·Nova·Aetas·

Rulebook

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Schiavone, Lucca games, Macro games night.

Thanks

Nova Aetas

Introduction

1508 AD: Venice, among the most significant economic powers, is expanding its reign over territories allied with the Papal State. Pope Julius II, concerned about plans for the expansion of the Serenissima, signs a secret agreement with Louis XII (King of France) and Maximilian I of Hapsburg (Emperor of the Holy Roman Empire), in the hope of repressing the Republic of Venice.

An important message must be delivered to the Emperor. A small group, able to operate inconspicuously, is therefore formed. Four young candidates with great potential are selected for the task, despite their lack of experience in this field.

The world of Nova Aetas is set in an alternative Italian Renaissance, where the tales of the Middle Ages and those rediscovered by the studies of classical civilisations, revived by the era, all come to life: Cyclopes, Sirens and Chimeras all have a place, just like the Fauns populating the woods.

Purpose of Game

In Nova Aetas players are called upon to dress the part of members of a Free Company involved in one of the typical power ploys of the Italian Renaissance.

At the beginning of each game, players must decide which mission to take on. There are two types of missions: the campaign, which features linked missions, and secondary missions acquired by visiting the villages and cities. Each mission has an objective that players must fulfil by challenging the Nova Aetas Artificial Intelligence system. Remember, the main aim of the game is for players to have fun.
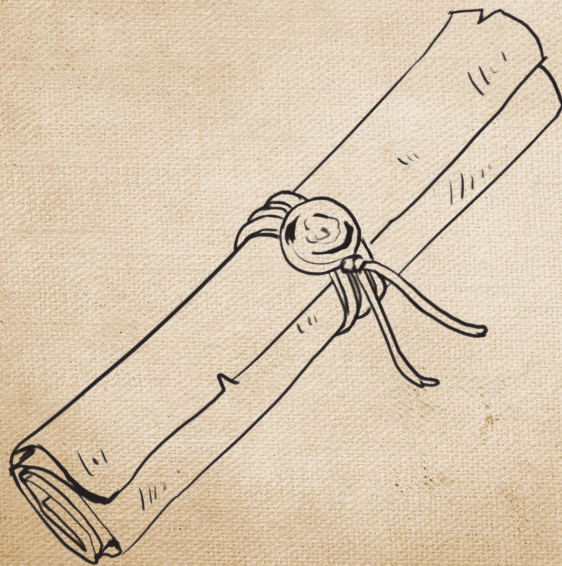
Contents of the box

- Rulebook

- Plot book

- 4 Hero miniatures

- 30 Enemy miniature:

  Papal States
  - 5 Swiss Guards
  - 4 Papal Guards
  - 1 Egidio da Viterbo

  Republic of Venice
  - 5 Stratioti
  - 3 Crossbowmen
  - 1 Gipsy
  - 1 Jacopo Adoaldi

  Primaevi
  - 5 Fauns Warrior
  - 2 Fauns Musician
  - 3 Centaurs

- 1 Horologium (clock with minute and hour hands)

- 4 Modular game boards

- 1 Map of Italy/City and Village

- 4 D6

- 6 D8

- 8 Hero sheets

- 4 Perilium (threat dial)

- 29 Standard cards:
  - 24 Enemy cards
  - 3 Prey cards
  - 1 Compass card
  - 1 Avatar card

- 216 Small cards:
  - 72 Skill cards
  - 29 Equipment cards
  - 18 Formulae (Recipe) cards
  - 28 Element cards
  - 9 Secondary mission cards
  - 52 Prey action cards
  - 8 Wound cards

- 6 Punchboards, which include:
  - 2 Buildings (size: 3x3 squares)
  - 2 Buildings (size: 4x2 squares)
  - 4 3D Trees
  - 4 3D Bushes
  - 5 2D Elements (wheel, ladder)
  - 21 Wound tokens (1 wound, 3 wounds, bleeding)
  - 6 Special tokens (Sheep/Emissary, Pope/Doge, Umba/Claw, Tobo/Tusk, Tail/Barrow, Honey/Barrel)
  - 44 Positive/Negative status tokens
  - 11 Incognito tokens (incl. 1 Emissary activation token)
  - 19 Activation tokens (incl. 1 Incognito token)
  - 17 Mission tokens
  - 8 Status tokens (Acted and Unloaded Weapon)

Inside the Box
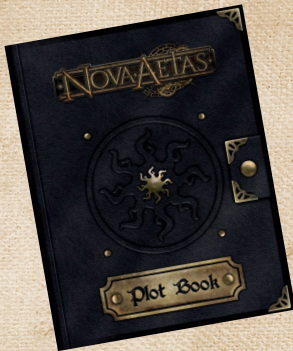
Plot Book
This contains all the rules on how to play the missions, including Mission sheets.

Miniatures
They represent the characters on the game board. These include heroes, but also representatives of the Republic of Venice, the Papal States and Primaevi, civilisations dating back to the world's origins.

Horologium
Keeps the time during the game and helps to manage models' actions in the battlefield.

Map
Represents Italy as it was during that era and indicates the paths that can be travelled by heroes to execute their missions, as well as the places they can visit.

D6 and D8 dice
The dice are used to determine whether or not an action is successful.

Hero sheets
Hero characteristics are reported on their relative sheet.
There are two different Hero sheets, one for their basic classes and another for their specialisations.

Perilium
Indicates a hero's level of danger.
This is used to manage the Artificial Intelligence (AI) of enemies.

Enemy cards
These are used as a reference for enemy profiles. They are also used in Enemy Drafts to randomly generate enemies to be confronted.

Prey cards
These represent the beasts that heroes may encounter during secondary Hunting missions.

Prey action cards
These represent the actions carried out by the beasts when they are activated. Each beast has its own deck.

Equipment cards
These are the objects carried by heroes, which include certain actions. Each equipment item is assigned to a class.

Formulae cards

These represent special objects that can be crafted by the artisans. One side indicates the elements needed, the other side shows the created object along with its rules.

Scenic elements

This includes scenic elements such as trees, well or ladders, which have specific uses during the various missions. Some of these can be moved and used by the heroes or enemies.

Element cards

These represent the elements that heroes can find during the game. These elements can be used to build equipment or sold to merchants.

Wound cards

These cards are used to keep track of characters' status when they start a new mission and have suffered wounds during previous battles.

Secondary missions

Each card represents a mission that can be played between two campaign missions.
There are three kinds of secondary missions: Hunt, Quest and Bounty.

Orientation card

This card is used during the game and has different functions, such as random enemy movements or bouncing grenades.

Skill cards

These represent the special skills that each hero learns throughout their career.
Each card represents a skill and contains all the instructions on how to play it.

Activation tokens

These are placed on the Horologium and determine the order of actions by models in the game. Each group of enemies is represented by one token.

Buildings

These are placed on the game board to create continuously different scenes.
The buildings have been designed to support the game's development at three different heights: characters can decide whether to climb up or down a level using objects and skills.

