



ORDER OF THE BROKEN CROSS

CHARACTER LIMIT: 10

TREASURY:



SILENT DEATH

Draw a card whenever Your character inflicts at least 1 Wound on enemy, using ranged weapon without Firearm skill. Maximum twice per turn.

- * You may not field good or lawful Characters.
- * You may not field more Mercenaries than faction Heroes.
- * In Battle Scenarios You may field one Demon Character for 1 gold cheaper than the printed cost.
- * If you field both Phobos and Deimos, one of them counts as a Commoner for the purpose of game set up. They both count as Heroes for all other purposes, including scoring.

LEADER



SIEGFRIED

HEROES (3-7)



SISTER ADA



EISENHANS



FREISCHÜTZ JOHANN



KLAUS



PHOBOS



DEIMOS



MERCENARY



MERCENARY



MERCENARY



MERCENARY

COMMONERS (2-6)



KNECHT



KNECHT



KNECHT



KNECHT



KNECHT



KNECHT



LOCAL



LOCAL

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.



Beast—The Character is not Human for the purpose of skills, special rules etc. It may not participate in [talking] and is immune to [talking] attacks. May not pick up items.

Bodyguard—If this character is not engaged, Prone or Unconscious, it may take a Partial Action to switch places with an adjacent friendly character (the target character may be engaged). This action may be performed as an interrupt during Overwatch. If an adjacent friendly model is the target of any ranged attack, this action may also be performed as a reaction to any ranged attack if the Character has not been yet activated in this Action Phase (no Overwatch needed). This use of the skill requires a DL: 6 Wits Test.

Bypass: X—The opponent suffers a -X penalty on parry tests.

Connections—This skill only applies before the game, during Band construction. It is explained in the *Playbook*.

Divination—Divination is a Full Action. The Divining character may not be Prone, Unconscious, or engaged. The controlling player draws the number of Magic Cards equal to the Character's Divination rating, picks one of them, checks its value in the Divination table, and applies the given effect. The other drawn Magic cards are discarded. Resolving exactly one card is mandatory. "The Cards are Silent" may only be picked if all drawn cards have this effect. Additionally, the character receives 2 MP to spend. Drawing and resolving the Divination may be performed at any moment – before, after, or during the movement.

Entanglement—A hit to  or  has a chance to knock down the opponent. Make an opposed Strength test. This weapon's user may add to this test their margin of victory in the Shooting test or the Close Combat test. If successful, the victim falls prone. Otherwise nothing happens.

Excruciating Pain—If this character is the attacker in close combat and inflicts at least 2 Wounds, the opponent must take a DL: 5 Fortitude test. On a success nothing happens. On a failure the opponent falls Prone. On a misfortune the opponent becomes Unconscious.

Freikugel—When using this ammunition, ignore normal shooting rules. Choose a target within line of sight and 20 spaces range. Make an unopposed test with DL:2 + target's Faith. Do not apply any modifiers (including any of the shooter's skills or abilities). On a success the target suffers

Wounds equal to the margin by which the DL was beaten, ignoring armour. On a failure the opponent picks a new target within line of sight and 20 spaces range (including the shooter or another character friendly to the shooter) who suffers wounds equal to the number by which the test failed, ignoring armour.

Harmless—The weapon does not deal damage to hit location marked with X. Other effects and rules (like poison or entanglement) are still triggered by those hits.

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

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

Leadership—Friendly Commoners within Line of Sight and 6 spaces of this Character gets +1 to their Fortitude value. Modifiers may not raise Fortitude above 2.

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

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. When performing a Partial Move, it may spend Y Movement Points

Natural—This item may not be removed from the owning Character. It still may be ignored by special rules.

Pain Resistance—Does not suffer the -1 penalty on all tests for being Crippled. Otherwise still counts as Crippled for the purpose of other skills and rules.

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

Secret Armour—When this character is hit in this Armour's location for the first time in the game, this item's armour value counts as 1 higher than printed (e.g. instead of 1/0 it becomes 2/1).

Shield—The Character gains a Fencing token when using both the shield and a one hand weapon in combat. The Character in possession of the shield gains

the skill Huge, even if the shield is not currently equipped.

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

Tactician—each turn you may choose one of the following effects:

- Once per Initiative phase, after playing a card for the Initiative you may play an additional card from the deck and use it instead. Discard both cards after the Initiative Phase.
- Once per Action Phase this character perform a Partial Action to draw 2 player cards to your hand. You must then discard one (or 2 if you have more than 7).

Tracking—This Character's Wits rating is considered to be 2 higher when resolving enemy Stealth or Inconspicuous skills.