# ·NOVA·AETAS·
## UNDER SIEGE

# Adventures

# Under Siege

Welcome to Under Siege, the second expansion of the Nova Aetas Dark Renaissance Tactical Game! The box you're holding will allow you to add new missions, enemies, heroes and much more still to the world of Nova Aetas! The things you can do and discover with this expansion are truly endless.

## Contents

# Empire



**1 Jäger**



**1 Commander / Frundsberg**



**5 Landsknecht**



**5 Spanish Landsknecht**

# Papal



**1 Giovanni delle Bande Nere**

- **1 hero, Lancer**
  Miniature, Hero sheets, Skill cards, Equipment cards, Activation token, Formulae card, various tokens

- **5 Enemies**
  - **13 Enemy miniatures**
      1 Jäger
      1 Commander / Frundsberg
      1 Giovanni dalle Bande Nere
      5 Landsknecht
      5 Spanish Landsknecht

  - 11 Enemy cards
  - 5 Enemy activation tokens

- **Under Siege Rulebook**

- **x 3D Scenic elements**
  2 Passetto with 4 City gates
  3 Falconetti

- **2 Copper Elements cards**

- **4 Empty Enemy cards**

- **3 Ally tokens (Luc, Jean and Marc)**
- **1 Prisoner token (Vinz)**

- **4 Double side tiles ( City of Rome / Arena )**

- **Various wounds tokens**

# The Lancer — New hero class

In Under siege, you can play with a new Hero: the Lancer. This new Hero follows the normal base game rules and can also be integrated into the main Nova Aetas campaign, if you wish.

The Lancer is a frontline fighter able to protect and support his companions through his orders, and attack Enemies by exploiting his incredible mobility.

The Lancer can change her carrier and become a Herald or a Valkyrie.

**Lancer**
"At my signal, unleash hell!"
Status

**Valkyrie**
"At my signal, unleash hell!"
Status

**Herald**
"At my signal, unleash hell!"
Status

**Miniature and Activation tokens**

**2 hero sheets for 3 classes**

**6 Lancer Skill cards**

Flying Lance

**6 Herald Skill cards**

Line of defence

**6 Valkyrie Skill cards**

Jump of Death

**1 Prophecy insight token**

**1 Jump token**

**2 Formulae cards**

Disir (Weapon)

Valhalla Horn (Artifact)

**7 Equipment cards**

Ragnarok Armour (Artifact)

# Introduction

Year of the Lord 1526. The powerful armies of Charles V are crossing the Italian peninsula to reach Rome and capture the Pope, guilty of having challenged and excommunicating the Emperor. Few men have the courage to fight this formidable army. Among these courageous few, Giovanni dalle Bende Nere stands out, the most famous of all Italian commanders of mercenary troops, who has placed his sword and army at the service of the Church. Your company has been engaged to follow and help these skilful defenders of the Church and prevent the eternal city from being placed... UNDER SIEGE!

**Jäger**
*Landsknecht werewolf*

# How to use this expansion

Under siege is the second Nova Aetas expansion, adding a new mini-campaign to be played separately to the base game. The events in Under Siege are set approximately 20 years before the main Nova Aetas campaign. You can continue the story of your Free Company, but you will need to generate new Heroes. All the Nova Aetas materials can also be used in Under Siege and vice versa, so you can combine secondary missions of the base game with those of this expansion, just like the projects, objects, enemy cards and secondary missions.

> Given the fast sequence of events narrated in Under siege, secondary missions or special campaigns cannot be undertaken during this campaign. However, if you prefer to play Under siege more relaxed you can ignore this rule and take secondary missions as usual.

# Starting experience

The campaign begins with mission 1 "The battle of Mincio". The Heroes that start the campaign will do so with their base equipment, plus three skills of choice in their class.

# New Enemies

In Under Siege you have a series of new Enemies that belong to a new group, the Imperials.

The German invaders have both the Imperial and Mercenary trait. This means that when a mission asks you to form an Enemy deck with the Imperial group, you can form it by combining all available cards with the Mercenary trait.

**Frundsberg**
*Imperial Commander*

In the middle of this booklet you can find the Map of Rome, with which you will be able to keep track of your movement through the campaign.

# New Rules

**Bonfire token** - A model that enters a square containing one of these tokens takes a Fire token.

**Jump token** - Use this token for the Valkyrie Skill: Jump of Death

**Profecy token**
When an Enemy with a Prophecy token is attacked, the Hero attacking can discard a Prophesy token to reduce the Enemy's Pd and Md by 1.
There can only be one Prophesy token in play at any one time. If the Hero wants to use this object again, move the token onto the new selected Enemy.

## New Enemy Skills

**Bonecrusher**
The first time a hero is wounded by an attack with this skill, draw a card from the Wounds deck. In you draw the "Death" card, ignore it and draw another card.
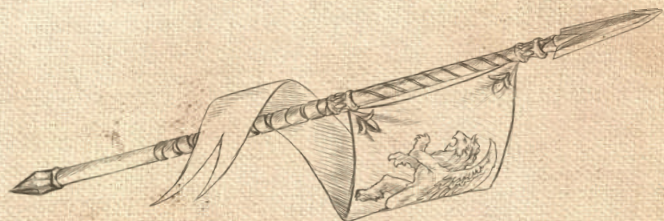
**Brutal**
If the enemy does not inflict any wounds with an attack, they immediately make a new attack on the same target without spending any AP.