Wound and Status tokens

These are used to keep track of characters' status during the game.

Other tokens

These include all objects and objectives needed to play in the various missions.

Miniatures

Heroes

The core box includes 4 Heroes: Scum, Novice, Apprentice and Squire. The subsequent expansions will offer a greater choice.
It is possible to play with multiple heroes of the same type by purchasing the Heroes-pack.

Papal army

Egidio da Viterbo leads the papal forces in search of the key to victory, in the battle against the Republic of Venice.
Swiss Guards and Papal Guards are lethal enemies, with whom our heroes must come face to face.

Serenissima forces

Jacopo Adoaldi heads up a mercenary army enlisted by the Republic of Venice.
Stratioti, crossbowmen and a mysterious gipsy will seek to beat Egidio in the race to find a powerful artefact.

Primaevi Clan

The origins of this ancient race have been lost in the mists of time. Their line-up is characterised by powerful warriors, skilled archers and enigmatic musicians. Safekeepers of the Blood of Gaea, will they be able to protect it from the grasps of those who so desperately seek its possession?

Rules

The first part of the rulebook contains all the basic rules necessary to play a game of Nova Aetas.

> Various optional rules will be inserted in this type of box, feel free to use these or otherwise.

> Some notes by the game designers, to clarify various choices regarding game mechanics.

> This type of box will include various tips to help you manage the game components.

The golden rule

If the effect of a card conflicts with the rules in this book, the card effect takes precedence.

Heroes, enemies and characters

In the description of the rules, we will always refer to *heroes* to indicate characters managed by the players, *enemies* to generically indicate any type of opponent and *characters/models* to indicate any model in the game.

There are also other game categories such as prey or paersona, these will be described in more detail in the relevant chapters.

The rule of success

In Nova Aetas, the simplest actions, for example moving, are not at risk of failing and are executed automatically; for more complex actions, the outcome is determined by a dice roll. When an action is executed that requires a test, a number of dice is rolled equal to the value of the Mastery characteristic involved. All dice rolled with a result of 5+ are considered a success. This rule refers to "generic" rolls; certain character skills or characteristics may influence the roll, increasing or decreasing the result needed.

Some skills or actions may have a specific number of successes, in the case of Skills this value is indicated on the card itself. For special actions (such as disarming a trap), the required success number is indicated next to the Stats to use (e.g. "Ra 3" means that to pass a test, you have to obtain at least 3 successes in a Rapidity test).

Heroes

All information relative to a hero is shown on their sheet and on the cards describing their skills and equipment. Each hero has five characteristics (Rapidity, Mastery, Physical, Mind and Wounds), skills and equipment. Each hero is assigned values for characteristics, skills and special equipment, which influence the game tactics and style.

A - The hero class represents the vocation or role. When a hero acquires sufficient experience in their class, they continue their career in one of their two specialist classes. Each career has a unique and distinctive path of development.

B - Mastery (Ma): represents the character's experience and determines their efficiency. The Mastery value indicates the type of die to be rolled when an action is executed. Mastery values are D6 for basic classes and D8 for specialisation.

C - Rapidity (Ra): represents a character's reactivity; it determines the order of activation and the number of Action Points (AP) available to a hero during their activation.

D - Physical (Ph): represents all that entailed by a tangible action, such as throwing objects, shielding or fighting. The value of the physical characteristic determines the number of dice rolled by a character each time they undertake an action of this type.

E - Mind (Mi): indicates a character's knowledge and intelligence and the way the Ph is used for all tests entailing a mental effort. Also indicates a character's arcane ability and is used to both cast and resist spells.

F - Wounds (Wo): the value indicates characters' survival capacity. When the number of wounds inflicted reaches the value of this characteristic, the character is considered incapacitated.

G - The Skill cards representing the character's skills are placed on the left side of the Hero sheet. These may correspond to an action, be activated in response to a certain play situation or always be active.

H - The Equipment is the set of objects assigned to a character that can be used during the course of a mission. Weapons, armour, potions and tools all form part of the equipment.

I - In the lower part of the Hero sheet there is a space dedicated to the backpack. Element cards collected during the play sessions can be arranged here.

J - Use this space to place the Wound tokens and the Status tokens suffered by the hero.

K - The colour of the ribbon is used to identify the class; the same colour cannot be found twice within the same archetype. This colour is used as a reference to determine which Equipment and Skill cards are available to each class. The symbol indicates the archetype to which the class belongs.

Enemies

This category incorporates all the adversaries that heroes will encounter during their missions.

A - The enemy class represents the vocation or role. Each same-type model refers to the same Enemy card and Activation token. The traits describe the background and are used as a reference by certain cards or game effects.

B - this coloured ribbon represents the enemy faction. Blue represents Venice, purple represents the Papal army and green represents the Primaevi.

C - Rapidity (Ra): represents an enemy's speed, determines the order of activation and the number of AP available to an enemy during their activation.

D - Control area (Ca): The enemies control everything within this area; it is used to determine whether or not a hero will trigger the enemy's Artificial Intelligence (AI).

E - Physical defence (Pd): indicates an enemy's ability to defend themselves against physical attacks. Indicates the difficulty of the attack tests that the target model is able to oppose.

F - Mental defence (Md): indicates an enemy's ability to defend themselves against mental attack. Indicates the difficulty of the mind tests that the target model is able to oppose.

G - Wounds (Wo): the value indicates the enemy's survival capacity. When the number of wounds inflicted reaches the value of this characteristic, the model is removed from the game.

H - This paper strip represents the main hero attack; it is used when a hero triggers the enemy's AI. A red coloured sphere represents a physical attack and blue coloured sphere represents a mental attack.

I - The gear represents enemy's equipment; each object has its own rules.

J - The book represents the enemy's skills; each skill has its own rules.

Setting up the battlefield

Before starting to play, the game board must be set up.

First of all, take the mission to be played in the Plot Book (for the first game, we recommend the introductory mission, Tutorial, which you will find on page 26 of this book) and set up the game board as per the figure. Next, place the scenic elements and Mission tokens as indicated by the game layout and arrange the enemies in their starting positions.

Place the Horologium next to the game boards, arrange the minute and hour hands as indicated by the mission and place the Activation tokens in the respective sectors.

Select your character sheet and collect all the Skill and Equipment cards for that character (heroes start the campain with no skills).

Place the heroes in their starting square; these squares are not assigned to a specific hero, allowing you to choose the best starting point.

Arrange the tokens, dice, Wound and Element cards in such a way that they can be easily reached by all.

One player reads the introductory text and the mission rules on how to manage any special enemies or events that may be encountered.

You are ready to begin your fantastic adventure in the world of Nova Aetas.

