



# 1650

A CAPA & ESPADA



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*And to all those who helped us to edit this rulebook*

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# PRELUDE



# CONTRACT CARDS

All the information necessary to handle bands during 1650 Conflicts is provided on the Contract Cards.

**PAY** 75 **INCENTIVE** 4

**FACTION ICON** **BAND**

**WEAPONS AND ATTRIBUTES**

**WEAPON COLOURS** ● Rapier - 4 6 - 4/6  
● Duck's Foot 20 - - 6 4/6

**WEAPONS** Piercing, Slow(2), Smoke(1)

**PECULIARITIES** Leader (30), Authoritarian, Skillful and Surrender Yourself!

**AUDACITY** 4 **DEFENSE** 2/1

**VIGOUR** 9 **NAME** Alguacil **VIGOUR TABLE**

## PAY AND INCENTIVE

**Pay:** Every Contract Card shows the Pay in Maravedies required by a pawn when it is hired.

1650's bands normally cost 250 Maravedies, although you can hire bands up to 500 Maravedies.

**Incentive:** The Incentive shows the Maravedies every pawn has at the beginning of the Conflict. As a general rule, the bigger Incentive a pawn has, the better it is.

## BASIC ATTRIBUTES

**Audacity:** With this Attribute, pawns' courage is represented as well as their mental quickness. It is used to determine if a pawn will stay loyal to his fellow team members when things go wrong.

**Defense:** This Attribute shows the combination of a pawn's expertise plus its armour. There are two values. The first one is the pawn's normal Defense, and the second one is the defense without armour, since there are weapons that can ignore it.

# CONTRACT CARDS

## VIGOUR AND VIGOUR TABLE

**Vigour:** The Vigour shows the total amount of Vigour points a pawn can lose before being removed from the table area.

**Vigour table:** The Vigour Table allows you to keep track of the Vigour points a pawn has as Damage is received. It is shown in three colours:



(for more details see *Bruises, Bleeding and Death* on page 24).

## WEAPON ATTRIBUTES

**Range:** This indicates the maximum distance in centimetres a weapon can be used effectively. Hand-to-hand weapons don't usually show this value, which means they can only be used in base-to-base contact with the enemy. Even so, some extremely long close combat weapons can have a Range up to 5 cm in distance.

Distance weapons usually have values between 15 and 60 cm.

**Attack:** This Attribute shows a pawn's skill in combat when using a specific weapon.

**Reply:** This is used the same way as Attack, but only in response to enemies' attacks, instead of attacking directly.

**Discharge:** Thanks to this Attribute, pawns can use distance weapons.

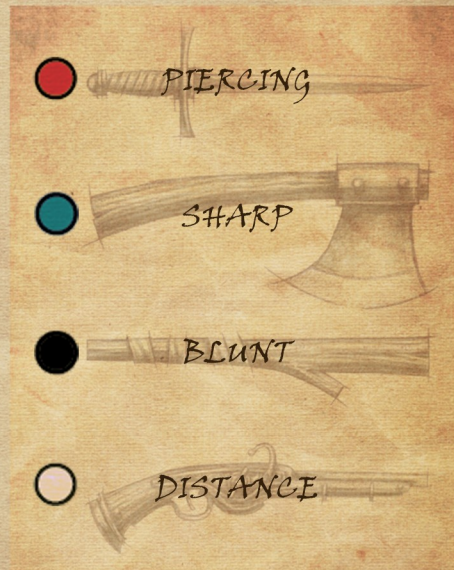
**Damage:** This Attribute shows the Damage caused by each weapon used. It has two values: The first one is the normal Damage and the second one shows the weapon's Damage when hitting with a Critical (for more details see *Criticals* on page 9).

**Special Rules:** There are weapons to which Special Rules are applied because of their Attributes, either weight, length or instructions for use.

It is also possible that these mentioned Special Rules may only be taken into account when hitting with a Critical, in which case, this is indicated with a "(C)" next to the specific rule.

## WEAPON COLOURS

Each weapon has a colour code in front of its name with 1, 2 or 3 colours. Each of these colours refers to a different kind of weapon in accordance with the following table:



These colours are also shown on the Dexterity Cards, indicating which type of weapons can make use of them.

## PECULIARITIES

Many pawns have exceptional Peculiarities. These "abilities" are listed on the front part of the Contract Card and explained on the back.

# AT THE GATES OF YSBILIA

Before starting to read everything concerning the rules, it is advisable that you are introduced to the most general ideas of **1650**. Perhaps you cannot understand some of the game terms at the moment, but don't worry, everything will be explained in greater detail below.

## SCALE OF PAWNS

**1650**'s miniatures, or just "pawns", as we will call them from now on, are about 35 mm tall, enough for them to maintain a good amount of detail and, at the same time, remain easy to paint.

## MESUREMENTS IN CENTIMETRES

All **1650**'s measurements are in centimetres and are always measured from the edge of bases.

*We know that measurements in inches are more common in this kind of games but, strange as it may seem... they don't use thumbs to measure in Iberia!*

During Conflicts, players can only use the tape measure when moving pawns or determining if a certain objective is within reach of a distance weapon or Peculiarity. *The rest of the time tape measures should be put away to avoid your rival's suspicions.*

## WHAT DO YOU NEED?

Besides these rules, an opponent to make a fool of and two **1650**'s bands, you will also need:

- \* 4 ten-sided dice (D10)
- \* 2 tape measures
- \* 2 packs of Dexterity Cards
- \* 2 packs of Panoply Cards
- \* 1 table area of 100x100 cm.
- \* Enough scenery elements to decorate the game surface and make the game more interesting

## ORGANISING THE TABLE AREA

**1650**'s table area is smaller than most wargames (which are about 120 cm on each side). This allows you to cover it with scenery relatively easily. *Although be careful about covering it completely.*

## CONFLICTS AND COMMISSIONS

Conflict is the word we'll use to make reference to **1650**'s games throughout these rules. A Conflict can last between 30 and 60 minutes, depending on how big the bands taking part in the game are.

Commissions are the settings that can be represented during the Conflicts. In **Commissions** section, in page 50 of these rules, you will find some of them.

## THE MOMENT OF TRUTH

**1650**'s Conflicts can take place during night or day time. If a Commission description states that it is necessary to make a *Moment of Truth* roll at the beginning of the Commission, one of the players must roll 1D10 and look on the following table:

<b>From 1 to 6</b>	Daytime Conflict
<b>From 7 to 10</b>	Nighttime Conflict



## DAY AND NIGHT

When Conflicts take place during daytime, apply the normal rules. However, at night, slightly different rules are applied:

1. All distance weapons are reduced to half Range, rounding down fractions, to a minimum of 30 cm, except those which had a lower Range
2. A -1 modification must be applied to all *discharge rolls*

## LUMINARIES

If the Conflict takes place at night, players will be able to place on the table area a number of luminaries equal to half the value of the *Moment of Truth* roll, rounding down the fractions. And if a night time commission is being played which doesn't require a *Moment of Truth* roll, place 3 luminaries.

At the beginning of the Conflict, starting with the loser of the initial *Authority* roll, the players alternate placing a luminary each. If that *roll* wasn't necessary, the player with the lower cost band would be the first one placing a luminary. And in case all bands have the same value, the player with the fewest pawns would be the first one placing a luminary.

Luminaries can be placed on any point of the table area, but outside of the deployment zones of both players and more than 20 cm away from each other.

Luminaries work as little "lighthouses", creating a light radius of 15 cm in all direction from their bases. No pawn is required to reduce their weapon Ranges at night when attacking an enemy inside that light radius.

## ACTION AREA

*As nobody has eyes in the back of their head, it is logical to think that a pawn's field of vision is limited.* A Pawn's Action Area represents this fact, indicating not only their field of vision, but the area their weapons cover (this will be explained in more detail in the *Attack of Opportunity* section, on page 22).

A Pawn's Action Area is the area of 180° containing everything located 5 cm from their base's front and side (*it is the shaded area in the diagram below*).



The back part of the base makes up the Rearguard (*the light area in the diagram above*).

When we talk about the 5 cm distance, we are not referring to a pawn's maximum range of vision (*which is unlimited*) but to its weapons' maximum range when it tries to hit a passing enemy.

Continuing with the Action Area concept, we can say that a pawn can be struck by, at the most, 6 enemy pawns, but can only see and fight against those 3 located in front of and at both sides of its base (*the shaded area below*).





# AT THE GATES OF YSBILIA

We must always bear in mind that pawns engaged in clashes don't pay attention to their surroundings, which is why they lose their Action Area (*which allows them to see and act only against enemies with whom they are engaged*).

## LINE OF SIGHT AND APPROACH

Pawns can see everything which extends in front of their bases, following the arc of their Action Area. This is what we call Line of Sight. Miniatures (*whether friends or enemies*) and elements like buildings or large obstacles block the Line of Sight.

Approach is the front part of the base, where the miniature's head is looking (*it is shown with a thick line in the following diagram*).



## HIRING A BAND

**1650** is a very simple game that doesn't enforce many restrictions on players about the kinds of pawns that they can include in their bands. You must only take into account three points:

\* For every 250 Maravedies of value, there can be only one pawn with the Peculiarity of "Leader" in a band

\* For every 250 Maravedies, there can only be a maximum of two pawns of the same type in a band

\* When hiring a band, you must consider that the total sum of the Maravedies from its pawns' Incentives can never be lower than the total number of pawns on the table area at the beginning of the Conflict

The first point represents that only the biggest bands will need more than one leader to keep the band in order. This way, only a band of 500 Maravedies could include two pawns with the Peculiarity of "Leader".

With the second point, we hope to put an end to "eager" players who look for the most useful type of pawn for their plans and hire many of them.

This way, a band of 250 Maravedies of Old Purples, for instance, could only include a maximum of two Recios.

Finally, the third point is a sort of "population control", with the aim of avoiding clashes among bands from becoming pitched battles.

Apart from the previous restrictions, there is another point to consider when it comes to hiring a band: the type of band you want to form.

**Pure Band:** You must choose a Faction (see **Factions** on page 29) and can then only hire pawns from a single band that belongs to this Faction

**Mixed Band:** You must choose a Faction and then intermix the pawns hired from the band which the Leader belongs to and from the rest of the Faction bands. This option also allows you to hire Mercenary pawns

The shadows twisted up through the narrow streets of Tres Aguas, when on a stifling summer night in 1650 seventeen Mozos were murdered in the middle of the street. That is how a concealed war broke out, where blood mingled with the daily filth of a neglected city.

Lord save the souls of those in possession of the truth... Whoever they are.

## AT THE GATES OF YSBILIA

In Mixed Bands, pawns from the Mercenary Faction and those hired from bands to which the Leader doesn't belong, cannot exceed **50%** of the band's total Maravedies. For example, a Mixed Band of 250 Maravedies could only include Mercenary pawns or pawns from other bands of the same Faction with a total maximum Pay of 125 Maravedies.

Furthermore, in Mixed Bands, Mercenary pawns always count as if they had an Incentive value of 0, when calculating the maximum of pawns in the band.

The advantage of Pure Bands is that they are the only ones which can use its Faction special rule (see **Factions**, on page 29).

As we mentioned before, **1650's** Conflicts are usually played with bands of 250 Maravedies, although once the players have mastered the rules, Conflicts up to 500 Maravedies per team can be played.

*In these times there is no man alive who doesn't know how to fight, or a dead man who didn't sell his skin at a high price. And if we think about the men who survive this barbarity every day, we can only be afraid of the most resolute and brave souls who were born in the land of mortals.*

*There are two kinds of men in this life: the brave and the mean. From the latter group, there only remains those who could pay the large sum required to protect their dignity. Because although the more someone owns, the richer he is, the person who finds himself protection lives longer.*

*What about the brave? The brave are those who suspect enough to be always alert, but they are equally unfortunate to live in a time not corresponding with their reasonableness.*

*Far from my considerations, a pint of anisette made my men feel much better after the rigour of duty. It was just at that delightful moment that I strengthened fraternal bonds of union with my guardian angels, who came from the coasts of Onuba.*



## DICE ROLLS

In **1650**, ten-sided dice (*D10*) are used to settle the two kinds of dice rolls in the game: *Single Rolls* and *Face-off Rolls*.

**Single Rolls:** To perform *single rolls*, you must use the Attribute's value as the difficulty to match or beat when rolling the dice. If the result is equal to or greater than the Attribute's value, you have succeeded at the roll. In case of attack rolls (*using the Attack, Reply or Discharge Attributes*), the Success Level (*SL*) will be calculated to determine the enemy's Vigour loss

**Face-off Rolls:** These work in a slightly different way from *single rolls*. In this case, both players must make a *single roll* to match or beat the Attribute's value indicated by the rules (*as in single rolls*), but they must also calculate the SL and compare it with the enemy's SL. The player with the highest SL wins the roll

### SUCCESS LEVEL

The Success Level (*SL*) is the result of subtracting the value of the Attribute from the result obtained when rolling the dice. This way, a pawn that gets a 5 as the result from the dice roll and is using a Attribute of value 3 will have a SL of 2.

In attack rolls, the SL is used to determine the skill with which a pawn hits its enemy. This increases the Damage caused by the weapons used (for more details, see **Damage** on page 24).

### CRITICALS

Criticals are those rolls in which a natural 10 is obtained. These automatic good scores allow players to beat any *single roll* and to overcome the enemy automatically in any *face-off roll*.

Every time a Critical is obtained in an attack roll (this means those using Attack, Reply or Discharge Attributes), the second Damage value of the weapon in hand must be used.

If two battling pawns obtain Criticals in their rolls, both of them will receive Critical Damage (*with their usual SL*).

Finally, remember that certain weapons apply Special Rules when hitting with Criticals.

### DICE ROLL MODIFIERS

All modifiers in **1650** are applied to the result of dice rolls, never to Attributes. This brings up one case in particular for consideration: What happens if the player obtains a Critical and dice roll modifiers must be applied? In this case the dice roll is still considered a Critical, but the value obtained once the modifiers have been applied is used to calculate the SL.

*For example, imagine you obtain a result of 10 when making a Discharge roll but you must apply a modifier of -1 because the target is in cover. In this case, the dice roll would still be a Critical, but the SL would be calculated as a result of 9, instead of 10.*

You have to remember SL is never negative, so if you get a negative result when calculating SL in a Critical roll, this will be automatically ignored.

# RULES OF ENGAGEMENT



1650's Conflicts are divided into a series of turns. And during each turn, players must adhere the following steps:

**1. Authority Roll:** At the beginning of each turn, players make an *Authority roll*

**2. Activation:** Players take turns *activating* their pawns, with the player who won the *Authority roll* going first

## AUTHORITY ROLL

At the beginning of each turn, both players must make an *Authority roll* to determine who will be the first to *activate* a pawn. To determine the winner of this roll, each player must roll a D10 and add the number of Maravedies on its band's Leader Contract Card. The player with the highest result wins the *Authority roll*.

In the case of a tie, the player with more Maravedies on his Leader's Contract Card will win. And if the number of Maravedies is still the same, the *Authority roll* will have to be repeated.

In the case of there being two Leaders in the same band, one of them will be chosen at the beginning of the Conflict to participate in this roll. If the chosen Leader is defeated, the other Leader's Maravedies can be used during the rest of the Conflict.

If the Leader does not have any Maravedies on its Contract Card or has been defeated, the *Authority roll* will only consist of the result of the dice.

The *Authority roll* does not allow you to use Maravedies to roll an additional dice and choose the highest result (for more details, see *Investing Maravedies* on page 12).

## ACTIVATION

If a player wants a pawn to carry out certain actions, the player must *activate* it by moving its Contract Card forward. Once the pawn has executed the planned actions, its *activation* is completed and the card stays forward. At the end of the turn, all the Contract Cards that have been moved forward will be returned to their previous position.

During their *activation*, pawns can carry out any of the following actions:

1. Use a Movement Maneuver and/or a Discharge Maneuver.
2. Use a Movement Maneuver and/or fight in a clash
3. Use a Discharge Maneuver and/or a Movement Maneuver
4. Fight in a clash and/or use a Movement Maneuver

Pawns don't necessarily have to carry out an action when they are *activated*, but all of them must be *activated* (even if just to indicate that they have been *activated* and are not going to do anything during their turn).

A pawn that has not been *activated* during the turn, and is engaged in a clash, will be automatically *activated* and will be able to choose between fleeing the clash or turning itself around to face the enemy who engaged it and fight. A pawn *activated* this way cannot be *activated* again until the next turn.

A pawn engaged from the Rearguard won't be able to flee the clash or turn around (for more details, see *Attack from Behind* on page 21).

A pawn already *activated* during the turn who becomes involved in a clash will not be able to turn around, although it will be able to block the enemy attacks with weapons characterized by the Special Rule Block (see *Attack and Reply* on page 21 for more details).

Finally, a pawn already *activated* and engaged from its Rearguard will not be able to do anything, not even block enemy attacks.

### INVESTING MARAVEDIES

Certain pawns receive an Incentive in Maravedies. This is a bonus for their services and a way to guarantee that they will do everything in their power to follow your orders.

Maravedies from the Incentive can be used in the following ways:

1. One Maravedi can be invested to roll an additional dice in any roll, With the lowest roll discarded
2. Maravedies can be invested to use Peculiarities, according to the amount indicated by each skill

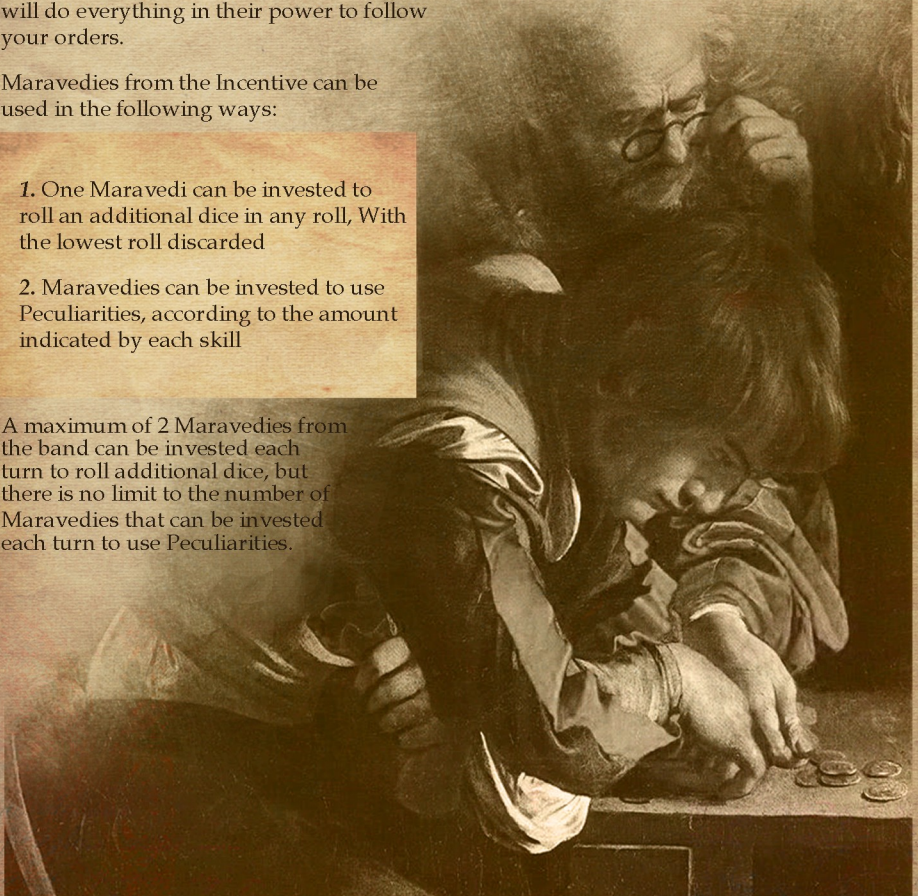
A maximum of 2 Maravedies from the band can be invested each turn to roll additional dice, but there is no limit to the number of Maravedies that can be invested each turn to use Peculiarities.

Every time a Maravedi is invested, it must be removed from its owner's Contract Card and cannot be used for the rest of the Conflict.

If a pawn with Incentive has to be removed from the table area, its Maravedies will be removed together with its Contract Card.

