

KICKSTARTER & CONVENTION EXCLUSIVES

Unlike other expansions, which have a single unifying theme, this set contains several characters that can be used in many ways to enrich your playing experience.

Hot and Dangerous—the set contains character and item cards (but no miniatures) for our collectible pin-up style girl miniatures. You may use them in friendly games like any other faction.



Cardinal Richelieu—a mighty vampire intended for use mainly in the Archenemy mode or in battle scenarios, where he can lead his own faction. The band members serve him either out of devotion, or because they have been turned into ghouls—creatures given some of the vampire's blood. It gives them power, but is also strongly addictive. They will do anything for another fix of their drug.



Rochefort and Milady—they are mercenaries who can also be members of the Cardinal's Men faction.



Boruta—a Polish demon, who may be included in the Defenders of the Crown faction by means of special rules (as the faction may not normally use demons).



Jan Sobieski—field hetman, the commander of John II Casimir's armies and one of the most prominent figures of the Polish legation to Vienna. Sobieski is a collectible model and may only be fielded in specified scenarios.

USING SOBIESKI

Sobieski may be a member of the Defenders of the Crown or the Royal Musketeers factions (he is a member of the pro-French faction in the Polish court). He may be used in the specified scenarios, replacing the indicated models. Remember Sobieski is a Hero and not a Commoner, so killing him is worth 2 VP.

Adventure scenarios:

- *Free Wilhelm*—the Red player may use Sobieski instead of the Burgher. Add two extra Alarm counters in this case.
- *Escort*—the Blue player may use Sobieski instead of the Burgher. The game takes 9 rather than 8 turns (change the victory conditions accordingly).

Battle scenarios:

- *Blood on the Streets*—the Blue player may use Sobieski instead of the Courtesan.

- *Killer Party*—the Blue player may use Sobieski instead of either the Burgher or the Courtesan.

Archenemy scenarios:

- *Escort the Envoy*—the Party may use Sobieski instead of the Burgher. The game takes 9 rather than 8 turns (change the victory conditions accordingly).
- *Kidnapping*—the Party may use Sobieski instead of the Urchin. Add two extra Alarm counters in this case.

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 reportedly appeared as a bulky nobleman, a huge bird, a black horse, or a hooded monk. But there's even more to 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 (ie. 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.

SPECIAL RULES

You can find skills of Richelieu, Milady and Rochefort on Cardinal's Men faction card. Hot and Dangerous skills are on their faction card. Skills of other characters are:

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.

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, or at least 12 spaces from enemy characters that do have line of sight to this space. This character may then activate normally.

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.

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 Netherworld 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 PP) 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.

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.

Human Form—Whenever the Demon materializes, it can take the Human Form. In Human Form, it may use its Charisma for [talking] tests, receives an Inconspicuous marker and loses Fear. It may switch to demonic form at any time (losing Inconspicuous and the talking ability, gaining Fear), but not the other way around (unless materializes again). Losing Inconspicuous marker (i.e. when recognized by enemy Character) doesn't mean that Demon switches to demonic form.

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.

Sir Boruta—Boruta is an ancient Slavic forest demon, who sometimes takes the form of a Polish noble or peasant for fun.

Sometimes he's able to sneak into the ranks of the Polish band. You may include him in a Defenders of the Crown band with the following conditions:

1. Boruta must begin the game materialized, with 9 PP, and in the Human Form and may not take demonic form.
2. The Band may not contain Characters which could see through his Inconspicuousness, or ones he disdain: Characters with Wits or Intelligence of 2 or higher, or Characters with Faith.
3. If Boruta dematerializes for any reason, he is removed from the game rather than moved to his Demon Board.

If Boruta dematerializes, do not discard any Alarm Counters and the opponent does not receive VPs for him. He costs 6 gold to field instead of the value printed on the card.

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 elect 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.

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

1. 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.
2. 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).