A - Tiles and elements
B - Starting position of Heroes and Enemies
C - Horologium and Activation tokens
D - Hero sheets
E - Perilium
F - Equipment cards
G - Skill cards (if any)
H - Enemy cards
I - Wound and Status tokens
J - Elements deck
K - Dice
L - Mission tokens

Sequence of play

Horologium

The Horologium is one of the main elements of Nova Aetas. It is used to determine the order of activation, the start and end of a game and to articulate the game events. The Horologium is composed of three elements: the dial, the hour hand and the minute hand. The Horologium works similarly to a standard analogue clock, however in this case the players are responsible for moving the hands.

The Activation tokens for all playing characters are placed on the Horologium. The position of these tokens indicates the order of activation. When the minute hand reaches a sector occupied by at least one character's Activation token, it stops, making that sector "active". All characters that have an Activation token in an active sector, act. When all characters in the active sector have acted, the minute hand will start ticking again until the next occupied sector and so on until the end of the game session.

The players must manage the Horologium by performing the following tasks when necessary:
- When an activation ends, they must move the Activation token of the acting character forward by the same number of sectors as the number of AP spent.
- Each time the active sector is empty, they must move the minute hand to the next occupied sector.
- Each time the minute hand reaches 12, they must move the hour hand forward by one.
- They must pay attention to the activation of any events.

It is recommended to select a player responsible for managing the Horologium.

E.g. The Apprentice spent 2AP and moved forward 2 sectors, then the minute hand moved to the next occupied sector.
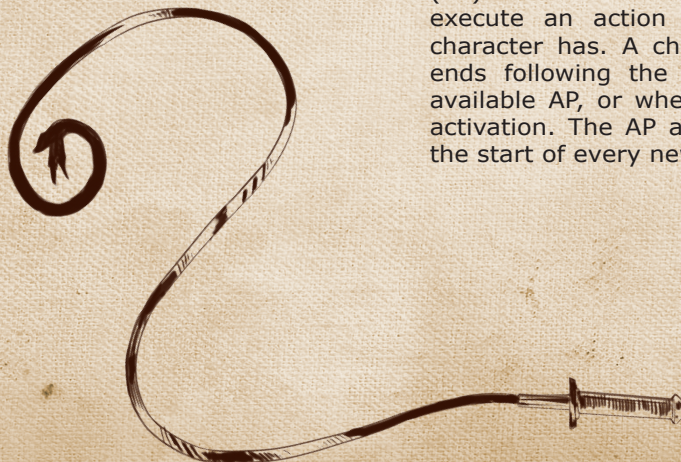
Action points

One of the most important elements in Nova Aetas is time. Just like in reality, every action executed by the characters requires a certain amount of time to be completed. For this reason, all actions have a corresponding cost in units of time; this cost is called "Action Points" (AP). The Ra characteristic determines the number of AP available to the characters each time they are activated.
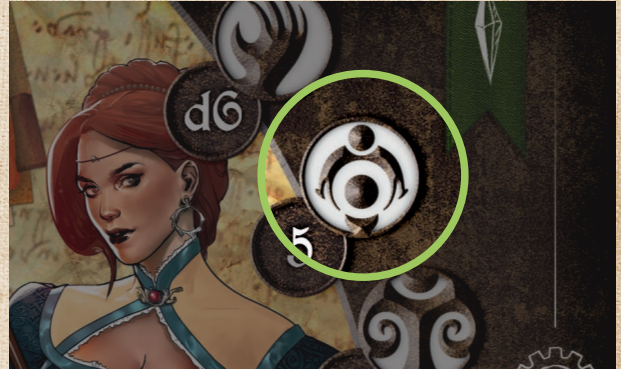
Activation

In Nova Aetas the characters do not act according to a strict series of turns, but rather according to a dynamic sequence of activations that take into account the passing of time. The character whose activation token is in the "active sector" of the Horologium must act. If there are multiple tokens in the same sector, the order of activation is determined by the character's Ra (from highest to lowest); enemies always have priority in the event of an equal Ra.

It may happen that more than one enemy Activation token (with the same Ra) is located in the active sector. In this situation, the players can choose which enemy to activate first. However, all the enemies represented by the selected Activation token must be activated before selecting a new enemy Activation token.

When a character is activated, they have the same number of AP as their Ra. Each time a character completes their activation, their Activation token will move forward, in a clockwise direction, on the Horologium for a number of sectors equal to the cost (AP) of the total actions executed. It is not possible to execute an action which costs more AP than a character has. A character's activation immediately ends following the action that consumes the last available AP, or when a player decides to end their activation. The AP are automatically regenerated at the start of every new activation.

Heroes are not obliged to use all the AP provided by the Ra characteristic, however unused AP will be lost when activation is ended. In any case, a hero must spend their AP until the first sector occupied by an enemy has been reached, or until their available AP have all been used.

Enemies always use all their AP and always move forward for a number of sectors equal to the value of their Ra. Enemies with the same name act in groups; they are each represented by the same Activation token on the Horologium.

When a character is activated, before performing any actions check whether Skills, Equipment or Status tokens need to take effect. The effects of Status tokens are all simultaneous. After completing this phase, the heroes receive all the positive tokens granted by skills or equipment.
When the character ends its activation, check whether Skills, Equipment or any Status tokens need to take effect; then move the Activation token on the Horologium.

Reaction

If you use this rule, move the hero Activation token after each action instead of at the end of its activation.
When a hero Activation token moves on the Horologium, it can overtake an enemy Activation token. If this happens, check to see if the active hero is in the Ca of one or more models linked to the overtaken Activation token. All enemies that satisfy these conditions are activated in response (reaction). As a consequence of a hero action, enemies with different Activation tokens may be activated or only some enemies with the same Activation token.
Position an Acted token near the models that have reacted. When an enemy that has executed a reaction is activated, these will use up all their AP to discard the Acted token.

Actions

During their activation, a character may perform a series of actions for as long as they have available AP, or they may decide to terminate their activation. The character can perform different actions in any order and the same action can be performed multiple times. Some actions do not require training for particular knowledge in order to be performed. Following is a description of all the actions that can be performed during a character's activation, including their relative cost in AP.

Movement (1 AP/Square)

Each AP spent allows the character to move one square forward on the battlefield. Only horizontal and vertical movements are allowed, it is not possible to move a character in a diagonal direction unless by way of effects provided by skills or equipment. An enemy will always follow the path with the lowest AP cost.

E.g. the Squire spends 2AP and moves 2 squares.

Jump and Climb

These two types of movements allow characters to interact with three-dimensional Scenic elements. When this type of movement is used, the cost in AP is the same as the base movement (1 AP/Square). The two types of movements can be provided by skills, equipment or game elements. When two different elements provide the same movement, they are added together; however, movements resulting from the same type of element (for example, two skills) cannot be added.
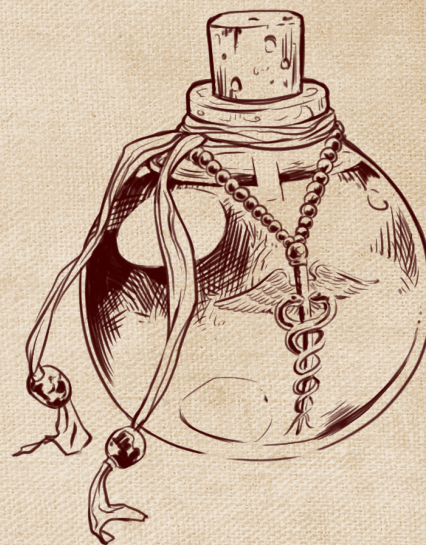
Pick up (1 AP)

A Hero can collect objects in the same or adjacent square at a cost of 1 AP per object. Generic objects such as the "Loot Bag" (see page 34) can be collected, as well as special objects such as those described in the various missions.