**Burst**
An Enemy with this skill will always act first when the sector of the Horologium with their activation token becomes active.

**Payback**
The Enemy inflicts 1Wo on the adjacent hero that attacked them with a physical attack, if the strike did not inflict any wounds.

## New Tokens

**Battle focus**
A Hero can gain a **Battle Focus Token** (**BFT**) by using skills or equipment. When a hero has this token, each time they attempt an attack (physical or mental) they can save one of the dice rolled, removing it from the outcomes obtained during the roll. Place the die on the hero sheet without changing the result.
During their activation, the hero can discard the **BFT** to add the saved die on their sheet to a future attack. It is not possible to accumulate more than one die or have more than one **BFT** at any one time.

(E.g. The Squire uses the Lancer's tabard and gains a **BFT**. Subsequently, during an attack on a Faun warrior, the Squire rolls the following result: 2, 2, 1, 5. One success alone is not enough to wound the faun, so the Squire decides to save the die with the 5 on their sheet. In this way, their roll will have obtained 0 successes. During one of their next attacks, they can discard the **BFT** and add the saved die to their roll).

# Under Siege

## Campaign

*"I shall go into Italy and revenge myself on those who have injured me"*

*Charles V, Holy Roman Emperor*

# The Mincio is red!

## History

Your company has been hired to aid Giovanni Dalle Bande Nere to cross the Mincio, a river that flows by Governolo, near Mantova. The Lanzicheneckt armies are pushing to the south towards Rome, the cradle of Catholicism.
You departed two weeks ago at the head of a small contingent to support your ally, but upon reaching the battlefield you find Giovanni's forces overwhelmed by the number of assailants and their powerful firearms.

Giovanni asks you to follow him to the battleground in order to sabotage the lethal falconets donated by Alfonso I ° D'Este, Duke of Ferrara, Modena and Reggio allied with the Lanzicheneckts.

| | Start: | 4:00 pm |
|---|---|---|
| | End: | 6:30 pm |

# Rules

## Set-up

Decide how to arrange the Heroes in the four deployment squares.

## Hero Objective

The Heroes have to tamper falconets to save Giovanni's life.

### Victory conditions:
● Disrupt 2 Falconets within the established time

### Defeat condition:
● Standard defeat conditions

## Enemy Objective

### All enemies
● No specific objective, follow the normal "Attack the Heroes" rule.

## Special rules

*Disrupt Falconets* – A hero in a square adjacent to a falconet, can trick him in two ways: either succeeding in a Mi test with difficulty 2, or wounding them with a physical attack. In this case every falconet is considered to have 8 Wo and Df 4+.

# End of mission

## Victory

Thanks to your intervention, the Papal forces have avoided complete defeat! You have managed to give Giovanni and his men time to organize an orderly retreat and at the same time, you have inflicted numerous losses on the German forces! Giovanni thanks you ... now he knows he can count on his valiant allies for the final defense of the Holy City!

Proceed with Mission 8, after completing the Rest phase in a city.

### Reward for group:
5 popolini
2 random elements
EXPERIENCE: Class advancement

## Defeat

Despite your heroic intervention, the battle was a defeat for the Papal army. The situation deteriorated when a falconetto's strike severely injured John's leg. You managed to save him from the attack, but the situation was grave. Proper medical aid was not to be found amidst the fleeing army, amputation of the leg happened too late and gangrene killed John. This day the Pope's forces have lost their best general. You decide to return to Rome to organize the defenses in preparation for the coming siege.

Proceed with Mission 4, after completing the Rest phase in Rome

### Reward for group:
3 popolini
1 random elements
EXPERIENCE: Class advancement

# A Teutonic Werewolf in Rome — Foro di Traiano - 0.2

### History
The Jager's escape is bringing disruption to the imperial camp.
In an attempt to stop him before he can massacre the people of Rome, you go hunting him.
You have to put him down before he can leave the neighborhood.

**Start:** 2:00 am
**End:** -



# Rules

### Set-up
Decide how to arrange the Heroes in the four deployment squares.

### Hero Objective
Kill the Jager before he can reach the escape zone (marked in green).

**Victory conditions:**
● Defeat the Jager.

**Defeat condition:**
● Standard defeat conditions

### Enemy Objective

**Jager**
● Move towards the green square

**Crossbowmen**
● No specific objective, follow the normal "Attack the Heroes" rule.

### Special rules
*Full Moon* - The Jager is immune to dazed, hindered or any other status that causes him to lose AP or movement. The Jager is not completely transformed yet, due to his spams he is only able to move up to two squares per activation.
His transformation has placed him in a bloodlust fueled rampage, if he starts his activation in contact with a hero, he will immediately make a free attack.

*Hunters* – For this mission the Crossbowmen substitute their profile of attack with the following:
(RNG 6 Str 1 Dif 7+ effect Hindered)



*Escape!:* If the Jager enters in the green square, he has escaped from the battlefield. The mission ends immediately with a defeat.

# End of mission

### Victory
The Jager has been defeated but there is something wrong. One of you has been infected! Luckily you have heard about an antidote.
But on your way to Castel Sant'Angelo your companion transforms!

