he knew the demon was at hand.

After the war he'd retired to his villa. His soul felt weary from the carnage he'd seen and moreover, he found there were few students who now came to him to learn the art of the sword. The simpler ways of the pistol were now more popular than the more demanding skills of the blade. Gerard thought he would gradually fade into obscurity. That his battles were behind him.

Then he felt himself moved by that same feeling that had compelled him to journey into the Holy Roman Empire. Gerard did not question, he simply strapped on his sword once more and set off from Vienna. While he was still on the road the news reached him that Emperor Leopold I was dead. The election of a new emperor would soon take place. Gerard could imagine the politicking that would ensue as the crowned heads of Europe sought to place their own candidate upon the throne. The wrong emperor could reignite the barely cooled embers of the 30 Years War and plunge the Holy Roman Empire back into turmoil. Only this time the havoc might engulf the whole continent.

The demon he'd encountered in Magdeburg wouldn't miss such an opportunity. Gerard was certain of that. When he reached Vienna, his conviction was borne out. A messenger was waiting for him. The note he handed the elderly duellist was brief. 'It has been a long time since Magdeburg.'

Another messenger had come to him a few days later, instructing him to be at the Ruprechtskirche at the Devil's hour. With his sword hanging from his belt, the old fencing master had entered the medieval chapel to await whatever would follow. He put his faith in Christ that all would unfold according to God's will.

'But it is the freedom of man that he may reject God's will and thereby set the Devil free.' The voice that echoed through the church was one that Gerard could never forget. He rose from the pew, his hand dropping to the hilt of his sword. He could just perceive a man walking down the aisle. At first his features were lost in the shadows, but when he stepped into the light, Gerard was stunned. He was looking at his adversary from thirty-five years ago, but while Gerard's skin was wrinkled and his hair had turned white, the fiend before him looked exactly as he had in Magdeburg.

'It has been a long time since Magdeburg,' the demon grinned.

❖ ACT II ❖

THE ASSASSINATION PLOT

CHAPTER I THE CONVERSATION IN THE PALACE

The Red team - open the Book of Light on page 18.

The Blue team - open the Book of Darkness on page 18.



THE BANDS:

The Red team: gets 30 gold to build their band, which must include at least three heroes and two commoners.

The Blue team: gets 30 gold to build their band, which must include at least three heroes and two commoners.

THE BOARD AND DEPLOYMENT:

First, place all the NPCs on the marked spaces. Next, randomly select a player who deploys a model first. Players take turns placing one character each on the marked spaces.

VICTORY CONDITIONS:

After four turns, the game ends and victory points are counted:

- each "talked-over" NPC is worth 2 VP;
- each "talked-over" enemy character is worth 1 VP.



The player with the highest number of VP is the winner. A tie is possible in this scenario.

The winner receives 1 Story Point.

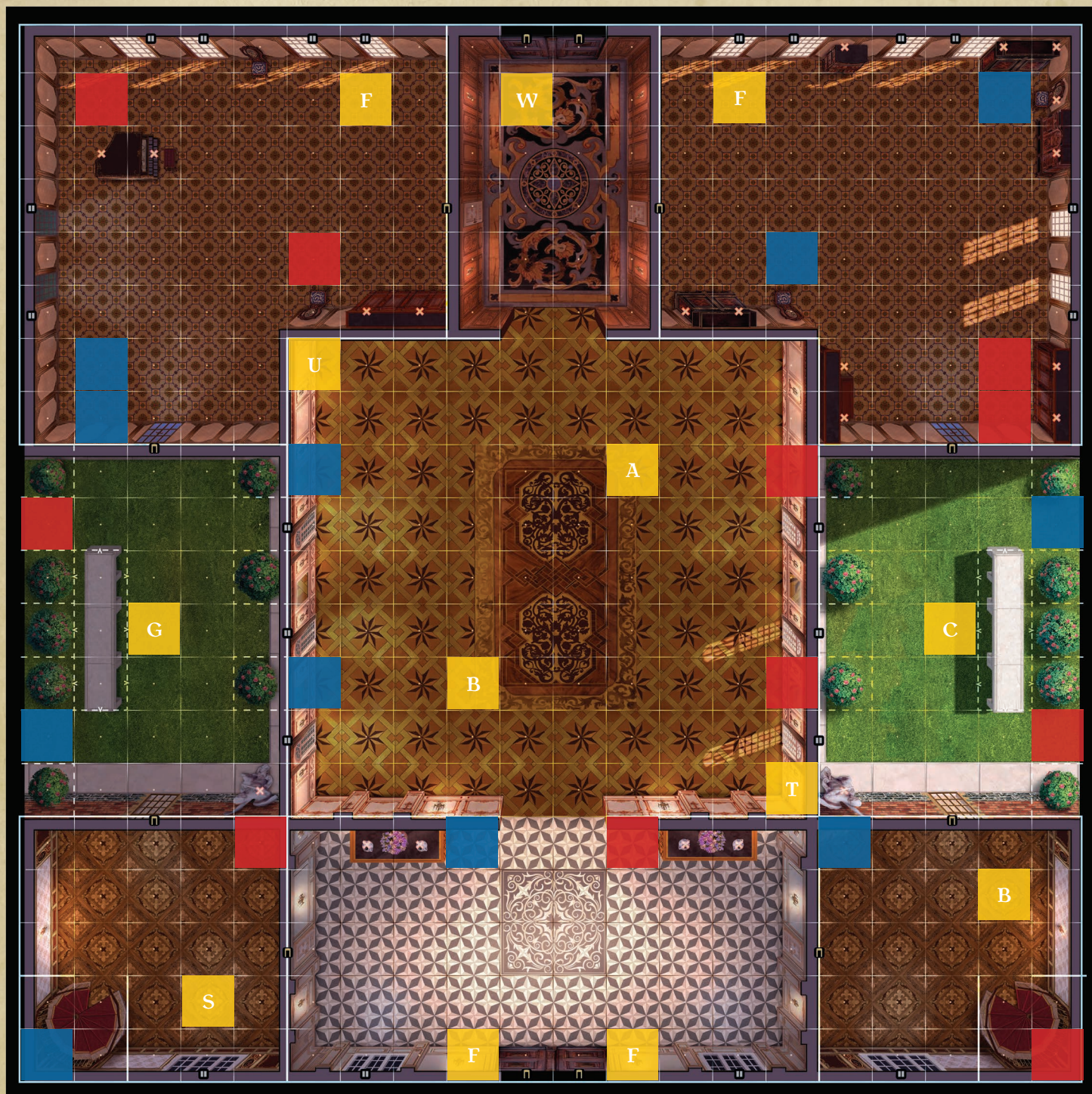
NOTES:

- In the first round, the Initiative Phase is played according to normal rules.
- In this scenario, after the Action Phase, we immediately move to the Interaction Phase. Players cannot use shooting or melee mechanics, and they do not have any weapons (they were searched before entering the palace, and all weapons were taken away).
- Only humans can appear in the scenario (so you can't summon demons, for example).
- During the Interaction Phase, verbal duels take place on using the opposed test rules. A victory with an NPC means that the player scores (2 VP), and the NPC disappears from the board. In a situation of verbal conflict between characters from opposing factions, the winner scores (1 VP), and the character who lost receives a knockdown marker. The character who wins the conversation can move one space for free (he can no longer participate in another conversation in the same turn), in this situation characters disregard the control zone. If the conversation was won by an NPC, the opponent moves it by one space.
- To mark the NPCs, you can use the markers available in the game or their respective figures. If the NPCs have several variants, variant number 1 is used.
- In this scenario, all doors are open.

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1	2	One of the opponent's heroes starts the game Unconscious.
	1	2	One of the opponent's heroes starts the game Unconscious





- Red team deployment zone
- Blue team deployment zone

The yellow spaces represent the NPCs present in the palace:

- „F” – Footman,
- „T” – Thief,
- „A” – Apothecary,
- „M” – Monk,
- „C” – Courtesan,
- „U” – Urchin,
- „W” – Watchman,
- „B” – Burgher,
- „S” – Servant,
- „G” – Gypsy.

CHAPTER II CATACOMBS

The Red team - open the Book of Light on page 19.

The Blue team - open the Book of Darkness on page 19.



THE BANDS:

Red team gets 30 gold to build their band, which must consist of at least three heroes and two commoners. They also get Esther. Red team cannot deploy Thibault in this scenario.

Blue team gets 35 gold to build their band, which must consist of at least three heroes and two commoners. They also get a Monk. Blue team cannot deploy Madame de Montespán in this scenario.

THE BOARD AND DEPLOYMENT:

Place 3 universal markers on the "T" marked space. Then, starting with blue, players take turns placing one character each on the marked spaces.

The game is played on two boards. To move between them, simply spend an additional 1 MP while standing on space marked A (you then move to space marked A on the other board). During the course of the game, you can also unlock the ability to move using the B space (see "NOTES").

VICTORY CONDITIONS:

After 7 turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;

- if the blue team managed to carry any scroll through any open edge of the board, the blue band receives 2 VP for each scroll;
- if at the end of the scenario any of the scrolls are in the possession of the red band, the red player receives 2 VP for each of them.

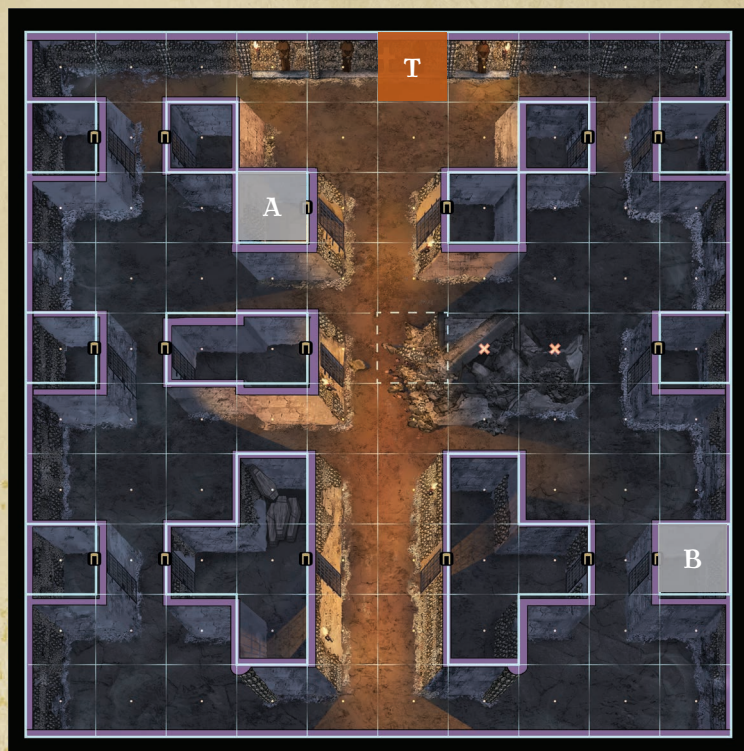
The player with the highest number of VP is the winner. A draw is possible in this scenario.