Interact with objects (1 AP)

A Hero can interact with various objects during the game, such as the "Levers" or "Totems". Unless otherwise specified in the mission, interacting with an object in an adjacent square costs 1 AP.

Activate a skill (AP x)

A character may activate one of the skills learnt during the course of their career. Skills learnt by heroes are represented by the Skill cards. The cost in AP and the effects of the skills are described on the Skill cards and in the glossary. Enemy skills are reported on their respective enemy card.

A - Name: identifies the skill.
B - Class: represents how difficult it is to learn this skill.
C - Description: describes the skill effect.
D - Archetype: represents the archetype linked to this skill.
E - Learning price: the monetary cost to learn this skill from a Master.
F - Action Point cost: the number of AP needed to activate the effect of the object.
G - Hero colour: matches the archetype (D) of the class that can learn this skill.
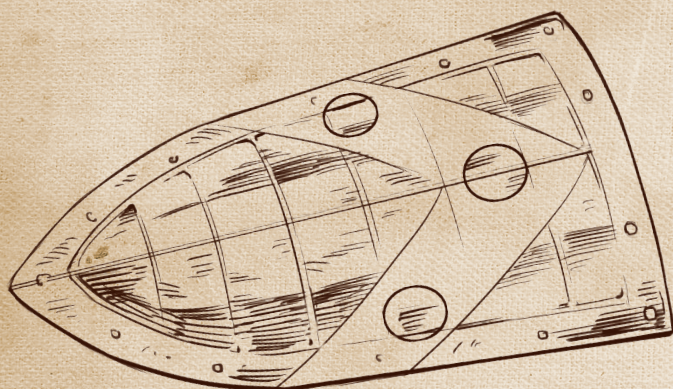
Use equipment (AP x)

The characters may use an object from their equipment. The cost in AP and the effects of the object are described on its Equipment card. Heroes' equipment is represented by the Equipment cards. Enemy equipment is reported on their respective Enemy card.

A - Name. It identifies the object.
B - Image. It represent the object.
C - Description. It describe the object effect.
D - Selling price. It is the amount of money you could gain by selling the object.
E - Hero icons. It represent the Archetype and the class which can use this object.
F - Action Points cost. It represent the amount of AP the hero must spent to activate the effect of the object.

Some skills or equipments include symbols used to identify different characteristics. The following summary table explains the meanings.

Icon	Desctiprion
✛	Range - The target has to be within this distance
👁	Spell/Prayer Oppose - For the Heroes this indicates the number of successes requried to cast the Spell/Prayer. For the Enemies this icon indicates the mental hit points that the heroes must parry to prevent damage and effects.
◎	Specific target - This indicates the specific objective of the Attack/Spell/Prayer.
◯	Pulse area target - This indicates the area of influence of the Attack/Spell/Prayer around the active chatacter.
🧍	Hero character - This icon indicates that the objective of the Attack/Spell/Prayer can only be a friendly character.
🧍	Enemy character - This icon indicates that the objective of the Attack/Spell/Prayer can only be an enemy character.
🧍	Any character - This icon indicates that the objective of the Attack/Spell/Prayer can be any character.
⊤	T Area - Any character in this area can be hit by the Attack/Spell/Prayer.
▦	Square Area - Any character in this area can be hit by the Attack/Spell/Prayer.
✚	Cross Area - Any character in this area can be hit by the Attack/Spell/Prayer.
✋	Oppose/Contrast - If this icon is present, the difficulty of the spell/prayer is equal to the Md of the enemy.
⚡	Effect - This indicates what happens to the target if the Attack/Spell/Prayer test succeeds.
⧗	Time - These points are used for additional effects of the Chronomancer.
◉	Combo - These points are used for additional effects of the Assassin.
↘	Enemy physical attack - This icon indicates the difficult to parry this kind of attack.
✸	Strike - This icon indicates the hit points that the Heroes must parrying to prevent physical damage.
✦	Enemy mental attack - This icon indicates the difficult to parrying this kind of attack.

Engage (AP 1)

Enemies can attempt to block their opponents in base contact using this action. Heroes blocked by an opponent must successfully perform an action to be disengaged and be able to move. An attacking enemy automatically engages the target.

Enemy and engaging: during their activation, an enemy must always execute the most convenient actions in line with their objective (see AI chapter). An enemy uses this action only when they are in base contact with a hero and they don't have enough AP to attack.

Disengage (AP 2)

If a hero is engaged, in order to move they must pass a test against their enemy. Only heroes need to disengage themselves; enemies on the other hand are automatically disengaged without needing to pass a test, with a normal movement action.

The action is considered successful with a result of 4+ after a dice roll; if successful, the hero moves directly a way one square for free. A hero can attempt to disengage themselves numerous times as long as they have available AP.

E.g. The Squire attempts to disengage from the Faun Warrior. To successfully disengage, he must obtain a result of 4+ on a D6.
The Squire rolls and obtains a 2; disengagement is unsuccessful, but he nonetheless spends 2 AP.

E.g. The Squire can attempt to disengage for as long as he has AP available.
The Squire rolls again and obtains a 4; disengagement is successful and he moves 1 square.

Numeric superiority
If the heroes involved in a battle are greater in number with respect to the enemies, the hero will have a bonus +1 die, valid only for this test.

Faster
If the Rapidity characteristic of the hero attempting to disengage themselves is greater than that of their opponent, they can re-roll a single time. The comparison is always made with the enemy with the highest Ra.

Wait (AP x)

A character may decide to stall and wait for the best time to act. X is the wait time, a value between 1 and the model's Ra; the character's token moves forward on the Horologium for a number of sectors equal to X. A hero that uses the "wait" action is not obliged to spend all their AP, or do so until their own Activation token reaches a sector occupied by an enemy.

Buildings

In Nova Aetas, characters can move around buildings to use them as shelters.
In some cases, buildings can be used to reach a better position, or safety.
The buildings affect the game in different ways.

Entering and exiting a building
Only heroes have this option and only where expressly stated (see mission tutorial).
A hero spends 2AP to enter or exit a building. If they don't have enough AP, they cannot enter or exit the building.
A hero can enter a building only from the door specified in the mission, and only if the square in front of the entry is free of obstacles and enemies.
A hero that exits a building can do so only from the door specified in the mission. A hero can exit from the door in one of the 3 squares in front of the entry, and only if they are free of obstacles or enemies.