### MARAVEDIES AND LEADERS

As mentioned before, Maravedies from Incentives can normally be used only by their owners. However, a Leader's Incentive can be used by any friendly pawn at the distance specified by its Leader Peculiarity.



## MOVEMENT MANEUVERS

During its *activation*, each pawn can move across the table area using one of these Movement Maneuvers:

***Walking:*** Walking pawns can move up to **10 cm** in the direction of their Approach. Pawns can turn as many times as they wish during their movement.

A pawn that has walked during its *activation* and is not engaged in a clash will be able to use distance weapons normally, whenever they are allowed. Likewise, a pawn will be able to walk after using a ranged weapon if it has not walked before.

***Charging:*** Charging pawns can move up to a distance of **15+1D10 cm** in the direction of their Approach. Pawns can turn as many times as they wish during their movement.

For charging, it's necessary to say which pawn will use this Movement Maneuver, then throw the dice and finally measure the distance and move the pawn.

Pawns can engage the enemy in clashes using this Movement Maneuver, but only if:

\* The enemy is within their Line of Sight **at the beginning** of their movement

\* The pawns don't turn during this route (*although they could do it at the beginning of their movement*)

When charging an enemy, the pawn will automatically be the attacker and will get to apply a modifier of +1 to its first roll in combat. If the pawn has 2 weapons at its disposal, it is only possible to apply this modifier to the first weapon roll.

Pawns must move at least 15 cm before engaging the enemy for the previous modifiers to be applied.

Pawns who want to charge will not be able to use distance weapons, either before or after moving.

***Jumping:*** Pawns can jump over gaps **5 cm** wide, or come down from scenery elements that are not higher than **10 cm**. Apart from that, jumping pawns can ignore small obstacles (see *Small Obstacles* on page 15).

This Movement Maneuver can be used together with walking or charging, either at the beginning of the movement or during their movement.

To carry out a successful jump, pawns must obtain a result of **5+** on a roll of 1D10. A failure to obtain the number on the roll will mean that the pawn has slid down and fallen (see *Falling* on page 14).

***Climbing:*** Pawns can climb distances up to **10 cm** high.

This Movement Maneuver can be used together with walking or charging, either at the beginning of the movement or during their movement.

To carry out a successful climb, pawns must obtain a result of **5+** on a roll of 1D10. Scores lower than 5 on this roll will mean that the pawn has slid down and fallen (see *Falling* on page 14).

Pawns can only climb to places where the miniature they are represented with, can be placed. If a climbing pawn is in an unstable position and cannot keep its balance without help after two attempts, it will be placed at the point where it began to climb and its *activation* will be finished.

***Swim:*** Swimming pawns can move up to **5 cm** in the direction of their Approach. Pawns can only turn at the beginning of their movement.

A swimming pawn can not use distance weapons.

## TROUBLES WHEN CLIMBING AND JUMPING

The difficulty when jumping and climbing, which is normally 5+, increases when pawns start to lose Vigour and feel exhausted.

- **Difficulty will be 6+** if the pawn has any of this boxes marked in the Vigour Table
- **Difficulty will be 7+** if the pawn has any of this boxes marked in the Vigour Table
- **Difficulty will be 8+** if the pawn has any of this boxes marked in the Vigour Table

## FALLING

A pawn can fall when trying to jump or climb if the roll is failed.

A pawn that falls will lose a number of Vigour points equal to half the height travelled (*rounding fractions down*), its *activation* will be finished and it will not be able to defend itself during clashes that take place during the turn, not even if they have weapons with the Special Rule "Block".

A pawn that falls trying to climb up from ground level will not lose Vigour points, but its *activation* will be finished and it will not be able to defend itself during clashes that take place in the turn.

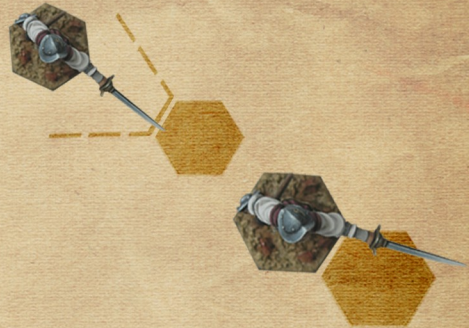
During its next turn the pawn will be able to act normally.

## ENGAGING AN ENEMY PAWN

It is essential to engage the enemy, so that a clash can begin. To achieve this, pawns can use any of the Movement Maneuvers to place themselves in contact with the enemy, or at a distance equal to their hand-to-hand weapon's Range.

Pawns will remain engaged as long as they stay in base to base contact with an enemy. And those with close combat weapons that have a Range value will remain engaged as long as they, or the enemy, are within their weapon's Range.

Movement Maneuvers are only allowed to engage the enemy on the base side which faces the location where the movement started, as is shown in this diagram:



If this side of the base is occupied, the pawn will not be able to engage the enemy and will have to move if it wants to find a place to attack next turn.

If the enemy is out of the Line of Sight of the pawn who tries to engage it, the pawn will not be able to attack. This rewards pawns with enough sense of self-preservation to not venture into the unknown.

Pawns not *activated* during the turn will always turn themselves around to face the pawn who has just engaged them. Likewise, a pawn that is *activated* and already engaged in a clash from a previous turn, will be able to turn itself to face the enemy it prefers.

## ENGAGING SEVERAL PAWNS

A pawn will be able to engage several enemies at the same time if it is able to place itself in such a manner that it is in base-to-base contact with all of them, or make them get into its weapon's Range, during its movement. This is the only case in which more than one enemy can be *activated* at the same time during a clash.



The different kinds of terrain you will find in **1650** are shown below.

**Normal Terrain:** This kind of terrain doesn't have any effect on pawns' movement

**Rough Terrain:** A pawn going through this kind of terrain cannot charge

**Impassable Terrain:** This kind of terrain doesn't allow access by pawns

Before each Conflict players must decide the terrain type for every scenery element on the table area.

Apart from the terrain mentioned above, there are obstacles as well. These obstacles are items pawns find in their way and prevent them from seeing and moving normally.

These obstacles can be two sizes: **small** or **large**.

## SMALL OBSTACLES

Small obstacles (*like stones or low walls*) have a maximum height of 5 cm and allow pawns to hide behind them, hindering enemy shots (see **Discharge Roll Modifiers** on page 17). Moreover, they must be considered rough terrain for all intents and purposes.

If a pawn cannot go through a small obstacle (*because there is not enough space on the other side or because it cannot go completely through it*) the pawn will have to stop in front of the obstacle.

## LARGE OBSTACLES

Large obstacles (*like high walls or thick trees*) cover pawns completely, blocking Line of Sight and preventing the use of ranged weapons. Apart from that, large obstacles must be considered Impassable Terrain.

If any part of the pawn, including its base, protrudes from behind a large obstacle (*not its weapons*), this obstacle will be considered a small obstacle for the purposes of cover (*and for these purposes only*). *A clear example of this would be a pawn hanging out of a window.*

## HIDE

A pawn in contact with an obstacle (*small or large*), can hide behind it. If the pawn reached the obstacle walking, during the same turn, it is automatically hidden. But if the pawn charged, it will have to make a *roll of 5+* to be considered hidden.

A hidden pawn cannot be the target of enemy charges, shooting or blessings, even if part of its base, or the miniature, is seen. If it is engaged in a clash, it will be the responding pawn.

A hidden pawn will cease to be so when:

- \* Any enemy pawn has a clear Line of Sight, with no obstructions, to all of its base, or all of the miniature that represents it
- \* It is no longer in contact with the obstacle that hid it
- \* It declares that it is going to use a ranged weapon
- \* It declares that it is going to charge an enemy pawn

A pawn which hid during the previous turn, may do so again during the next turn, if it says its going to hide at the beginning of its *activation*.

## DISTANCE WEAPONS

Pawns can use distance weapons during their *activation* by means of *Discharge rolls*, if they are not engaged in clashes (unless they use *Dexterity Cards*).

### DISCHARGE ROLLS

To execute a *Discharge roll*, the steps below must be followed:

1. The *active* pawn, which will carry out the *Discharge roll*, selects a target
2. It must be established that the target is within the pawn's Line of Sight and within Range of its weapon
3. A single *Discharge roll* is made, applying the appropriate modifiers and Damage is calculated (see *Damage* on page 24)

If the target is out of the distance weapon's Range, the *Discharge roll* will fail automatically. If a distance weapon with the Special Rule "Slow(X)" is being used (see *Reloading Slow Weapons* on page 17), it will remain used, even though it hasn't had the chance to hit an enemy.

### DISCHARGE MANEUVERS

Pawns must use one of the following Discharge Maneuvers when using distance weapons:

***Discharge:*** Pawns can use a distance weapon during their *activation*, before, during or even after moving. However, a pawn cannot use and reload a distance weapon in the same turn.

***Accurate Shot:*** Pawns can use this Discharge Maneuver only if they remain stationary during their *activation*. A pawn using this Discharge Maneuver will be able to use a distance weapon with a modifier of +1 to its *Discharge roll*.

***Reaction Shot:*** Pawns can make Reaction Shots if they don't *activate* and state they are going to execute this Discharge Maneuver. This way, they will be able to *activate* the moment an enemy pawn *activates* or moves within their Line of Sight. The pawn's only possible action during this *activation* will be opening fire on the enemy pawn that caused said *activation*.

If the target survives the shot, it will be able to continue with its *activation* normally after resolving the discharge.

This Discharge Maneuver only allows *activation* once per turn.



## DISTANCE WEAPONS

### IMMEDIATE TARGET

If a pawn wants to open fire on a target and his Line of Sight goes through the miniature or base of another pawn (*either friendly or enemy*), the target is considered out of Line of Sight.

If the pawn blocking Line of Sight is an enemy, it will be considered as a target following the usual rules; but in the case that it is friendly, another enemy on the table area must be chosen as a target and the target behind the friendly pawn will be ignored (*since you are not going to shoot through your friendly pawn, are you? are you?*).

In any case, if a pawn wants to choose a target for which the Line of Sight is blocked by other pawns, it will have to make an *Audacity* roll. If it wins the roll, it will be able to open fire normally, although considering that the target is behind a small obstacle. If it fails the roll, its *activation* will end.

If there is a clash in the target's path, it will be considered that all pawns engaged in it are friendlies and another target on the table area must be chosen. In this specific case, it won't be possible to carry out an *Audacity* roll to open fire on the chosen target.

### DISCHARGE ROLL MODIFIERS

*Discharge* rolls can be modified in 3 ways: Range, cover and the kind of *Discharge* Maneuver used.

Range modifiers applicable to the *Discharge* roll are:

MODIFIER	DISTANCE
+1	from 0 to 20 cm.
-1	40 cm. or more

You have to remember that the short distance modifier (from 0 to 20 cm.) is not applied when using a weapon with a Range of 20 or less.

Apart from the Range modifiers, the *Discharge* roll can be modified the following way:

-1 For every small obstacle in the shot's path

+1 If the *Discharge* Maneuver "Accurate Shot" is used

Obviously, an obstacle that the firing pawn is hidden behind won't be taken into account (*it would be too much if pawns shot worse when taking cover...*).

### RELOADING SLOW WEAPONS

Every time a weapon with the Special Rule "Slow(X)" is fired, it must be taken into account. Reloading a slow weapon is a laborious process which forces pawns to state that it will be used at the beginning of their *activation*, and make the weapon completely reloaded.

A pawn can reload a Slow weapon even if it still have some shots.

To reload a slow weapon, pawns cannot be engaged in clashes and can only walk a maximum of 5 cm during the turn. Moreover, if there are enemy pawns 15 cm or less away from the pawn who tries to reload, the pawn will have to make an *Audacity* roll to reload. Fulfilling these requirements, the weapon will be ready again to shoot at the beginning of the next turn.

Any pawn engaged while reloading will automatically become the responding pawn (see *Attack and Reply* on page 21 for more details) and won't have the chance to reload.

Slow weapons are always loaded at the beginning of the conflict.

Although Slow weapons can be used several times before reloading, it doesn't mean they can be used several times during the same *activation*.

## DISTANCE WEAPONS

### DEVICES OF THE MODERN ERA

In **1650** there are 3 types of devices of the modern era: grenades, bombs and cannons.

None of these devices affect pawns in cover behind large obstacles, unless they are considered small for cover purposes (*and in that case they are usually affected*). And besides, any explosion caused by one of these devices requires removing small obstacles in range (*but never large ones, even though they are small for cover purposes*).

Well, now we will explain the use of grenades and their differences with the other devices.



**Grenades:** Grenades are a special type of distance weapon that work differently from other distance weapons.

The grenades can be aimed at enemy pawns or points on the table area (*using the grenade marker to represent specific points on the playing surface*).

A successful *Discharge roll* when throwing a grenade implies that the target and all the pawns (*friends or enemies*) that are within 5 cm of it will be counted as targets. Use the same *Discharge roll* for all.

If you fail the *Discharge roll*, you must roll 1D10. On a 1, the shooter will hit himself. And on a 10 the grenade will bounce to a pawn within 10 cm of the initial target. If there are no pawns in this radius, the grenade will explode as close as possible to the nearest pawn and 10 cm from the initial target. In any case, the grenade will only cause its base Damage, as there won't be SL to consider. With any result different to 1 or 10, the grenade will have no effect.

Keep in mind that grenades do not benefit from positive modifiers to *Discharge rolls* for attacking an enemy 20 cm or less away. Also, if you throw a grenade and the objective is beyond its Range, you will automatically fail the *Discharge roll*.

**Bombs:** Bombs, although with a similar mechanic as grenades, can't be thrown, but must be placed in a particular spot on the table area. To place a bomb, the carrier must remain stationary and free of clashes over a full turn. The bombs detonate in a maximum of 3 turns, as decided by the pawn that placed the bomb (*and it's essential to note it on a piece of paper, and not to share it with the other player, until it's absolutely necessary*). Besides, bombs affect an area similar to grenades, but in this case it's a 10 cm area.

Obviously, as it's not necessary to make a roll for exploding the bomb, the SL rule won't be applied.

**Cannons:** Cannons are used as grenades, although their Range is longer and its deviation in case of failing the *Discharge roll* is 20 cm, instead of 10 cm as usual.

## BLESSINGS

In **1650** there are certain kinds of pawns with the capacity to use their faith with surprising effects.

Pawns capable of using blessings display the term "Blessing (X)" on the front of their Contract Cards next to their blessings list. The "X" indicates their Faith value.

### FAITH ROLL

Pawns with blessings use their Faith value to execute the blessings specified on their Contract Cards.

To use a blessing, pawns must execute a *single Faith Roll*. To all intents and purposes, using a blessing is the same as using a ranged weapon, except blessings don't apply any kind of modifier.

Although all blessings have both a helpful and a negative effect, only one of these can be used each turn.

Clash is the word used in **1650** to refer to hand-to-hand combat.

At the beginning of each clash, the Dexterity Cards are placed on the table (*if they are going to be used*) and then the clash starts.

Every pawn engaged in a clash by an enemy will be *activated* automatically. This means a pawn not *activated* yet will have to move its Contract Card forward if it's engaged in a clash.

## ATTACKING AND RESPONDING PAWNS

During a clash there must always be an attacking pawn and a responding pawn. The attacking pawn is the one who uses its Attack Attribute; and the responding pawn is the one which uses its Reply Attribute (see **Attack and Reply** on page 21 for more details).

If the pawns arrived at the clash by walking, jumping, climbing or swimming, their Audacity values will be compared. The pawn with the lowest Audacity value will be the attacker. In the event of a tie, the pawn who engages the other one will be the attacker. And if the clash was formed in previous turns (*and none of the pawns moved to engage the other*), the first pawn *activated* will be the attacker. The Leader's Audacity value (*or any other similar pawn*) cannot be used in these cases.

If a pawn arrived in the clash by charging more than 15 cm, it will automatically be the attacker and will obtain a +1 modifier to its first *Attack* roll (*although only if it charged more than 15 cm*).

## DEXTERITY CARDS

Every player has, in his possession, a deck of Dexterity Cards organized by himself with a maximum of **6 cards** chosen from all **1650's** Dexterity Cards. The deck can increase or decrease by one card for every exact 50 Maravedies value added or subtracted to standard 250 Maravedies bands.

*In this way, a band of 300 Maravedies could use 7 cards, while one of 200 Maravedies could only use 5 cards, etc.*

Most of the members of a band won't be able to use the Dexterity Cards, but some pawns may have Peculiarities which allow them to use these cards.

Dexterity Cards are used during clashes. To use Dexterity Cards, the player controlling the attacker pawn will have to first place its Dexterity Card face down, next to its pawn's Contract Card. Next, the player controlling the responding pawn must do the same and, finally, both of them turn over their Dexterity Cards, show it to their opponents and apply their effects.

A pawn that cannot fight for any reason (*for instance, it is attacked from behind, or because it had already been activated during the turn*) won't be able to use Dexterity Cards.

There are two types of Dexterity Cards: Attack and Reply. Attack Dexterity Cards can only be used when applying the Attack Attribute; and Reply Dexterity Cards can only be used when using the Reply Attribute. Moreover, Dexterity Cards effects are only applied to the first weapon used, never to the second one.

Each Dexterity Card has a color code identical to that of the weapons in Contract Cards. In this way, you can tell which Dexterity Card can be used by which weapon.

Each pawn can only use one Dexterity Card per turn and, once it is used, the card is removed from the table area and cannot be used again for the rest of the Conflict. There is no limit to the number of pawns that can use Dexterity Cards each turn.

## ATTACK AND REPLY

The combat procedure is as follows:

1. The player controlling the attacking pawn determines which enemy will be its target (*this will be the "target pawn"*).
2. The target pawn is *activated* and chooses between fighting or retreating (walking away from the clash). If it retreats from the clash, the attacking pawn will be able to make an *attack of opportunity* against it (see *Attack of Opportunity* on page 22).
3. If the target pawn wants to fight, a *face-off roll* is carried out between the attacking pawn's Attack and the target pawn's Reply and the SL values are compared. The pawn with the highest SL will be the one who hits the opponent and also the one who calculates the Damage caused (see *Damage* on page 24).

## PAWNS' REACTIONS

A pawn being engaged in its Action Area will *activate* automatically and will either turn and face the direction opposite to its attacker and retreat from the clash by walking or it will face the attacker and fight normally.

A pawn already *activated* during the turn and being attacked by an enemy will be able to block the attack only if it has a weapon with the Special Rule "Block", it will **never** be able to fight or use Dexterity Cards.

If a pawn has no option to reply to the attacks, the attacking pawn will have to execute a *single Attack roll*.

## ATTACK FROM BEHIND

A pawn engaged from behind will always be the responding pawn in the clash and it won't be able to do anything during the clash except stand still (*and pray*).

## A DRAW DURING CLASHES

If both pawns roll the same SL, it will be necessary to check which pawn has the lowest Attribute value. The one with the lowest Attribute value will be the one to carry out the attack. If, after comparing the Attribute values there is still a draw, it will be considered that the pawns remain involved in the clash and none of them managed to hit the other.

## MULTIPLE CLASHES

In a clash with many pawns on each side, players will have to *activate* their pawns and follow the same procedure as before. *The best way to think of this is that a multiple clash is just a group of single clashes.*

A different case is where a pawn engages multiple enemies at the same time, causing all of them to *activate*. In this specific case, it will be necessary to determine which side is the attacker and which one is responding by checking which side the charging pawn belongs to, or choosing the lowest Audacity value of each side involved in the clash, following the usual rules.

An engaged pawn with several enemies *activated* at the same time will have to determine which of them to attack, or attack two of them if it has two weapons. Those pawns not involved in any clash will have to execute a *single Attack/Reply roll*, as appropriate, instead of a *face-off roll*.

A pawn with two weapons that divides its attacks between two enemies, must perform two different combat rolls, one for each enemy. If you use a Dexterity Card, the effects are only applied to its first attack.

## MULTIPLE ATTACKS

Most pawns are equipped with only one close combat weapon, but some of them can have two weapons and use them during the same clash.

When dividing the attacks between enemies that have been *activated* at the same time, a different Attack roll will be made for each of them.

