



CHARACTER LIMIT: 11 TREASURY: 

## SITUATION AWARENESS

Friendly characters may perform a partial action – Situational Awareness. As part of this action, they test Intelligence or Wits (DL:7). A successful test allows the player to draw a card. This action may be performed even while engaged. Maximum twice per turn.

- You may not field any evil Characters.
- You may not field more Mercenaries than faction Heroes.
- You may not field Golem without fielding Rabbi, and you may not field Monstrum without fielding Newton.
- You may not field Rebellious Monstrum.
- Golem and Monstrum cost 1 less gold.

LEADER



ATHANASIVS KIRCHER 

HEROES (3-6)



OCTAVIA 



NEWTON 



MONSTRUM



GOLEM



MERCENARY



MERCENARY

COMMONERS (2-7)



RABBI 



LOCAL 



LOCAL



LOCAL



LOCAL



LOCAL



LOCAL



THE ORDER OF  
SOLOMON

**All is Under Control** - Once per turn, when your character within line of sight and within 6 spaces of a character with his rule, performs an action that causes a Alarm counter to be discarded (or Noise counter moved forward on the Alarm board, if you play using it) you may choose not to discard the Alarm counter/move forward Noise counter on Alarm board.

**Automaton Puppet** - Until this card is revealed, the character it is attached to may only perform the Full Move or Partial Move action. They cannot Run, perform Maneuvers, or Scenario Actions. You must reveal this card when the attached character is 3 or fewer spaces away from any enemy character or would take damage. Discard this card upon revealing it and remove the attached character's model from the board. Then, immediately redeploy that character according to the following rules:

- The character may only be placed on a legal space (not on blocked spaces, deep water, etc.) and outside the enemy line of sight. For this redeployment, characters (enemy, friendly, and neutral) do not block line of sight.
- The character may be placed within enemy line of sight, but must be at least 12 spaces away. Each level of Stealth and Inconspicuous reduces this distance by 1 space. Example: A character with Inconspicuous: 1 and Stealth: 2 may redeploy within 9 spaces of an enemy while in their line of sight.
- The character must also be placed at least 7 spaces away from any space that contains or could contain a scenario item or character. This restriction applies only to the space where the item or character started the game and remains even if they have moved.
- If the character has already activated this phase, they may not activate again until the next phase.

**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.

**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.

**Clumsy** - Character gets -1 to all Agility tests and cannot Run.

**Connections** - This skill only applies before

the game, during Band construction. It is explained in the Playbook.

**Defensive Shot** - A weapon with this rule is designed for defensive actions. The character can use it to perform a "Defensive Shot" action, even though it is a two-handed weapon.

**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.

**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.

**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.

**Firearm** - If the scenario uses alarm counters, discard one counter after each attack made with this weapon, including the missed attacks.

**Friends in the Town Guard [X]** - When you field a Character with this rule, add X guard tokens to the pool. If there are several Characters with this rule in your party, add as many as the highest level (X) of this rule. Any other character with this rule in your party adds only 1 marker, regardless of the level (X) of the rule.

**Genius** - When performing an Intelligence test, whether Opposed or Unopposed, this Character may play an extra card from the deck and use the higher one.

**Hand me the musket!** - A Hero adjacent to a Character with this rule, may use a Shooting Action (Fast or Aimed) to fire any weapon of a character with this rule. Use the stats of a chosen weapon of a Character with this rule and place an Reload counter on it. As taking and returning the weapon takes time, the shot is fired with an additional modifier of -1 (i.e. when performing the Aimed shot Action, the hit test has a penalty of -1, and for the Quick Shot Action, it is -2). Hero cannot use this rule to take a Defensive Shot Action.

**Huge** - this character may not perform the Climb through a Window Maneuver.

**Inconspicuous: X** - This Character starts the game with the Inconspicuous marker. The Character may voluntarily discard it at the beginning of its activation during the Action or Combat phase.

The marker is also discarded when any of the following happens:

- The Character has a Weapon without the  equipped and is within Line of Sight of an enemy Character;
- They attack an enemy Character (this includes Ranged attacks or any skills with the [attack] keyword);
- The Character is within 6 spaces and line of sight of an enemy Hero with Wits or Intelligence equal to or higher than the Inconspicuous rating;
- All enemy Characters within 6 spaces and line of sight to the Inconspicuous Character may attempt to recognize an Inconspicuous Character. This requires a Spotting Full Action (may be attempted while engaged) and a Wits or Intelligence against Charisma Opposed Test.

Once the marker is lost, it may not be recovered. The effects of the marker are as follows:

- The character does not support Close Combat.
- The character may attempt a surprise attack: An attack performed by a Character who just discarded their Inconspicuous marker in this activation receives +1 to the test if it is a ranged attack, or +2 and may not be Parried if it is Close combat. Surprise attacks (both ranged and in close combat) may only be made with Weapons with the [niepozorność]. Note that it is effectively only possible once per game, because the Character loses its Inconspicuous marker.
- The character counts as friendly to all other characters (including opponent-controlled characters), therefore ignores their Zones of Control (and vice versa).

**Inventor** - Before the game begins, Kircher may distribute up to 3 equipment cards with the „Invention“ trait to any friendly characters. Place them face down next to the chosen characters' cards. Reveal them when you wish to use them or when their rules require it.