E.g. The Scum cannot enter this building because the entry is blocked by the Stratiota.
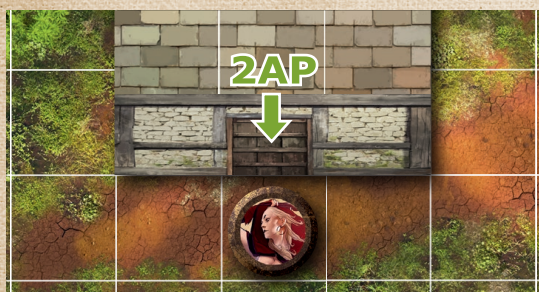
E.g. The Scum can enter this building by spending 2 AP.
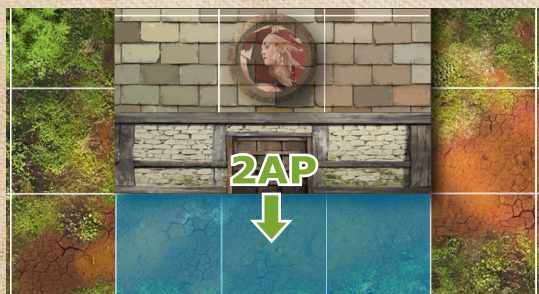
E.g. The Scum can exit this building through one of the 3 highlighted squares, by spending 2 AP.

Ladders to climb onto a building
Ladders allow each character on the same square as the ladder itself, to climb onto a building. Climbing up a ladder doesn't cost anything, for 1AP the character will be positioned in the square directly opposite the ladder.

The most common way of making this type of movement is using the "ladder" scenic element, which allows characters to climb up/down a level from their position.

E.g. The Stratiota without a Climb skill can climb onto the building only by using the ladder at a cost of 1 AP.

A character cannot use a ladder if another model is already in the landing square.
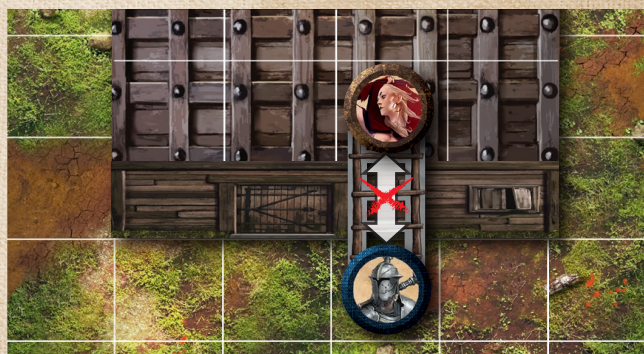
E.g. The Stratiota cannot climb the ladder to reach the roof of the building, because the Scum is occupying the landing square. Vice versa, the Scum cannot use the ladder to climb down, because the Stratiota is occupying the landing square.

Even if the landing square is occupied, the Scum can climb down from the building if she has a Climb skill or equipment, which allows her to climb up or down buildings without using the ladder. The Assassin can climb down the ladder if he has an Acrobatic skill, which allows him to move through an enemy model. The landing square will be one of the 3 squares next to the Stratiota.

Ladders to pass between two buildings or tiles.
Sometimes, ladders can be used as a bridge between two buildings.
Each time this happens, a white circle on the ladder in the mission sheet will indicate the AP needed to pass to the next building.
This value will normally correspond to the number of squares between the two buildings.
In some missions, ladders can be positioned between two tiles. In this case, the AP needed may depend on the danger of the crossing, more so than the distance between the two tiles.

E.g. The Stratiota can pass from one building to the other using the ladder and spending 2 AP.

E.g. The Stratiota can pass from one tile to the other using the ladder and spending 3 AP.

E.g. The Stratiota cannot pass from one building to the other, because the Scum is occupying the landing square. Vice versa, the Scum cannot use the ladder to cross, because the Stratiota is occupying the landing square.

Climbing onto a building

Heroes and enemies can climb onto a building using ladders or the Climb skill.
A ladder, or the Climb skill, will allow one floor to be climbed at no additional cost.
Certain objects or skills can improve the climbing of a building, allowing extra floors to be climbed, using up more AP during the same movement.
It is not possible to climb more than one floor during the same movement unless in possession of the necessary skills/equipment or AP. For example, a two-storey tower cannot be climbed if you have only 1 AP left.

E.g. The Scum with a "Grappling hook" can climb up/down a level without using the ladder. This also means he can make this movement from squares that are not accessible to other players.

Jumping

Characters can jump from one building to the next if their skills or equipment allow.
The squares between two buildings determine the distance between them.
If a character doesn't have the necessary skills or equipment, they cannot jump from one building to another.
Squares travelled in "flight" are counted towards the AP spent during the jump.
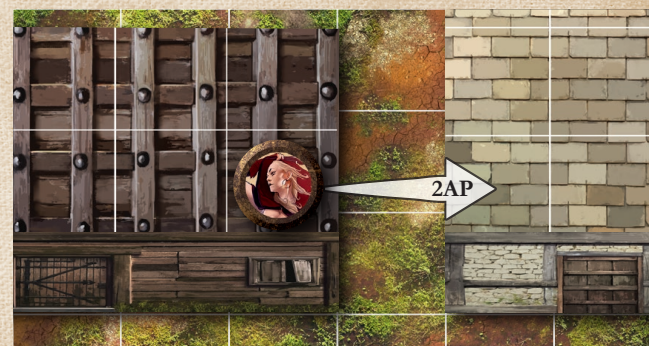
E.g. In this case, the Scum can pass from one building to the other using a skill or equipment and spending 2 AP.

Line of sight from and to a building
A character can strike a target below from a building, or vice versa if they are found in an area where this is allowed.
Check the diagrams below to check striking zones.
A character cannot strike a target on a different level in close combat.
Similarly, a character cannot attack in close combat between two buildings, however they can attack with long-range weapons, considering the AP indicated on the ladder as the extra distance towards the target.

E.g. The Scum does not have a free line of sight, neither towards the Condottiere nor the Gipsy, therefore she can neither attack nor be attacked by either.
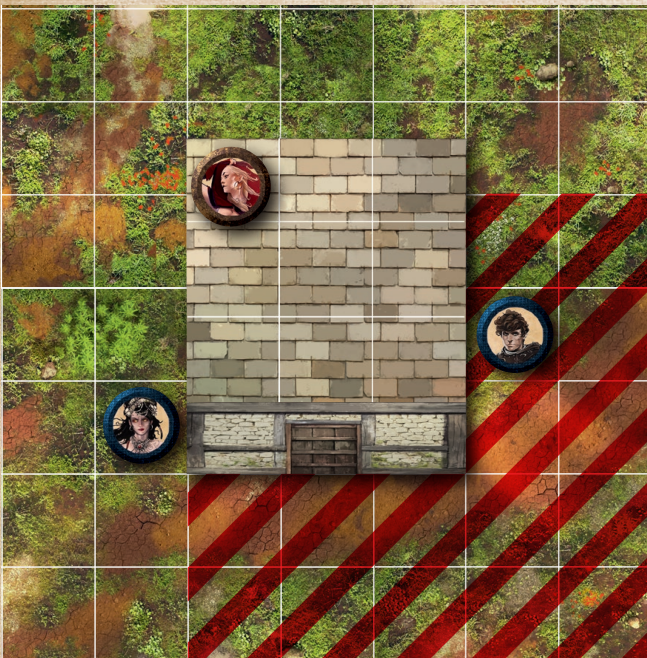
E.g. The Scum has a free line of sight towards the Gipsy, therefore she can attack and be attacked, as both use long-range weapons. The Mercenary Captain is in an area without visibility of the Scum and vice versa, therefore he can neither attack nor be attacked.

