

# COURSE OF THE GAME

**1. Preparation:** set up the game, each player draws 3 cards

## 2. Game:

- Cards Phase: each player draws 1 card (up to: 5), you may discard up to 2 cards
- Initiative Phase: play a single card  + commander's Intelligence or Perception value
- Action Phase: players alternately activate models; the player that won the Initiative decides who moves first
- Close Combat Phase: players alternately resolve combats; the player that won the Initiative decides which combat is to be resolved first.
- Morale Phase: morale tests are made by all common models that were seriously wounded.
- Words Phase: the players alternately resolve conversations; the player that won the Initiative decides which conversation is to be resolved first

**Summary:** Points calculation and establishing the victor.

## Full Actions:

- Aimed shot: any weapon; normal test DL [difficulty level]
- Defensive shot: only pistol; DL+1
- Move: Move 4 spaces/inches.
- Run: Move 4 spaces/inches in a straight line, combined with a chance for an additional move.
- Overwatch: put an overwatch marker; a waiting model may interrupt any action visible to it, excluding Quick shot; opposed test – waiting model's Perception vs. enemy's Sneak in order to react; available reactions:
  - Quick shot (matchlock weapons can be exceptionally used in this case)
  - Move 1 space/1 inch (you may declare close combat after moving)
- Reload: requirements: 1 free hand and the loaded weapon in the other hand; unloaded state of the weapon is changed by 1; in addition you may move 2 spaces/inches.

## Half Actions:

- Quick shot: cannot be interrupted with Overwatch; only crossbows and firearms (excluding matchlock); DL+1
- Shot after move: any weapon ; DL+1
- Picking up an item: picking up an item lying on the same space, requires a free hand
- Opening a door: opening doors (also diagonally); requires a free hand; you may immediately cross to the other side by moving 1 space (only straight forward)
- Closing a door: closing doors (also diagonally); re-

quires a free hand

- Short move: Move 2 spaces/2 inches.

## Close combat

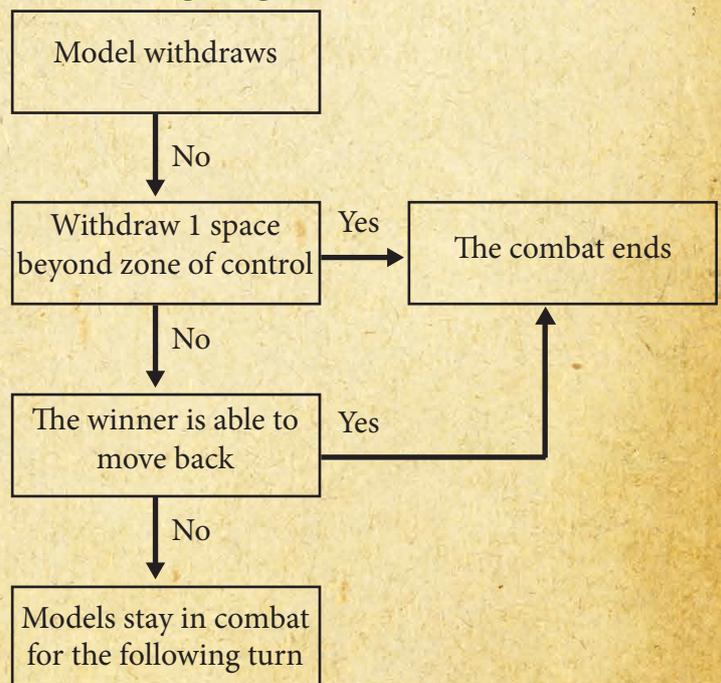
### 1. To hit test:

- The player who chose the fight is the attacker. He plays the card  face down.
- The other player is the defender. He plays the card  face up.
- Both sides calculate the achieved attack values [ATK].
- Add modifiers to the values on cards: for skills, wounds and circumstances
- Result:
  - Draw:** nobody is wounded. The fight is over. Settle withdrawal.
  - One model has a higher attack value [ATK] than the other:** the losing model takes a hit. Check for wounds. The fight is over. Settle withdrawal.
- Parry; play a card ; successful if the value is higher than the enemy's ATK advantage.
- Riposte; after a successful Parry. Go back to point A.