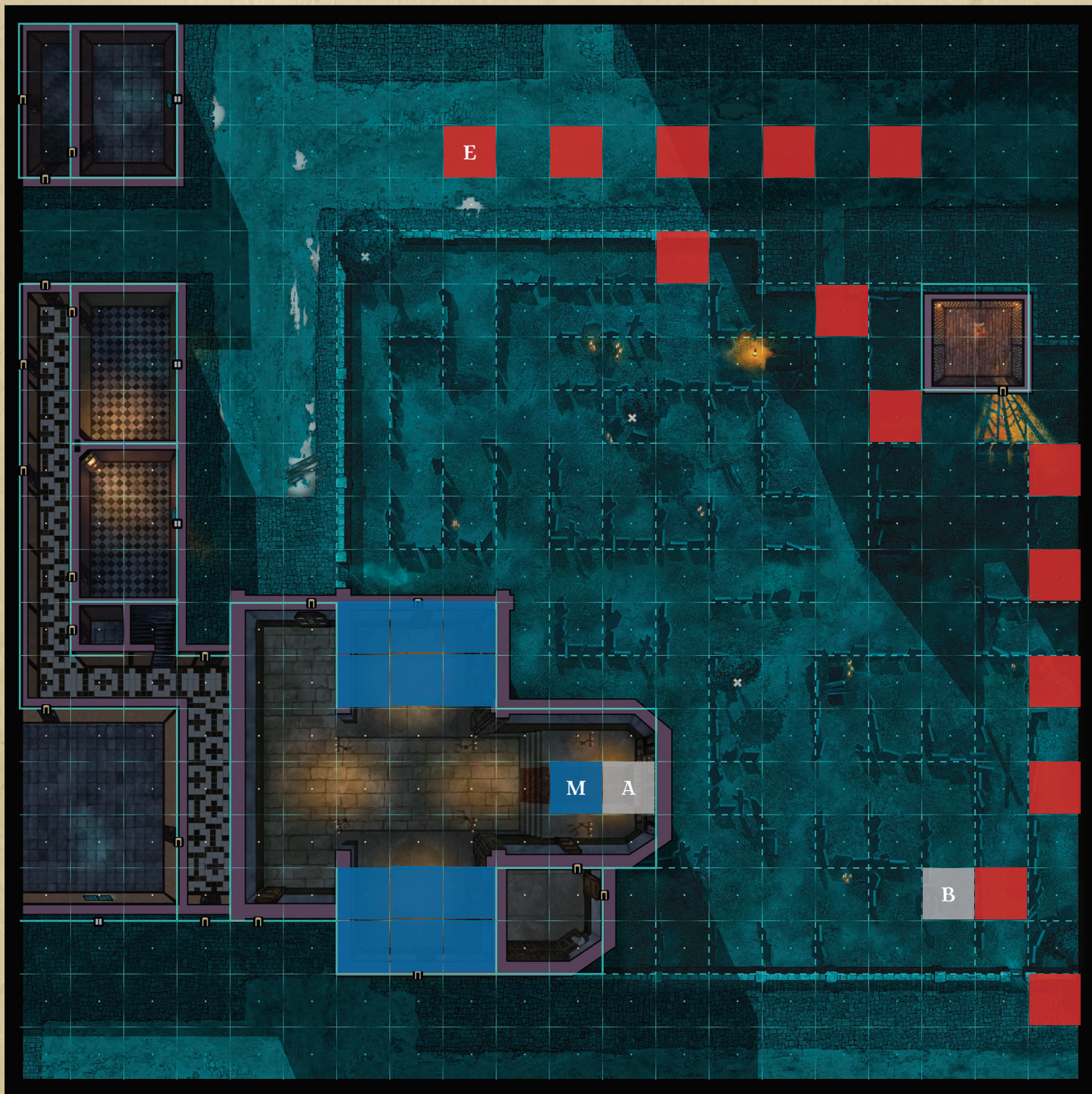
The winner receives 1 Story Point.

NOTES:

- In the first turn, the blue player has the initiative.
- Place 3 universal markers on the tomb. They mark scrolls, which are story items. These items can be carried off the board by any blue character, through any of the edges of the ground part of the board. To pick up a scroll from a tomb, use a partial action while standing on the "T" marked space. One character can carry up to 2 scrolls. If any character carries a scroll, he automatically loses the Inconspicuous rule.
- A character next to "B" field can spend a full action to unlock a passage. If this happens, characters can move between the boards from point "B" by spending 1 MP.
- Transitions between levels (White space "A" and White space "B") - white spaces with the same letter are adjacent to one another with all the consequences. They are treated as spaces located high (for the cathedral board) and low (for the underground board).

In this scenario, it is not possible to spend Story Points.





■ Red team deployment zone

■ E Esther

■ Blue team deployment zone

■ M Monk

■ A Passage between the boards

■ B Collapsed passage

■ T The tomb

CHAPTER III

THE RITUAL IN THE GARDENS

Note: When the game is over, don't clear the board before reading the end of the scenario.

The Red team - open the Book of Light on page 20.

The Blue team - open the Book of Darkness on page 20.



THE BANDS:

The Red team: gets 35 gold to build his band, which must consist of at least three heroes and two commoners. The Watchman also belongs to the red band.

The Blue team: gets 25 gold to build their band, which must include at least three heroes and two commoners. The possessed Esther and Madame de Montespan also are part of the blue band. Blue band cannot deploy Fabris in this scenario.

THE BOARD AND DEPLOYMENT:

First, all NPCs, terrain elements, markers and characters with assigned deployment spaces are placed on the marked spaces. Stalls mark the barricades erected by the palace defenders. In this scenario, the blue player deploys all his models first, then the red player deploys.

VICTORY CONDITIONS:

After eight turns, the game ends and victory points are counted:

- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if Esther survives, the blue player receives 5 VP;
- if Esther is killed, red player gets 5 Vps.

The player with the highest number of VP is the winner. In the event of a tie, the player who achieved the objective for 5 VP is the winner.



The winner receives 1 Story Point.

NOTES:

- In the first turn, the red player has the initiative.
- Esther cannot move in any way during this scenario or be moved in any other way (e.g., she is not required to retreat after losing a combat; she remains in place without the need for a knockdown test). She may take a Full Action to awaken any of the unconscious Footmen. Such a Footman becomes a blue character. The Footman has the same stats as a regular Footman, but has the "Sangre de Drago" card. When awakened, the Footman activates immediately after Esther's activation is completed. In later turns, such a Footman activates in the normal way.

- The Inconspicuous and Ambush skills do not work in this scenario.
- Breakable wall markers indicate a portal to hell. You cannot run a line of fire or vision through it, nor can you enter spaces with these markers. If Esther is alive after 8 turns, a demon appears, and the markers of the breakable wall and the Footmen (taken over or not), with Sangre de Drago cards, must be removed from the board.

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	2	1	Discard the Sangre de Drago card from any character, except the Unconscious Footman.
	2	1	Add a Sangre de Drago card to any commoner (it works until the end of the campaign).





Red team deployment zone

I Deployment zone of the Inconspicuous characters of the red band

W Watchman

UF Unconscious Footmen



This is where the demon may appear after the scenario ends - if Esther survives.

Blue team deployment zone

I Deployment zone of the Inconspicuous characters of the blue band

E Possessed Esther

MM Madame de Montespan



Market stalls

CHAPTER IV THE PALACE ASSAULT

The Red team - open the Book of Light on page 22.

The Blue team - open the Book of Darkness on page 22.



THE BANDS:

The bands are the same as in the Ritual in the Gardens scenario. Characters retain all wounds and states they had at the end of the scenario. If a character died during the previous scenario, he does not appear in this scenario. The only exception is that the red player gets 4 Footmen and 10 gold to build his band, and the blue player gets the demon Caacrinolaas.

THE BOARD AND DEPLOYMENT:

All characters are deployed the same way they finished the game in the previous scenario. The red player deploys the Footmen (2 with glaives, 2 with pistols) on spaces marked with Z, and the additional characters on the red spaces.

VICTORY CONDITIONS:

The game ends after eight turns, the arrival of the demon on any of the spaces by the emperor's bedroom, or when the demon is killed. Victory points are counted then:



- each enemy commoner killed is worth 1 VP;
- each enemy hero killed is worth 2 VP;
- if the demon reaches the bedroom door, the blue player scores 10 VP;
- if the demon fails to reach the target, the red player scores 10 VP.

The player with the highest number of VP is the winner. In case of a tie, the player who completed the task for 10 VP is the winner.

NOTES:

- In the first round, the blue player has the initiative.
- For the purposes of this scenario, Caacrinolaas does not lose power points for being in the material world. If the demon reaches the emperor's bedroom, the game ends immediately. Caacrinolaas cannot travel between worlds, nor can he be on the demon's board.

WAYS TO SPEND STORY POINTS:

The spending faction	Cost	Number of uses	Effect
	1	5	Decrease the number of demon's power points by 1.
	1	5	Increase the demon's power points by 1 (also over the limit).





F Footmen

EB Emperor's bedroom door

Spaces for the deployment of additional characters of the red player

THE DUEL. PART III.

BY CLINT LEE WERNER

Caacrinolaas suppressed the agitation it felt simply being within the chapel, hiding its weakness even from Fabris. Even at the witching hour, when the forces of evil were strongest, the demon could only trespass upon holy ground when ensconced in a human host. The experience was far from pleasant. It could feel the searing rays of the divine all around it, confronting it with the magnitude of its many crimes. A demon knew remorse only as a biting pain, a thing to be fought against, for there was no repentance in an infernal spirit, only a terrible pride.

'Harbinger of Satan!' Thibault cursed. 'Profane monster, you dare offend God by entering His house!'