Nevertheless, when using two weapons against the same enemy, the following details must be taken into account:

- \* The first weapon is used as usual
- \* The second weapon must determine which difficulty is greater: the value of the Attribute being used or the result of the opponent's first roll, and roll a number greater than or equal to that value
- \* The second weapon never adds the SL to the Damage caused to the target

In this way, an attacker pawn with an Attack value of 3 who is going to use a second weapon will have to compare its value with the result of the responding pawn's first *Reply roll*. Assuming the *Reply roll* was 5, the attacker pawn won't have to equal or beat the 3 of its Attribute but the 5 obtained by the responding pawn.

In the case there are two pawns with two weapons, each of them would have to do the previous calculations when using the second weapon.

Finally, pawns can only use the second weapon once they have successfully hit using the first one. If, for any reason, the attack with the first weapon failed, the second weapon cannot be used.

## FIGHTING FROM A DISTANCE

If two pawns using close combat weapons with a value in their Range Attributes are engaged from afar, both pawns will be *activated* and fight normally.

However, if any of the pawns has a close combat weapon with no Range, it will be still able to stop the enemy's attack, but won't be able to damage the opponent.

## BLOCK

If a pawn is attacked after it has already been *activated* in that turn and it is equipped with a weapon that has the Special Rule "Block", it will be able to use this in order to stop an attack.

To make a block:

1. The player controlling the attacking pawn determines the weapon which is going to be used to make the attack
2. The target pawn who is trying to block the attack checks the value in brackets which is next to the weapon's Special Rule "Block". This must be equal to or greater than the common Damage (*not the Critical damage*) of the attacking pawn's weapon. If it does not have a weapon with these characteristics, it won't be able to block
3. Both pawns execute a *face-off roll* of Attack (*the attacker*) / Reply (*target*)

If the attacking pawn gets the higher SL, it will cause Damage following the usual rules. And if the target pawn gets the higher SL, the enemy attack will automatically fail

## ATTACK OF OPPORTUNITY

An *attack of opportunity* is a free attack that takes place when a pawn goes into an enemy's Action Area, without engaging him; leaves, passes through an Action Area, or retreats from a clash by walking or running away.

An *attack of opportunity* is a *single Reply roll* that does not take into account the Range of the weapon used and does not allow the use of two weapons or Dexterity Cards.



## RESOLUTION OF CLASHES

Once the *activation* of the pawns involved in a clash is concluded, it is necessary to count which team has more Vigour points. The team with the most Vigour points will be considered the winner and will be able to choose a combat result among:

**Turn:** Any pawn from the winning team will be able to turn in order to face a different enemy, waiting for new turns.

**Engage:** Any pawn from the winning team which is unengaged will be able to move up to 5 cm in order to engage a new enemy.

If all enemies are beaten in a clash, the winning pawns will be able to move up to 5 cm in any direction and they can also engage other enemies in this process.

If a pawn engages an enemy which has not been *activated* during the turn, this will be *activated* to fight as usual, but the pawn which engaged it will count as if it had already been *activated* during the turn and it won't be able to do anything, unless it has a weapon with Special Rule "Block".

**Pushing Back:** Any pawn from the winning team will be able to move the whole clash 5 cm in the direction its base is facing, without changing the position of any of the pawns engaged in it.

When pushing back, the *attack of opportunity* rule is ignored.

If, when pushing back, any moved pawn collides with an obstacle, this pawn will have to lean its Contract Card to one side. During the next turn's clash, this pawn will automatically be the responding pawn.



Every time a pawn successfully hits an enemy, either in a clash or when using a ranged weapon, the Damage caused will be calculated. In order to do this, players must follow these steps:

1. The SL of the attacker pawn's roll and the Damage of the weapon being used are added
2. The value calculated in step 1 is now subtracted from the Defense value of the pawn being hit
3. Finally, a number of boxes equal to the value found in step two must be marked off the Vigour Table of the pawn hit

Perhaps the following equation will show it more clearly:

$$(SL + DAMAGE) - DEFENSE = \text{Loss of Vigour}$$

## BRUISES, BLEEDING AND DEATH

Every time a pawn loses any quantity of Vigour, of any kind, it must be subtracted from the Vigour Table of its Contract Card. When a pawn reaches 0 Vigour points, it must be removed from the table area.

The Vigour Table shows three different colours:



- If a pawn marks any of these boxes, it suffers no additional effects
- The first time a pawn marks any of these boxes, it will have to make an *Audacity roll* or move towards the edge of its deployment area
- The first time a pawn marks any of these boxes, it will have to make an *Audacity roll* or move towards the edge of its deployment area. Furthermore, from that moment on, it will have to apply a modifier of -1 to the results of all of its rolls





The *Audacity* roll consists of a *single Audacity* roll. *Audacity* rolls must be executed by:

1. Every pawn in the band at a distance of 15 cm. or less from a friend that has been killed and who had an equal or higher *Audacity* value
2. Each pawn that marks ● ● boxes in the Vigour Table of its Contract Card
3. Each pawn in a band *activated* at a distance of 15 cm or less from an escaping friend and who has an equal or higher *Audacity* value

Rolls must be executed immediately when indicated circumstances take place, interrupting the normal procedure of the Conflict for a moment.

### EVERY MAN FOR HIMSELF

If a pawn fails an *Audacity* roll, the player who controls the pawn will have to flip its Contract Card over.

Then the player will face the pawn's miniature towards the nearest edge of the table area and charge forward, leaving any clash it was involved in and going around obstacles and enemy Action Areas in its way. This is known as escaping.

When *activated* again, escaping pawns will be able to execute an *Audacity* roll in order to recover their original state. Pawns who recover their original state won't be able to do anything else during the rest of that turn, except turn in any direction.

If an escaping pawn is engaged in a clash, it will recover automatically.

Any pawn who arrives at the edge of the table area when escaping will die (*nobody likes cowards and, probably, someone will get even with it later on*).

# RULES FOR COMPLEX ISSUES



## ARMAMENT

The complete list of weapon Special Rules used in **1650** is shown below.

**Beating:** If an enemy loses Vigour because of an attack with this weapon, it will have to turn and face its back to the pawn that used this weapon.

An enemy placed this way won't be allowed to turn around during its next turn in order to face an attacking enemy.

**Block (X):** This weapon can be used to block an enemy attack. The number in brackets indicates the maximum Damage (not Critical damage) that an opposing weapon can have and still be blocked.

**Bomb:** This weapon uses the bomb rules in the **1650** rulebook.

**Cannon:** This weapon uses the cannon rules in the **1650** rulebook.

**Disrupting:** In the event an enemy loses Vigour because of this weapon's impact, it won't be able to be *activated* if it has not been *activated* before, and it won't be able to use a weapon with the Special Rule "Block". This will last for a turn.

**Easily Thrown (X):** This weapon can be used in hand-to-hand combat (using the *Attack and Reply Attributes*) or as a ranged weapon (using the *Discharge Attribute*).

The number in brackets indicates the maximum Range of this weapon when used as a ranged weapon.

**Grenade:** This weapon uses the grenade rules in the **1650** rulebook.

**Heavy:** In order to use this weapon, it is necessary for the pawn to stay stationary during the turn.

**Panic:** An enemy who loses Vigour because of an attack made with this weapon will have to make a successful *Audacity roll* or escape from the clash.

In addition, if an enemy is beaten because of an attack with this weapon, enemy pawns located within a distance of 15 cm or less will have to carry out an *Audacity roll* with a modifier of -1 or escape towards their deployment edge.

**Piercing:** This weapon ignores the enemy's Defense when the loss of Vigour is determined.

**Ready:** This weapon can be used normally, like any other weapon, or to make a charge attack.

In order to make a charge attack, the pawn equipped with this weapon must charge an enemy and execute a *single Attack roll* without taking into account the usual rules.



If the enemy loses Vigour because of the attack, he will remain immobilized and won't be able to be *activated* during the rest of the turn if it has not been *activated* before (*move its Contract Card forward to indicate this*). The charge attack does not allow the use of Dexterity Cards.

In the event that the pawn equipped with this weapon fails the charge attack, its *activation* will be finished and the target pawn will be able to act as normal. If the target pawn is within Range of the weapons of the pawn who tried the charge attack, it will be able to execute a *single Attack roll* to attack the pawn, although it won't be able to use two weapons or Dexterity Cards.

**Slow (X):** The number in brackets indicates the number of shots a pawn equipped with this weapon can make before it needs to be reloaded.

**Smashing:** This weapon uses the second value of an enemy's Defense when determining the loss of Vigour.

**Smoke (X):** The number in brackets indicates the number of Smoke Markers a pawn equipped with this weapon must place each time it shoots it.

This weapon uses the Cloud of Smoke rules in the **1650** rulebook.

**Tardy:** This weapon applies an additional modifier of +1 to its owner's *Discharge rolls* when it uses the *Discharge Maneuver "Accurate Shot"*. On the other hand, all its *Discharge rolls* are reduced by 1 point during the turn in which it moves.

## PANOPLY CARDS

Panoply Cards represent items that can be "bought" for each pawn of your band, with the indicated payment in Maravedies. Their rules are simple:

\* Panoply Cards are "bought" when recruiting the band, using the Maravedies left after recruiting the pawns, and they are placed under the Contract Cards of the pawns who have them (*and while not essential, it is very useful to keep them secret from your opponents*)

\* Each pawn can only have one Panoply Card of the same type

\* In each band there can only be a maximum of two Panoply Cards of each type

\* Each pawn can only have Panoply Cards with a maximum total cost equal to half of its Pay in Maravedies. *That is to say that a pawn of 30 Maravedies could only have Panoply Cards worth, at most, 15 Maravedies*

\* Panoply Cards are not transferable from one pawn to another during Conflicts

\* If a pawn is eliminated during a Conflict, its Panoply Cards will be removed from the table area together with the miniature that represents it, its Contract Card and the Maravedies from its Incentive



## FACTIONS

Before selecting the members of your band, you must choose a Faction to belong to. Every Faction has special rules when using Pure Bands and controls what kind of Bands you can hire.



### OLD REGIME

*"Soon there will be a new sovereign and things will return to the highest order decreed long ago. Parental governance in the hands of its rightful owner and the yoke for the mutineers".*



**Royal Salary:** At the beginning of Conflicts, Old Regime Leaders that control Pure Bands can take additional Maravedies from the Incentives of those pawns in the band they choose, adding them to their own Incentive.



### NEW ORDER

*"Those ... Gentlemen, showed their negligence repeatedly. And I say that it is time for us to take charge of our future".*



**Wage:** Every pawn of New Order Pure Bands obtains 1 Maravedi when they beat their first enemy. Place the dead enemy on the pawn's Contract Card, in order to represent the additional Maravedi.

## FACTIONS



### USURPERS

*"There is nothing but shadows in what once was a melting pot of shining lights. The last atom of their remaining luminescence is their abundant gold. They strive to protect it as bees protect their honey. But if Iberia is a teeming hive of gold, we are the smoke and fire".*



**Planting the Banner:** Every pawn of Usurpers Pure Bands obtains 1 extra Maravedi when they conquer an Enclave.



### MERCENARIES

*"In peace, as "mercenaries" we were shown disdain. But today, in battle for the dirt remaining of their praised homeland, the haughty look to toward our company, as whores in heat".*



**Offering:** Every pawn of Mercenary Pure Bands can invest Panoply Cards during the Conflict, as if they were Maravedies.

In addition, Mercenary Mixed Bands don't apply the usual restrictions when hiring mercenaries.



## EVERYBODY HAS A PRICE

In 1650 there is a special kind of pawn called Personality. This represents well-known figures with unique qualities and histories.

Personalities can be included in any band, following the usual rules. This way, a Personality of the Old Regime can only belong to a band from the Faction of the Old Regime, etc.

Once the Commission has been selected, all that needs to be done before starting is to place the Contract Cards of all the Personalities from both bands on the table area. This way, both players can check if certain Contract Cards are the same.

If the same Personality has been hired by both players, an auction will take place, which will be carried out as follows:

1. Every player invests 1 Maravedi from their Leaders, in order, starting with the player, whose band has the lowest value (in Maravedies) . If both bands have the same value, roll a dice to decide which one will start investing Maravedies during the auction
2. The auction will continue this way until one of the players decides to leave it
3. The player with the highest investment of Maravedies wins the Personality's contract, while the other player will recover the Maravedies invested but won't be allowed to use the Personality during the Conflict

Every Personality behaves in a different way in the auction:

**Mercenary Personality:** This Personality follows the usual rules in auctions

**Reliable Personality:** When trying to retain the contract of this type of Personality, the band with the lowest value in Maravedies will have +1 Maravedi to invest in the auction

**Treacherous Personality:** When trying to retain the contract of this type of Personality, the band with the highest value in Maravedies will have +1 Maravedi to invest in the auction

With no king, military castles, noblemen and Masters of Field, affiliation agreements which in them to adopt old codes in an effort to save its hegemony against a situation that is increasingly unsustainable.

So today there is room for efficient murderers, crowds of fair violence and noble pride, soldiers of good honor and high bidding ones... in short, a cacophony of nonsense that makes up a maelstrom of blood-thirsty steel. Where those who had nothing before can become gentlemen and those who had it all must be ruthless to keep it.

The Enclaves are special scenery elements with unique rules that are distinguished from other elements of the same type. In this way an Enclave could be, for instance, a small obstacle, but in addition to applying the obstacle's normal rules, it might have some Peculiarity applicable during Conflicts.

Over the course of time an enormous variety of interesting Enclaves for *1650* will be released, in the *Plaza Fuerte* range, increasing the interest and fun of your Conflicts.

## WHY USE ENCLAVES?

Enclaves are not essential to play *1650* Conflicts. However, they provide a series of very interesting advantages and disadvantages, making a Commission you have played many times change completely. In fact, they are the best way to increase the fun and strategy of your Conflicts.

## WHO DO THE ENCLAVES BELONG TO?

Enclaves are game elements, just like scenery, and therefore they don't belong to any specific Faction. The only difference from other scenery elements is that they apply special rules that can benefit or damage pawns during Conflicts. In this way, each player can have his own collection of Enclaves, and use them in those Conflicts he wants to, with the aim of creating "randomness" that he will be able to take advantage of during the course of his Conflicts.

## NUMBER OF ENCLAVES PER CONFLICT

The maximum number of Enclaves allowed per Conflict, and player, is stipulated by the type of table area being used (*rural* or *urban*) and the size of the bands taking part.

RURAL CONFLICT	ENCLAVES
Less than 250 Maravedies	1 per player
From 250 to 500 Maravedies	2 per player

URBAN CONFLICT	ENCLAVES
Less than 250 Maravedies	2 per player
From 250 to 500 Maravedies	3 per player

As you can see, the number of Enclaves indicates the maximum per player.

Rural Conflicts are those set in a predominantly rough table area, with an enormous variety of wooded areas and similar terrain, and urban Conflicts are those that take place on a table area with a large amount of buildings. The type of table area where a Conflict will take place must be determined before deployment.

## ENCLAVES

### HOW TO PLACE THE ENCLAVES

Just after both bands are deployed, the player whose band has the lowest value in Maravedies will decide whether to place an Enclave. After that, the other player will do the same, and the process goes on and on.

In Conflicts with more than two players, Enclaves will be placed following the order of *activation*.

To place the Enclaves you must remember the following premises:

- \* Enclaves must be placed more than 20 cm distant from any pawn
- \* Enclaves must be placed with more than 20 cm distance between them
- \* Enclaves must be placed outside of the deployment area



## CONQUERING ENCLAVES

When a pawn is 5 cm or less from an Enclave, it may finish its *activation* immediately, and make an *Audacity* roll, to try to conquer it. When successful, the Enclave will be considered property of his band.

An Enclave can be conquered by any band. It is not required to be part of a particular Faction.

Conquered Enclaves can still apply their Peculiarities, as usual. The only difference is that at the end of each Conflict, each conquered Enclave awards 1 additional Honour/Dishonour Point to the band to which it belongs (*if it wasn't destroyed during the Conflict*).

A conquered Enclave can be taken by any enemy pawn, simply following the usual rules for conquering Enclaves, although in this case, it is necessary that no pawn of the band that conquered the Enclave first is 15 cm or less away from it.



## ANTAGONISTS

Antagonists are game elements, just like scenery elements or Enclaves. They represent the men and women who live in the towns and villages of Ybilía and range from ordinary citizens to thieves and day laborers.

Over the course of time a considerable variety of interesting Antagonists for **1650** will be released in the **Plaza Fuerte** range, increasing the interest and fun of your Conflicts.

### WHY USE ANTAGONISTS?

Antagonists are not essential to play **1650** Conflicts. However, they provide something that is normally ignored in strategy games: The population. *We are fed up with playing games in abandoned cities or desolate moors, so why not develop a conflict in the middle of an inhabited place? And even more, what if those citizens themselves were a danger or a support?*

### WHO DO THE ANTAGONISTS BELONG TO?

As we said before, Antagonists are game elements, however, they function as if they were pawns that can move freely over the table area. Even so, this doesn't mean that they belong to any player. In fact, Antagonists must be considered enemies of any other pawn on the game surface (*other Antagonists included*).

Each player can have his own Antagonist collection and use them in those Conflicts he wants to, with the aim of creating "randomness" that he will be able to take advantage of during the course of his Conflicts.

In those Commissions, which allow the use of Antagonists, some of them may be included for free. In these cases, both players must agree about which Antagonists they're going to use.

### NUMBER OF ANTAGONISTS PER CONFLICT

There is no maximum number of Antagonists per Conflict, although they are limited to a maximum cost in Maravedies.

Each player can only deploy Antagonists with a maximum Pay of 5 Maravedies for each Enclave he has placed on the table area. For example, a player who has deployed two Enclaves in an urban Conflict, will be able to deploy Antagonists with a maximum total Pay of 10 Maravedies.

These Maravedies for Antagonists have nothing to do with the Maravedies used for hiring pawns for each band. Antagonists are something extra.



In addition, only one Antagonist of each type can be included per Conflict (*for example, only one Picaro*). If a player deploys a type of Antagonists, the other player won't be able to deploy the same one.

## ANTAGONISTS

### HOW TO DEPLOY ANTAGONISTS:

When all Enclaves are placed on the table, the player who placed the first Enclave will decide if he wants to deploy an Antagonist. After that, the other player will do the same, and the process goes on and on.

In Conflicts with more than two players, Antagonists will be deployed following the same order as placing the Enclaves.

To deploy the Antagonists you must remember the following premises:

- \* Each Antagonist must be assigned to a scenery element (or an Enclave) on the table area, and deployed 5 cm or less from it
- \* Antagonists must be deployed out of the Line of Sight of any pawn
- \* Antagonists must be deployed more than 20 cm apart
- \* Antagonists must be deployed outside of the deployment areas

### HOW DO ANTAGONISTS WORK:

During Conflicts, Antagonists will be considered enemies of any of the bands taking part in the Conflicts.

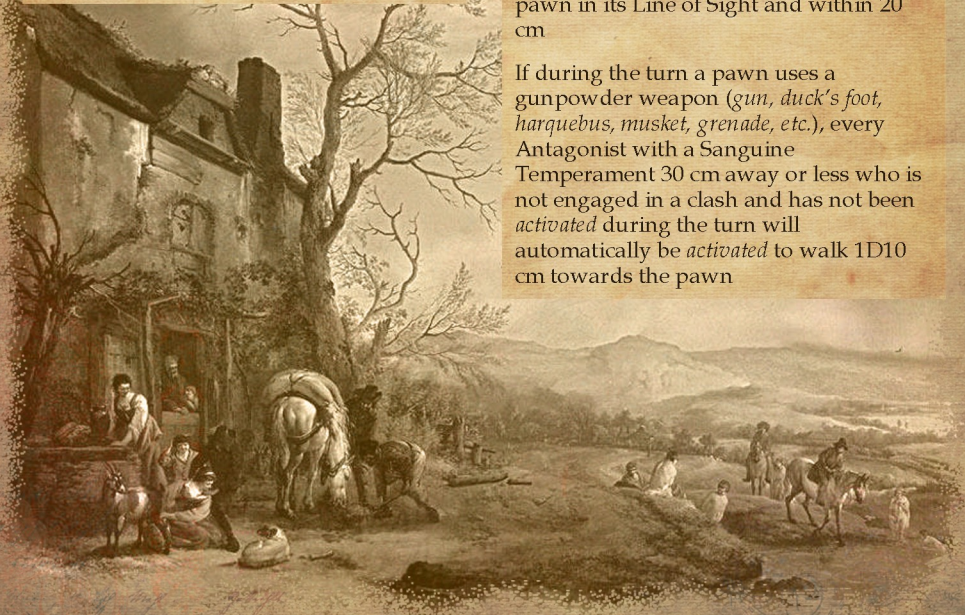
Antagonists can only be *activated* once per turn and can be engaged in clashes or attacked from a distance (unless otherwise stated), and they will carry out *Audacity rolls* in case it is necessary, as with any other pawn.