Proceed with Mission 3 after completing the Rest phase on the Aventino hill (consider this neighborhood as a village)

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Rare Skill

### Defeat

**Repeat the Mission**

# The Enemy Within

**History**
During the clash with the Jager one of you has been infected, a tremendous muscular pain shakes him, a burning poison seems to flow into his veins. You can try to relieve the pain, but you need the antidote to heal him, the one you heard about from one of the guards. The only chance you have is to look for it…

⧗ Start: 7:00 am
End: 9:30 am

# Rules

### Set-up
The players may decide how to arrange the Heroes in the four deployment squares. Mix the four Chest Tokens without looking at their content and then place them randomly as shown on the map. Randomly choose one of the heroes and assign them the "infected" token (see special rules) and a "poison" token.

### Hero Objective
Find the Chest with the treatment before time runs out.

**Victory conditions:**
● You find the Chest Token with the treatment before time runs out.

**Defeat condition:**
● Standard defeat conditions

### Enemy Objective

**All enemies**
● No specific objective, follow the normal "Attack the Heroes" rule.

### Special rules
*Death form above* – In this mission the Crossbowmen never move down from the buildings they are in, ignore the Marksmen rule if it would bring the Crossbowmen off the buildings.

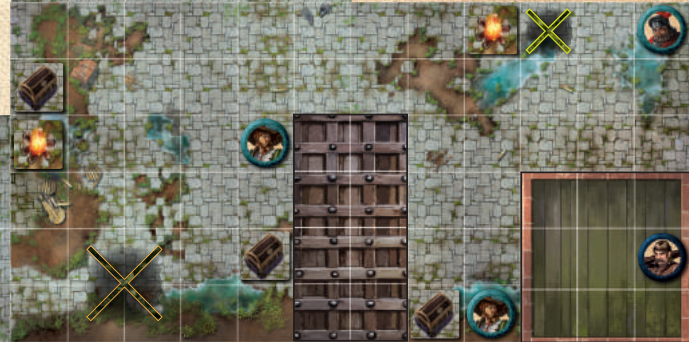*The infected*– The infected token counts as 3 wounds and cannot be cured

*Search for the cure* – To inspect the chests the hero must be adjacent and spend 1 AP.

### Event
When the "Chest" token with the treatment is revealed: You find an ancient book describing the plague of lycanthropy and how to heal it. Once you have taken the book, you should leave the area as quickly as possible.

**New Victory condition:**
● At least two heroes succeed in escaping from the battlefield by reaching the green squares.
*or*
● All the enemies are defeated

**Chests content:**

**1**. The cure
**2**. 2 random elements
**3**. 5 popolini
**4**. 1 Copper element

# End of mission

**Victory**
Now the only thing to do is to follow the treatment you have read in the book. You need to perform a powerful exorcism…luckily, the Pope owes you for saving him. On your way to Castel Sant'Angelo you realize it may be too late.

Proceed with Mission 11 after completing the Rest phase on the Aventino hill (consider this area as a village)

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Uncommon Skill

**Defeat**
You did not recover the treatment; your companion has transformed into a huge Jager. The Jager howls and runs from you towards Castel Sant'Angelo! You quickly begin to follow the wolf man.

Proceed with Mission 11 after completing the Rest phase on the Aventino hill (consider this area as a village)

**Reward for group:**
3 popolini
1 random elements
EXPERIENCE: 1 Common Skill

# The Door is Fallen!

**History**
Your forces arrive in Rome just in time before the doors are closed and the German army appears on the horizon in all its terrible majesty. The siege has begun!
You are ordered to protect the tower door that seals Rome's walls to the west of Saint Peter's Basilica.
The Lanzichenekts were able to get through, but the Swiss Guards, supported by the brave population are succeeding in stifling the German invasion.
You are called to undertake a heroic mission, infiltrate the enemy camp located just outside the walls and kill the commander of the assailants.

Start: 11:00 am
End:   01:30 pm

## Rules

**Set-up**
Decide how to arrange the Heroes in the four deployment squares.
To embody the commander Konrad, use the rules and the model of the lvl. 2 Commander .

**Hero Objective**
Kill the commander Konrad Von Boyneburg-Bemelberg to defeat the assault on the walls.

**Victory conditions:**
● Defeat Konrad before the time runs out.

**Defeat condition:**
● Standard defeat conditions

**Enemy Objective**

**All enemies**
● No specific objective, follow the normal "Attack the Heroes" rule

**Special rules**
*Spoils of war*- The **wagon** token and the **barrel** token can be ransacked by spending 2AP. Each token provides 3 random elements.

Passetto with doors

## End of mission

**Victory**
Your incursion was successful, perhaps even more than expected. Not only have you eliminated one of the enemy commanders, but you learned that in an enemy camp near the Circus Maximus the Germans have imprisoned one of their own soldiers ... who is it? Why do his own companions hold him prisoner? You decide to investigate.

Proceed with Mission 6 after completing the Rest phase in Rione Borgo (city).

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Rare Skill

**Defeat**
You have failed to eliminate the enemy commander! But, your incursion wasn't entirely a failure, you have learned that in an enemy camp near the Circus Maximus the Germans have imprisoned one of their own soldiers ... who is it? Why do his own companions hold him prisoner? You decide to investigate.

Proceed with Mission 6 after completing the Rest phase inside Rione Borgo (city).

**Reward for group:**
3 popolini
1 random elements
EXPERIENCE: 1 Uncommon Skill

Fidenae

Porta S.Spirito

Ri...

Foro di T...