The duellist would have drawn his weapon then, but Fabris made a submissive gesture with his hands. 'Would you resort to violence here, on holy ground?' The argument pierced Thibault's outrage and he let his grip on the rapier slacken.

Caacrinolaas knew the pious swordsman would respect the sanctity of a church. It was why, despite the pain it knew it must endure, it had chosen this place for their meeting.

'You call me a monster, but I am only a man, just as you,' Fabris said. A cunning gleam crept into his eyes and he continued. 'My father told me of your magnificent duel and when I learned that you were in Vienna, I had to meet you.'

Fabris was trying to sow doubt in their enemy's mind, to make him question what he believed. It was one of mankind's great weaknesses that so quickly they would dismiss those forces greater than themselves and seek a 'rational' explanation to ease their minds. At a glance, Caacrinolaas could tell that Thibault wasn't so easily disabused of his convictions.

'No,' Thibault said after a moment of study. 'You aren't the son. You are the man himself. Or, rather, the fiend wearing man's shape.'

Fabris smiled at the words. He had a scoundrel's heart and wasn't above seizing any advantage. While Thibault had been studying him, he'd been studying too. He revelled in every wrinkle and white hair. While Fabris retained his vigour, Thibault had been worn down by time. He was nearly eighty now. Age would have slowed his body, weakened his limbs. In Magdeburg, perhaps, they'd been almost evenly matched. Now it would be non contest at all. Thibault might have compunctions about shedding blood in a church, but Fabris had none. His hand dropped to his

sword. In an instant he would have drawn it, but Caacrinolaas paralysed his arm before he could reach his belt.

At least let him know who you are first, the demon goaded its host. Caacrinolaas kept from Fabris the divine power that was all around them. Restrained but watching. Here was not the place to force a conflict. Here all the advantages the demon gave to its host would count for little.

'I am no demon. My name is Salvatore Fabris.' Pride swelled within him when he saw that his name wasn't unknown to Thibault. 'Yes, that Salvatore Fabris. The greatest swordsman in Europe.'

'This cannot be,' Thibault protested. 'Salvatore Fabris has been dead for almost fifty years.'

'Yet here I stand before you,' Fabris boasted with a mocking bow. 'I am one hundred and twenty one! Not some withered wretch eager for his grave, but a fighter in his prime! Tell me, Thibault d'Anvers, do you truly believe you can stand against me? Bah, whatever challenge you might once have posed has dried up along with your strength. When we cross blades I will sweep you aside like the nuisance you are!'

Again, Fabris would have whipped out his blade, trying to trick Thibault by his words into imagining their duel was a thing of the future, not the present. Caacrinolaas forced back the duellist's arm, enjoying the man's feeble efforts to resist the demon's dominance.

'This is Satan's work!' Thibault accused. 'Only the devil could extend a man's life beyond his allotted span! I can feel the evil that surrounds you, a miasma of foulness that is naught but abomination!'

Fabris wanted to reply to Thibault's disgust, but he found that his tongue was no longer his to command. Instead it was Caacrinolaas who spoke through him.

'Are things so simple as you would make them seem?' the demon asked. 'Did not your Saviour raise the man Lazarus from his grave and extend his years beyond their allotted span?' Fabris raised his arms and pointed at himself. 'A man begs for immortality. Is it to be wondered that such a petty desire would be borne from a weak will? But a man of faith and conviction, what might he not achieve? Did not Solomon command demons and compel them to act for the betterment of mankind?'

Caacrinolaas could see the flicker of doubt in Thibault's spirit just as he could sense the confusion in Fabris's. In a moment, that confusion would become panic.

'I can restore you to your prime. Extend your years. No more would you be condemned to this withered husk, feeling every breath diminish your vitality. You would have the strength and vigour of youth again,' the demon told Thibault. Buried beneath Caacrinolaas's domination, the soul of Fabris was screaming. He knew what would happen if the demon left him for another host. 'You have seen the malignance of unrestrained power, but you are not the sort of man Salvatore Fabris is. You would be able to wield my power with wisdom and compassion. There need never be another Magdeburg.'

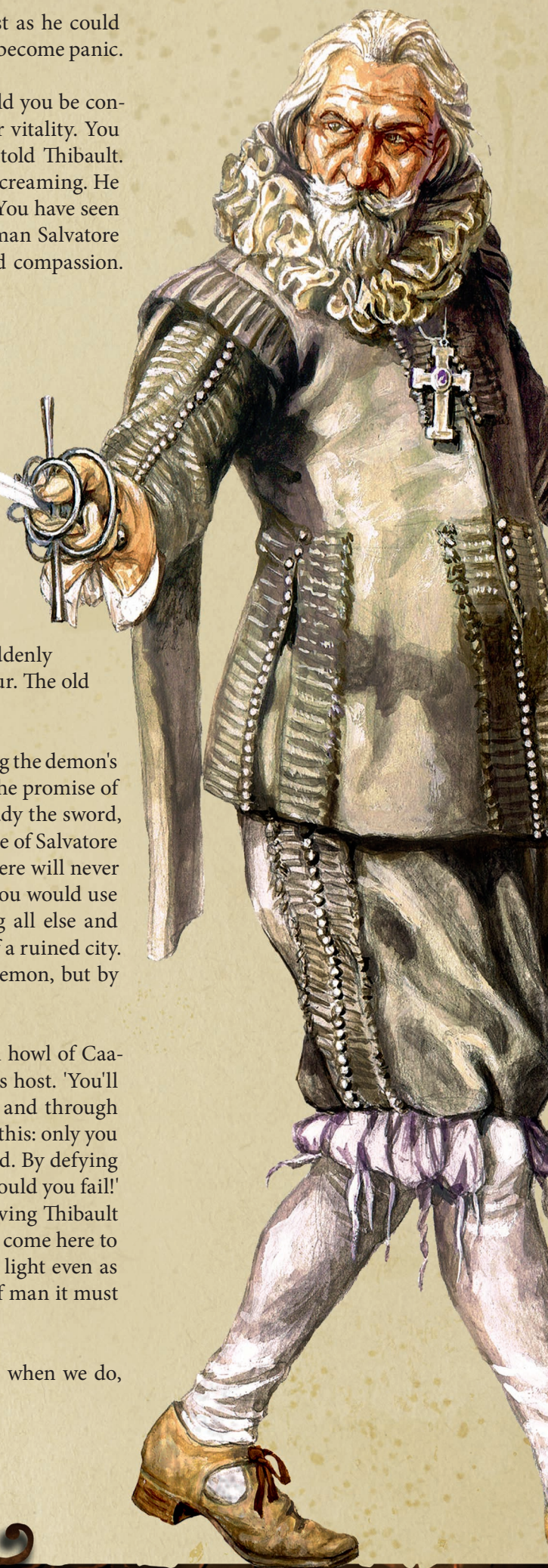
For a moment Caacrinolaas could see its tempting speech seeping down into Thibault's mind. The demon relished the prospect of stealing this pious man from the light and damning him to the darkness. His downfall was the key to setting loose the powers of the Abyss and sending the Rider of War upon the Earth. It did not matter whether Thibault's defeat came at the end of a sword or on the barbed tip of a demon's tempting tongue.

On the cusp of triumph, Caacrinolaas saw Thibault's spirit suddenly ablaze with light. Fabris raised his arm to block the searing glamour. The old fencing master had reflected on the demon's offer... and rejected it.

'The Devil has ever been the Father of Lies,' Thibault declared, holding the demon's gaze with a defiant glare. 'You tempted Fabris to damnation with the promise of immortality. Something he'd already achieved. As long as men study the sword, they will study his *Lo Schermo*, overo *Scienza D'Arme* and the name of Salvatore Fabris will not be forgotten. You seek to tempt me by promising there will never be another Magdeburg, but I see through your intent. The havoc you would use me to unleash would pass by Magedburg alone while consuming all else and what is Magdeburg now but a mere village squatting in the ashes of a ruined city. No, fiend, I am not Solomon. I lack the wisdom to command a demon, but by God's grace I am wise enough to see through your tricks!'

Fabris threw back his head and from his jaws issued the inhuman howl of Caacrinolaas. A moment and the demon's visage supplanted that of its host. 'You'll regret denying me, Thibault. I yet possess Fabris, body and soul, and through him you will yet know defeat. When you lie dying at his feet, know this: only you could have prevented all the horrors I will unleash upon your world. By defying me you have forged your destiny. But think of the consequences should you fail!' Caacrinolaas turned and marched away. Fabris was terrified, believing Thibault would strike them from behind, but the demon knew better. It had come here to take the measure of its enemy, the man who would champion the light even as darkness closed around Vienna. Now the demon knew the kind of man it must overcome.

'We'll meet again,' the demon promised as it left the church. 'And when we do, Thibault d'Anvers, you'll know that your last hour is upon you!'



ARCHENEMY MODE CAMPAIGN

In addition to the two-player campaign, we also have for you a campaign in the Archenemy mode. For this campaign we have prepared modified rules. They replace those from the Playbook (pp. 36-37).

THE PARTY AND ARCHENEMY

The Party consists of characters from a selected faction from the Spanish camp (reds) and Mercenaries. All characters belonging to the Party form a single band, even though they are controlled by different players. The entire Party uses a common player deck, but individual players have separate cards in their hands. They can talk about these cards (but cannot show them to each other), whereby the Archenemy must hear their communication (they cannot communicate secretly). Party Players can reinforce each other's tests, but they can play original cards for their characters only.

The Archenemy can only use characters from the French camp (blues) and Mercenaries. They can freely mix characters from different factions, as long as they are from their camp.

Common Cause

Alternatively, the Party may include characters from different factions, provided they all belong to the Spanish camp. In this case, each player must adhere to the restrictions of band building from his faction card and may not mix two factions within his own 'sub-band'. The Party still counts as one band, and its characters are friendly to each other.

GAME SETUP:

1. Start with the first of the scenarios, or, if you do not want to play the campaign, choose one of the scenarios for the Archenemy mode.
2. One player takes the role of the Archenemy. The remaining players form the Party. If you play campaign this choice is valid for the entire campaign.
3. The Archenemy is always Blue in the scenarios, and the Party is always Red.

Note: Red is the colour of character rings and for markings on the scenario maps. We realize that the colors of the Party and Archenemy are reversed in relation to the Archenemy rules from the Playbook, but we want keep consistency with the main Swords of Light and Darkness campaign.