Each Antagonist behaves in a different way according to the kind of Temperament it has. There are 4 different types of Temperaments:

**Sanguine Temperament:** Each time a player wins the *Authority roll* and before *activating* his first pawn, He can move an Antagonist with a Sanguine Temperament towards the nearest enemy pawn, walking 1D10 cm or charging 2D10 cm

During the turn, every Sanguine Temperament Antagonist who has not been *activated* will automatically be *activated* to charge 2D10 cm at the nearest pawn in its Line of Sight and within 20 cm

If during the turn a pawn uses a gunpowder weapon (*gun, duck's foot, arquebus, musket, grenade, etc.*), every Antagonist with a Sanguine Temperament 30 cm away or less who is not engaged in a clash and has not been *activated* during the turn will automatically be *activated* to walk 1D10 cm towards the pawn



## ANTAGONISTS

**Choleric Temperament:** Every time a player wins the *Authority roll* and before *activating* his first pawn, Move an Antagonist with a Choleric Temperament in any direction, walking 1D10 cm or charging 2D10 cm

During the turn, Every Antagonist with a Choleric Temperament who has not been *activated* will automatically be *activated* to charge 2D10 cm towards the nearest pawn in its Line of Sight and within 20 cm distance

When a Choleric Temperament Antagonist is engaged in a clash, the previous rule is ignored

**Melancholic Temperament:** Every time a player wins the *Authority roll* and before *activating* his first pawn, he can move an Antagonist with a Melancholic Temperament in any direction, walking 1D10 cm or charging 2D10 cm

If during the turn a pawn uses a gunpowder weapon (*gun, duck's foot, arquebus, musket, grenade, etc.*), every Antagonist with a Melancholic Temperament within 30 cm who is not engaged in a clash and has not been *activated* during the turn will automatically be *activated* to walk 1D10 cm towards its assigned scenery element

**Phlegmatic Temperament:** Every time a player wins the *Authority roll* and before *activating* his first pawn, he can move an Antagonist with a Phlegmatic Temperament in any direction, walking 1D10 cm or charging 2D10 cm but without moving it more than 20 cm away from its assigned scenery element

During the turn, Antagonists with Phlegmatic Temperaments won't be able to engage enemies in clashes, unless enemies engage them

However, an Antagonist with a Phlegmatic Temperament within 20 cm from its assigned scenery element who has not been *activated* during the turn will automatically be *activated* to charge 2D10 cm towards the nearest pawn within 5 cm from said element

If during the turn a pawn uses a gunpowder weapon (*gun, duck's foot, arquebus, musket, grenade, etc.*), every Antagonist with a Phlegmatic Temperament within 30 cm who is not engaged in a clash and has not been *activated* during the turn will automatically be *activated* to walk 1D10 cm towards its assigned scenery element

At the beginning of each turn, the player who wins the *Authority roll* will be able to *activate* one Antagonist for each band playing the Conflict. For example, if there are 2 bands on the table area, the player who wins the *Authority roll* will be able to *activate* 2 Antagonists.

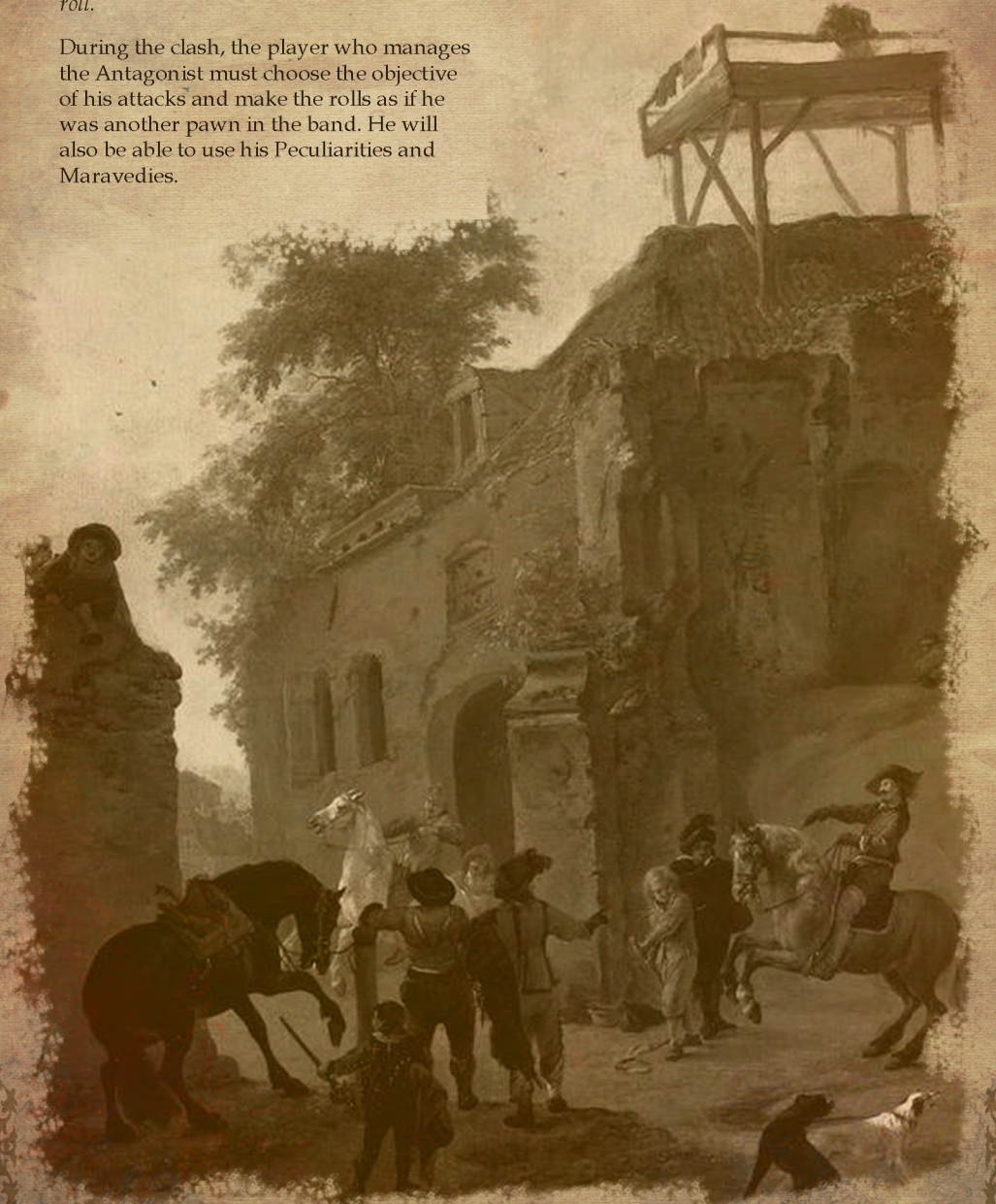
## ANTAGONISTS IN CLASHES

During clashes, Antagonists will be managed by the player who doesn't have any pawns engaged with them or, failing that, by the one who won the *Authority* roll.

During the clash, the player who manages the Antagonist must choose the objective of his attacks and make the rolls as if he was another pawn in the band. He will also be able to use his Peculiarities and Maravedies.

## ANTAGONISTS' DEATH

All Antagonists only have 1 Vigour point. This means every Antagonist must be removed from the table area as soon as it is hit.





This section explains in detail how to deploy pawns with the "Stealthy" or "Scout" Peculiarities, which means an optional addition to the usual rules of these Peculiarities.

These simple rules will see concealed pawns involved in violent clashes, prior to each Conflict, fighting over the most advantageous positions on the table area.

## LYING IN WAIT

When both adversaries have pawns with the Peculiarities "Stealthy" or "Scout", it is necessary to indicate their deployment with Tracking Markers. These markers represent the possible routes used by concealed pawns, as well as their entry points onto the table area, and have the form of hexagonal bases.

Tracking Markers are deployed once all pawns from competing bands are on the table area, following the established order. Tracking Markers can be placed anywhere on the table area, but out of an enemy's deployment area and Impassable terrain.

Pawns who have the "Stealthy" Peculiarity will be able to deploy two Tracking Markers, while pawns with the Peculiarity "Scout" will be able to deploy three, indicating that the latter are real masters of launching surprise attacks, both in broad daylight and under cover of darkness.

When a Tracking Marker is within 15 cm of one of those of its opponent, they have honed in on each other's position, or they have just bumped into each other while trying to sneak around the conflict zone. This can cause several confrontations, prior to the Conflict, with a single pawn possibly involved in multiple fights. This sounds weird, but it is not so weird if we take into account these maneuvers are carried out a long time in advance. Sometimes even hours before the real Conflict takes place.

## OPEN SEASON

Once the deployment of Tracking Markers is completed, the player who deployed first will choose one of his Tracking Markers which is within 15 cm of an enemy Tracking Marker, and will start a clash.

The clash between Tracking Markers will be resolved by using distance weapons, If markers are more than 5 cm away from one another; and it will be solved as a clash if they are within 5 cm from each other.

Once the confrontation is resolved, the other player will do the same, and so on, until there are no more Tracking Markers to choose. And remember, a Tracking Marker cannot be chosen more than once.

If a player chooses a Tracking Marker within 15 cm of several enemy markers, the clash should be resolved only between his marker and one of the enemy Tracking Markers. The rest of the markers should be ignored, until they are chosen for other confrontations between Tracking Markers.

When resolving a confrontation between Tracking Markers, the player who has the most markers on the table area will first choose which pawn will face the enemy, amongst all those who provide a Tracking Marker and who are eligible to fight. Next, the player who has fewer Tracking Markers will choose his responding pawn, if he has more than one. In the event of a tie, the player who chose the markers to engage in confrontation will be the first one choosing his pawn. The selected pawns must not be deployed on their corresponding Tracking Markers, but their Contract Cards will simply be used to solve the clash.

Confrontations between Tracking Markers are resolved normally. That is, pawns will be able to use Maravedies from their Incentive, use Panoply Cards, Dexterity Cards, etc.

The attacking pawn will always be the one belonging to the player with the greatest number of Tracking Markers on the table area at that time. And if both players have the same number of Tracking Markers on the table area, the player who chose the confrontation between Tracking Markers will be the attacker.

The attacking pawn will be the first to discharge, if it is a ranged confrontation; and if the confrontation is resolved as a clash, it will be considered that the pawn has charged.

Before starting a confrontation between Tracking Markers, the replying pawn can decide to leave, in which case its Tracking Markers should be removed, and the confrontation will finish automatically. Likewise, if a pawn loses a confrontation between Tracking Markers, or Flees, its Tracking Markers will be removed from the table area.

If a pawn is eliminated during a confrontation between Tracking Markers, all its Tracking Markers should be removed from the table area, starting with those closest to the confrontation, and it will be considered as a casualty, so it will not be able to take part in the Conflict.

Survivors of confrontations between Tracking Markers will start the Conflict without getting back any Vigour points, Incentive, Dexterity and Panoply Cards used in these confrontations.

Finally, every confrontation between Tracking Markers is considered as a turn, so the effect of Peculiarities does not remain from one to another, so for example the same pawn will not be able to use a distance weapon with the Special Rule "Slow(X)" in two confrontations in a row, unless the "X" is more than 1.

## DEPLOYMENT OF CONCEALED PAWNS

Once all confrontations between Tracking Markers have been resolved, the player who deployed first will deploy one of his pawns with the "Stealthy" or "Scout" Peculiarity, on one of his Tracking Markers. Then, the other player will do the same, and so on, until there are no more Tracking Markers to choose, or all pawns with these Peculiarities have already been deployed. The Conflict will then start.

If there are more pawns than Tracking Markers, those that cannot deploy will be considered to be eliminated.

# THE WEATHER GETS WORSE

At the beginning of the Conflict, even before deployment, both players can agree to make a *The Weather Gets Worse* roll, to determine the prevailing climate during the course of the Conflict. The same Commission can be played hundreds of times, but it may turn into something completely different using these rules.

There are 4 different Climate Tables, depending on the season, or the kind of weather at the location where the Conflict takes place. Both players must agree on which of these they will choose to make *The Weather Gets Worse* roll. For example, the Freezing Weather Table would be used if the Conflict takes place in Sierra Oscura; while if it takes place in Ysbilia, during summer, then the Hot Weather Table would be used.

To make *The Weather Gets Worse* roll, one of the players must roll 1D5 and apply the effect indicated on the chosen table.

## HOT Weather Table

**1 Cold Front:** Any pawn trying to reload a gunpowder weapon with the "Slow(X)" Special Rule must remain stationary, so it will not be able to move the usual 5 cm

Those pawns with any Peculiarity that allows them to reload automatically, will not be able to use it, nor apply the aforementioned rule either

**2-4 Sunny:** No special effect is applied

**5 Heat:** Pawns who have any coloured box marked in their Vigour Tables should apply an additional modifier of -1 to all their rolls. In addition, if the Conflict takes place during daytime, all distance weapons will have their Range reduced to a maximum of 30 cm. as if it were nighttime

## WARM Weather Table

**1 Drizzle:** Any pawn trying to reload a gunpowder weapon with the "Slow(X)" Special Rule must remain stationary, so it will not be able to move the usual 5 cm

Those pawns with any Peculiarity that allows them to reload automatically, will not be able to use it, nor apply the aforementioned rule either

In addition, at the end of each turn, 2 Smoke Markers will be removed from each quadrant, instead of only 1

**2-4 Sunny:** No special effect is applied

**5 Flood:** Normal Terrain is considered as Rough Terrain

Pawns trying to jump or climb will have to beat a difficulty one point higher than the usual (*this way, the usual 5+ roll will become 6+*). Furthermore, every pawn trying to charge must make a roll of 5+ first, or its *activation* will automatically finish



# THE WEATHER GETS WORSE



## COLD Weather Table

**1 Fog:** The Conflict is considered to take place at nighttime during the first 1D5 turns. If it was already taking place at nighttime, no pawn will be able to use its distance weapons during that time

This is not applicable inside buildings with four walls and a roof, but is applied when shooting out of these locations

**2-4 Cold:** No special effect is applied

**5 Storm:** Any pawn trying to reload a gunpowder weapon with the “Slow(X)” Special Rule will stay stationary and will have to make an *Audacity* roll to do so. In addition, if there are any enemy pawn within 15 cm, it will have to apply a modifier of -1 to this roll

Those pawns which have a Peculiarity that allows them to reload automatically, will not be able to use it, and will have to apply the aforementioned rule too

In addition, at the end of each turn, 2 Smoke Markers will be removed from each quadrant, instead of only 1

Devices of the Modern Era do not work during the Conflict

## FREEZING Weather Table

**1 Morning Frost:** Normal Terrain is considered as Rough Terrain

**2-4 Cold:** Pawns who stay stationary for a full turn and are not engaged in clashes must apply a modifier of -1 to the result of any of their rolls, during their next turn

**5 Blizzard:** Pawns who stay stationary for a full turn and are not engaged in clashes must apply a modifier of -1 to the result of any of their rolls, during their next turn, and will lose 1 Vigour point

In addition, the Conflict is considered to take place at nighttime. If it already was taking place at nighttime, no pawn will be able to use its distance weapons

This is not applicable inside buildings with four walls and a roof, but is applied when shooting out of these locations

Rules for Cloud of Smoke won't be applied

## YOU NO LONGER NEED IT

*It is a hard life. And although employers think their men are paid fairly, they may not agree and prefer to increase their income. In this way a fallen opponent is a great opportunity to sleep warm for one more night.*

Once a clash between two pawns has concluded, the pawn that eliminated its enemy will be able to steal one Maravedi from the enemy pawn's Incentive (of those that haven't been used yet), or one of its Panoply Cards (if it hasn't been used yet), whichever, before the resolution of the clash. To do so, the pawn will have to make an Audacity roll, but only if there is no other enemy pawn within 15 cm.

The pawn who stole from the eliminated pawn will be able to use the Maravedi or the Panoply Card during the Conflict, as if it were its own.

When stealing from an enemy, a pawn should always respect the usual rules for equipping itself with Panoply Cards, except for those making reference to its cost.



## CLOUD OF SMOKE

*The old gunpowder weapons were functional, but not too neat. Shooting a musket, for example, entailed being enveloped in thick smoke. And it is precisely the effect that the following rule tries to represent.*

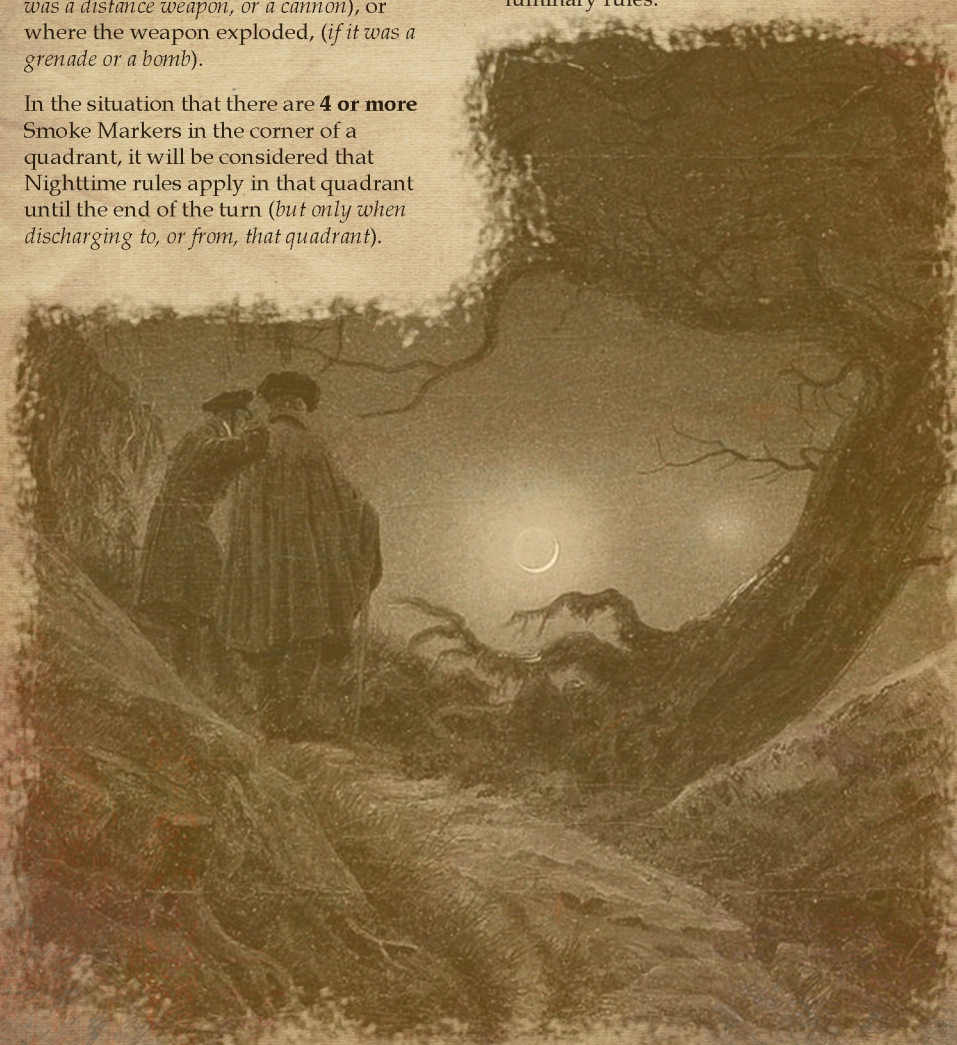
At the beginning of each Conflict, the table must be divided into 4 quadrants of **50x50** cm. Each time any pawn use a weapon with Special Rule "Smoke(X)", place as many Smoke Markers as indicated, by the number in parentheses, in the corner of the quadrant where it was shooting (*if it was a distance weapon, or a cannon*), or where the weapon exploded, (*if it was a grenade or a bomb*).