Prati

Castel S.Angelo

San Pietro

Palazzo Armellini

Porta Torrione

Rione Monti

di Traiano

Circo Massimo

ini

**Roma A.D. 1527**

# Singolar tenson

## History

The Santo Spirito door seals the walls of Rome to the east of St. Peter's Basilica. At the beginning of the clash, the walls with their artillery could withstand the siege of the invading armies, but once the Lanzichenekts opened a passage, they poured over the walls and took possession of the cannons turning them on the city. The armour of the Papal garrisons could not stand against the black powder.

In the middle of the clash you find Giovanni, surrounded by enemies, engaged in a deadly duel with Michele Hartmann. You have to hold off the assailants and protect Giovanni to give him time to cut off the head of one of the snakes.

Start: 09:00 am
End: 11:30 am

## Rules

### Set-up

Decide how to arrange the Heroes in the four deployment squares.

### Hero Objective

Defend Giovanni as he duels with Commander Michele Hartmann, by repelling the waves of enemies that attack you.

**Victory conditions:**
• Survive!

**Defeat condition:**
• Standard defeat conditions

### Enemy Objective

**All enemies**
• No specific objective, follow the normal "Attack the Heroes" rule

### Special rules

*Enemy wave* – At the specific indicated time in the Event sector, carry out an enemy draft for each Enemy spawning point. The Enemy deck has to be made up of the following enemy cards: Lanzichenekts, Spanish Lanzichenekts, Stratiota, Crossbowman, Gipsy.

### Events

*9:00* - Enemy wave
*9:40* - Enemy wave
*10:30* - Enemy wave

**Passetto without doors**

## End of mission

### Victory

With a lethal blow of his sword, Giovanni cuts off the head of the German commander, while you defeat the last remaining lansquenets. Upon seeing the death of their commander, the remaining enemy troops flee the battlefield. A small victory in this immense tragedy!
While you are recovering from the battle, gasping for breath, a soldier of Giovanni runs towards you screaming "Captain! They have breached the walls! They head towards St. Peter's Square to capture the Holy Father!"
There is no rest for you!

Proceed with Mission 10 after completing the Rest phase within Rione Borgo (city)

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Rare Skill

### Defeat

Giovanni was about to be overwhelmed. Thanks to your intervention you managed to keep the German commander busy, while the Black Bands cover your escape! Giovanni is hurt but does not want to surrender. While you are recovering from the battle, gasping for breath, a soldier of Giovanni runs towards you screaming "Captain! They have breached the walls! They head towards St. Peter's Square to capture the Holy Father!"

Proceed with Mission 10 after completing the Rest phase within Rione Borgo (city)

**Reward for group:**
3 popolini
1 random elements
EXPERIENCE: 1 Uncommon Skill

# The Mysterious Prisoner!

**History**
Night has fallen over Rome. After the first day of battles, the bonfires of the corpses burn everywhere. A dense smoke colors the full moonlight red, giving an infernal appearance to the walls of the buildings, the rainwater accumulated in the puddles takes on a bloody hue. Secretly reach the enemy camp located at the Circus Maximus. Hiding in the shadows, look for the area
where the prisoner is held... you do not have much time to release him before someone finds you.

Start: 10:30 pm
End: 01:30 am

## Rules

**Set-up**
    Decide how to arrange the Heroes in the four deployment squares.

**Hero Objective**
    Release the prisoner and escort him to the exit.

    **Victory conditions:**
    ● Escort the prisoner into the exit squares marked in green within the established time

    **Defeat condition:**
    ● Standard defeat conditions

**Enemy Objective**

    **All enemies**
    ● No specific objective, follow the normal "Attack the Heroes" rule

**Special rules**
    *Release the prisoner-* The prisoner is in the building, a hero next to the front door (marked in red) can spend 2AP to open it and take the prisoner. The hero taking the prisoner takes the prisoner token and decreases his Ra by 1.. The prisoner can be transferred to another hero at the cost of 2AP.

**Event**
    *12.00 am* – The prisoner is actually a Lanzichenekt kept under the custody of the Imperial guards. When the clock in the square reaches midnight, the bells start to sound. Suddenly the prisoner begins to writhe in pain, crying out as his body spasms. The rain and the red sky rendering the scene of suffering even more horrific. His cries alarm the entire camp, they see his shadow projected by a bonfire onto a ruined wall and all watch as bristling hairs and long fangs appear. You look and see that his eyes are infused with blood. Staring in horror a Jager, a werewolf, stands before you!
    Place the Jager next to the hero who had the prisoner token and two Lanzichenekts adjacent to each bonfire.
    Now the heroes have a **new victory condition**: kill the Jager before the time runs out.

## End of mission

**Victory**
    You have discovered the terrible weapon of the Germans! The beast is fleeing and you cannot allow it to escape or the night will run red with the blood of the Romans!

    Proceed with Mission 2 without making a rest phase.

    **Reward for group:**
    5 popolini
    2 random elements
    EXPERIENCE: 1 Uncommon Skill

**Defeat**
    You've beaten the beast in a terrible fight that will haunt your nightmares forever ... but his death had aprice ... one of you was injured by the beast ... and the wound does not promise anything good.

    Proceed with Mission 3 after completing the Rest phase in the Roman forum (village).