4. Randomly decide which side (Archenemy or Party) picks their faction first. During band construction exclude: Thibault d'Anvers, Esther, Salvatore Fabris, Caacrinolaas (and his pact), Madame de Montespan, Monk, Watchman and Servant.
5. The Mercenary cards go into a draft. Draw 6 cards from the Mercenary cards you have, or take all of them if you have fewer. Characters belonging to one of the factions chosen by the Party or Archenemy are excluded. The Party drafts the first Mercenary, then the Archenemy the second etc. The Party can draft any Mercenaries it wants, even if Party would not be able to field them. Similarly at the beginning of the campaign, one drafts available pacts and other

magic items that require drafting.

6. Vienna Locals - before each scenario, each of Party players chooses 1 from the available Vienna Locals. They can field them instead of his Commoner character. Vienna Locals unselected (you may select Vienna Local but don't field it!) by the Party become minions of the Archenemy. Vienna Locals characters do not gain experience.
7. The Party players each pick one Hero and one Commoner to form their 'sub-band'. After all Party players created their 'sub-bands' they create common reserve pool containing: Thibault d'Anvers, Esther, 1 drafted Mercenary and Emissary. Emissary is any drafted Mercenary or character from the Spanish camp's faction. If Party has 3 or 4 players, add 1 additional Mercenary to reserve pool. In the *Swords of Light and Darkness* Archenemy mode campaign, Party ignores all limitation of fielding characters from their faction cards. Instead of it, Mercenaries used by Party can't be Evil or have Sorcery special rule. Faction characters from the Red camp ignore even those limitations, however you still can't use characters with cost 8 or more.

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

8. 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 have more Mercenaries and Locals than Faction Heroes and Commoners.

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.

The Party and the Archenemy don't use their faction's rules for drawing additional card.

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.



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

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.

If the Archenemy wants to play a card combination, but there are no appropriate Characters in the minions pool, a Characters 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.

THE COURSE OF THE CAMPAIGN

The campaign in the Archenemy mode uses the rules from p. 12-13, with the modifications listed below. Achievements can be used in this campaign (p. 9).

1. Scenarios in the Archenemy mode have their own abbreviated introductions and endings. You can use the books of light and darkness, but keep in mind that their endings will not always fit into the Archenemy campaign, as this one is stripped of some of the scenarios.
2. Only Party's characters gain Experience Markers and benefit from Character Advancement.
3. The Archenemy's characters do not advance; instead, the Archenemy gains Doom Points, which he can spend in subsequent scenarios. Points spent in a scenario are replenished in the following scenario (analogous to Experience Markers), except for those spent on Bitter Hatred.
4. There are no Story Points in the campaign in the Archenemy mode.
5. The Archenemy campaign does not use the kreuzers and Additional Equipment rules. Also, the rules for heavy wounds of heroes from the regular campaign do not apply. Instead, the Heroic Effort and Bitter Hatred rules apply.

The Archenemy scores Doom Points for:

- **2 points** - The Archenemy won the scenario.
- **1 point** - The Archenemy tied or lost the scenario.
- **1 point** - Relentless adversary. At least 2 Archenemy heroes survived the game. Heroes fielded as minions do not count. In scenarios where the Archenemy has only 1 or 2 heroes at the beginning, it is sufficient that 1 survives.
- **1 point** (pre-game) - a player has used Heroic Effort (see next).

The Archenemy can spend Doom Points on:

- **1 point** - drawing the second card of Unexpected Complications. After drawing it, the Arch Enemy chooses which effect he wants to apply. He can draw only one additional card per turn.
- **1 point** - raising the DL of any standard test performed by a player's character by 2. He must declare this before the player plays his cards. He can spend a maximum of 1 point per test.
- **1 point** - reducing by 1 the total obtained by the player in any opposed test. He must declare this before the player plays his cards. He can spend a maximum of 1 point per test.



- **2 points** – starting the scenario with 1 additional Thug. The Thug is deployed on any of the Archenemy's reinforcements spaces. Once per scenario.
- **1-3 points** – Fierce Enemy. Reduce by 2 the damage received by the Archenemy's character for each Doom Point spent. A maximum of 3 points can be used per attack. The points are spent after any damage reduction due to Armor etc. and the Damage cannot be reduced to 0 (the Archenemy's hero receives a minimum of 1 point of damage).
- **1 point** (lost permanently) - The Archenemy used Bitter Hatred (see below).

Heroic Effort

The Party's heroes (including those in the reserve) who "die" in a scenario are placed in the hospital for the duration of one scenario. In the next scenario, the player must decide whether to leave the hero in the hospital or opt for Heroic Effort and deploy him. If the hero is not deployed, a character from the reserve must be used. If a hero from the hospital is deployed using the Heroic Effort, the Archenemy receives a Doom Point at the beginning of the scenario. A player may be forced to make a Heroic Effort if there are no heroes in reserve, or if the scenario requires him to deploy a hero who is in the hospital.

Bitter Hatred

Archenemy's heroes (including those in the reserve) who "die" in a scenario are placed in the hospital for the duration of one scenario. The Archenemy must decide whether to leave the hero in the hospital or deploy him using Bitter Hatred. If the hero is deployed using Bitter Hatred, the Archenemy loses 1 Doom Point permanently. The Archenemy can be forced to use Bitter Hatred when the scenario requires him to deploy a hero who is in the hospital. If the Archenemy is required to deploy a hero from the hospital and has no Doom Points to pay with, the campaign ends and the Archenemy loses.

NOTE!

The campaign is divided into 2 acts. It may happen that after the first act the campaign ends. If the second act is played, then in the first scenario of the second act, all characters leave the hospital.



✱ ACT I ✱

SWORDS OF LIGHT AND DARKNESS

CHAPTER I THE DUEL

The son of the Elector of Brandenburg has reportedly arrived in Vienna. The vote, which will result in the election of a new emperor, will take place in a few days. For now, the electors' votes are evenly split, with three supporting the Frenchman and three supporting the Spaniard. Only the Elector of Brandenburg has not yet declared his support. Today the Spanish emissary is holding a reception at the palace. Everything was going smoothly until the party moved to the gardens. At one point, an old man emerged from the maze of hedges, propping himself up with a strange cane and having a rapier at his side. It seems that the emissary knows him and was awaiting his arrival. Suddenly, a second figure emerged from the shadows, with a rapier in his hand, and blocked the old man's path. Steel flashed, the duel began.



NUMBER OF PLAYERS:

- The Archenemy,
- 2-4 Party players.

BAND COMPOSITION:

The Party:

- Each player of the Party fields characters from his sub-Party (a hero and a commoner). In addition, The Party includes the Emissary and Gerard Thibault d'Anvers.
- If the Emissary is on the board, then every turn, starting from turn 2, he can take over any character from the palace guard. The palace guard begins to realize what is happening and helps the Party). See "Notes".

The Archenemy:

- He gets Salvator Fabris (non-weakened), two heroes and two commoners.
- If Fabris is on the board, every turn, starting from turn 2, he can take over any character from the palace

guards (these are the guards who were bribed or serve The Archenemy for other reasons). See "Notes".

- If there is a third and fourth player in the Party, The Archenemy gets an additional hero and an additional commoner for each of them.

DEPLOYMENT:

First, the Footmen (2 with pistols, 2 with glaives), Emissary, Thibault and Fabris are deployed on the marked spaces. Then, the Party players alternate with the Archenemy placing one model each. The first model must be placed by one of the Party players, followed by The Archenemy, then again by one of the players, then again by the Archenemy, and so on. Both the Archenemy and the Party can deploy their characters with the Inconspicuous rule on the spaces marked I, instead of those marked with their color.

VICTORY CONDITIONS:

After 7 turns, the game ends and victory points are counted:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VP;
- If the Emissary is killed, the Archenemy scores 4 VP;
- If Salvator Fabris is killed the Party scores 4 VP;
- If the Emissary survives and seizes the letter from Gerard Thibault d'Anvers, then the Party receives 2 VP, if he fails then the Archenemy receives 2 VP;
- If Fabris reaches the door of the palace (blue circle "PD") the Archenemy receives 2 VP, if he does not the Party receives 2 VP.

In the event of a tie, if the Emissary took over the letter from Gerard Thibault d'Anvers, the Party is the winner. If this did not happen, the Archenemy wins the tie.

NOTES:

- In the first round, the Archenemy has the initiative.
- Each turn, the leader of the Party controls, in addition to his characters, Gerard Thibault, and the player to his left controls the Emissary and any Footmen he has taken over. Remember that every turn a different player is the leader and therefore the control of the characters changes.
- Taking over characters from the palace guard: in this scenario, the Emissary and Fabris, starting from the second turn, receive reinforcements (Footmen from the palace guard). When the Emissary or Fabris is activated, the player controlling the character chooses which of the palace guards is in his power from now on. This character is controlled by the corresponding player from the Party or by the Archenemy and can be activated in the normal way in the same turn. Once taken over, the guard cannot be taken over by the opponent. If the Emissary or Fabris die, the characters taken over remain under the control of the given Party player or the Archenemy, but they cannot take over any more guards. When a guard is taken over, a ring in the color of the Party or the Archenemy is placed on his base.
- If the figure of any player from the Party or the Archenemy, enters the zone of control of a footmen

from the palace guard, then such a figure comes under the control of the opponent.

- The letter from Gerard Thibault d'Anvers is a scenario item. The item cannot leave the board in any way. After the owner is killed, it is placed on the space where the owner was standing. The capturing of the letter by the Emissary is a half-action, but neither the Emissary nor Gerard can be engaged in combat at this time and must be adjacent to each other. It is enough that one of these two characters uses a partial action to take over the letter.

UNEXPECTED COMPLICATIONS:

I-IV-A thug!

On one of the spaces marked "R", deploy any of the Thugs-minions (if available). He is a member of the Archenemy's Party and can be activated this turn.

V-X-Slippery gravel.

The character must perform the Agility test with DL:5. On failure, the character falls over.

XI-XIV-I think it's this way.

The character must pass an Intelligence test of DL:5. On failure, he must spend 2 MP to move as far as possible in a random direction (use the guard board). In his activation, he can only perform a partial action.

XV-XVI-Drizzle.

