



# VETERANS OF THE TERCIOS

CHARACTER LIMIT: **11** TREASURY:

## VERDADERA DESTREZA

Draw a card when a friendly Character performs a successful Parry. Maximum twice per turn.

- \* You may not field both good and evil Characters simultaneously, and you may not field chaotic and lawful Characters simultaneously.
- \* You may not field more Mercenaries than faction Heroes.

LEADER



EL CAPITAN



HEROES (3-7)



EL BARATERO



CATALINA



FRANCISCA



DON QUIXOTE



SANCHO PANZA



MERCENARY



MERCENARY



MERCENARY



COMMONERS (2-7)



HIDALGO



HIDALGO



HIDALGO



HIDALGO



HIDALGO



HIDALGO



LOCAL



LOCAL

**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.

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

**Beg for Mercy**—When this Character loses Close Combat, it may declare Begging for Mercy before applying damage. Make an Opposed Charisma vs Fortitude Test. If the Begging Character loses, resolve damage and retreats normally. If it wins, it does not receive any damage and is not considered hit for the purpose of some special rules, but is Prone instead, is still considered the loser but does not retreat. As long as this Character is Prone, it may not be attacked by the Character that showed mercy. This skill may not be attempted against evil or non-human Characters, but gets a +2 modifier to the test against good Characters.

**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.

**Cojones**—If engaged by only a single enemy, this Character gains +1 to the Combat Total if his original card for the combat test is black (♠ or ♣).

**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.

**Distraction**—During the Action Phase, 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 Character receives a Distracted Marker (use universal marker). As long as a Character has a Distracted Marker, during the Combat Phase it may not initiate Combat (it may be attacked, but may not attack itself). During the Action Phase the Character must perform a Partial Action in order to remove the marker. After that, it may perform the other Partial action normally. This effect has priority over Battle Rage.

**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 ♠.

**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*.

**Instant Poison** [effect]—The poison works immediately. Make an additional test to check its effect immediately after the poison counter is put on the victim. If the victim becomes poisoned (fails the Strength test), perform tests in the Morale phases of this and subsequent turns normally.

**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.

**Mambrino's Helmet**—The first time the owner is about to receive Wounds, discard this item to reduce the damage

by half, rounding down (after any deductions from armour).

**Monster Hunter**—In Close Combat Tests against Characters with the Beast special rule, this Character gains +1 to the Combat Total, and if wins, extra +1 to damage caused.

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

**Navajero**—When using a ✂ in Close Combat, and when using Throwing Knives in a Ranged Attack, add +1 to the Combat Total or Shooting Test Result respectively if the original card is black (♠ or ♣).

**Quick Reload**—When this Character takes a Reload action, make an Unopposed Fortitude Test with the DL indicated on the Weapon. On a failure, nothing happens. On a success, if the Reload counter was on the 2-pip side, you may discard it.

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

**Parrying Master**—This Character receives +1 on all Parry tests (cumulative with other bonuses).

**Sneaking**—Once per turn this Character may perform an Unopposed Stealth Test DL: 6. If successful, the Character may move out of a space in enemy Zone of Control (even if more than one enemy has Zone of Control in this space).

**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.

**Taunt**—Adjacent enemies may not avoid combat.

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