E.g. The Scum has a free line of sight towards the Mercenary Captain, therefore she can attack him but cannot be attacked, because she attacks with long-range weapons while the Mercenary Captain only attacks with close combat weapons. The Gipsy, despite being able to use a long-range attack, is in an area without visibility of the Scum and vice versa, therefore she can neither attack nor be attacked.

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Rule the enemies

Threat Value (TV)

Mission objectives, heroes and some game elements are linked by a Threat Value (hereafter TV). The TV indicates the level of priority afforded to that objective by the enemies; the higher the TV, the higher the priority. Nova Aetas Artificial Intelligence (AI) uses this value to determine which actions the enemies perform during their activation.

The TV can be fixed or variable: objectives with a fixed value are indicated in the Mission sheet, those with a variable value are updated through the "Perilium".

Other actions that influence a hero's TV are described in the missions in which they are used.

Perilium

At the beginning of the game, each hero receives a Perilium. This is used to keep the hero's threat value up to date. Various actions influence the Perilium:

- Inflict 1 or more wounds with an attack +1 TV
- Critical Hit +1 TV
- Kill +1 TV
- Healing 1 or more wounds with a skill +1 TV
- Heroes out of action -2 TV

Other actions or skills described in the missions also influence the TV.

Artificial Intelligence

Enemies are managed by an Artificial Intelligence system, which determines their actions during their activation. In the Mission sheet, each enemy is assigned an objective. Enemies must follow their mission until such time as a hero is sufficiently threatening as to interfere with them. The mission objective is linked to a TV that will be compared with the TV indicated on the heroes' Perilium in order to determine the enemy's behaviour during their activation.

Each enemy has their own area of control specified on the enemy card. This is used to determine whether a hero is able to interfere with the enemy character.

AI character actions

In the action phase the enemy must determine whether there are heroes in their Ca. If so, the TV of their mission must be compared with the TV of the hero. If the hero's TV is lower than the mission's TV, the enemy ignores the hero and follows the instructions written on the Mission sheet. If there are multiple instructions, the enemy follows them in order until all their AP have been spent. If the TV is the same or higher, the enemy considers the hero to be a threat. If there are one or more threatening heroes in an enemy's Ca, the enemy character will temporarily abandon their mission to eliminate the threat presented by the hero. This happens even if the hero engages the enemy. If an enemy abandons their mission to eliminate the threat of one or more heroes, they will choose their target in the following order of priority:

- The hero with highest TV
- The closest hero
- Randomily

Enemies will have their own objectives to follow; with each game of Nova Aetas it will always be clear how to manage them. There may however be some events that the rules cannot entirely cover. In this case, the enemies will perform the action most convenient for them at that time.

Passive skills are considered as always active and are executed each time the play situation allows.

Skills that cost AP are executed when requested by the play situation. These are always considered successful regardless of the type of skill.

Combat

There are different ways to attack: with close combat weapons, with ranged weapons or through mental attacks. Each attacking mode has its own particular features. An attack generally costs 3AP. In any case, the game includes weapons and skills that may have different costs.

When a hero meets with an enemy, two distinct situations may arise: the hero may either attack or defend themselves against an enemy attack.

Nova Aetas AI manages enemy battles; the players must follow the "Hero attack" or "Enemy attack" rules depending on the play circumstances.

Valid targets

A target is considered valid when two requirements are met: distance and line of sight. The distance is the number of squares that separate two models; some weapons or skills have a range value that must be compared with the distance. Distances are always calculated orthogonally. The line of sight can be determined by using one free side of the square occupied by the marksman and a free side of the square occupied by the target. If the imaginary line combining the two squares is not obstructed by a blocking Scenic element (see description of elements) or by an opponent character, it is declared as free, allowing the attacker to strike the target.
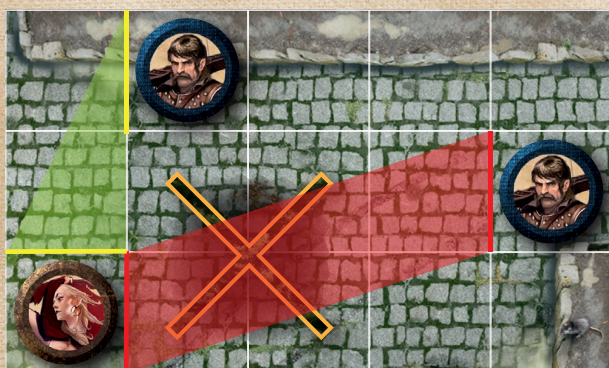
E.g. In this case, the Scum has a free line of vision towards the crossbowman above, while the line of vision towards the crossbowman to the right is obstructed by a tree.

> **Base contact**
> Two models are considered to be in base contact when they share a common side of the squares they occupy.
> Two squares in corner contact are not considered to be in base contact.

Hero attack

When a hero uses equipment or a skill with an "attack" characteristic, the hero attack rules must be followed.

Attack test

Weapons and armour
Weapons are all pieces of equipment with keyword "attack:", the rules after the attack are considered additional effects of the weapon.

E.g. The Squire attacks the Faun Warrior, inflicting 1 wound.

E.g. Thanks to his weapon, which has a Chase skill, he can move the enemy by 1 square.

E.g. The Squire can chase the enemy, moving the same number of squares, free.

Armour provides additional wounds to the characters wearing it; the card states the number of wounds the armour is able to withstand. The first wounds inflicted must be placed on the Armour card. When a hero wearing armour is healed, the wounds cannot be removed from the Armour card.

When start a new mission all wounds on armours will be removed.

E.g. The Squire suffers three wounds following an attack.

E.g. The Squire positions the first wound on the light armour and the other two directly on the Hero sheet.

Physical attack

The player selects a valid target. In close combat this means any model in base contact, for ranged weapons this must be determined based on the range and line of sight.

The attack test is determined by using the Ph characteristic of the hero or weapon used, which must be compared with the Pd characteristic of the target. Each success die rolled in the attack will inflict one wound on the target unless otherwise indicated by weapons or skills.