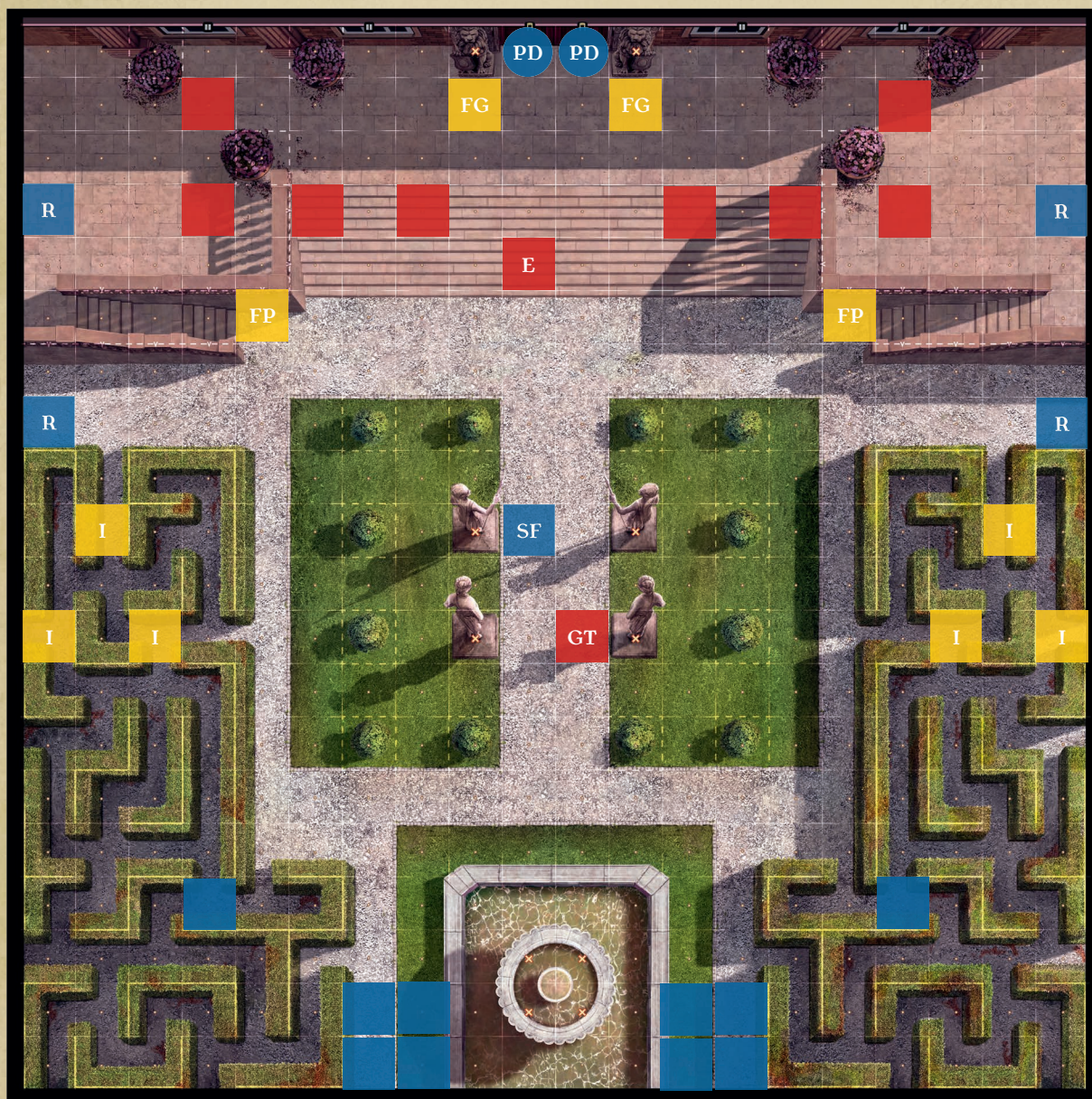
It starts to rain. DL of all shooting tests using firearms increases by 1. Range of vision decreases to 10 spaces. Drizzle lasts until the end of the game or until this effect is drawn again.

XVII-XX-Screams.

The character hears a scream. Make a Sense test at DL:5. Failure means the character has lost concentration. He can only perform a partial action in this turn.

XXI-XXIV-It's only rats.

Nothing happens.



FP FG

Palace guards: neutral Footmen characters with pistols (FP) and glaives (FG)

I

Deployment zone of Inconspicuous characters of the Party or the Archenemy

The Party's deployment zone

GT

Gerard Thibault d'Anvers - he has a letter to the Emissary (letter marker)

The Archenemy's deployment zone

SF

Salvator Fabris

PD

Doors of the palace

R

The Archenemy's reinforcements

CHAPTER II

PRISONER TRANSPORT

The Elector's son has been kidnapped. The Elector himself denies this, and is probably negotiating with his kidnappers. The first attempt to recapture the prisoner turned out to be a dud. Agents of the Inquisition got on the kid's trail, but it turned out that someone had put a double in his place. The real son of the Elector was taken by the Marquise de Montespan towards the French border. There, the kid will be placed under the guardianship of the Sun King's regiments to ensure that his father's vote is cast for Louis. Interestingly enough, the boy is expected to follow the Marquise of his own accord, as if charmed.



NUMBER OF PLAYERS:

- The Archenemy,
- 2-4 Party players.

BAND COMPOSITION:

- The Party: Each player has 2 characters: 1 hero and 1 commoner.
- The Archenemy: Deploys as many heroes as their total number in the Party and 1 less commoner. In addition, he gets Madame de Montespan and Frederic (use the Servant's statistics and model).

DEPLOYMENT:

Starting with the Archenemy, players take turns placing one character each on the marked fields. Madame de Montespan and Frederic (the Servant) are then placed in the deployment zone of the Archenemy.

VICTORY CONDITIONS:

After 6 turns, the game ends and victory points are counted:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VP;
- If Frederick leaves the board through the designated field, the Archenemy scores 5 VP, if Frederick is on the Party's side at the end of the game, the Party receives 5 VP;

- If either side kills Frederick, it loses 7 VP (it can end the battle with a negative score).

The side with the highest number of VP is the winner.

NOTES:

- In the first turn, the Initiative Phase is played according to normal rules.
- At the end of each Interaction Phase, add up the Charisma of all characters within 2 spaces of Frederick. The player with the highest total takes Frederick over. In case of a tie, he remains under the control of the current owner. Since Frederick is under charm, the Party can add to its value the Faith of all characters within 2 spaces of Frederick. The Archenemy can add the value of Sorcery of all characters within 2 spaces of Frederick to his total.
- Frederick is treated as a hero. He can't attack: shoot anyone or declare an attack when he's in Engaged. He also does not possess any weapons.
- Frederic is controlled by the Archenemy, and after the Party takes him over, its Leader.

UNEXPECTED COMPLICATIONS:

I-IV-A Thug!

On one of the spaces marked "I" or "R", deploy any of the Thugs-minions (if available). He is a member of the Archenemy's Party and can be activated this turn.

V-X - Mud.

The character must perform the Agility test with DL:5. On failure, the model falls over.

XI-XIV-I think it's this way.

The character must pass an Intelligence test of DL:5. On failure, he must spend 2 MP to move as far as possible in a random direction (use the guard board). In his activation, he can only perform a partial action.

XV-XVI-Drizzle.

It starts to rain. DL of all shooting tests using firearms increases by 1. Range of vision decreases to 10 spaces. Drizzle lasts until the end of the game or until this effect is drawn again.

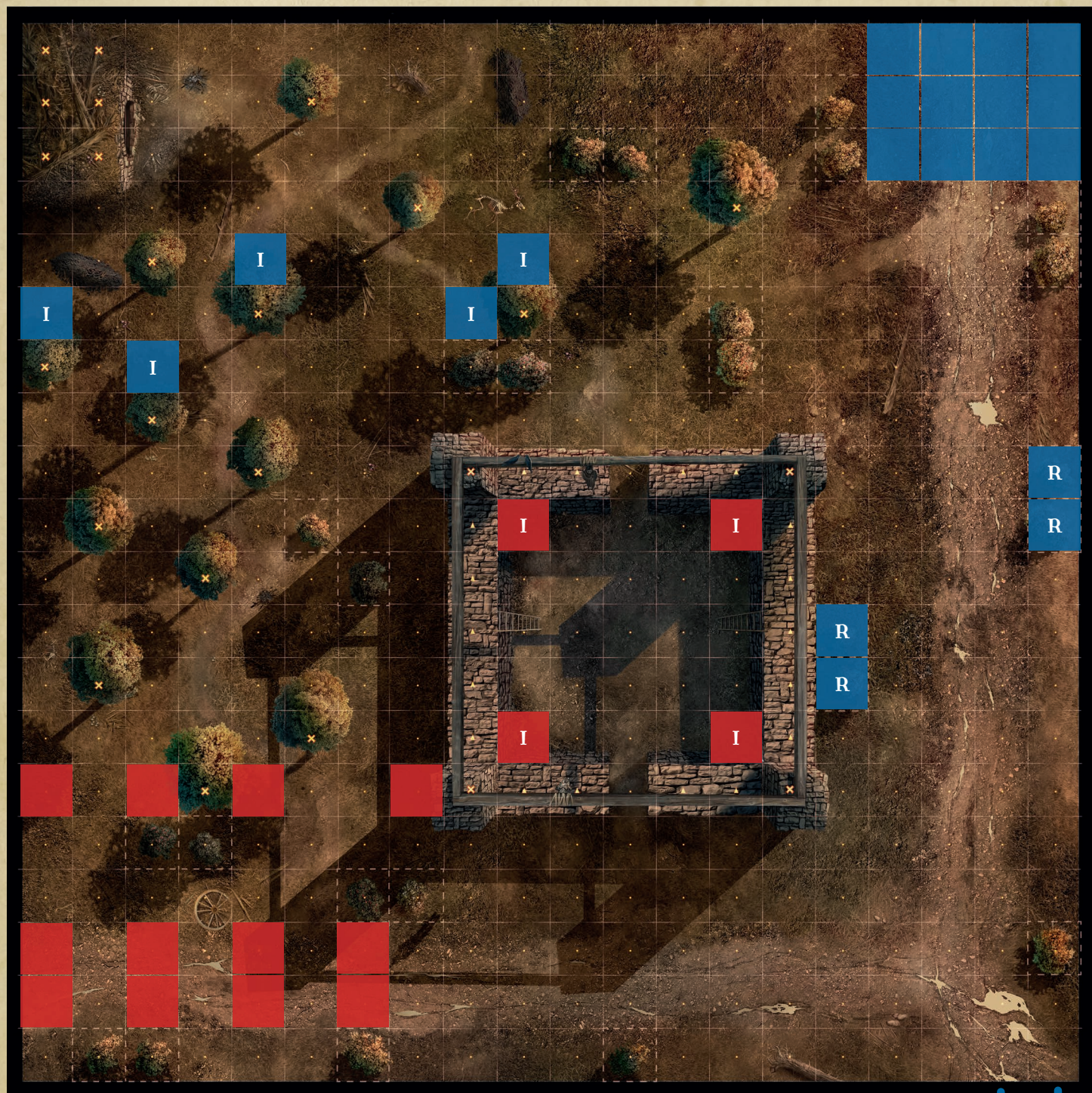
XVII-XX - A protruding root.


