



DEFENDERS OF THE CROWN

CHARACTER LIMIT: 11 TREASURY: ○○○○○

AGAINST ALL ODDS

Draw a card when a faction Hero suffers 2 or more wounds from a single source. Maximum twice per turn.

- * You may not field any evil or chaotic Characters.
- * You may not field more Mercenaries than faction Heroes.
- * You may not field more Locals than faction Commoners.

LEADER



WOŁODYJOWSKI



HEROES (3-6)



ZAGŁOBA



LONGINUS



SKRZETUSKI



BAŚKA



KETLING



MERCENARY



MERCENARY



MERCENARY

* If you field both Baška and Ketling, you still only receive 1 extra card.



COMMONERS (2-7)



DRAGOON



DRAGOON



DRAGOON



DRAGOON



DRAGOON



DRAGOON



LOCAL



LOCAL



LOCAL



LOCAL

Berserker—This character always counts as the attacker in Close Combat. This character may not avoid combat in the Combat Phase. If two characters with this special rule fight each other, the effects cancel out, and the active character is the attacker as per the normal rules. When two Berserkers fight in Close Combat, the result may not be a draw. Treat draws as Ripostes. (This does not use Fencing tokens).

Call Me Uncle—Zagłoba has a natural talent for meeting new people and getting them drunk. Before the game begins, your opponent must choose either two Human Commoners, or one Human Hero from their band. The Character or Characters receive one generic counter each (you may place one counter of the same colour on Zagłoba as a reminder of its effect, but he is unaffected). Models with a counter have a -1 modifier to all tests for the duration of the game (except for Fortitude tests, which receive a +1 modifier). This effect lasts until the end of the game (it does not end if Zagłoba dies). In addition, Zagłoba and the affected character treat each other as friendly regardless whether Zagłoba still has his Inconspicuous marker. Zagłoba may end this effect at any time.

Charmer—When using a Talking skill against a character of the opposite gender (♀/♂), and when the character's Original Card for the test is ♀, gain +1 to the total. If the Original Card was ♀ gain +2 instead.

Clever Defense—When this character is defending in Close Combat, if the Original Card is ♀ or ♀, receive +1 to the combat total.

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

Cunning as a Fox!—After revealing the cards in the Initiative phase, draw a card. You may keep it in your hand or discard immediately. If you discard it, add +2 to your Initiative result. If there is no Initiative phase in the first turn, you still draw additional card.

Disarm—If this Character causes at least 1 Wound to the hands location (♣) of a Commoner, the opponent must make a DL: 6 Agility Test. If it fails, it has been disarmed. Remove the Weapon card used by this Character in this combat from the game. If the Character has no more close combat weapons, it gives up immediately. It is considered killed. Remove it from the game as if it received enough Wounds to match the Death Threshold. If the Character still has one or more close combat weapons, it stays in the game using one of the remaining weapons.

Faith—Faith has two effects:

1. Put a generic counter on this Character. You may discard it before

attempting any test to use the Faith value instead of the tested skill or ability's value. Replace the counter whenever you reshuffle your deck.

2. **Prayer**: partial action. If an enemy is currently casting a magic spell, draw as many magic cards as your Faith value and add them towards the spell's failure or discard them.

Fast—The Character using this weapon receives +1 to combat total during Ripostes (regardless of who parried).

Huge—This character may not perform the Climb through a Window Movement Action

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*.

Iron Parry—May ignore an opponent's Weapon's Mighty Blow rule.

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.

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

Persistent—Receives +1 to the Combat Total during Ripostes. If the result of a Close Combat is a draw, this character may force a Riposte to be played.

Quick Reload—When this character takes a Reload action, make an Unopposed Fortitude Test with the DL indicated on the Weapon. On a failure, resolve the Reload Action normally. On a success, if the Reload counter was on the 2-pip side, you may discard it.

Quick Slash—When this character is the attacker in Close Combat, gain +1 to the Combat Total, but if you win, reduce the damage inflicted by -1 (but not below 0).

Sweeping Attack—If this character wins a Close Combat and deals at least 1 damage, you may immediately attack another enemy this character is engaged with.

Do not play a new combat card for this character, use the Original Card (any reinforcing cards carry over too) played for the first combat. The new enemy must play a new combat card. You may keep attacking subsequent enemies for as long as you keep winning the combats while inflicting at least 1 damage, or until your attack is successfully Parried (even if you win the Riposte). Each subsequent combat suffers a cumulative -1 penalty. Each enemy may only be attacked once per Combat Phase.

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

Watch Out!—If Wołodziejowski is adjacent to Baška or her opponent in Close Combat, and is not Prone or Unconscious, Baška may use his Fencing counters as her own.

Wealthy [X]—When you field this Character, receive X extra kreutzers.