In the situation that there are **4 or more** Smoke Markers in the corner of a quadrant, it will be considered that Nighttime rules apply in that quadrant until the end of the turn (*but only when discharging to, or from, that quadrant*).

If the Conflict was already taking place at nighttime, or was using any other rule with the same effect, no pawn in that quadrant, or choosing a target in that quadrant, will be able to use his distance weapons during the rest of the turn.

At the end of each turn, a Smoke Marker will be removed from each quadrant in which the pawns have not used any weapon with the Special Rule "Smoke(X)".

The Cloud of Smoke rule applies the usual luminary rules.



*Let's be frank, hardly anyone has time to organize games and, sometimes, not even to attend games. When a friend can play, you cannot. When you finally can, it is your friend who does not have time. We appear to live in a world where it is preferable to turn on the game console or the computer, and not depend on anyone to use those hours we steal from our busy lives for gaming. We languish next to our miniatures, which gather dust on our shelves, or are banished to a remote place from where their accusing looks cannot reach us. Always expecting orders that never arrive, waiting for us to lead them to victory, plunder or any other destiny better than oblivion.*

*Well, that is over. The rules we show you below will allow you to play **1650** without the need to depend on anybody. With no haste. Comfortably in your home. And, of course, without anyone taking the last slice of pizza, putting pressure on you to finish because he/she has more important things to do, or discussing this or that linguistic theory they feel is applicable to the rules.*

*Now you will be able to face alone the towns devastated by the Rabid Plague or defended by the enemy. Or maybe search for a lost relic that grants faith back to a hesitant lord, who can extend the protection of his ancestral home and strength to you.*

*Whenever you want, you can enjoy a game as quick or as long as you like, and design exciting Commissions more related to a role-playing game. A world of possibilities opens up to you. But be careful, now that you can visit the world of **1650** whenever you want, we warn you: These lands are not suitable for the weak of heart. Welcome to: **Alone in the Face of Danger.***

## WHERE DO I BEGIN?

To begin your trip alone into El Purgatorio, you should first be familiar with the basics of **1650**, since the following rules are changes and additions to the basic rules. Play some Conflicts with friends until you have a firm grasp of the basic rules.

## WHAT DO I NEED TO PLAY ALONE?

When you have selected one of the **Commissions of Alone in the Face of Danger**, you will have to gather everything you need to start playing. These will be:

- \* Your band, with its Contract, Dexterity and Panoply Cards
- \* An enemy band with as many Maravedies as the Commission indicates
- \* As many Antagonists as the Commission indicates
- \* As many Hidden Pawn Markers as you have chosen enemy pawns and Antagonists
- \* Sufficient courage to face the enemy and dangers in El Purgatorio on your own

Once you have all the elements required, you will have to prepare the table area following the instructions described in the Commission you are going to play. The arrangement of scenery, Hidden Pawn Markers, Antagonists and your own band will be indicated in the description of the Commission.

Finally, bear in mind that neither enemy pawns nor Antagonists can make use of Dexterity Cards, Panoply Cards or Maravedies, unless any Special Rule otherwise indicates.



## DECK OF CONTRACT CARDS

Before getting started, arrange the Contract Cards of the enemy pawns and Antagonists you have chosen and shuffle them well. Remember that whenever you must draw one of them during the Conflict, you will have to do so without looking.

## HIDDEN PAWN MARKERS

Hidden Pawn Markers represent people wandering around the table area. These can be enemy pawns or Antagonists. In any case, you will have to consider all of them to be your enemies, as if they were under the orders of an opposing player.

These markers can be represented by hexagonal bases.

## THE TURN

During the turn, pawns from your band will *activate* one after the other, without taking into account the enemy band, thus changing *1650's* normal system. Only when one of your pawns does something, or gets too close to a Hidden Pawn Marker, or to an enemy pawn, will it be able to Show itself or *activate* and comply with the rules described below.

On the other hand, Antagonists will behave normally, although you will always be the one controlling them.

## REVEALING HIDDEN PAWN MARKERS

There are several causes which trigger a Hidden Pawn Marker to be revealed:

- \* Whenever any of your pawns finishes its *activation* within 15 cm of a Hidden Pawn Marker and a Line of Sight can be drawn between them
- \* Whenever any of your pawns discharge or engage a Hidden Pawn Marker
- \* Whenever any of your pawns uses a gunpowder weapon within 30 cm of a Hidden Pawn Marker
- \* Whenever an enemy pawn or Antagonist is placed within 5 cm of a Hidden Pawn Marker

In these cases, draw a Contract Card, at random, from the deck, place it on one side of the table area and replace the Hidden Pawn Marker with the pawn indicated on the Contract Card, either an enemy pawn or an Antagonist.

If the Revealed pawn has an Audacity value lower than that of the pawn who caused it to be Revealed, you will put the Revealed pawn facing the other pawn, otherwise, you place it with its back to it.

## ATTITUDE OF ANTAGONISTS

Once an Antagonist is Revealed, it will behave as described in the rules, according to the Temperament indicated on its Contract Card.



## ATTITUDE OF ENEMY PAWNS

Enemy pawns do not *activate* as in a normal **16.50** Conflict since, obviously, there is no player who controls them. Instead of *activating* voluntarily, enemy pawns will react to Activation Triggers. These are:

- \* If an enemy pawn is Revealed within 15 cm of it
- \* If an enemy pawn or an Antagonist is within 5 cm of it
- \* If one of your pawns completes its *activation* within 30 cm of it and a Line of Sight can be drawn to it
- \* If one of your pawns uses a gunpowder weapon within 30 cm of it
- \* If one of your pawns hurts or eliminates an enemy pawn with a distance weapon within 30 cm of it
- \* If one of your pawns hurts or eliminates an enemy pawn in a clash within 30 cm of it

Enemy pawns engaged in clashes will ignore all Activation Triggers, but they will *activate* when your pawn, with which it is engaged, *activates*.

When one of your pawns causes an Activation Trigger, the enemy pawns will react automatically. Stop the turn, check the enemy pawns' **Activation Priorities Table** (see page 48) and perform its *activation* before continuing with your turn.

## RUMOURS

Your pawns can benefit from the information they get from poor people in El Purgatorio. Any of your pawns who is within 5 cm from an Antagonist who does not have a Sanguine Temperament, will be able to coax information from it about Hidden Pawn Markers. Make an *Audacity* roll. If you are successful, Reveal a Hidden Pawn Marker of your choice. If you fail, you will still be able to coax the Antagonist but you will have to invest 1 Maravedi to do so.

If one of your pawns tries to coax an Antagonist and for any reason is unable to or fails, the pawn's *activation* is automatically finished. Move the Antagonist towards the nearest Hidden Pawn Marker.

## MULTIPLE MOVEMENTS AND ACTIVATIONS

It is common that an enemy pawn moves several times for different Activation Triggers throughout the same turn. This compensates for the fact that enemy pawns cannot choose to *activate* voluntarily.

In addition, it is also common that the same Activation Trigger affects a number of enemy pawns. In that case, they will *activate* one after the other, starting with the pawn with the lowest Audacity Attribute. If there are several enemy pawns affected by the same Activation Trigger and they have the same value for their Audacity Attribute, roll a dice for each of them. The one that rolls the highest will *activate* first. Roll the dice again if the draw persists.

## ACTIVATION PRIORITIES TABLE

When an Activation Trigger happens, enemy pawns will act according to the following table:

1. If the enemy pawn was harmed because of enemy discharges during the turn, or was fleeing from a clash, it will charge in the direction of the closest Hidden Pawn Marker. And if it finds any obstacle in its way, it will go around it

2. If the enemy pawn has a distance weapon ready to discharge, or a blessing, it will use one of them (*of your choice*) against your closest pawn within its Line of Sight

3. If the enemy pawn has a distance weapon but is not ready to discharge and your closest pawn within its Line of Sight is more than 20 cm away (*if you have doubts, you can measure to make sure*), it will try to reload by moving the usual 5 cm towards your closest pawn within its Line of Sight, unless doing this would cause it to enter your pawn's Action Area, in which case it will not be able to move.

4. If the enemy pawn has a distance weapon but this is not ready to discharge and your closest pawn within its Line of Sight is within 20 cm of it (*if you have doubts, you can measure to make sure*), it will charge it

5. If the enemy pawn does not have a distance weapon, it will charge in the direction of the closest pawn within its Line of Sight

6. If the enemy pawn does not have Line of Sight to any of your pawns, it will move towards the closest one

Check all steps and apply the first fitting the situation, ignoring the rest.



### ENEMY PAWNS AND ANTAGONISTS IN CLASHES

Clashes are solved in the usual way, except that you make all the necessary rolls.

At this point, we remind you that Antagonists only have 1 Vigour point and enemy pawns only count coloured boxes of Vigour Tables in their Contract Cards.

The result of the clash will determine what enemy pawns and Antagonists will do next, according to the following table:

1. An enemy pawn or Antagonist losing a clash will make an *Audacity* roll. If it fails the roll, it will have to Flee towards the closest Hidden Pawn Marker. Once it is within 5 cm of it, it will regroup automatically
2. An enemy pawn or Antagonist winning a clash and who has been attacked from the Rearguard will always turn to face your pawn
3. An enemy pawn or Antagonist winning a clash and which is not engaged, will always engage another pawn of yours within 5 cm of it, or will move 5 cm towards your closest pawn
4. An enemy pawn or Antagonist winning a clash will always choose to push back

Check all steps and apply the first fitting the situation, ignoring the rest.

In multiple clashed, where enemy pawns or Antagonists have several enemies to fight, they will always choose as their target the pawn with the least Vigour points. Similarly, those enemy pawns or Antagonists having several weapons will always divide their attacks amongst all pawns which are in base to base contact with them, using the weapon that causes the greatest Damage first, and against the pawn having the fewest Vigour points.

If all enemy pawns have the same number of Vigour points, enemy pawns or Antagonists will first attack those of your pawns in their facing, followed by those adjacent to them.



# COMMISSIONS



# COMMISSIONS

Some of the Commissions that can be played during **1650** Conflicts are shown in this section but, before that, we'll explain what is necessary to win in each of them.

## OBTAINING HONOUR POINTS

Once both players know the rules of the game and have the **1650** miniatures to make up their bands, they must decide what Commission they are going to play during the Conflict.

After every Conflict, the Pay from eliminated and escaping enemies must be added up, and these Maravedies must be converted into Honour points through the procedure indicated below:

PAY	HONOUR POINTS
0-50	1
51-100	2
101-150	3
151-200	4
201-250	5
251-300	6
301-350	7
351-400	8
401 ó más	9

## HONOUR AND DISHONOUR

After determining the Honour points earned by each player, this value must be modified according to what happened during the Conflict (*first multiply for fulfilling the Main or Secondary Decree, and then apply the other modifiers*). Honourable events award Honour points and dishonourable events (*marked with "(\*)"*) remove Honour points.

- x2** For fulfilling the Main Decree
- x1.5** For fulfilling the Secondary Decree
- +2** For each enemy Leader eliminated
- +1** For each dishonourable Leader eliminated
- +1** For each dishonourable pawn eliminated
- +1** For each conquered Enclave
- 2** For each Antagonist eliminated, before it attacked your pawns (\*)
- 1** For having the band with the most distance weapons (\*)
- 1** For each enemy pawn eliminated from the Rearguard (\*)
- 1** For each escaping pawn eliminated (\*)
- 1** For each pawn with the Peculiarity "Faith(X)" eliminated (\*)

The player with the most Honour points will be the winner of the Conflict.

It is a good idea to note separately all earned points as they are achieved during the Conflict.

There may be more Honour point modifiers in pawn Peculiarities, Enclaves or Antagonists. These modifiers should be considered in the same way as those described above.

## DISHONOURABLE PLAYERS

In some Commissions, one player may choose to represent a really ruthless employer, who would aim to reap Dishonour points, or by another name, negative Honour points. In this case, the Honour points earned by eliminating enemy pawns, should be considered as Dishonour points. And all negative Honour points for dishonourable events (*marked with "(\*)"*) would increase those Dishonour points.

## COMMON COMMISSIONS

### BRAWL

*"All you have in front of you are the dark alleys of Ysbilia, and beyond, an unfriendly band".*

\* **Attacker and Defender:** 2 bands confront each other in this Commission. There is no attacking or defending band.

\* **Recommended Maravedies:** From 250 to 500 Maravedies, up to the players.

\* **Deployment:** Bands will deploy within 20 cm of the opposite edges of the table area.

Each player will make an *Authority* roll. The winner will decide whether to be the first one to choose an edge and deploy one of his pawns, or let his opponent do so. The player that didn't deploy one of his pawns first will do it immediately afterwards on the opposite edge of the table area. Pawn deployment alternates from one band to the other until all pawns from both bands are on the table area.

Pawns of the same type (for instance, *Recio*, *Guardia*...) will deploy at the same time, although they can be placed at different places within the corresponding deployment area.

The defending band will be the first one to *activate* one of its pawns.

\* **Special Rules:** It is necessary to make a *Moment of Truth* roll, and then a *Weather gets Worse* roll. There are no Enclaves or Antagonists allowed.

\* **Main Decree:** Both bands must eliminate the enemy band's Leader.

\* **Secondary Decree:** Both bands must make 3 pawns from the enemy band run away off the table area.

\* **Duration:** 5 turns.



## SLAUGHTER

*"If you think things are going really bad, believe me, they can get even worse".*

\* **Attacker and Defender:** 3 bands face off in this Commission: An attacking band and two defenders.

\* **Recommended Maravedies:** From 250 to 500 Maravedies, up to the players.

\* **Deployment:** The defending bands will deploy their pawns within 20 cm of any of the table area's opposite edges.

Each defending band will make an *Authority roll*. The winner will decide whether he will be the first to choose an edge and deploy one of his pawns, or let his opponent do so. The defending player who didn't deploy one of his pawns first will do it immediately afterwards on the opposite edge of the table area. The deployment of both defending bands' pawns will be performed alternatively until all of them are on the table area.

The pawns of the same kind from the defending bands (*for instance, Recio, Guardia...*) will deploy at the same time, although they can be placed at different places within the corresponding deployment area.

The defending band who deployed first will be the first one to *activate* one of its pawns.

The attacking player will keep his pawns off the table area and, at the beginning of the third turn, will be able to deploy all of them in contact with any of the table area's edges, and at least 30 cm from any pawn of the defending bands.

From that moment on, and for the rest of the Conflict, the defending bands must make an *Authority roll* to determine which of them will be the first to *activate* one of their pawns each turn, but the attacking band will always be the first to *activate* one of its pawns.

\* **Special Rules:** It is necessary to make a *Moment of Truth roll*, and a *Weather gets Worse roll*. There are no Enclaves or Antagonists allowed.

\* **Main Decree:** The bands must eliminate at least one of the opposing bands' Leaders.

\* **Secondary Decree:** The defending bands must prevent 3 or more of their pawns from running off the edge of the table area.

The attacking band must make at least 3 pawns of one of the defending bands run off the edge of the table area.

\* **Duration:** 7 turns.



## THE WAY BACKHOME

*"After a good job, the only thing left to do is to go home without any setbacks".*

\* **Attacker and Defender:** 2 bands confront each other in this Commission, an attacking band and a defending band.

\* **Recommended Maravedies:** The attacking band must have a value of up to 300 Maravedies and cannot use Panoply Cards.

The defending band must have a value of up to 100 Maravedies and cannot consist of more than 1 pawn, but it can use Panoply Cards.

\* **Deployment:** The attacking band will deploy all of its pawns as if they were Antagonists with Sanguine Temperaments.

After that, the defending band will deploy its pawn within 20 cm of any table edge.

The defending band will be the first one to *activate* its pawn but an *Authority roll* will still be made to determine which band will *activate* the attacking "Antagonists".

\* **Special Rules:** The Conflict will take place during the night but Luminaries are not allowed. It is necessary to make a *Weather gets Worse roll*. No Enclaves or Antagonists are allowed except for those previously mentioned.

Pawns from the attacking band will have their Line of Sight reduced to a range of 30 cm and will behave like Antagonists with Sanguine Temperaments, although they won't be considered enemies among themselves.

Every time a pawn from the attacking band is engaged by the pawn from the defending band, it will *activate* normally.

The pawn from the attacking band will fight normally until the pawn from the defending band is out of his Line of Sight. At that moment, it will go back behaving like an Antagonist with a Sanguine Temperament.

Likewise, any pawn from the attacking band hit by a distance weapon will *activate* normally until the enemy pawn moves out of its Line of Sight.

\* **Main Decree:** The attacking band must prevent the pawn from the defending band leaving the table area through the opposite side to its deployment area within 5 turns.

The defending band must see that its pawn leaves the table through the opposite side from its deployment area within 5 turns.

\* **Secondary Decree:** The attacking band must prevent the pawn the defending band from leaving the table area through the opposite side to its deployment area.

The defending band must see that its pawn leaves the table area through the opposite side to its deployment area.

\* **Duration:** Unlimited turns.





## TO SEEK SANCTUARY

*“Steps can be heard closer and closer in the streets. They have you surrounded. Fortunately, there is a church nearby where you will be able to take refuge until the danger has passed”.*

**\* Attacker and Defender:** 2 bands confront each other in this Commission: An attacking band and a defending band.

**\* Recommended Maravedies:** From 250 to 500 Maravedies, up to the players.

**\* Deployment:** The defending band will deploy all its pawns within 20 cm of any table area's edge.

The attacking band will keep its pawns off the table area, and when it is its turn to *activate* them, it will deploy them in contact with any of the other lateral edges of the table area, and more than 60 cm from any of the pawns from the defending band.

Pawns of the same type (*for instance, Recio, Guardia...*) will deploy at the same time, although they can be placed at different places within the corresponding deployment area.

An element of scenery that represents a **Church** must be placed in contact with the table area's edge opposite to the defending band's deployment area. The **Church** will have 3 entrances pointed towards the other edges of the table area, and will be a maximum of 20 cm deep.

The defending band will be the first one to *activate* one of its pawns.

**\* Special Rules:** It is necessary to make a *Moment of Truth* roll and a *Weather gets Worse* roll. No Enclaves or Antagonists are allowed.

If the Conflict takes place during the night, 2 additional Luminaries will be placed within 15 cm of the **Church's** main entrance.

If any of the pawns from the attacking band causes the defending band's Leader to mark the colour boxes of its Vigour Table, and there is no other pawn from the defending band within 15 cm, the defending band Leader will lose *consciousness*.

The *unconscious* Leader will not be able to do anything during the rest of the Conflict, and cannot be a target of distance weapons, charges or blessings.

Any pawn will be able to drag the *unconscious* Leader if it is placed in contact with its base. From that moment on, the *unconscious* Leader must be placed to the Rearguard of the pawn who is dragging it. If a pawn tries to engage the pawn who is dragging the *unconscious* Leader via its Rearguard, the Leader must be moved to one side to permit the attack.

The pawn that drags the *unconscious* Leader will be only able to use the Movement Maneuver “walk”.

If the pawn that is dragging the *unconscious* Leader is eliminated or flees, the *unconscious* Leader will remain where it is, until another pawn is placed in contact with its base and drags it again.

If the defending band's Leader, or the pawn that is dragging it, is *activated* in contact with any of the entrances to the **Church**, it will have *sought sanctuary*.

**\* Main Decree:** The attacking band must drag the *unconscious* Leader out of the table area by any edge.

The defending band must make its Leader *seek sanctuary*.

**\* Secondary Decree:** The attacking band must prevent the defending band Leader from *seeking sanctuary*.

The defending band must prevent its Leader from being dragged out of the table area by any edge.

**\* Duration:** 7 turns.

## COMMON COMMISSIONS

### FEAST OF EUCHARIST

*"For this one day, a truce is signed so you can walk beside your enemies from the day before, but with some objections".*

**\* Attacker and Defender:** 2 bands confront each other in this Commission. There is no attacking or defending band.

**\* Recommended Maravedies:** From 100 to 200 Maravedies, up to the players.

Bands won't be able to employ pawns equipped with distance weapons, combat weapons with Range, or with normal Damage (*not Critical*) greater than or equal to 5.