Close combat

Each hero has the possibility to strike one of their opponents in close combat: nobody travels unarmed in times of war. The attacking hero identifies a target from the adjacent models and rolls a number of dice equal to the physical value of the type indicated by the Mastery. One success is obtained for each outcome greater than or equal to the Pd of the target. For each success one wound is inflicted on the target. If, for whatever reason, a hero has no more weapons with which to fight, they can attempt to strike an enemy with their bare hands. In this case, the values are Ph1 and Pd5+.

Ranged attack

The attacking character identifies a valid target and rolls a number of dice equal to the physical value of the type indicated by the Mastery. One success is obtained for each outcome greater than or equal to the Pd of the target. For each success one wound is inflicted on the target.

E.g. To make a physical attack, both in close combat or at long range, a Hero must roll a number of dice equal to the Physical characteristics of the type indicated by the Mastery. Each result equal to or greater than the enemy's Physical Defence characteristic, will inflict 1 wound.

Critical attack
When a Hero obtains 3 or more successes during a physical attack, either in close or ranged combat, 1 additional wound is inflicted on the enemy.

Mental attack

Some individuals have extraordinary mental skills; these characters use their abilities to modify the outcomes of battles. Mental attacks require a valid target in order to be launched unless otherwise described in the spell description.

Spell

If the spell has a "Oppose" characteristic, the test is determined by using the hero's Mi characteristic compared with the Md characteristic of the target; one success is obtained for each outcome greater than or equal to the Md of the target. Mental attacks that do not include the "Oppose" symbol are resolved using the rule of success. Each mental attack has its own level of difficulty, indicating the minimum success rate that must be obtained in order to cast a spell. If the success rate is equal to or greater than the difficulty of the spell, all of its effects are applied.

E.g. As shown in the image, to launch a "Lightning" attack (magic with Oppose) against the Stratiote, the Enchantress must obtain a dice result of 4+ not 5+ as per the rule of success.

Prayer

The attack test is determined using the hero's Mi characteristic, to which the rule of success will apply. Prayers do not have a difficulty level but their effect depends on the number of successes.

E.g. A Novice that attempts to use the "Healing" prayer must obtain at least 5+ according to the rule of success. For each success obtained, the Novice heals 1 wound.
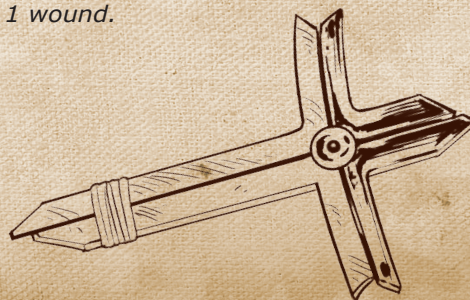
Enemy attack

When a hero poses a threat to enemies, the latter will interrupt their mission to attack them. When this happens, the enemy attack rules are followed. Unlike hero attacks, players will use their hero characteristics to defend themselves against enemy attacks.

Unless otherwise indicated, all enemies' attacks (both phisical and mental) cost 3 AP.

Physical attack

Just like heroes, enemies also use their weapons to wound their opponents, both in close combat and ranged attacks.

Each enemy uses the attack profile indicated in their reference card; this type of attack is indicated by a red sphere. Each attack is described by the following characteristics:

🔴 **Labrys**
✛ 1 ✸ 2 ⬈ 5+ ⚡ Bleeding.

Name: the name of the weapon or skill used.

✛ *Range*: the distance within which the attack is effective.

✸ *Strikes*: indicates the number of wounds inflicted by the enemy.

⬈ *Physical attack*: indicates the difficulty of the hero's defence test.

⚡ *Effect*: indicates any special effect or token that must be applied in addition to wounds.

Each time a hero is hit by a physical attack, they are subjected to the number of strikes indicated by the enemy's weapon. To resist the strikes, perform a Ph test with a difficulty equal to the value of the weapon's "physical attack". Each successful attempt cancels out a strike, each valid strike inflicts one wound on the hero.

Mental attack

Even among enemies, there are particularly gifted individuals able to damage heroes through their mental skills.

The blue sphere indicates this kind of attack and it is described by the following characteristics:

🔵 **Soulfire**
✛ 6 👁 1 ✦ 5+ ◎ 👤 ⚡ 3 Wo, Fire.
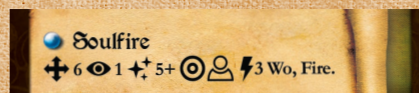
Name: name of spell.

✛ *Range*: distance within which the spell is effective.

👁 *Oppose*: indicates the success rate needed to contrast the magic.

✦ *Mental attack*: indicates the difficulty of the hero's defence test.

⚡ *Effect*: indicates the wounds and/or status inflicted by the magic if it is not contrasted.

Enemy mental attacks, just like heroes', can be contrasted. The targeted hero performs an Mi test with a difficulty equal to the value of the opponent's "mental attack". If the success rate is equal to or greater than the Oppose value, the magic is contrasted. Otherwise the effects will be inflicted upon the target.

Enemy attacking priorities

An enemy will always attack a threatening hero in their Ca; in the case of an equal TV, the enemy will attack the closest hero; in multiple cases of tie, the enemy will attack the most wounded. If it is not possible to establish a priority, a random decision will be made by rolling a die.

Status and tokens

There are different types of statuses; these can be positive or negative, can be applied to a character or object and can be suffered or earned. In each case, a status always refers to a corresponding token; the position and use of this token will determine the rule. Negative status tokens have a dark red background, positive status tokens can be recognised by their light blue background and wounds are characterised by a beige background.

Wound 1   Re-roll   Stunned

Tokens on objects

A positive token placed on an object must be discarded when the object is used and the effects are applied. The token must necessarily be used the first time the object to which it is linked is used.
A negative token placed on an object guarantees an additional effect; when the object is used, you must move the token to the target. The target will suffer the effects of the status.

E.g. A Poison token on a sword gives the weapon an additional poison effect. When a sword attack is successful, the token is moved onto the target, who will suffer the effects of the poison.

A token placed on the object can be used only when the object in question is successfully used. A single object cannot hold more than one token of the same type.
When an object with the status "Strength1" or Weakness1 earns the same type of status, replace the token with the corresponding "Strength2" or Weakness2. An object cannot have a status greater than "Strength2" or "Weakness2".

Tokens on characters

A positive token placed on a character can be used when the character performs an action; the effects are applied and the token are discarded. Heroes are not obliged to use the token when they are activated. A negative token placed on a character indicates that the model is affected by that status. There is no limit to the number of different positive or negative tokens that a character can have, but a character or equipment can never have more than one token of the same type. If a negative token needs to be discarded to take effect, this must be done the first time the play circumstances allow (see description of statuses).

Out of action and out of game

When a hero accumulates a number of Wound tokens equal to the value of their wounds, they are placed out of action. Lay the miniature down and move its Activation token by six sectors. If an out of action hero is not treated prior to their next activation, they are out of game. A hero out of action still occuupies his square, but does not influence the line of sight.
When an enemy accumulates a number of Wound tokens equal to the value of their wounds, they are out of game and a "Loot bag" token is placed in their place.