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

**Kabbalah** - Kabbalists create amulets - pieces of paper with prayers, esoteric symbols etc. Their power can affect the reality. Every Kabbalist has the number of points to spend on amulets equal to their Kabbalah rating +2. A Kabbalist may only create one copy



of a given amulet per game. The amulets' level may not exceed the Kabbalist Kabbalah rating. The amulets may be distributed freely among the Characters in their band, up to one amulet per Character (the amulet creator may have any number). Amulets may not be given to evil, chaotic, and non-human Characters.

**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

**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.

**Natural** - this item may not be removed from the owning Character. It still may be ignored by special rules. You may not attach additional equipment to items with this rule (ammunition, poison etc.). You may not parry with weapon with this skill.

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

**Poisoner** [X] - receive X Poison [1 Wound, Prone] counters. Before the game begins, attach them to Weapons belonging to any Characters in your band (including this Character).

**Quick reload** - When this character takes a Reload action, make a DL: 7 Fortitude unopposed test. On a failure, nothing happens. On a success, if the Reload counter was on the 2-pip side, you may discard it.

**Retaliation** [X] - if this character loses Close Combat (but not draws), but survives, before resolving any potential retreat, make an Unopposed Test of this Character's Weapon Skill that was just used, with the DL of X. On a failure nothing happens. On a success, the opponent receives damage calculated like a Ranged Attack. It may not be parried, does not count as new Close Combat, does not require retreat etc.

**Secret Barrel** - once per game, you may make a defensive shot with this weapon at a base DL: 5. Test your Combat Skill .  
Damage: : 3, : 2, : 2, : 2

**Seduction** - [attack] [talking] [must be Inconspicuous] [do not lose Inconspicuous marker] During the Interaction Phase, this character may make an Opposed Test Charisma vs Fortitude against a single adjacent enemy character of the opposing gender (male/female). If the test is successful, remove both characters from the game. They both count as killed. On a failure nothing happens. This test may only be attempted against a given character once per game.

**Shem** - A golem is a mound of clay brought to life with kabbalah. It has no blood or internal organs, its body resembling a clay

sculpture. Any "wounds" seal almost immediately.

1. This Character is not a human for the purpose of special rules. It has no Crippled Threshold and thus can never be Crippled.
2. It is immune to Poison, Thrust to the Heart, and Distraction.
3. The only way to destroy it is to destroy its shem - a piece of parchment with the power word that brings the creature to life, or letters carved on its forehead. If a Character with Intelligence of 1 or more, or the Monster Hunter skill, deals enough Wounds to meet the Death Threshold in Close Combat, the golem dies normally (it is assumed the Character knew its weakness).
4. If a Character not meeting the above criteria causes the potential lethal Wounds in Close Combat, draw a Magic card.  means that the shem was destroyed and the golem dies. Any other suit means the golem is not killed, only shattered.
5. Wounds caused by any means other than Close Combat may never kill a golem. If they would, the golem is shattered instead (do not draw the Magic card mentioned above).
6. A shattered golem stays on the board with the number of Wounds 1 lower than its Death Threshold. Mark it with a shattered wall counter. A shattered golem counts as unconscious with the following exceptions:
  - it does not automatically wake up after receiving additional Wounds,
  - when performing the Wake Up action, it wakes up automatically.
7. The golem regenerates 3 Wounds at the beginning of each of its activations.
8. It may never participate in [talking], initiate it, be the target of [talking] skills and attacks, etc.

**Small creature** - Small creature is treated as counter and item. It's not character and can't perform actions other than: Climb through a Window Manoeuvre, Jump or Climbing Manoeuvres. In case of those actions it doesn't perform test but pass it automatically (it still costs it 2MP). Small creatures starts the game at the same space as owner. When you activate an owner, you can move his creature - at any time before or after the character's move. The small creature does not block the line of sight or movement of the models in any way. It is not blocked by friendly characters and can end its movement on the field with them. He cannot pass through spaces with opposing characters, but ignores their zones of control.

Small Creature has 1 wound and 5 Movement Points.

Fighting with small creatures:

1. Small creature is removed when owner is killed/removed from the game.
2. Although it's not a character any effects damaging characters on the same space affect also small creature. It can't be Prone or Unconscious or affected by effects reducing attributes but receives damage in normal way. It can be shot only if it's the closest target you can draw line of sight. Shooting to small creature is performed with -2 penalty. If there are any possible terrain penalties (like for cover or for crossing corners of the wall) you can't shot at all.
3. Small creature can't be attacked in close combat. Instead of it, when an enemy character ends move on the space occupied by small creature draw event card.  - small creature is removed from the game. Any other card: owner must move small creature to any adjacent space not occupied by enemy character. If it's not possible - remove small creature from the game.

Owner can use Small creature's Wits when it's on the 6 spaces range and in line of sight. Small creature can't support in close combat but if it's on the same space as friendly character it provides +1 Modifier.

**Smoke** - A weapon with this trait does not deal damage. The affected area is covered in smoke, which blocks line of sight. Entering a smoke-covered space requires a Wits test (DL: 5). A successful test allows the character to enter normally. A failed test increases the movement cost by +1 MP. A Misfortune causes the character to be Prone.

**Stealth:** X - 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.

**The end justifies the means** - You may ignore this character's Alignment when assigning equipment cards. The character can also use their owned equipment cards regardless of their Alignment.

**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 Ripples (regardless of who parried).

**Wealthy:** X - When you field this Character, receive X extra kreutzer.