The character must pass a Sense test at DL:5. On failure, the model falls over.


XXI-XXIV-It's only rats.


Nothing happens








 The Party's deployment zone

 The deployment zone of an Inconspicuous character belonging to the Party

 The Archenemy's deployment zone

 The deployment zone of an Inconspicuous character belonging to the Archenemy

 The Archenemy's reinforcements

 Escape routes from the board for the blue player

CHAPTER III

THE POSSESSION

The French plan failed to bring resolution. Thanks to the Party's efforts and the Inquisitor's diplomacy, the votes continue to stack up against them. So Montespan decides to put plan B into action. She plans to summon a demon that will possess the Elector of Bavaria and make him vote for the right candidate. This is not easy. The demon must be powerful enough not only to control the right person, but also to withstand all the prayers that will take place before the vote. To put it simply, what will be needed is not some ordinary devil, but a prince of demons. Although the plan is kept secret, Esther Vert, a medium from the Spanish camp learns about it through a prophetic vision.

In this scenario, the Archenemy tries to perform a demon summoning ritual with the help of cultists, while the Party tries to prevent him from doing so.



NUMBER OF PLAYERS:

- The Archenemy,
- 2-4 Party players.

BAND COMPOSITION:

- The Party: Each player has 2 characters: 1 hero and 1 commoner. In addition, the team leader controls the Emissary.
- The Archenemy: Gets 2 commoners for each player in the Party, plus Salvator Fabris (not weakened) and 4 cultists. If the Party is made up of 3 or 4 players, the Archenemy receives 1 additional cultist for each 3rd and 4th player.
- The Caacrinolaas Demon figure can be used in this scenario if it appears on the board (special condition).

DEPLOYMENT:

First, breakable wall markers, Fabris, the Emissary and the cultists are placed on the marked spaces. Any Vienna locals models can be used as cultists.

Then, the Party players alternate with the Archenemy placing one model each. One of the Party players must deploy the first model.

VICTORY CONDITIONS:

After 7 turns, the game ends and victory points are counted:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VP;
- Killing a cultist does not grant points;
- If the Demon is on the board at the end of the scenario, the Archenemy scores 5 VP;

- If Salvator Fabris is killed, the Party scores 5 VP.

The side with the highest number of VP is the winner.

NOTES:

- In the first turn, the Initiative Phase is played according to normal rules.
- Night: maximum line of sight is 8 spaces. All shooting tests have a -1 penalty. Characters with Inconspicuous skill get a +1 bonus to Inconspicuous.
- Cultists, regardless of the models used, have the stats from the Cultist card on page 30. Cultists and Montespan can use the "Summon Demon" full action to remove one marker that marks the time left until the appearance of the demon. "Summon Demon" can only be used when the character is no more than 2 spaces from any of the breakable wall markers. If a character is in a melee with an enemy character or is stunned or knocked down, he cannot use the "Summon Demon" action. A number of markers is placed next to the board depending on the number of players: 2 players - 12 markers, 3 players - 15 markers, 4 players - 18 markers, to measure the time in which the demon can appear. Demon appears on the board in the place marked by the breakable wall markers. If all time markers are removed then the demon appears, and the cultists and breakable wall markers are removed from the board.
- The breakable wall markers indicate a portal to hell. You cannot run a line of fire or vision through it, nor can you enter spaces with these markers.

UNEXPECTED COMPLICATIONS:

I-IV-A Thug!

On one of the blue spaces marked "R", deploy a Thug figure (if available). He is a member of the Archenemy's band and can be activated this turn.

V-X - Fervent prayers.

Remove one additional demon summoning marker.

XI-XIV-I think it's this way.

The character must pass an Intelligence test of DL:5. On failure, he must spend 2 MP to move as far as possible in a random direction (use the guard board). In his activation, he can only perform a partial action.

XV-XVI-Drizzle.

It starts to rain. DL of all shooting tests using firearms increases by 1. Range of vision decreases to 6 spaces. Drizzle lasts until the end of the game or until this effect is drawn again.

XVII-XX - Screams.

The character hears a scream. Make a Sense test at DL:5. Failure means the character has lost concentration. He can only perform a partial action in this turn.

XXI-XXIV-It's only rats.

Nothing happens.

- The Party's deployment zone
- The Archenemy's deployment zone
- R

Archenemy minion spaces
- C

Cultists
- E

The Emissary
- SF

Salvator Fabris
- Places where the demon may appear



NOTE: After completing the chapter read the following conclusion.

THE CONCLUSION:

The Party's defeat.

The possessed Elector of Bavaria voted for Louis XIV. The French won. The worst part is that although we know all this, we have no evidence, except for visions and words. And what does the word of a mercenary mean against that of the Elector of the Reich?

King Louis XIV was elected emperor. French regiments have already left their garrisons to man the border fortresses. Tomorrow morning the Spanish envoy leaves Vienna, and with him Inquisitor Nienhard. We are also packing up. This is the end of our mission...

End of the campaign.

THE CONCLUSION:

The Party's Victory.

We thwarted the French plans. The French agents have scattered, and the demon was chased away. The Inquisitor is satisfied, but not fully. He failed to obtain any incriminating evidence against the Marquise de Montespau. The Elector of Brandenburg officially denies that his son was kidnapped. Young Frederick does as well. It sounds like a bad dream, but the Marquise is still an envoy of the Sun King and frequents Viennese palaces and houses of the rich and powerful. One should keep an eye on her. The election went according to plan. Charles II was proclaimed emperor. He will soon arrive in Vienna for the coronation.

Go to Act II – The Assassination Plot

✱ ACT II ✱

THE ASSASSINATION PLOT

CHAPTER I

THE CATACOMBS

It turns out that this is not the end of the affair in Vienna. Charles II has arrived for the coronation. The Inquisitor's agents caught the trail of a mysterious conspiracy. Esther Vert has a vision from which it appears that this is no ordinary conspiracy. It seems that dark forces are once again returning to Vienna. In the crypts under the chapel of St. Mary Magdalene, the French agents gather. The Spaniards set out to prevent them and discover what this is all about.

There are scrolls in the catacombs that the Archenemy cares about, he will try to get them off the board, the Party will try to prevent him at all costs.

OPTIONALLY: in this scenario, the players can secretly read the introductions described in the Book of Light p. 19 (the Party) and Darkness p. 19 (the Archenemy), and follow the rules contained there in.



NUMBER OF PLAYERS:

- The Archenemy,
- 2-4 Party players.

BAND COMPOSITION:

- The Party: Each player has 2 characters: 1 hero and 1 commoner. In addition, the leader controls Esther. The Party cannot field Thibault in this scenario.
- The Archenemy: As many heroes and commoners as the Party (not counting Esther). In addition, the Archenemy controls the Monk (brother Eusebio - See plot introductions in the books of Light and Darkness). The Archenemy cannot use Madame de Montespan in this scenario.

DEPLOYMENT:

First, all markers, Esther and the Monk are placed on the marked spaces. Then, starting with The Archenemy, players take turns deploying one character each on the marked spaces.

VICTORY CONDITIONS:

After 7 turns, the game ends and victory points are counted:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VP;
- If the Archenemy succeeds in carrying any scrolls off the board through any open board edge, the Archenemy scores 2 VP for each scroll;
- If, at the end of the scenario, any of the scrolls are in the possession of any of the Party's character, the Party scores 2 VP for each scroll.

The side with the highest number of VP is the winner. A draw is possible in this scenario.

NOTES:

- In the first turn, the blue player has the initiative.
- Place 3 universal markers on the tomb. They mark scrolls, which are scenario items. These items can be carried off the board by any character of Archenemy, through any of the edges of the ground-level part of the board. To pick up a scroll from a tomb, use a partial action while standing on the "T" marked space. One character can carry a maximum of 2 scrolls. If any character carries a scroll, he automatically loses the Inconspicuous skill.
- The board has two levels, the ground floor and the catacombs, to move between them you just need to spend an additional 1 MP standing on the A space.
- B space is a collapsed passageway - a character standing on this space can spend a full action to unlock the passageway, once this is done, characters can move between B passageways by spending 1 MP.
- Transitions between levels (White space "A" and White space "B") - white spaces with the same letter are adjacent to one another with all the consequences. They are treated as spaces located high (for the cathedral board) and low (for the underground board).

UNEXPECTED COMPLICATIONS:

I-IV-A Thug!

On one of the spaces marked "R", deploy any of the Thugs-supporters (if available). He is a member of the Archenemy's band and can be activated this turn.

V-X - Slippery ground.

The character must perform the Agility test with DL:5. On failure, the character falls over.

XI-XIV-I think it's this way.

The character must pass an Intelligence test of DL:5. On failure, he must spend 2 MP to move as far as possible in a random direction (use the guard board). In his activation, he can only perform a partial action.

XV-XVI - Darkness (only the large board).