    **Reward for group:**
    3 popolini
    1 random elements
    EXPERIENCE: 1 Common Skill

# The Spanish Attack

## History

The fighting started and immediately the German numbers and superior weapons were telling! You have received orders to check out the area near the Palazzo Armellini. The palace is located near the walls of St. Peter's and the Spanish Lanzichenekts have apparently managed to find a passage through the Armellini Palace. The complement of soldiers who found access to the palace is coming back to inform the bulk of their troops. You must perform an inspection at the walls, find the Spanish soldiers who seem to be waiting for something, and defeat them to discover what it is.

Start: 10:30 pm
End: -

## Rules

### Set-up

Decide how to arrange the Heroes in the four deployment squares. The Spy is represented by the Gipsy model.

### Hero Objective

Kill the Spy before he leaves the battlefield.

**Victory conditions:**
• Defeat the spy before he leaves the battlefield.

**Defeat condition:**
• Standard defeat conditions

### Enemy Objective

**All enemies**
• No specific objective, follow the normal "Attack the Heroes" rule

**Spy**
• Reach the green squares (TV5)

### Special rules

*Enemy wave* – At the specific indicated time in the Event sector, carry out an enemy draft for each Enemy spawning point. The Enemy deck has to be made up of the following enemy cards: Lanzichenekts, Spanish Lanzichenekts, Stratiota, Crossbowman.

### Spy

| | |
|---|---|
| Ra | 6 |
| Ca | 1 |
| Pd | 7+ |
| Md | 7+ |
| Wo | 9 |



Passetto with doors

*The spy* – The Spy is represented by the Gipsy miniature and uses the characteristics provided on the side. If the spy enters a green marked square he is considered out of the battlefield and the mission ends immediately with a defeat for the heroes.

### Event

*10:40 and each next hour* – Enemy wave

# End of mission

## Victory

The Spanish, impatient for victory, tried to sneak into the city to open the door for their comrades! But you have thwarted that threat! There is no time to rejoice however, as Giovanni sends for you. You must reach him in time to help with the defense of St. Peter's ... for there the battle is growing dire!

Proceed with Mission 10 after completing the Rest phase within Rione Borgo (city).

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Uncommon Skill

## Defeat

You have not succeeded in preventing the Spanish from entering the city, but you have miraculously escaped before being overwhelmed by the enemy forces! The consequences of your failure will be terrible for the city, but there is no time for remorse! Giovanni sends for you. You must reach him in time to help with the defense of St. Peter's ... for there the battle is growing dire!

Proceed with Mission 10 after completing the Rest phase within Rione Borgo (city).

**Reward for group:**
3 popolini
1 random elements
EXPERIENCE: 1 Common Skill

# Fidene

## History
Right outside of Rome there is a village, close to Castel Giubileo, named Fidene. During your retreat to Rome you have camped at a French garrison here. French captain Luc Bernard, needs your aid, for he has to recover two infiltrators currently within the enemy lines, Marc and Jean. The two spies carry with them important information on where the enemy assault will take place in Rome. The heroes must give the two time to escape by hindering the Lanzicheneckts.

Start: 6:00 am
End: 9:00 am

# Rules

### Set-up
In this mission the three French soldiers are considered allied.
Decide how to arrange the Heroes in the four deployment squares.

### Hero Objective
Block the Lanzicheneckts to give the three allies time to escape.

**Victory conditions:**
● At least two allies are alive when the time runs out

**Defeat condition:**
● Standard defeat conditions

## Enemy Objective

**Lanzichenekt**
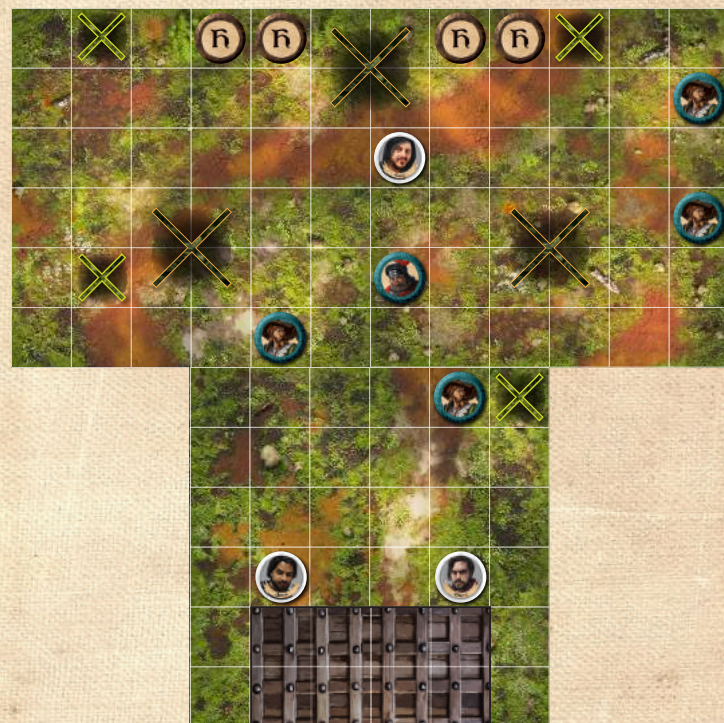● Go adjacent to the nearest French ally (TV4) and attack the heroes if possible

**Commander**
● No specific objective, follow the normal "Attack the Heroes" rule

### Event
*07:00* - if Marc and / or Jean are adjacent to a Lanzicheneck they are removed from the game.

*07:30* – If Luc is adjacent to a Lanzichenekt is removed from the game .