**\* Deployment:** Each player will deploy as many Guest Markers (*represented by hexagonal bases*) has it as pawns on the table area at the beginning of the Conflict. Each player will have 4 additional Guest Markers that will represent Antagonists with a maximum Pay of 15 Maravedies.

Each band will make an *Authority roll*. The winner will decide whether it will be the first to deploy one of its Guest Markers, or it will let its opponent do so. The band that has not deployed one of its Guest Markers in the first place will do it immediately afterwards. The deployment of both bands' Guest Markers will be alternated until all of them are on the table area.

The Guest Markers can be deployed at any point of the table area, but at least 30 cm from each other. When it is impossible to place them 30 cm apart, they will be deployed at 20 cm distance, then within 10 cm and, finally, at any point of the table area, without any restrictions.

The band deploying first will be the first one to *activate* one of its Guest Markers.

**\* Special Rules:** It is not necessary to make a *Moment of Truth roll*, nor a *Weather gets Worse roll*. No Enclaves or Antagonists allowed except for those previously mentioned.

Each Guest Marker must have a number or a hidden mark on its reverse that makes reference to a pawn from one of the bands or an Antagonist. Furthermore, one of the Antagonists, chosen randomly at the beginning of the Conflict, will represent a *Gentleman*.

When *activating* a Guest Marker, it can be moved 1D10 cm in any direction. And if the player that *activated* the Guest Marker doesn't have any pawns on the table area, he will be able to turn it over and replace it with the indicated pawn or Antagonist, at the end of its *activation*. The pawn or Antagonist will act normally during the rest of the Conflict.

Once the bands have some pawns on the table area, they will be only able to uncover the Guest Markers using their pawns. To do this, they must be located within 5 cm of the Guest Marker and make an *Audacity roll*. If they are successful, the Guest Marker will be turned over and replaced by the indicated pawn or Antagonist.

The uncovered pawns or Antagonists will be *activated* automatically and they will be able to decide whether to place themselves in contact with the pawn that uncovered them and fight normally in a clash, or move away from it following the usual rules.

The *Gentleman* will be considered as an Antagonist with a Phlegmatic Temperament. Furthermore, he will be represented by a Mochilero's Contract Card, but he will not be able to use its weapons or Peculiarities.

**\* Main Decree:** Both bands must eliminate the *Gentleman*.

**\* Secondary Decree:** Once the *Gentleman* is eliminated, both bands must manage to have at least 2 of their pawns leave the table area by any of its edges.

**\* Duration:** Unlimited turns.

# COMMON COMMISSIONS

## GUARDIANS

*"Many threats hang over this gentleman's head, but he won't allow them to distract him".*

**\* Attacker and Defender:** 2 bands confront each other in this Commission: An attacking band and a defending band.

**\* Recommended Maravedies:** From 200 to 300 Maravedies, up to the players.

**\* Deployment:** The defending band will deploy all its pawns in the centre of the table area, inside an area 30 cm in diameter.

Next, the attacking band will deploy all its pawns, each touching one of the edges of the table area.

A pawn, which will represent the *Gentleman*, will be placed in the centre of the table area.

Finally, the attacking band will decide which 3 scenery elements on the table area will represent the **Church**, the **Tavern** and the **Brothel**. There is no recommended size for these buildings. It depends on the scenery elements collection of the players.

The attacking band will be the first one to *activate* one of its pawns.

**\* Special Rules:** The attacking band will decide if the Conflict will take place during the day or during the night, after the defending band has deployed.

It is necessary to make a *Weather gets Worse* roll. No Enclaves or Antagonists are allowed, except for what is stated below.

At the beginning of the Conflict, 1D5 Guarnicioneros (*or pawns who represent them*) will be placed on the table area as if they were Antagonists with Phlegmatic Temperaments, though they won't be considered enemies among themselves.

Each Antagonist Guarnicionero will only have 1 Vigour point.

If a clash is started against a Guarnicionero or any pawn uses a gunpowder weapon within 30 cm of a Guarnicionero, this Guarnicionero will then gain a Sanguine Temperament (*although they won't be considered enemies among themselves*), and will be controlled by the defending band for the rest of the Conflict.

The *Gentleman* will be represented by the Contract Card of a Mochilero, although he won't be able to use its weapons or Peculiarities. He will have an Incentive value of 5 and he will be able to take over the pawns of the defending band, as if he had the Peculiarity "Leader (30)".

The *Gentleman* will obtain Satisfaction points for every turn he stays inside each of the buildings mentioned above, but for that he must invest the Maravedies indicated below:

BUILDING	SATISFACTION	MARAVEDIES
<i>Church</i>	1 point	0 Maravedies
<i>Tavern</i>	3 points	1 Maravedi
<i>Brothel</i>	5 points	2 Maravedies

No pawn of the attacking band can enter the **Church**, the **Tavern** or the **Brothel**.

**\* Main Decree:** The attacking band must eliminate the *Gentleman*.

The defending band must make the *Gentleman* obtain 10 Satisfaction points and make him leave the table area by any of its edges.

**\* Secondary Decree:** The attacking band will prevent the *Gentleman* from obtaining 10 Satisfaction points and leaving the table area by any of its edges.

The defending band must make at least 3 pawns of the attacking band run off the edge of the table area.

**\* Duration:** Unlimited turns.

## COMMON COMMISSIONS

### AMBUSH

*"In the vicinity of the inhospitable path that leads from the capital city of El Purgatorio to the town of Nieblas, a little group of travellers receives an unexpected visit".*

\* **Attacker and Defender:** 2 bands confront each other in this Commission: An attacking band and a defending band.

\* **Recommended Maravedies:** From 250 to 500 Maravedies, up to the players.

\* **Deployment:** The defending band will deploy all its pawns within 20 cm of any edge of the table area.

The attacking band will keep its pawns off the table area and, when it is its turn to *activate* them, will deploy them in contact with any of the table area's side edges, more than 45 cm from any of the pawns from the defending band.

Pawns of the same type (*for instance, Recio, Guardia...*) will deploy at the same time, although they can be placed at different places within the corresponding deployment area.

The defending band will be the first one to *activate* one of its pawns.

\* **Special Rules:** Once the defending band is deployed, the attacking band will be able to decide whether the Conflict will take place during the day or the night. If the Conflict takes place during the night, two pawns from the defending band will have the Panoply Card of "Farol", without an additional Pay.

It is necessary to make a *Weather gets Worse roll*. No Enclaves or Antagonists are allowed.

If a pawn from the attacking band causes a pawn from the defending band to mark the colour boxes of its Vigour Table, and there is no other pawn from the defending band within 15 cm, the pawn will lose *consciousness*.

An *unconscious* pawn won't be able to do anything during the rest of the Conflict, and cannot be the target of distance weapons, charges or blessings.

Any pawn will be able to drag an *unconscious* pawn if it is placed in contact with its base. From that moment on, the *unconscious* pawn must be placed in the Rearguard of the pawn that is dragging it. If a pawn tries to engage a pawn which is dragging one of its *unconscious* partners via its Rearguard, the *unconscious* pawn must be moved to one side to permit the attack.

A pawn which is dragging an *unconscious* enemy will only be able to use the Movement Maneuver "walk".

If a pawn which is dragging an *unconscious* enemy is eliminated or flees, the *unconscious* pawn will remain where it is, until another pawn is placed in contact with its base and drags it again.

\* **Main Decree:** The attacking band must drag an *unconscious* pawn out of the table area by any edge of its deployment area.

The defending band must manage to make at least 3 of its pawns leave the table area by the opposite edge to its deployment area. *Unconscious* pawns will be taken into account.

\* **Secondary Decree:** The attacking band must prevent 3 or more pawns from the defending band from leaving the table area by the opposite edge to its deployment area.

Must prevent any of its *unconscious* pawns from being dragged by the attacking band out of the table area by any edge of its deployment area

\* **Duration:** 7 turns.

## COMMON COMMISSIONS

### RESCUE

*"What else could we do... Even if he was as incompetent as to let himself be captured, he is still one of us".*

**\* Attacker and Defender:** 2 bands confront each other in this Commission: An attacking band and a defending band.

**\* Recommended Maravedies:** The attacking band must have a value of 400 Maravedies.

The defending band must have a value of 200 Maravedies.

**\* Deployment:** The defending band will deploy all its pawns as if they were Antagonists with Sanguine Temperaments, in the middle of the table area, within an area of 30 cm in diameter. The common rules for Antagonist deployment are disregarded.

Next, the attacking band will deploy all its pawns in contact with the edges of the table area.

An *unconscious* pawn from the attacking band will be placed in the middle of the table area to represent one of its members, kidnapped by the defending band.

The attacking band will be the first one to *activate* one of its pawns, but an *Authority roll* must be made to determine which band will *activate* the Antagonists.

**\* Special Rules:** The Conflict will take place during the night, but no Luminaries are allowed. It is necessary to make a *Weather gets Worse* roll. No Enclaves or Antagonists are allowed, except for what is stated below.

The pawns from the defending band will behave like Antagonists with Sanguine Temperaments, although they won't be considered enemies among themselves.

If a pawn from the defending band is engaged in a clash against a pawn from the attacking band, it will be able to be *activated* and act normally for the rest of the Conflict. Likewise, any defending band's pawn that is hit by a distance weapon will start to act normally for the rest of the Conflict.

Any pawn from the attacking band will be able to drag the *unconscious* pawn if it is placed in contact with its base. From that moment on, the *unconscious* pawn must be placed in the Rearguard of the pawn who is dragging it. If a pawn from the defending band tries to engage a pawn from the attacking band who is dragging the *unconscious* pawn by the Rearguard, the *unconscious* pawn must be moved to one side to permit the attack.

The pawn from the attacking band who drags the *unconscious* pawn will only be able to use the Movement Maneuver "walk".

If the pawn from the attacking band who is dragging the *unconscious* pawn is eliminated or flees, the *unconscious* pawn will remain where it is, until another attacking pawn is placed in contact with its base and drags it again.

**\* Main Decree:** The attacking band must drag the *unconscious* pawn out of the table area by any of its edges.

The defending band must prevent the *unconscious* pawn from being dragged out of the table area by any of its edges.

**\* Secondary Decree:** Both bands must eliminate the opposing band's Leader.

**\* Duration:** 7 turns.

## COMMON COMMISSIONS

### ASSAULT THE POWDER MAGAZINE

*"We know where they keep their belongings. They will be ours or nobody's".*

**\* Attacker and Defender:** 2 bands confront each other in this Commission: An attacking band and a defending band.

**\* Recommended Maravedies:** The attacking band must have a value of 200 Maravedies.

The defending band must have a value of 400 Maravedies.

**\* Deployment:** The defending band will deploy all its pawns as if they were Antagonists with Sanguine Temperaments, in the middle of the table area, within an area of 30 cm in diameter. The common rules for Antagonist deployment will be disregarded.

Next, the attacking band will deploy all its pawns in contact with the edges of the table area.

The Enclave "Polvorin" will be placed in the middle of the table area.

The attacking band will be the first one to *activate* one of its pawns, but an *Authority roll* must be made to determine which band will *activate* the Antagonists.

**\* Special Rules:** The attacking band will be able to decide whether the Conflict will take place during the day or during the night, once the defending band has deployed.

It is necessary to make a *Weather gets Worse roll*. No Enclaves are allowed, except for the Polvorin. Furthermore, Antagonists will only be used if the Conflict takes place during the day. In which case, additional Antagonists with a maximum Pay of 15 Maravedies will be deployed.

The pawns from the defending band won't be able to use either the "Stealthy" or the "Scout" Peculiarities.

The pawns from the defending band will behave like Antagonists with Sanguine Temperaments, although they won't be considered enemies among themselves.

If a pawn from the defending band is engaged in a clash against a pawn from the attacking band, it will be able to be *activated* and act normally for the rest of the Conflict. Likewise, any defending band's pawn that is hit by a distance weapon will start to act normally for the rest of the Conflict.

The Polvorin's Peculiarity "To plunder the Polvorin" can be used by the pawns from the band that controls it, as many times as they wish and without making an *Audacity roll*.

If any of the pawns from the attacking band uses the Polvorin's Peculiarity "To explode the Polvorin", any pawn from the defending band will be able to attempt to extinguish the fuse if it is *activated* within 5 cm of the Polvorin, it is not engaged in a clash, and beat an *Audacity roll*.

**\* Main Decree:** The attacking band must take control of the Polvorin, and have control of it when the Conflict ends.

The defending band must keep control of the Polvorin, and have control of it when the Conflict ends.

**\* Secondary Decree:** The attacking band must explode the Polvorin.

The defending band must prevent the Polvorin from exploding.

**\* Duration:** 6 turns.



## ARTILLERY'S WEARING DOWN

*"The morning has broken with deafening violence as has been usual for the last three days. But still, the attackers persist in trying to break our lines".*

**\* Attacker and Defender:** 2 bands confront each other in this Commission: An attacking band and a defending band.

**\* Recommended Maravedies:** From 250 to 500 Maravedies, up to the players.

**\* Deployment:** The defending band will deploy all its pawns within 20 cm of any edge of the table area.

The attacking band will keep its pawns off the table area, and when it is his turn to *activate* them, it will deploy them in contact with the edge opposite to the defender's deployment area.

Pawns of the same type (*for instance, Recio, Guardia...*) will deploy at the same time, although they can be placed at different places within the corresponding deployment area.

The attacking band will be the first one to *activate* one of its pawns.

**\* Special Rules:** The Conflict will take place during the day. It is necessary to make a *Weather gets Worse* roll. Enclaves are allowed, but Antagonists are not.

Every time a pawn from the attacking band is eliminated, it will be placed again in contact with the edge of its deployment area. At the beginning of the next turn, it can be *activated* normally. This rule does not apply to Personalities, or pawns with the "Leader" or "Unique" Peculiarities.

The defending band will have long-range artillery at his disposal. To represent it, the defending band must roll 1D10 at the beginning of each turn and apply the effects mentioned below:

**1-4** *"The explosions rang in my ears"*  
Nothing happens

**5-6** *"There is shrapnel all around"* The attacking band must choose one of the pawns from the defending band. That pawn and any other within 5 cm will lose 2 Vigour points automatically

**7-9** *"Take cover!"* The defending band must choose one of the pawns from the attacking band. That pawn and any other within 5 cm or less will lose 5 Vigour points automatically

**10** *"The building falls down!"* The defending band must choose an scenery element or Enclave. This is then removed from the table area and replaced by a scenery element that represents ruins

Any pawn inside the chosen scenery element or Enclave, or within 10 cm or less from it, must be removed from table area automatically

If this result is rolled again and the same ruin is chosen, it must be removed from the table area

**\* Main Decree:** The attacking band must manage to have at least 3 of its pawns leave the table area by the opposite edge to its deployment area.

The defending band must eliminate the attacking band's Leader.

**\* Secondary Decree:** The attacking band must eliminate the defending band's Leader.

The defending band must prevent 3 or more pawns from the attacking band from leaving the table area by the opposite edge to its deployment area.

**\* Duration:** 7 turns.

## CLEARING THE PARISH

*"Quarrels in certain areas of a town are, sometimes, more dangerous than confrontations in an open field. Streets turn dark and threatening, promising blood at night, since it is difficult to know who is innocent and who yearns for the misfortune of your people. And dark buildings, dilapidated by war and misery, give enemies shelter.*

*Pacifying parishes is one of the most dangerous tasks in El Purgatorio".*

**\* Attacker and Defender:** Your band will be the attacker in this Commission.

**\* Recommended Maravedies:** Your band will be worth 250 Maravedies.

The enemy band will be worth 350 Maravedies and will be able to hire Antagonists, for their Pay, as if they were usual pawns.

**\* Deployment:** Pawns from your band will be able to deploy within 20 cm of any of the edges of the table area. You do not necessarily have to deploy all of them on the same edge.

Place, at least, 4 buildings in the middle of the table area, to represent the **Parish**. Then, place 1D10 Hidden Pawn Markers outside, within 15 cm of each building and more than 15 cm from each other.

**\* Special Rules:** The Conflict will take place at night. It is necessary to make a *Weather gets Worse* roll. No Enclaves or Antagonists are allowed except for those previously mentioned.

When shuffling the enemy band's deck of Contract Cards, place its Leader's Contract Card on top. This will be the last card you draw, in such a way that the Leader is the last pawn to be Revealed and deployed on the table area.

Every time one of your pawns positions itself inside a building, for the first time, 1D5 Hidden Pawn Markers should be placed inside the building, more than 5 cm from each other and out of your pawn's Action Area. Hidden Pawn Markers that cannot be placed inside the building should be placed outside, within 15 cm of it and more than 15 cm away from any other Hidden Pawn Markers. Once this has been done, it will not be necessary to apply this rule again for the same building, during the rest of the Conflict.

The moment all buildings on the table area have been explored and there are still Hidden Pawn Markers to be placed, deploy them within 20 cm of any of the edges of the table area.

**\* Main Decree:** Your band should eliminate the enemy band's Leader.

**\* Secondary Decree:** Your band should not eliminate more than half the pawns from the enemy band. Antagonists included (*these have families and their grudges will not allow you to control the surroundings of the Parish after the bloodbath*).

**\* Duration:** 6 turns.





## COMMISSIONS ALONE IN THE FACE OF DANGER

### NOW OR NEVER:

*"The rusty taste of blood makes you regain consciousness. You do not remember having fallen asleep in this cold room. You do not remember having asked a woman to tie you to the chair... like you had the other times. And you do not remember who the hell turned the light off. But wait, something comes to mind... You were drinking in a tavern, on your way to the harbour. "La Canija" brought you to Ysbilia over the Entretierras Sea. You were ordered to kill one of the Twenty Four knights of the town. His name? You don't remember. What an irony. Blows have knocked the information from your brain. You still do not remember how they caught you. However, you have not forgotten how to get out of poorly tied knots. Silly men..."*

*On the other side of the door you listen to one of your captor's voices. And your weapons are in front of you, on a table. It is obvious you will have to work for free in order to get away".*

**\* Attacker and Defender:** Your band will be the attacker in this Commission.

**\* Recommended Maravedies:** Your band will be worth 100 Maravedies, and will consist only of a Leader.

The enemy band will be worth 250 Maravedies and will not be able to hire Antagonists.

**\* Deployment:** Place at least 5 buildings, connected to each other via their doors, to represent the different rooms of the **Country House** where your Leader is, with the central building of the formation in the middle of the table area. Your Leader will deploy in the middle of the table area, in the central room of the **Country House**.

Put a Hidden Pawn Marker in the middle of every room of the **Country House**, except for the central room. The rest of the Hidden Pawn Markers will deploy outside the **Country House**, anywhere on the table area, and more than 15 cm from each other.

**\* Special Rules:** The Conflict will take place at nighttime. The Fog effect on the Cold Weather Table should be applied during the Conflict. No Enclaves or Antagonists are allowed.

There is no Line of Sight between the different rooms of the **Country House**, but there is inside them.

When shuffling the enemy band's deck of Contract Cards, place its Leader's Contract Card on top. This will be the last card you draw, in such a way that the Leader is the last pawn to be Revealed and deployed on the table area. You will also be able to take the Leader's Contract Card if you roll a result of 10 when inspecting a room.

Your Leader will not be able to use the Movement Maneuver "charge" during the Conflict.

At the beginning of any of your Leader's activations, it is able to invest 1 Maravedi to Reveal a Hidden Pawn Marker in any of rooms adjacent to it.