### 2. Wounds test

[winner's ATK value advantage over the loser] + [hit location modifier – suit (   ) of the card played by the attacker] – [armor of the loser on the location that was hit]

## Withdrawing diagram



## Unarmed combat

 + 1 wound  
*Grapple*

# SPECIAL RULES

## Cunning As a Fox!

Zagłoba is very cunning. You may use this ability every turn to get one of the following effects:

- *There's always a solution...* – draw an additional card in the card drawing phase

- *When I fought in Livonia...* – when Zagłoba is activated you may search the discarded pile, take one card out of it and shuffle it into your deck for free.

- *Strike now!* – you get a +2 modifier to the Initiative draw. You must declare the use of this ability before cards are put down.

## Berserk

In close combat this model is always the attacker regardless of other rules. The only exception is when two characters possessing this ability fight each other. Then they mutually exclude each other. In addition a draw does not end combat – instead a Riposte occurs.

## Short

-1 ATK against normal, long and very long weapons. When fighting in numerical superiority this modifier is not considered.

## Call Me Uncle!

Zagłoba has a natural talent for meeting new people and getting them drunk.

Zagłoba starts the game with two drunkenness markers. Before the game give those markers to your opponent. He must assign each one to a different model in his warband. If 1 is assigned to an important character then the other does not need to be assigned and can be discarded. The model with a drunkenness marker has a -1 modifier to all tests until the end of the game (excluding Fortitude tests for which he gets a +1 modifier). In addition he may not attack Zagłoba unless is attacked by him.

## Steadfast

When the character is wounded make a Fortitude test at DL:6. If the test is passed the model does not incur any penalties for wounds until the end of turn.

The test is made when the model is wounded or at the start of the turn if it starts the turn wounded.

## Parry [X]

Weapon grants +X modifier to parry attempts. It does not work if the enemy's Strength value is higher than the wielder's.

## Thrust In the Heart

If a model plays a ♥ card in close combat then it gets +1 ATK and +1 damage.

## Grapple

If you hit with ♣ you grab the enemy's hand or weapon. After such a combat there is no possibility to withdraw – put a grapple marker between the fighters. In the following turn wrestling starts – the fighting characters attack each other automatically.

## Wrestling

Instead of a normal attack an opposed test is made [Brawl or Strength] vs. [Brawl or Strength]. The winner may decide to disarm the opponent or inflict damage (as a normal hit). No

skills connected to close combat count in this fight (parry, fencing, dodge). If the winner wins by at least 4 points then he may decide to stun his opponent instead of inflicting damage.

## Powerful Attack

Attacks with this weapon may not be parried by characters with lower Strength value.

## Disarm

If you hit the enemy in ♣ then he must pass a DL:7 Agility test or drop the weapon.

## Jostling

When fighting against several models make a Strength test: DL:6 +1 for every opponent above 2. If the test is failed – nothing happens, if passed – the enemies lose their modifiers for numerical superiority.

## Clever Defense

If this model is defending it gets a +1 to hit if it plays ♠ or ♣.

## Fast reload

You may declare use of this skill while reloading. Play a card from deck. DL:6 for matchlock or wheellock weapons, DL:5 for flintlock or snaphaunce. Passed test means that weapon is reloaded by two levels. Failed – only one like in normal reload action. You cannot use this skill while reloading rifled weapon.

## Frenzied attack

If this model is attacking then it gets a +1 damage modifier if it plays ♥ or ♦.

## Quick Slash

Only an attacker may use this ability. When playing a card you may declare a Quick Slash. You get a +1 ATK, but also -1 damage. If you are playing a card from the deck you may look at it before you decide to use this rule.

## Huge

Cannot go through windows.

## Sweeping Attack

This ability may be used if a character wins a close combat, deals damage in it and is in contact with another enemy. In such a situation you may leave the card used for the attack and immediately conduct another close combat with another enemy. If the character wins again you may attack a third enemy and so on until you lose or draw a fight, a parry occurs or there are no more enemies. The attack is weaker against every successive opponent and it gets a cumulative -1 ATK penalty.

## Iron Parry

Ignore enemy's Powerful Attack special rule.

## Living Barricade

Model does not lose its zone of control even when attacked.



- playing a card from hand or from deck



- playing a card from deck



- playing a card from hand (if you have no cards in hand then treat this as playing the black joker)