

ENVOYS OF THE HIGH PORTE

CHARACTER LIMIT: 12

TREASURY:



FANATICISM

Draw a card whenever a friendly Character passes a Fortitude Test, including using the Allah, Allah skill. Maximum twice per turn.

- * You may not field more Mercenaries than faction Heroes.
- * If Ibrahim is your band leader, you may not field Esmeralda, Bajuk or Hatmi. However, in such case Ibrahim may use his influences freely. He gets Connections: 2 skill.
- * You may not field more Locals than faction Commoners.
- * You may not field good and lawful Characters (excluding faction Characters).
- * You may field a maximum of one female Character.

LEADER



OR



BAJUK AHMED AGA



IBRAHIM



HEROES (3-6)



ESMERALDA



SINAN



KUSHTRIM



IBRAHIM



HATMI



MERCENARY



MERCENARY



MERCENARY

COMMONERS (2-8)



JANISSARY



JANISSARY



JANISSARY



JANISSARY



JANISSARY



JANISSARY



LOCAL



LOCAL



LOCAL



LOCAL

Allah! Allah!—At the start of the game, for each character with this special rule place 1 generic counter on the band leader (up to 3). If you are not using the band leader in an adventure scenario, use any other hero instead. Each time a character with this rule fails an unopposed fortitude test, you may discard one counter to make the test successful. If the band leader dies, all the remaining counters are discarded with no effect.

Ambidextrous—If the character has two one-handed weapons equipped simultaneously (shields and other non-weapon items do not count), it receives +1 to the Combat Total if both the character's and the opponent's Original Cards for the test are the same colour (red or black).

Battle Frenzy—If this character performs an Induce Rage Partial Action (it may be performed while engaged) or receives 4 or more Wounds, it is considered under the influence of Battle Frenzy until the end of the game (even if it later heals). The effects are as follows:



1. The character receives Berserker special ability and is treated like NPC with Attack objective. It remains a part of your band and attacks the opposing band, treating them as enemy.
2. The character's Fortitude becomes 3.
3. The character receives +1 Combat Total bonus.
4. The character suffers 1 fewer wound from each close combat. This reduction happens after armour and cannot reduce wounds below 1.
5. The character's Fencing is reduced to 0 and they may not use Fencing tokens.

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.

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.

Elusive Target—Ranged Attack Tests against this character receive a -1 penalty to their total. This special rule does not work if the character is Prone or Unconscious.

Fatal Attraction [Character]—This Character is in love with the other [Character]. If it dies, this character is considered to have the Battle Frenzy special rule.

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

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.

Jostling—During Close Combat Tests, the opponent's bonus for supporting characters is decreased by the character's Strength (but not lower than 0).

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.

Left Handed—In Close Combat Tests, if this character's Original Card's value is odd, gain +1 bonus to the Combat Total.

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.

Multiple Shots—This weapon may be shot multiple times per activation (for example, by taking two Quick Shot actions).

Parry +X—The Character using this Weapon (even in the off-hand) receives a +X bonus to parry tests.

Rapid Fire—By performing a Full Action, this character may shoot his bow twice per turn. You may shoot at characters at most 5 spaces away from each other (or at the same target twice). Each of these shots receives a -2 penalty to the shooting test.

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.

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.

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

Uncanny Dodge—If the character loses a Close Combat test by a difference equal to or lower than the character's Agility, and there is a legal space the character can retreat to, the character retreats without suffering any damage. This retreat is legal even if the character is engaged by an enemy that hasn't yet been activated in this Combat Phase. The character is still the loser of the combat, but the attack does not count as a hit.

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