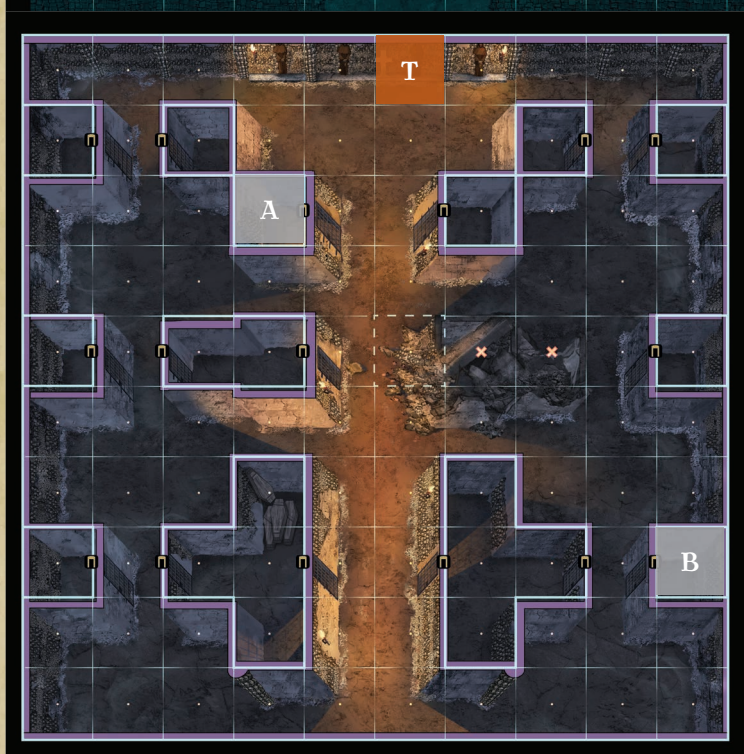
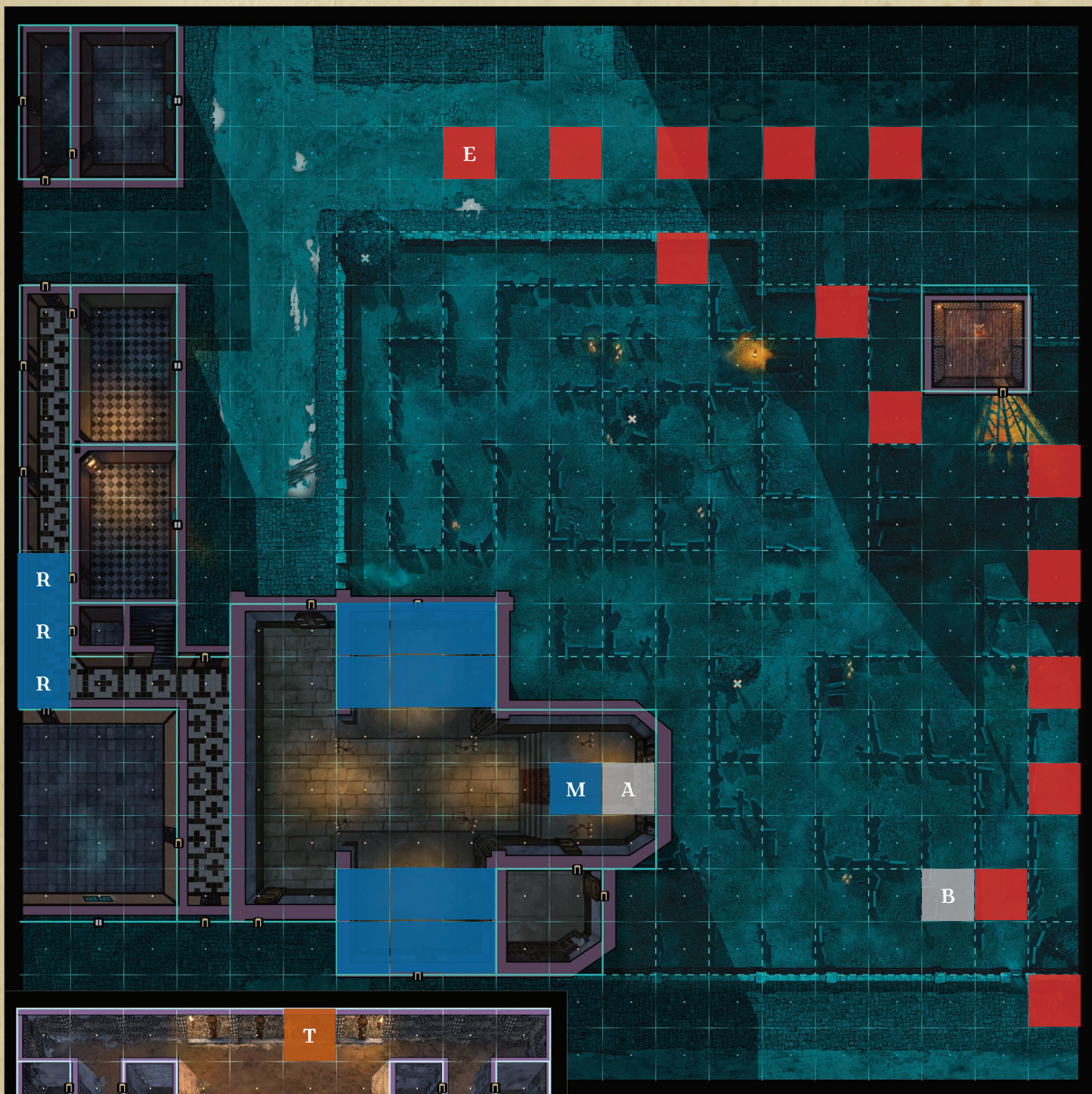
Clouds cover the moon. Until the end of the turn, the range of vision of all models is 6 spaces, and the running tests have a DL:7.









XVII-XX - Screams.

The character hears a scream. Make a Sense test at DL:5. Failure means the character has lost concentration. He can only perform a partial action in this turn.

XXI-XXIV-It's only rats.

Nothing happens.



- | | | | |
|---|---------------------------------|---|----------------------------------|
|  | The Party's deployment zone |  | Passage between levels |
|  | Esther |  | Collapsed passage between levels |
|  | The Archenemy's deployment zone |  | The tomb |
|  | The Monk | | |
|  | Archenemy minion spaces | | |

CHAPTER II

THE RITUAL IN THE GARDENS

Note: When the game is over, don't clear the board before reading the end of the scenario.

The whole intrigue with the scrolls turned out to be a trap for Esther. By studying the records she was in fact constantly casting a spell on herself and coming close to becoming possessed. She was helped in this by father Eusebio, who turned out to be an agent of the French. Meanwhile, there was a duel between Fabris and Thibault. The old swordsman pierced Salvator's heart. As he was dying, a sound could be heard that sounded like the triumphant howling of a demonic dog. At the same moment, Esther was possessed and fled with father Eusebio. Agents of the Inquisition gave chase but the French were just waiting for it. A fight ensued and Esther escaped, along with Eusebio. From the scraps of information gained, it appears that the French will try to summon a demon to kill the emperor. Riots broke out in the streets, barricades were erected around the palace where the emperor is staying. The Party defends the palace gardens.

With the help of Possessed Esther, the Archenemy is trying to summon a demon to kill the emperor, the Party will try to stop Possessed Esther from completing the ritual.

You can read the introductions from The Book of Light p. 20 (the Party) and The Book of Darkness p. 20 (the Archenemy).



NUMBER OF PLAYERS:

- The Archenemy,
- 2-4 Party players.

BAND COMPOSITION:

- The Party: No Footmen can be used in this scenario. Each player has 2 characters from his mini-band or reserve: 1 hero and 1 commoner. Then each Party player takes one additional Viennese locals (excluding the Footmen and the Watchman). These are servants and loyalists siding with Charles. In addition, the leader controls the Watchman figure.
- The Archenemy: He gets 1 commoner for each player in the Party, possessed Esther and Montespan and 1 less hero than the number of players in the Party. In addition, Footmen are placed on MZ spaces and given stun markers (see notes). The Archenemy cannot use Fabris in this scenario.

DEPLOYMENT:

First, all NPCs, terrains, markers and scenario characters are placed on the marked spaces. In this scenario, first the Archenemy deploys all its models, then the Party does the same.

VICTORY CONDITIONS:

After 8 turns, the game ends and victory points are counted:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VP;
- If Esther survives the Archenemy scores 5 VP;
- If Esther is killed, the Party scores 5 VP.

The side with the highest number of VP is the winner. In case of a tie, the side that completed the objective for 5 VP wins.

NOTE: If Esther survived you can move on to the "Palace Assault" scenario keeping all the settings of the current board. If Esther died, Party wins campaign!

NOTES:

- In the first round, the Party has the initiative.
- Esther cannot move in any way during this scenario or be moved in any other way (e.g., she is not required to retreat after losing a combat; she remains in place without the need for a knockdown test). She may take a Full Action to awaken any of the unconscious Footmen. Such a Footman becomes a character of the Archenemy. The Footman has the same stats as a regular Footman, but has the "Sangre de Drago" card. When awakened, the Footman activates immediately after Esther's activation is completed. In later turns, such a Footman activates in the normal way.
- The Inconspicuous skill does not work in this scenario.

UNEXPECTED COMPLICATIONS:

I-IV-A Thug!

On one of the spaces marked "I", deploy any of the Thugs-supporters (if available). He is a member of the Archenemy's band and can be activated this turn.

V-X - Slippery ground.

The character must perform the Agility test with DL:5. On failure, the model falls over.

XI-XIV-I think it's this way.

The character must pass an Intelligence test of DL:5. On failure, he must spend 2 MP to move as far as possible in a random direction (use the guard board). In his activation, he can only perform a partial action.

XV-XVI - Supernatural darkness.