In addition, each time your Leader is in base to base contact with the door of a new room, you must roll 1D10 and consult the following table:



## COMMISSIONS ALONE IN THE FACE OF DANGER

- 1-2 ***"Did anybody else hear that?"*** Reveal all Hidden Pawn Markers in adjacent rooms to that of your Leader, face them towards its door and move them 5 cm

From now on, if your Leader starts a fight and does not eliminate its enemy at the end of its *activation*, all hidden pawns in adjacent rooms will move 5 cm towards it

In addition, this room does not have an exit to the outside, so any door not leading to another room of the **Country House** must be ignored

- 3-5 ***"Who's there?"*** Reveal the Hidden Pawn Marker in the room, facing towards your Leader

This room does not have an exit to the outside, so any door not leading to another room of the **Country House** must be ignored

- 6-9 ***"There is something out there"*** Reveal the Hidden Pawn Marker in the room, facing in the opposite direction to your Leader, and move it 5 cm in the direction it is Approaching

- 10 ***"He will soon wake up and then it's time to..."*** Reveal the Hidden Pawn Marker in the room, deploying the enemy band's Leader to replace it, facing in the opposite direction to your Leader

\* **Main Decree:** Your Leader must exit the table area via any of its edges.

\* **Secondary Decree:** Your Leader must find the enemy Leader, who ordered his capture, and eliminate him.

\* **Duration:** Unlimited turns.



## RAID IN THE COMPAS

*There is no worse place than the Compas de Truque-Villano. All sorts of rogues and disreputable people, sacks of disease and miseries gather around piles of dung and stalls infested with fleas. Only a black stain on the horizon and a disturbing mass of shouts, complaints, blasphemies and sobs that, in the distance, warn the traveller that they have chosen the wrong direction. Although it is probably the only place where you can find what you need, if you are heavily armed, you have something to exchange, and you are not scrupulous... But today it is duty that has brought you here.*

*"Eyes wide open and steel ready. We must find someone, and the laws of no faction apply to this hell on earth".*

**\* Attacker and Defender:** Your band will be the attacker in this Commission.

**\* Recommended Maravedies:** Your band will be worth 200 Maravedies.

The enemy band will be worth 300 Maravedies and will be able to recruit Antagonists, for their Pay, as if they were usual pawns.

**\* Deployment:** Pawns from your band will be able to deploy within 20 cm of one of the edges of the table area.

Place 1 building in the middle of the table area. This will represent the **Compas de Truque-Villano**.

Place the Hidden Pawn Markers within 40 cm of the **Compas de Truque-Villano**, or inside of it, and more than 10 cm from each other.

**\* Special Rules:** The Conflict will take place at nighttime. It is necessary to make a *Weather gets Worse* roll. No Enclaves or Antagonists are allowed, except for those previously mentioned.

When shuffling the enemy band's deck of Contract Cards, choose one at random and place it on top. It will represent the *Informer* you are looking for. It will be the first card you draw, so the *Informer* will be the first pawn to be Revealed and deployed on the table area. Place its Hidden Pawn Marker in the centre of **Compas de Truque-Villano**.

During this Conflict, Hidden Pawn Markers will not be Revealed if any of your pawns completes its *activation* within 15 cm of them.

Every time a Hidden Pawn Marker is Revealed, your Leader will be able to discard one of its Panoply Cards, or invest one of the Maravedies from its Incentive to prevent this occurring.

The first time a Hidden Pawn Marker is Revealed, the *Informer's* Hidden Pawn Marker should be Revealed. And at the beginning of each turn, this should be moved 10 cm towards the closest edge of the table area, before *activating* your pawns. This movement is additional and free for the *Informer*, so it will still be able to react to Activation Triggers normally, although always moving 10 cm towards the closest edge of the table area when it does so.

**\* Main Decree:** Your band must eliminate the *Informer*.

**\* Secondary Decree:** Your band must keep more than half of the pawns alive.

**\* Duration:** The Commission is finished when the *Informer* flees or is eliminated.



## DEFENCE TO THE BITTER END

*"Last night, we finally took these damned ruins, on top of this godforsaken hill. And this morning the enemy was already there, on the horizon. They never give up. They are like cockroaches. I hope we hold out as long as the last occupants did and the help we were pledged arrives. Otherwise, I am afraid this has been the most shameful victory of this entire bitter dispute".*

\* **Attacker and Defender:** Your band will be the defender in this Commission.

\* **Recommended Maravedies:** Your band will be worth 250 Maravedies.

The enemy band will be worth 300 Maravedies and will not be able to recruit Antagonists.

\* **Deployment:** Place some ruins in the middle of the table area, on a hill. Deploy your band inside these ruins.

Place pawns from the enemy band within 20 cm of any of the edges of the table area.

\* **Special Rules:** The Conflict will take place during the daytime. It is necessary to make a *Weather gets Worse* roll. No Enclaves or Antagonists are allowed.

Hidden Pawn Markers should not be used in this Commission, and enemy pawns who run away, will do so to the closest edges of the table area.

At the beginning of each turn, all enemy pawns will move 10 cm towards the middle of the table area, before you start to *activate* your pawns. This movement is additional and free for them, so they can keep reacting to Activation Triggers in the usual way.

Every time an enemy pawn is eliminated, remove it from the table area as usual. At the beginning of the next turn, deploy it within 20 cm of the edges of the table area. In this way it will be able to take part in the Conflict once again.

\* **Main Decree:** Your Leader must survive.

\* **Secondary Decree:** No enemy pawn can be inside your ruins at the end of the last turn.

\* **Duration:** 9 turns.



# CHRONICLES OF WHAT HAPPENED





RUS

POLA

IMPERIO BIZANTINO

MAR ENTRETERRAS

SVEALAND

REINO DE LA MARCA

MAR GERMANO

GERMANIA

IMPERIO BIZANTINO

IMPERIO BIZANTINO

CIMERIA

TIERRAS BAJAS

GALIA

TIBERIA

REINO DE LA MARCA

BREITANA

REINO DE IBERIA

MAR DE LAS ROCAS

CALIFATO

SCOTIA

IBERIA

LONDINO

UTECIA

MATRIZ

OROSSIPONA

RUSADIR

FRIBAT

Mordoya

Ultra SIVAM

MAGIA

SAVIA

VINDORONA

BRANDENBERGO

SAXONIA

BAVARIA

HELVETIA

METOLANI

VENETO

SAVONIA

ICURIA

CORSA

SARDON

CATALONIA

TALALOT

REINO DE FLORENTIA

REINO DE VATICANO

PALEPOLIS

DREBANON

SEPTIA

SEPTIA

## PREVIOUS STEPS TO THE CRISIS

We live and die in the first half of the 17<sup>th</sup> Century, according to the Tiberian Christian calendar. The sun of the Iberian empire, that had not rested for several centuries, is gobbled up relentlessly by shadows cast by a war impossible to win. And this is how it is told it happened:

*"For more than two centuries, the imperial cross spread over the world, conquering or forcing surrender all those who didn't share the fundamental laws of the Father, the supreme pontiff of the Vaticano. The Holy Trinity's will, preached by the Father, was always fulfilled and backed by the blood and swords of Iberia. All the Empire's enemies hung their heads in shame, holding back their anger, hoping to glimpse a weakness that made them see their revenge come true.*

*And a sign of weakness arrived three years before the coronation of our king Jose Felipe III, "The Almighty", in 1621, in the shape of the War of Faith. This simple quarrel, which started between the Catholic faith of Tiberia and the Protestants from Germania, soon turned into a real European war. Cardinal Du Plessis' Galia, allied with Protestants from Germania, Suavia and Tierras-Bajas, faced the two branches of the House de Azur: Matriz and Vindobona. But let's go step by step...*

*The state's chests, already exhausted in those days, found little comfort in lands overseas. It could be said that Yndias' wealth avoided our settlers for almost two decades. This became worse when the valued wool trade from Tierras-Bajas came to a halt when Tierras-Bajas joined the Protestant side in the incipient War of Faith.*

*Despite everything, in the beginning our powerful men dominated easily, but the balance soon tipped against us, when in 1628, the silver from Yndias, that went directly to our soldiers' wage pouches, was seized in Colba by a squadron of "sea beggars" from Tierras-Bajas. Our troops suffered a great loss of "patriotism" because of this, and our naval supremacy was called into question.*

*In 1634, Galia finally came into the conflict, forming an alliance with the Protestants, after the Protestants suffered a great defeat at the hands of troops directed by Cardinal-Prince Felipe. The war now occupied all Europa and turned into a constant challenge to the supremacy of the Azurs.*

*In 1638, the Gauls blocked the troops' way from Mediolanum to Tierras-Bajas. And a year later, a huge reinforcement fleet was sunk by Tierras-Bajas' ships. The constant transport of reinforcements and goods was now in the past. The Iberian Empire had a dark future ahead".*



## PREVIOUS STEPS TO THE CRISIS

*"All these misfortunes and some more were ascribed to the "King's Great Servant", the Count Diego-Baltasar de Alatron, who led the kingdom as if he were a smug tavern keeper. Although he obtained great merits, which has to be said, he led us into a fierce war that was impossible to win. Fortunately for everyone, his incompetence prevailed over his virtues and his old bones ended up exiled out of the Matriz."*

Our king's minion's first mistake was to set a centralising policy in motion, which required the recruitment of a huge number of troops from Lusitania, Catalonia, Palepolis and Mediolanum. Catalonia refused to provide the levies demanded - since it had not seen any wealth in the empire's good times, it did not see reason to make an effort when the empire was in decline. The Count Diego-Baltasar replied to this politely, but afterwards, sent a mercenary army to Catalonia with the excuse of attacking Galia from the south, and these mercenaries made the Diego-Baltasar's intentions very clear, being cruel to the humble folk of Catalonia. In light of this treason, the country people killed the viceroy, and Catalonia declared independence from Iberia.

The "Great Servant" was not prepared to tolerate uprising within his borders, so he formed a new army in Saracosta that spurred on the Catalonians until they had no option but to ask the Gauls for help. That is how Lutero III, king of Galia, became Prince of Catalonia, and how together, the Gaul and Catalanian people repelled the attacks of Diego-Baltasar's licentious soldiery. The Count, enraged, tried to bring troops from Lusitania, but Juan Manuel I of the Branza family was proclaimed king of Lusitania with the support of Galia and Tierras-Bajas.

The "King's Great Servant's" lands were splitting little by little.

Maybe because of these events, Count Diego-Baltasar was paying more attention to his provinces' issues, being able to eradicate the conspiracy carried out by the Duke of Sidon and the Marquis of Aya, even though others believed that all this was only a stratagem to demonstrate power and discredit the new Lusitanian king, who was married to the Duke of Sidon's sister.



Finally, Count Diego-Baltasar's last great failure took place in 1643: Iberian troops, led by the oddly-applauded Grand Master Do Melló, were massacred when they were approaching Lutecia. In the view of this new and resounding failure, the king had no choice but to deal with his people's demands and finally remove his minion from the court".



## PREVIOUS STEPS TO THE CRISIS

*"The king had to replace his hunting, plays, nighttime visits and trifles with the crown's rigors. His Empire, wounded and besieged by beasts, needed initiative and determination. And although the king may not have been used to it, there was no doubt that he tried every possible way: Firstly, he reinforced his men in Tierras-Bajas with gold from the meager royal chests, and secondly, declared his lordship over Lusitania, sending his troops to conquer that ignoble land.*

*Unfortunately, we had replaced our leader with another one, but the results were not that much different. Soldiers were dying in the War of Faith, wealth from Yndias was spent even before they reached the coast of Ysbilia, and the attempts to get Lusitania back made the crisis even worse".*

During that climax of sorrow and melancholy, we received news one night in 1647 about the dishonourable murder of our king at the hands of a villain called Juan de Tomas, who stabbed him in the dark as the king slept with his wife.

The dead king left an Empire lacking heir, hopes and future.

- Don Gregorio de Posadas, jurist and amateur historian -



## CHRONOLOGY OF THE CONQUEST

- 1647 -

- Uprising in Palepolis complaining about the tax on fruit. The viceroy leaves his palace for fear of the masses crowding at his door.

- The citizens of Palepolis replace protests against taxation with others against the Kingdom of Iberia. It is believed they were incited by Cardinal Mazzareno of Galia, Du Plessis' successor.

- The illegitimate prince, Jose Juan of Germania, is sent to Palepolis. There, he negotiates with the leaders of the protest while his men take up position in key points of the city.

- Jose Juan maintains the empire's power over the neighbouring peninsula and the viceroyship of Palepolis is deservedly bestowed on him in exchange.

- Days later, "The Almighty" is assassinated at a stranger's house before performing the marriage of his niece Ana Maria of Germania, leaving the kingdom without a head to place the crown on.

- There are three male descendants: **Jose Juan de Germania**; the extremely young **Fernando Carlos de Germania**, both of them recognized by Jose Felipe III; and the **Baron Fernando Francisco de Jucar**. None seems suitable for the post and chaos spreads all over the peninsula.

- 1648 -

- Before clarifying the succession matter, Pablos of Cardilla, Grand Master of cavalry, directs a successful coup d'état in Aragus and proclaims the Duke of Hijares as new sovereign of the region.

- The Matriz does not accept the newly imposed sovereign.

- The new Kingdom of Aragus spreads towards the west, but not to the south, where there is a strong opposition.

- Taking advantage of this chaos, Catalonia extends its dominion towards Valentia.

- Aragus and Galia sign a treaty by which Galia would have the domain of Burgundia at its disposal in exchange for backing the Iberian campaign.

- Troops from Tiberia are recruited to face the Gauls, but veteran troops are ordered to keep their positions in the centre and north of Europe.

- The Matriz refuses to appoint Jose Juan of Germania as sovereign, despite popular clamour, in order to avoid a real civil war.



## CHRONOLOGY OF THE CONQUEST

- 1649 -

- The confrontation comes to a standstill in Segobriga.
- Cardinal Mazzareno promises to send new troops to the Kingdom of Aragus, but on the way to Segobriga, Gaul troops take possession of Sarakusta and Hijares is obliged to give its Crown to the young Lutero IV.
- "The Great", pointing out his ties of kinship with our monarch's deceased wife, proclaims himself sovereign of the Kingdom of Iberia.
- Plague epidemic in Ysbilia.
- Jose Juan of Germania leaves for Iberia to take the crown and face the usurper, but his ship is sunk south of Sardon. The people responsible are unknown, but the Gaul king is blamed for it.
- After the viceroy's death, Palepolis declares itself independent from the kingdom of Iberia and becomes a vassal of the Vaticano.
- Galia and Bretaña put an end to the War of Faith, dividing Tierras Iberas and starting a series of combined attacks against the few troops positioned in that territory. Iberian troops are forced to retreat to Mediolanum.

- 1650 -

- Gaul troops are at the door of La Matriz.
- Fernando Carlos of Germania is sent to Ysbilia dressed up as an altar boy in order to keep him safe.
- In view of the incessant harassment, and in fear of losing the peninsula, the thrid decide to leave Mediolanum to defend Iberia. Thus, the empire loses its last possessions on the continent.
- The arrival of the final troops from Europe allows the Empire to stop the advance of the conquerors, but not without losing the capital.
- Ysbilia, Iberia's economic centre, becomes the new capital of the Empire's remaining lands. People dying of Plague are replaced daily with refugees fleeing from Gaul troops in the north.
- Troops in Villa Real, Emerita and Rusadir, and the gold from Yndias keep a tight rein on the Gaul king for the time being.
- Don Gregorio de Posadas, jurist and amateur historian -





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IMPERIO BIZANTINO

CIMERIA

TIERRAS BAJAS

GALIA

TIBERIA

CALIFATO

PROTEINIA

SAVIA

VINDOBONA

REINO DE MATICANO

PALEOLIS

DREBRANON

PROVINCIA USIDAS

LONDINO

BREITANA

LUTEICIA

MAR DE LAS ROCAS

ARAGUS

REINO DE IBERIA

RUSADIR

REBAT

Mordovia

Ultra SIVAM

MAFOPIA

BAVARIA

HELVETIA

VENETO

REINO DE FLORIENTIA

IGURIA

CORSA

SARDON

TALALLOT

TIERRAS LIBERAS

BURGONDA

SAVOIA

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"La Matriz surrendered; it bled to death, stabbed to the bones, turning Iberia into a bloody trail that spilled to the south and dissolved in the Entretierras Sea.

The distinguished members of the late crown's Court escaped some days before that misfortune and, while travelling south, sent emissaries to every corner of the Empire. They knew there was still much heretic blood left to spill, and that is why they ruled that every man and woman capable of holding a weapon should travel to the Empire's new capital: **Ysbilia**.

Located north of what was once known as Kingdom of Andalusiya, the Kingdom of Iberia's new capital remained far from the Gaul army and protected by the impassable escarpments of Sierra Oscura. It was always considered the second heart of the Empire for its prized strategic value and strong economic position and, still beating with the noble power of the gold from Yndias, it reminded the world that its arteries always irrigated death to those who rose up against its Crown, however remote their latitudes might be. It was there where the miracle of bringing the Empire's troops together to stop the enemy advance could work.

Andalusiya was the largest unconquered region that the defeated empire had at its disposal, and that is why it was soon renamed by the licentious soldiery as "**El Purgatorio**". Its new name seemed suitable considering the situation of its lands: Lusitanians at Onuba's border, and Gauls and Catalanians moving in from the north. Hell certainly surrounded those lands. The sacred announcement promulgated by the Father, stating that eternal glory and salvation would be granted to those who risked their lives for that kingdom sullied by the infidel's heretical hand, did nothing but consolidate that perception. The men who held back the hordes of invaders would have no doubt preferred some earthly help rather than the promise of having a place in heaven.

Among the Masters who invested El Purgatorio to support our lordship was **Alvaro de Toledo Fernandez**, Duke de Alba, and once a Great Man of Iberia. He held several possessions and titles, with the most distinguished being that of Grand Master of The Old Purples regiment. This regiment, and its distinguished lord, were vilified prior to the Gaul invasion for disregarding their king's orders and leaving, disobedient but brave, to defend Tierras Iberas back in 1638. They were undoubtedly moved by the incessant demands for aid and money made for years by desperate Masters stationed on the western front, as well as by the weariness of protecting "the king's house" from an enemy who didn't seem prepared to cross its borders in those days.

The arrests and the noble disdain the Duke de Alba showed for his own life when facing the enemy were not enough for his king to forgive such an act of daring and disobedience, and the Duke's lineage was doomed to be his downfall when his possessions were seized by the Crown.

Despite everything, Alba and his Old Purples troops were the first to return from Europe to face the Gaul giant at the gates of La Matriz, together with the hateful Do Mello. And after the great defeat, he was given up for dead there.

It was not until some months later that news arrived in Ysbilia that he and his ravaged troops were facing the Lusitanian army in Onuba by themselves. The Crown's representatives shrewdly prepared to fill the gap that Alba would leave when crushed by the Lusitanian forces, and they ordered the House de Encrucijada's Master to leave for Onuba with his men".

*"When the Duke de Encrucijada and his men arrived there was no trace of the Old Purples troops, but the result of their actions were clear as they had managed to stop the advance of the invading troops at Onuba's border, safeguarding Niebla's strong fortress and its surroundings.*

*The Duke de Alba's troops arrived to Ysbilia soon after, occupying in but a few hours the Tres Aguas neighbourhood on the western bank of the town. They destroyed the bridge of boats separating Tres Aguas from the new capital's centre and also captured San Georgio castle during the night, after a short but intense fight.*

*The next morning, the "Old Regime" watched in astonishment from its bank how the self-proclaimed "New Order" had set out artillery pieces and declared itself independent from the Crown.*

*In Ysbilia, sieve of past traditions of other times, orphan of a regal father, fatally sick through Plague and militarised to the hilt, both those who still served the late Crown and those who declared it a feeble monument to history looked to the New Order for a future of Iberia where past mistakes would not be made again.*

*A sinister internal war to claim the power of a dying empire is beginning. Every square inch of land will be put on the Holy Trinity's balance sheets, which will decide who controls the remains of the old Kingdom of Iberia and, of course, who will lead the troops in the reconquest of its territories.*

*Now troops arrive from overseas each day, placing their loyalty in the hands of one faction or another, swayed by the sacred words of their field clergy or their claims to nobility".*

*- Don Rodrigo de Silva, painter at the court -*





In the tense and gloomy future fast approaching, it is hardly surprising that the most brutal men who survived the commotion of the first days of the river bank uprising saw a gold mine in the increase in personal security. Retired soldiers, mercenaries and opportunists now sell their blades to the highest bidder. Sadly, whether you want protection, or you aspire to get even, you only need to drink a pint in any of the taverns in town and leave some Maravedies as a bribe.

"Peace" is a word that is becoming more and more foreign every day...as if we had only heard it from the mouths of others in times already forgotten.