# End of mission

## Victory
You saved the French! When you return to the camp they inform you that Giovanni has preceded you into Rome and has left you orders to reach him as soon as possible. The Germans are almost at the gates of the city! You travel with haste and arrive at the gates of Rome a minute before the doors close.
Once inside the walls, a voice shouts from the top of a tower:

"May God have mercy on us ... They have arrived!!"

The siege of Rome begins...

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Uncommon Skill

## Defeat
You have not managed to save the missing French and you do not have time to mourn your fallen, the German army is getting closer and closer to Rome. You reach the city in the late afternoon. Everyone is in turmoil from the imminent attack. You work to set up the last defenses and as night falls, from the city walls, you see thousands of torches surround the city. The siege of Rome has begun!

Proceed with Mission 7 after completing the Rest phase in Rome (city)

**Reward for group:**
3 popolini
1 random elements
EXPERIENCE: 1 Common Skill

# Escape in the Night
## Passetto per Castel S. Angelo - 0.9

### History
The Pope is fleeing from St Peter's. Escorted by his Swiss Guards, he tries to flee to Castel Sant'Angelo, while the battle is breaking out on the streets of Rome.
Having escaped from St. Peter's Square, you find yourself under the Passetto trying to find a way to get out of the city.
You have important instructions to follow, the life of the Pope may depend on you.

Start: 09:00 pm
End:   12:00 am

## Rules

#### Set-up
Decide how to arrange the Heroes in the four deployment squares.
If you win the battle of St. Peter's Square (Mission 10), take off the enemies shown in the squares marked in red on the map.

#### Hero Objective
Stop the destruction of the Passetto to give the Pope time to escape.

**Victory conditions:**
• Save at least 3 columns of the Passetto from destruction.

**Defeat condition:**
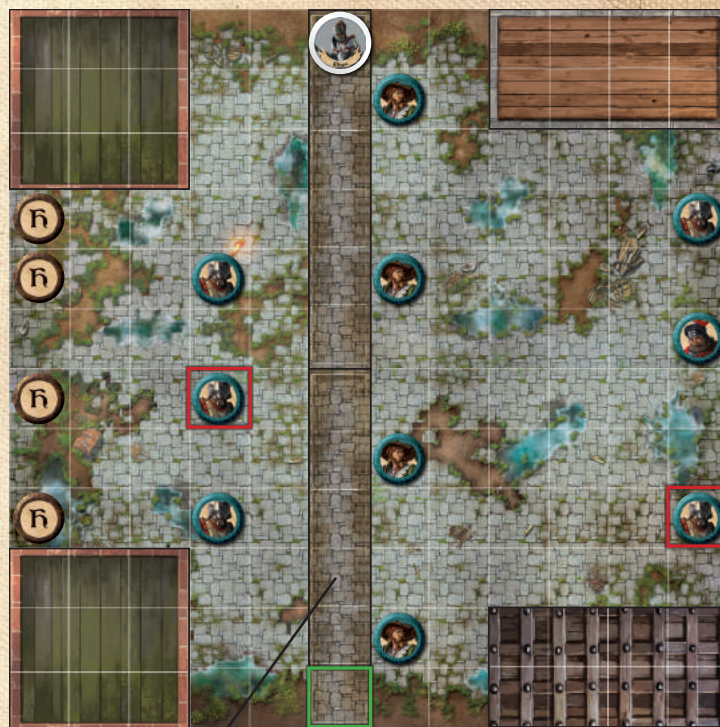• Standard defeat conditions

#### Enemy Objective

**All enemies**
• No specific objective, follow the normal "Attack the Heroes" rule

#### Special rules
*Passetto Columns* - Each column of the Passetto has 6 Wo. One Lanz in contact with one column automatically inflicts 1 Wo to it for activation.

*The Pope's run* - Every hour the Pope moves 4 squares on the Passetto, when he arrived at the green square the mission ends immediately.

Passetto without doors

## End of mission

### Victory
The Pope escapes to Castel Sant'Angelo, but he is forced to surrender. In exchange for a large sum of money he receives a promise from the enemy to cease the plundering. He is then imprisoned and taken to a palace near the Vatican.
Your only option now is flight. The city is lost, you have to gather the survivors and prepare the resistance against the invaders!

Proceed with Mission 12 after completing the Rest phase within Rione Borgo (At the moment the city has been damaged, consider this borough as a village)

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Rare Skill

### Defeat

**Read the Finale 1**

# Ouverture 1527

**History**

The Lanzicheneckts gather in St. Peter's square to assault the Pope's apartments.
Giovanni Delle Bande Nere deploys with the last faithful soldiers left in order to give the Pope time to get ready and flee.
You are among the few remaining...
Together with Giovanni and the papal artillery you must resist to give Clemente VII time to flee.

Start: 3:30 pm
End: 6:30 pm

## Rules

**Set-up**

Decide how to arrange the Heroes in the four deployment squares.

**Hero Objective**

Together with Giovanni and the Papal artillery you must resist to give Clemente VII time to flee..

**Victory conditions:**
• None of the enemies have reached the green squares before the time runs out.

**Defeat condition:**
• Standard defeat conditions

**Enemy Objective**

**Stratioti**
• Move towards the closest falconet

**Other enemies**
• Move towards the green squares

**Special rules**

*Enemy wave* – At the specific indicated time in the Event sector, carry out an enemy draft for each Enemy spawning point. The Enemy deck has to be made up with the following enemy cards: lanzichenekts, Spanish lanzichenekts, Stratiota. In this mission the enemies do not release a loot bag when they are defeated.