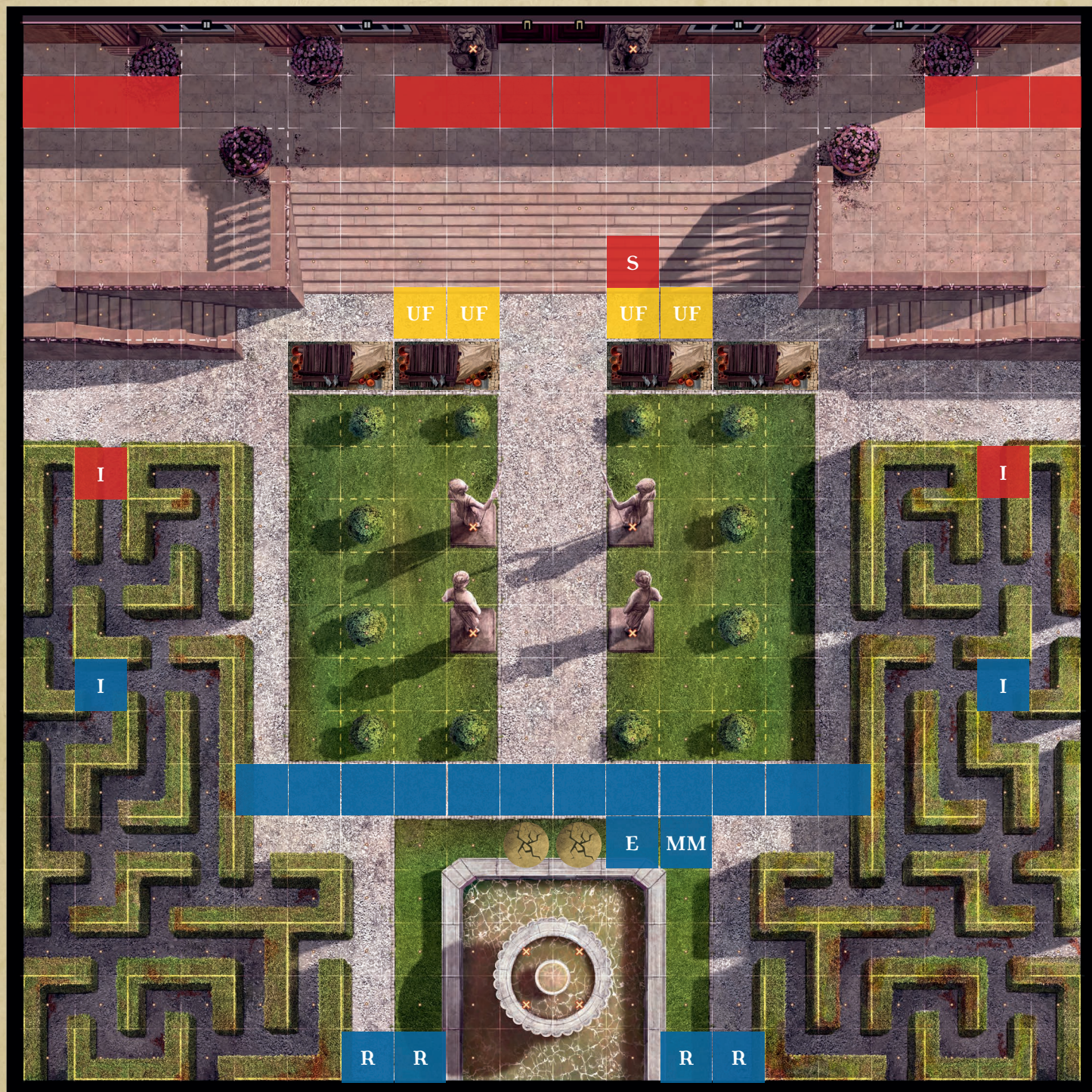
Clouds cover the sun. Until the end of the turn, the range of vision of all models is 6 spaces, and the running tests have a DL:7.

XVII-XX - Screams.

The character hears a scream. Make a Sense test at DL:5. Failure means the character has lost concentration. He can only perform a partial action in this turn.

XXI-XXIV-It's only rats.

Nothing happens.



[Red Square] The Party's deployment zone

[I] The deployment zone of the Inconspicuous characters of the Party

[S] The Watchman

[UF] Unconscious Footmen

[Demon Icon] This is where the demon can appear after the scenario ends - if Esther survives

[Blue Square] Deployment zone of the Archenemy

[I] Deployment zone of the Inconspicuous characters of the Archenemy

[E] Possessed Esther

[MM] Madame de Montespan

[R] Archenemy minion spaces



Market stalls

CHAPTER III

THE PALACE ASSAULT

The Archenemy with the help of Possessed Esther is trying to summon a demon to kill the emperor, the Party will try to stop Possessed Esther from completing the ritual.



NUMBER OF PLAYERS:

- The Archenemy,
- 2-4 Party players.

BAND COMPOSITION:

- This is a continuation of the "Ritual in the Gardens" scenario. Characters retain all wounds and states they had at the end of the scenario. If a character died during the previous scenario, he does not appear in this scenario. Each player in the Party receives a commoner, in addition, each player in the Party receives one Footman. If a player in the Party lost a hero in the previous scenario, he can select a hero at a maximum cost of 5. If a player lost all characters in the previous scenario instead he can select one character at a maximum cost of 7.
- The Archenemy gets demon Caacrinolaas.

DEPLOYMENT:

NOTE: The boards of the palace halls are added to the previous board "The Ritual in the Gardens" with all settings preserved.

All characters are set up the way they finished the game in the previous scenario.

Newly acquired characters are deployed on the marked spaces.

VICTORY CONDITIONS:

The game ends after eight turns, when the demon reaches any of the spaces by the emperor's bedroom, or when the demon is killed. Victory points are counted then:

- Each enemy commoner killed is worth 1 VP;
- Each enemy hero killed is worth 2 VPs;
- If the demon reaches the emperor's bedroom door, the Archenemy scores 10 VP;
- If the demon is defeated by the Party, the Party scores 10 VP.

The side with the highest number of VP is the winner. In case of a tie, the side that completed the task for 10 VP wins.

NOTES:

- In the first round, the Archenemy has the initiative.
- For the purposes of this scenario, Caacrinolaas does not lose power points for being in the material world.

If the demon reaches the emperor's bedroom, the game ends immediately. Caacrinolaas cannot travel between worlds (he cannot be on the demon's board).

- The Archenemy draws an additional Archenemy Card (events) in each Cards Phase.
- The Inconspicuous and Surprise Attack skills do not work in this scenario.
- At the beginning of the scenario, the Archenemy must discard all the Archenemy cards and reshuffle the deck. In the first turn, he does not draw any Archenemy cards. From the second turn, he draws them normally and can summon minions, on the marked spaces in the garden (see CHAPTER II, The Ritual in the Gardens). From the fifth turn, he can summon minions on the spaces on the palace board (the palace's defenses have been broken).

UNEXPECTED COMPLICATIONS:

I-IV - Unstable matter.

Caacrinolaas loses 1 power point.

V-X - Slippery ground.

The character must perform the Agility test with DL:5. On failure, the model falls over.

XI-XIV-I think it's this way.

The character must pass an Intelligence test of DL:5. On failure, he must spend 2 MP to move as far as possible in a random direction (use the guard board). In his activation, he can only perform a partial action.

XV-XVI - Supernatural darkness.

Clouds cover the sun. Until the end of the turn, the range of vision of all models is 6 spaces, and the running tests have a DL:7.

XVII-XX - Screams.

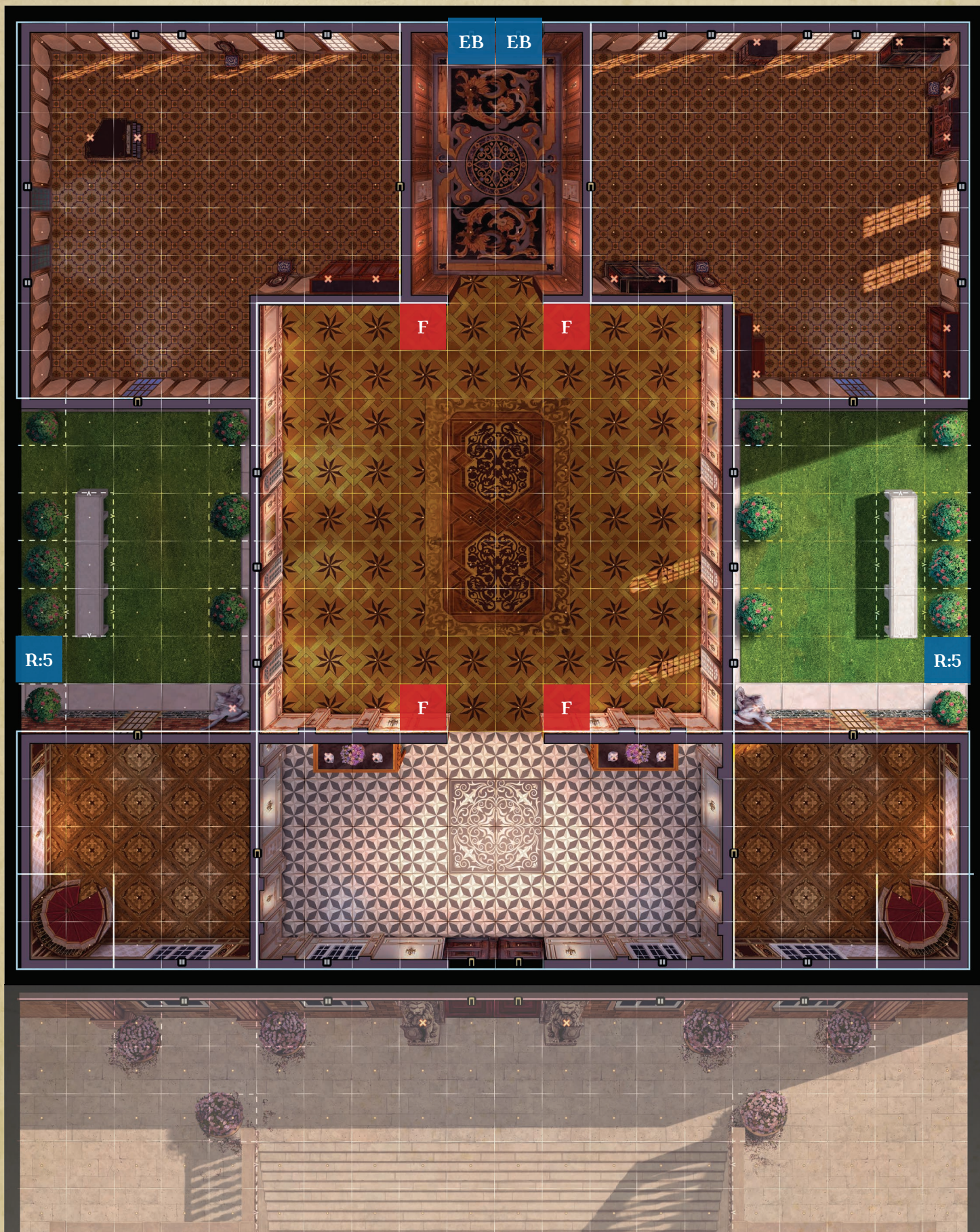
The character hears a scream. Make a Sense test at DL:5. Failure means he has lost concentration. He can only perform a partial action this turn.

XXI-XXIV-It's only rats.

Nothing happens.

NOTE!

Campaign Ending: After playing the scenario, read the ending from The Book of Light p. 20 (the Party) and The Book of Darkness p. 20 (the Archenemy)



F

Footmen

EB

Emperor's bedroom door

R:5

On these spaces the Archenemy can deploy reinforcements from turn 5 onward

On the board from Act III: Here the Party can deploy the heroes and commoners received in this scenario