"... As I was born in this town, I can talk about those who managed, from their safe rooms, all this chaos that came to be called Ysbilia and its surroundings, trying to give shape to something that, by definition, did not have it.

As far back as I can remember, the legislative, executive and judicial branches have intertwined confusingly because of an antiquated and poor division of jurisdiction. Thus, confrontations between nobility and clergy for clarifying the limits of what each of them could steal were common, with appetites that were whetted every time a ship from the Yndias reached port.

The Council, so-called representative of the people but comprised of the Twenty-Four noblemen and their loyal traders, was the lowest rank of Ysbilia's political power. Officially, this governmental body's main function was to pass laws and ensure adequate compliance. In reality, it was the main cause of the delay and disorder of legislation... and, of course, of the loss of Maravedies from the tax Alguacil's covered wagon into the town coffers.

Above such imitation of assembly was the Major Sheriff, lord of the Torre Aurea, appointed by the Court, and bearer of the town keys and banner to show his power over the Guard of Ysbilia and the Green Sleeves corps. Honest servant of our lord, but with an inclination towards the military and little ambition, he merely led the Guard while administering law inside the walls of Ysbilia, and gave free rein to the Green Sleeves, who guarded the roads between the cities of Andalusiya and became judge, jury and executioner of crooks and any poor devils that wandered into their hands.

At the apex of this maelstrom of greedy people of high rank and poor men of good ancestry was the Assistant, outsider representative of the Crown in Ysbilia. Appointed by the monarch himself, his main role was to ensure that the "little kings" did not pilfer more than their fee.

This is how it was before The Conquest... The Nobles of the Court are now those who hold positions in the Twenty-Four, giving a greater support to the Council, and holding sufficient authority to relegate the Assistant to a purely ceremonial position. Moreover, the current Major Sheriff is none other than the Master of the House de Encrucijada, Mr. Eduardo Castaño, who is paid directly from the Council's coffers. And at his orders, and with the excuse of keeping the honor of the few pure-blooded gentlemen remaining in the peninsula, a rule of iron law has been established.



What's more, the clergy seems little concerned, as the Father can be a powerful ally, and with that impressed upon the minds of the self-declared Twenty-Four, clergy from all walks of life court the admiration of the Council. Such is the current of Maravedies that flows at the foot of the altars, and is scarce in other places, that there is no lack of believers to occupy the new monasteries, churches and brotherhoods that proliferate in our streets, in order to fill their stomachs".

*"I fear Ysbilia may always be a pious city by order of those who hold power, where confined lay sisters are the rule and a humble man cannot meet a honest maiden.*

*Luckily, Ysbilians, still devout and holy folk, keep the idea that brothels are "a necessary evil" that protects men from seducing to honest women, incest or, the Trinity forbid, love of the same gender. Even so, the well-known double standards continue, and women leading immoral lives, such as streetwalkers, do not receive "indifferent" treatment and are stoned on the same street corner where they exercise their profession.*

*It is also possible that with so many black women from the Yndias living in wealthy homes, someone may think about intimate relations with them. Nevertheless, I warn you that it is a condemned practice and very dishonourable, even for those who look for human warmth outside their homes.*

*In any case, it is better not to mess with the Holy Court that, after losing its stronghold on our hands, feels obliged to display its power repeatedly from the cathedral and its Torre de la Fe, leading by example with heretics, blasphemers, money-lenders, sodomites, sorcerers and Judases. Heaven help anyone who has the bad fortune of running into their guards and not having Maravedies enough to bribe them... or the strength to overcome them.*

*In this situation, it is not surprising that the idea of crossing the river at night and joining those of Tres Aguas is tempting, because despite not having enough supplies and being eaten by fleas, we are definitely free to live our short lives serving he who was born to bleed for this land, facing tirelessly devils living in our enemies' souls".*

*- Ruiz Gomez, Recio of the Old Purples -*



## THE EVIL THAT LIES AHEAD

The Plague battered its way inland from the eastern coasts, struggling against the currents of rivers and effluent which flow into the Entretierras Sea. It soon flooded the devastated villages to the south of El Purgatorio, and inflicted as much damage to the capital, if not more, as detailed in these sad chronicles.

When the disease reached these lands, Ysbilia was careful not to receive raw material or people from abroad unless they were thoroughly examined. More than half the doors in every street were shuttered and the seafarers who reached the port found no place to cater to their needs, so they had to stop off on the opposite bank of the Betis. This text of the Council, found in the metropolis registers, narrates the first months of the previous year, in which the Devil was seen as he rode his mount:

*"Since the last months of the year 1648, although the city of Ysbilia was kept separate from those on the coast and from the surrounding areas which had been touched by the contagious illness of the Eastern Plague, Tres Aguas, Santo Bernardo and the houses of Arenero and Torre Aurea have reported that some people coming from these places with the disease had died inside their domains. Secretly, justice found a convenient remedy by which both they and their neighbours were kept safe. To this end, at the Council's request, archbishop Agustino de Basadon y Espinola ordered the procession held on Saint Sebastian's day to be of general attendance. January 20th, 1649 would become a day of pardon and indulgence for all those accompanying him in his prayers to the Saint's hermitage, outside the town. The archbishop appealed to the Saint's dignity for him to free this town of the contagious evil of the Plague".*

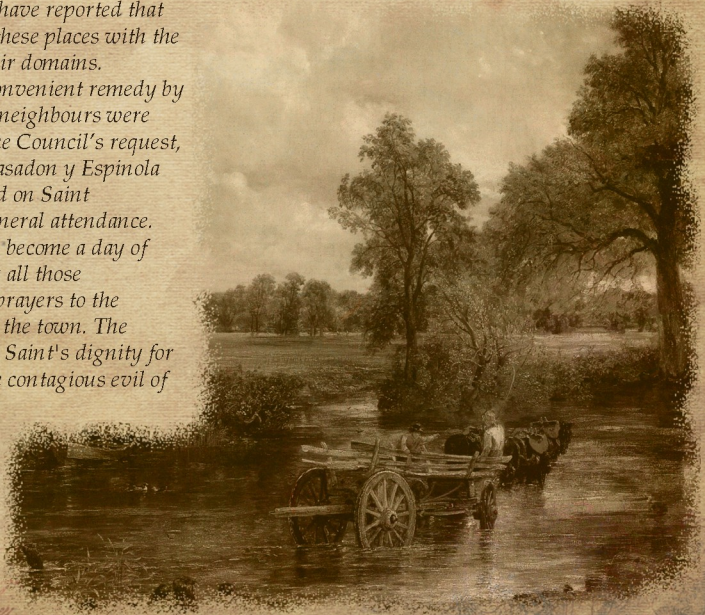
Some would say this pantomime did very little to soothe the heaven's wrath, because in February the Archbishop died, and two months later Tres Aguas suffered a sharp rising of the river level, its streets flooding to make it a hotbed for the Plague.

A man who barely survived the flood testified to what followed:

*"The river has always been muddy. Long after the waters stopped flowing, shoals of fish were often seen in the river, floating belly-up. Since the misery of the flooding was increased due to the lack of victuals, many came to the river bank to pick up the dead fish, on which the poor fed, causing several deaths, some of them sudden".*

Thus the Plague finally crossed the city's walls and spread from table to table, from house to house, without any pause.

- Don Gregorio de Posadas, jurist and amateur historian -



## DEATH IS AT THE CAPITAL

*"...It is now more than a year since the epidemic has been with us, a Plague which, with diabolical pleasure, has delighted in bringing low men and beasts, nobles and villains. Thus, the natural population does not reach even a fourth of that which had previously walked these lands. The wretched "Rabid" or "Eastern Plague", as it is called by the academicians, has ravaged the population of our kingdom. In the same way, it has taken most horses, cattle and pigs on the peninsula, driving the already miserable population to such a situation of famine that has pushed many hamlets and less civilised places towards the brutal practice of cannibalism.*

*On the other hand, war, although foolish, had a beneficial result for it enabled the deceased to be replaced by refugees coming from the north, who, since they came from lands far away from the infection, were allowed in with great ease. And this takes us to an important issue: why did Ysbilia, with all the rot that crawls through its streets, become the new center of the ruined Empire? The answer is simple, for although any goods were stopped at the gates and their purity was called into question, the gold coming from the Yndias was always magically free from any taint".*

None so ever doubts that all this tragedy was sent by the heavens as a punishment for our mistakes and defeats, both in moral and in military issues. The loss of our empire has clearly been the trigger. Even the more skeptical and learned keep quiet after such assertions. However, they provide us with a series of methods of hygiene and prevention that may be less futile; From the scouring of strange clothes to the prohibition of consuming river meat.



Since Tres Aguas, being the closest village to the river, was flooded by the mud full of miasma, the reviled fishermen living there were not surprised by the fact that they were barely visited by the Council and the Twenty-Four, and absolutely forgotten by all after the demolition of the bridge of boats that separated Tres Aguas from the capital. Even before the assault of the Old Purples regiment the city was close to extinction due to the epidemic. The Duke's forces were simply fortunate to attack just when the capital's garrison was at its weakest. Despite his efforts to bring the infection under control by taking Saint Georgio castle as a matter of priority and enforcing a strict quarantine, the Duke could not prevent his troops from suffering the ravages of the illness, making it clear that divine punishments do not care about human creeds.

- Don Gregorio de Posadas, jurist and amateur historian -

## THE PLAGUE, TODAY

It is Autumn, in the year of our Lord 1650, and there are thousands of casualties. De la Sangre Hospital could not meet the needs of the new capital and near its entrance courtyard the ghouls and the fearful crowd together, next to corpses which were carried in by carts pulled by men; that is why the Holy Court, mediating with the Duke, ordered the opening of a new hospital in Tres Aguas to ensure the safety of the sick and their carers, no matter their faction. Even though, this was useless. The numbers of dead increased so rapidly that the fear of their emanations forced us to place the bodies in ossuaries, in the forest of the Tablon and the outskirts, and set them on fire.

The words of the rich dilettante and poet Jorge de Ulloa describe with accuracy the activity in the metropolis during these days of horror and death, and how we react to such a vision of hell:

*"Throughout the city were seen carts, or wagons, which did not stop picking up corpses from the streets that led to the fields of the Tablon, where the hermit of Saint Sebastian is found. These fields are commonly called "The Pits", previously used for the dumping of corpses by those unwilling or unable to bury their dead in traditional cemeteries. The Plague filled The Pits to overflowing and it was necessary to bring galleons and fill them with corpses, these plague ships then being burnt and left at the mercy of the river Betis' current. Another grim task of the grave-wagons was the removal of bodies from houses now emptied of life, and their disposal alongside those who died in the streets and in the galleries".*

A faithful testimony of how the illness developed can be found in the statement of Alguacil Don Justiniano Helguera, in a letter to the Twenty-Four, whom he served unto death.

*"The violence of the epidemic and of its sufferers grew. In the first days of May, almost the entire city had become a hospital, for the quarantine was strained by the sheer volume of those suffering from the disease; no matter if they were important and wealthy, they could not be allowed to leave their houses".*

Although it was impossible to keep precise records of the sick and the dying, a new feature of the epidemic soon became known as its incidence spread. Those who did not die due to the fever entered an apparent state of catatonia, with explosions of frenzied violence. Only a few descriptions are as precise as the one handwritten by a monk of the Ordo Calamitas, found dead in De la Sangre Hospital, just two months ago:

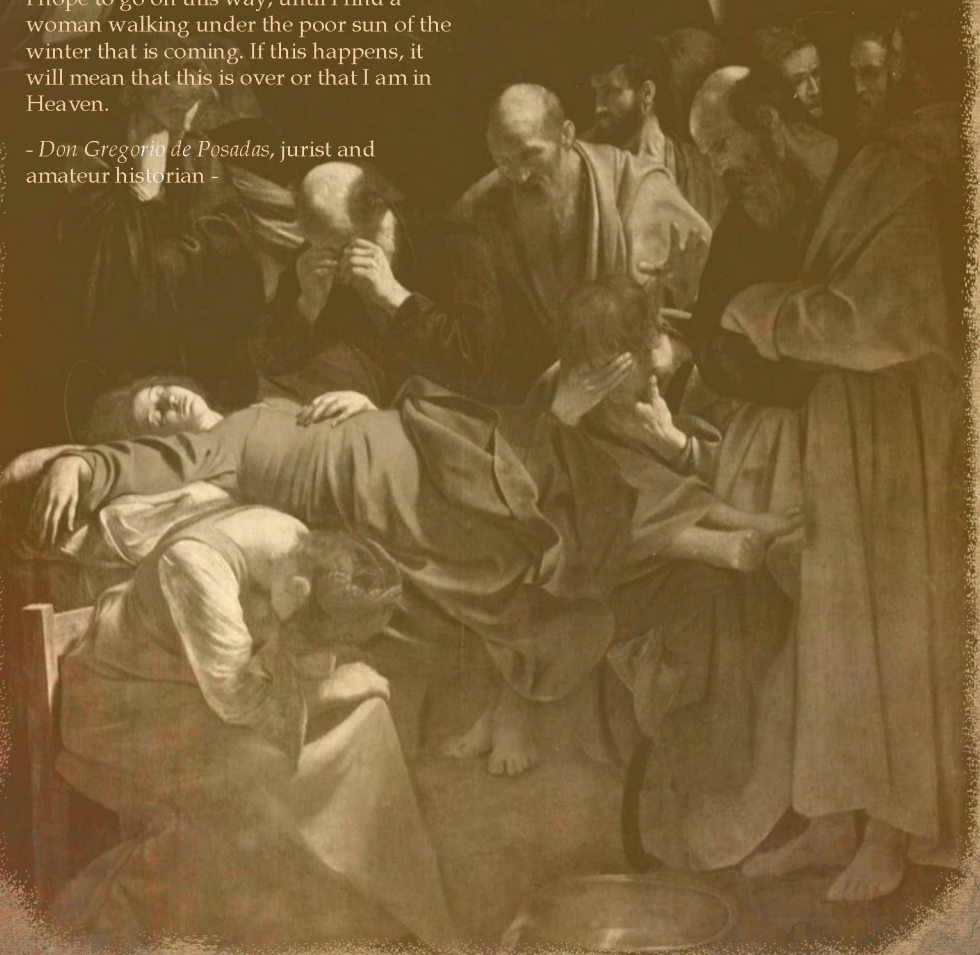
*"The sickest spat blood, others had red and dark marks in their body and none of these managed to escape the illness. Others had apostemes or struma in their groins or under their axillae, and from these only some survived. Their brains destroyed by the same illness and its fever, they adopted an irreversible state of thoughtlessness [...]. And it is important to know that these sick people were highly contagious and almost all of their carers died, as well as the priests who confessed them, for they were often attacked by surprise".*

## THE PLAGUE, TODAY

On both sides of the capital all those slums, courtyards, businesses and estates which still had not been prepared to face the conflict between factions have now been fortified. Those places where no sign of life remains are protected conscientiously to preserve them from the Plague, the looting, the rapes and the outrages derived from this crazy nightmare.

From here on it is hard to find records or testimonies. We are in a different world. A terrifying world full of repugnant shades. I have not seen anybody from my window for weeks and I hope to go on this way, until I find a woman walking under the poor sun of the winter that is coming. If this happens, it will mean that this is over or that I am in Heaven.

- Don Gregorio de Posadas, jurist and amateur historian -



## THE ENGROSSED

"As your Honours know, with wonder we found out that many of the sick who defeated the Levantine had given their mind as payment and they prefer to eat raw food before becoming civilised. These brainless beings are called the "**Engrossed**" by the common people.

It is difficult to distinguish the starving or dying from the survivors of the Plague, for they all have their mind plunged into darkness and roam around, their eyes always gazing into emptiness. However, the Engrossed can be heard stuttering; since their minds broken down because of the fevers, most of them forget their human condition. The whites of their eyes begin to yellow, their pupils fully dilate and they look around as if searching for their lost intellect. They wander all day and they stop just to eat, drink or defecate. They often stand for long hours before they vanish due to starvation or the other calamities which also affect them. It is difficult to deal with them, for although they react to stimuli and they are easily dominated, their state makes them react violently when least expected.

By law, the Engrossed must be reported in order for them to be arrested and executed far away from the city; but some, after considering the recovery of their loved ones a miracle, hide them from the authorities, in vain expecting their minds to come back and thus making the work of our men of law much more difficult.

I am afraid that these brainless beasts are counted by the dozens and that we are facing a new plague in the making".

- Don Gonzalo Hernandez Sablada, medical advisor of the Twenty-Four of Ysbilia -



## THE CALAMITY OUTSIDE THE TOWN

*"Corpses everywhere, their bodies skinned by the most desperate, who seek to secure food for themselves and their kin.*

The reinstated practice of crucifixion as a sentence for any cannibal or guardian of the Engrossed is often a feast for starving beasts and scavengers. It is a terrible thing to depart from a civilised place and find in your way the half-hanged corpses of the executed, with their hands torn because of the tugs of those who tried to take him or her for a meal and, who being unable to do so, had to resign themselves to cutting off the lower extremities. All that, of course, without killing the condemned, who in most cases take hours, or even days, to leave this world in cries of agony, weeping and prayers. A Dante-esque spectacle, undoubtedly, and common if you frequent the paths around the isolated small villages buried in the highest areas of the mountains, for in those rocky latitudes, not quite fertile or appropriate crops, people have always depended on their animals, hunting and trade.

Therefore, those places enjoying a certain level of order and civility are usually located in the most fertile and well-settled areas. Places that never depended excessively on beasts; centers of population which usually house more inhabitants than they can feed, for the hope of finding food and a hint of civilization is undoubtedly a clear claim for any self-respecting Christian. This is why these cities are less welcoming than in former times. Coming from all corners of El Purgatorio, the exiles demand fair and humane treatment, a compassionate hand to give them shelter and food. They seek protection in the Holy Scriptures, in the calling for charity, but what they often find is the hostility of a people who barely have enough to keep themselves from starving and who, in their full right, will not hesitate to make use of force to expel whoever might threaten their reserves of food and water.

What was once a strong empire, full of energy and power, today is a strip of canvas, its frontiers cut out. In a place such as this, where the big cities give way to small villages; where nobles starve and villains devour their remains; where aldermen do not govern anymore and the mayors of far away regions have more power than any lord simply because they amassed a handful of fertile lands and some cattle. Who do the people follow? Those who feed them, undoubtedly. Hunger catapults the once-ignored rural bigwigs to the highest levels of power. They may only be stopped by force of arms, while the strength to wield them remains".

- Don Bernardo Cifuentes, Misionero of the Yndian Venturers -





# MEASURING THE FORCES



# MEASURING THE FORCES

*Alguacil*  
Leader of the  
Guard of Ysbilia



*Irene Vioque*  
Personality of the  
Old Regime



*Sargento*  
Leader of the  
Guard of Ysbilia



*Guarnicionero*  
Pawn of the Guard of Ysbilia



*Perturbado*  
Pawn of the Guard of Ysbilia



*Recluta*  
Pawn of the Guard of Ysbilia



# MEASURING THE FORCES

*Oficial*  
Leader of the  
Old Purples



*El Embajador*  
Personality of the  
New Order



*Curtido*  
Pawn of the Old Purples



*Zurriago*  
Pawn of the  
Old Purples



*Recio*  
Pawn of the  
Old Purples



*Mochilero*  
Pawn of the Old Purples



# MEASURING THE FORCES

Guillermo Flamberg  
Mercenary Personality



Cruz del Carnero  
Enclave



Le Garou  
Mercenary Personality

Polvorin  
Enclave



Nicolas Lopez  
Mercenary Personality



Picaro  
Antagonist



## SEQUENCE BEFORE CONFLICT STARTS

- \* Choose Commission
- \* Hire bands
- \* Auction of *Everybody has a Price*
- \* Organize the table area
- \* *Weather Gets Worse* roll

## SEQUENCE IN FIRST TURN

- \* *The Moment of Truth* roll
- \* Place luminaries
- \* Deploy bands
- \* Place Enclaves
- \* Deploy Antagonists
- \* *The Hunt*
- \* *Authority* roll
- \* Let's fight!

You will be able to download band lists, new Commissions, campaign rules and more in our web:

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