*Shoot with falconets* – If either Giovanni or a hero are in an adjacent square to a falconet, they can use it to shoot at their enemies. Every falconet has two types of attack to choose from:

• Explosive bullet: AP5, infinite rng, Ph4, Area 4 squares, bleeding
• Perforating bullet: AP5, infinite rng, Ph4, double wound

If an enemy arrives adjacent to a falconet, it automatically destroys it.

*Giovanni* – Giovanni will alway attack with falconets. If his falconet is destroyed, he will attempt to move to another one of your choice. In this case consider Giovanni having 5 AP. If you have lost mission 8, Giovanni cannot move during this mission.

**Event**

*3:30 and every half hour later* – Carry out an Enemy wave.

# End of mission

**Victory**

You have broken the assault of the Germans but the relays bring you bad news from the other fronts. It seems that the enemies are simply too numerous to defeat them. The Pope must be secured as soon as possible, Giovanni will return to the front but he orders you to defend the Pope's escape. You will help him escape through the famous "Passetto"!

Proceed with Mission 9 after completing the Rest phase within Rione Borgo (city)

**Reward for group:**
5 popolini
2 random elements
EXPERIENCE: 1 Uncommon Skill

**Defeat**

The enemy soldiers have overwhelmed you, you were forced to flee from the square. You barely escaped in time, but now the Pope is in serious danger! Giovanni will return to the front but he orders you to defend the Pope's escape. You will help him flee through the famous "Passetto"!

Proceed with Mission 9 after completing the Rest phase within Rione Borgo (city)

**Reward for group:**
3 popolini
1 random elements
EXPERIENCE: 1 Common Skill

# The Cure

**History**

Your transformed companion jumps from one roof to another in a crazy frenzy. You run hard to keep up, fortunately some guards point you to a shortcut. You just have time to explain to the Pope what's happening, when your former companion turned Jager appears, escorted by some imperial soldiers.

Start: 11:30 am
End: -

## Rules

**Set-up**

Decide how to arrange the Heroes in the 3 deployment squares. In this mission, all players will also be able to handle the enemy units from their faction with their reference cards. (see special rules)

**Hero Objective**

Defeat the Jager (again).

**Victory conditions:**
● Defeat the Jaeger player

**Defeat condition:**
● Standard defeat conditions

**Enemy Objective**

**All enemies**
● see special rules

**Special rules**

*Player vs Player* – In this mission the 3 heroes will fight against the lycanthrope infected hero. All players will have to manage the enemy models of their own faction using their normal enemy cards. The infected player will control the Imperials and the other players control the Papal models. When a group of enemies has to be activated, ignore the normal rules of managing the AI. Move the Activation Token on the Horologium up to the number of sectors according to the speed value of the enemy unit (as in the normal rules).

The player, who controls the faction of an activated enemy, decides how to move the models and in which order, always respecting the maximum number of AP that can be spent during the activation.
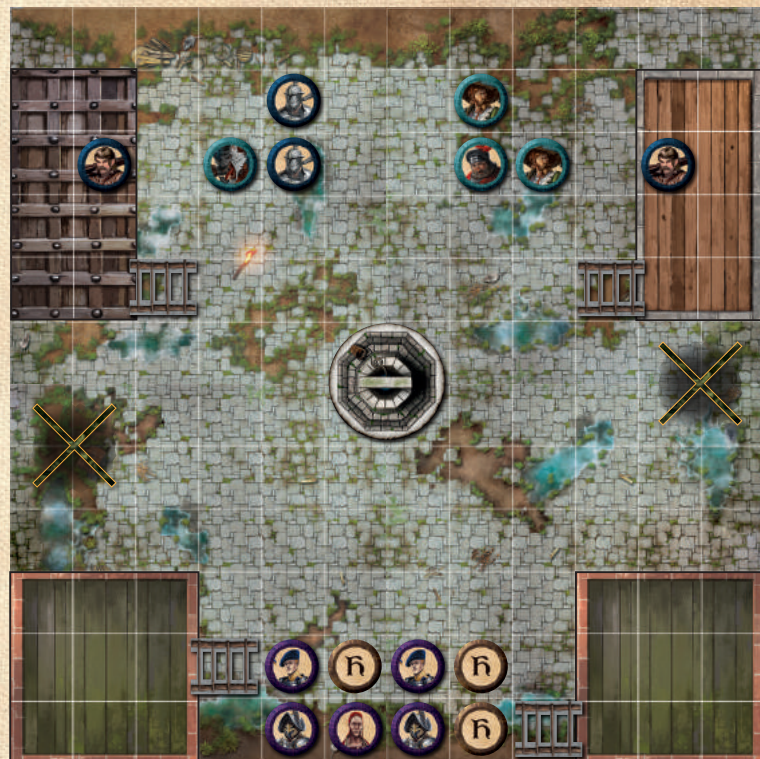
When a non-hero model attacks, the player, who controls him, rolls as many dices as his "Strike" value indicates on the card and compares the results obtained with the defense of the target, as when the heroes attack.

When a model managed by an enemy card attacks a hero, the normal rule of success is used and he hits on a 5+.

*Deployment* – To determine how to place the activation tokens on the Horologium, follow these simple steps:

Each player, alternating, places his/her own activation token on the first free sector. A sector is considered occupied when 2 activation tokens are within it, thus each sector will be occupied by a friend token and an enemy one.

The Papal faction starts placing its activation tokens first. If in the same area there are 2 activation tokens belonging to different factions but with the same Ra, the Imperial models will activate first.

## End of mission

**Victory**

**Read the Finale 3**

**Defeat**

**Read the Finale 1**

# Evasion!

## History

The Pope is a prisoner of the Lanzicheneckts.

After your escape from the enemy's fury you managed to find refuge in one of the plundered houses where you were able to remain unnoticed during the following months. Rome has been destroyed by your fierce enemy's fury. The enemy's soldiers have gone unpaid and many now without commanders have begun to plunder constantly and indiscriminately. Once the situation settled down, you began to arrange a resistance, in order to weaken the enemy. Furthermore, a plague is spreading through the city infecting friend and foe alike. Now in contact with other pockets of resistance, you managed to track down Luigi Gazanga "Rodomonte", you tell him that you need to release the Pope and his archbishops. Free the Pope and help him leave Rome, a disguise is ready for him and the fortress in Orvieto awaits him.

**Start: 10:00 pm**
**End: -**

# Rules

### Set-up
Decide how to arrange the Heroes in the four deployment squares. One hero must be deployed on the map 1 "Prison" square and he will be responsible with freeing the Pope from his prison. The other 3 heroes will be deployed on the map 2 square, "the door" and they will be required to hold off the imperial soldiers.

### Hero Objective
Release the Pope and help him escape Rome.

**Victory conditions:**
● The Heroes escort the Pope outside the battlefield, through the squares marked in blue, within the time limit.

**Defeat condition:**
● The hero that carries the Pope is defeated
● Standard defeat conditions

## Map 1 - Prison

### Special Rules
*Save the Pope* - The heroes have one and a half hours to kill the Lanzicheneckt on guard before he can raise the alarm. If the Lanzicheneckt raises the alarm, a soldier at random chosen from the Gipsy, Stratiota, Lanzicheneckt and Spanish Lanzicheneckt will exit from the door of the tower in the square marked in yellow on Map 2. A hero has to move to the square in front of the door, marked in yellow on Map 1, and spend 3AP (1AP if the guard is dead) to open the door to release the Pope from his prison.

The Lanzicheneckt on guard moves by following the patrol rule until:
-The Pope is released
-A hero attacks him
-His patrol movement brings him into contact with a hero

*Carry the Pope* - The hero who opens the door, takes the Pope token and places it on his hero sheet to show that he carries him, this will give the hero -1 AP per activation until he carries the Pope with him.
If that hero dies, the game ends with a defeat. The hero has to exit from the map, by entering one of the squares marked in blue on Map 2.

### Event
The event starts if the hero with the Pope token moves onto Map 2. Place the Frundsberg model (boss) on the yellow square in front of the tower door on Map 2.

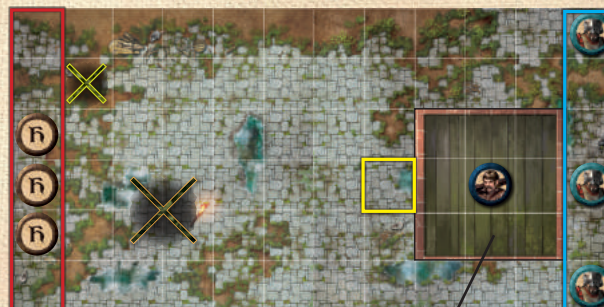## Map 2 - The Door

**Lanzichecht Objective:**
● Reach the map 1 moving towards the red square, then attack the hero with the Pope token (TV5)

**Frundsberg Objective:**
● Defeat the hero that carries the Pope token

### Special Rules
*Reinforcements* - The enemies can reach Map 1 via the red zone marked on the map. Every enemy entering a red square is removed from map 2 and moved to the green square of the map 1. Note that the enemies cannot go back to Map 2.

2 levels tower

# End of mission

**Victory**

   **Read the Finale 2**

**Defeat**

   **Read the Finale 1**

# Finale

## Finale 1

The Pope dies, Rome is lost ... a new and grand empire now reigns over most of Europe. Will the inner struggles of the Lutherans and the Ottoman pressure on the borders cause this new kingdom to fall? Will Francesco I of Valois succeed in finding the strength and the allies to hinder Charles V of Habsburg or will even France fall?

## Finale 2

The Pope reaches Orvieto and from there begins negotiations to end the "Sack of Rome". This terrible episode did not only mark one of the darkest pages in the history of Rome, but also the end of the Italian Renaissance. The occupation of Rome lasted over ten months. Ten months of plundering, barbarity, and the following plague resulted in over 23,000 dead...

## Finale 3

You have managed to kill off the imperials and immobilize your infected companion. While you strive to hold down the beast, the Pope starts praying to exorcise the wild and ancestral spirit that infects your friend's body. Time seems to slow as he prays, every minute seems an eternity when suddenly you see your friend begin to change! Thanks to the Pope's direct intercession with the Lord the Pope brings your friend back to normal. Unfortunately, you do not have time to rejoice, although you have saved your friend, Rome is lost. The Germans are invading the streets and the Pope must be saved!

# LUDUS MAGNUS
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