You can increase the difficulty of the game by leaving the character's Activation token out of action in its current sector.

When a character is out of game, remove the miniature from the game board and the corresponding Activation token from the Horologium. When a hero is out of game draw a wound card, see page 27 to read how heal this wound. Important: enemy Activation tokens are removed only when the out of game model is the last of that group.

The campaign

The Plot Book contains all the available missions in the game, whether part of the campaign or secondary missions. Nova Aetas missions are set in specific locations that can be found on the map of Italy. Each mission creates a scene with its own distinctive features indicated on the respective sheet, such as the positioning of the Scenic elements, the heroes' and enemies' deployment zones, and the time any events take place.

Starting equipment

The starting equipment of the heroes consists of 3 cards. To recognize a hero's equipment, check the symbol of the hero class and the color behind the icon, that must match the hero ribbon on his sheet (see page 8, Hero Sheet "K" points). All basic classes are represented by green color. The Specialisations can be either blue or red.

E.g. The Squire starts with the three objects with the symbol of the Green Sword. When the Novice became a Plague Doctor, he take the three objects with the symbol of the Blue Cross.

Starting skills

The heroes start the Core Box campaign without skills.

Map of Italy

The main Nova Aetas campaign unfolds in different locations throughout the Italian peninsula; to help you monitor your group's various movements, you can use the map of Italy. The map illustrates the Italian peninsula and the various locations where the main events unfold. The locations may be the Cities and their environs (symbolised by a Coat of Arms of the City) or the Villages and their surroundings (symbolised by a Fortification). You can trace your movements on the map of Italy so that you always know your whereabouts and the services offered by that location.

The mission rewards section (see Mission sheet) indicates whether or not it is possible to stop for the end of game phase and in which place. If you don't, you will have to move on directly to the next mission.

Playing a mission

The missions are the core element of Nova Aetas, and there are two different types: "campaign missions" and "secondary missions" (see below). The former develop the story of your Free Company, the latter are opportunities that present themselves along the way. Aside from this difference, the two types of missions work in the same way. Each mission has its own sheet providing instructions on how to set up the field, manage events and enemies.

Prior to beginning a game, you'll need to select which mission to play. Once this is done, find the mission in the Plot Book. Now follow the rules to set up the battlefield.

> To make it easier to manage all the different game elements, we recommend various tasks be assigned to specific players. For example, moving the Activtion tokens or reading the mission rules for the events. These are just a few examples, but feel free to manage the game as you see fit.

Once the heroes' or enemies' objectives have been reached, or when the available time for the completion of a mission has expired, the battle will immediately end. Check which location you have reached, check which activities are available, the next mission you need to undertake and claim your reward.

> Enemies will have their own objectives to follow; with each game of Nova Aetas it will always be clear how to manage them. There may however be some events that the rules cannot entirely cover. In this case, the enemies will perform the action most convenient for them at that time.

Secondary missions

The main Nova Aetas campaign is composed of a series of missions linked by a common plot. However, between adventures characters will be able to undertake secondary missions from which they can reap hefty rewards.

At the end of some missions, characters will find themselves in a city or village. It is here that players must decide whether to undertake one, and only one, secondary mission prior to throwing themselves into the main campaign again.

There are three types of secondary missions: Bounty, Quest and Hunt. Each type of secondary mission has its own deck of cards, and each card corresponds to one mission. You will find the rules of secondary missions in the Plot Book. Secondary missions are acquired by visiting places in the "end of game" phase (see "Cities and Villages" section). Each hero can draw only one of the available "secondary mission" cards. After each hero has drawn a card, the team decided wich one (if any) of the card to use. The unused cards are mixed back into their respective decks and will be available during the next "end of game" phase. Once the secondary mission has been completed (regardless of the result), do not place the mission card back in the deck. This rule does not apply to Hunt missions, which can be played multiple times.

It is not possible to play two secondary missions one after the other. After completing one, the characters must undertake a new main campaign mission.

The heroes can decide to leave a secondary mission before the goal condition occurs.

When a secondary mission is completed, a new city phase can be played in the same location where the secondary mission card was drawn. After this city phase, the heroes will need to continue the campaign.

End of game phase

Once the scene is finished, whether it be a campaign or secondary mission, the heroes check the map of Italy to see whether they have reached a residential location where they can sleep and recover their strength.

During this pause, it will also be possible to visit different places in that location to buy and sell objects, be healed or learn new skills.

Free Company

The heroes are in the service of a Free Company; all missions, whether official or not, will always be commissioned by the State to which the Company owes their loyalty. Loyalty is often dictated by economic or prestigious interests at the time; loyalty can be sold to the highest bidder.

All earnings and resources of members of the Company are managed by the Company itself. Therefore all money, objects, elements and formulae in the possession of players are noted on the Free Company sheet. This is then used to keep track of the status of heroes, such as serious wounds, their level and secondary missions played. During the course of the campaign, new heroes can be enlisted and some may die, being eliminated from the game. Any variation to the status, class and the entry or exit of heroes to and from the Company will be noted on the sheet.

Money

In the Nova Aetas world, the cost of objects and labour is expressed in "Popolini", a currency typical of the Italian Renaissance. To simplify the reading of prices shown on cards, a second currency is used: the Fiorini, whose value corresponds to 5 Popolini.

All takings and expenses are made in the name of the Free Company; when money is earned or spent, the "treasure chest" section of the Free Company sheet must be updated.

Costs and rules on how to use money in each single situation are reported in this rulebook in the relevant chapter.

1 Fiorino = 5 Popolini

City phase

At the end of each mission, your company will have the possibility to visit a city or village. Looking at the map, based on the mission just undertaken, find the name of the place where characters can recover their strength. The map will indicate the size of the various residential areas and this will determine the range of possible activities. Cities always offer characters more places; villages, on the other hand, do not offer all activities due to the fact that they are smaller. Each hero in the company can only visit one place, however different heroes can perform the same activity and use the same service more than once.

Following is a description of the six available activities:

City   Village

Examples of icons representative of cities (in this case, Rome) and villages on the map of Italy.

Inn

In the Inn, characters can relax and meet local residents. Here it is possible to find a customer with a mission to offer, as dangerous as it is rewarding.

For each hero that visits the Inn, a secondary Quest mission card can be drawn from the Quest deck.

Quest missions

During Quest missions the heroes must find someone or something on the battlefield before their available time runs out. These missions are normally devoid of high risks, however unexpected obstacles may occasionally cause various problems for the heroes.

Master

A hero that visits a Master can acquire a skill in their current class, in place of the skill they would normally learn at the end of the last mission played. It is very useful to visit a Master for access to skills that are quite rare and more difficult to learn. The cost of learning is shown on the Skill cards. A hero can learn only one skill for each class per visit to a Master.

E.g. To learn this skill, the hero must spend 10 Popolini as instructed by the card.

Craftsman

Craftsmen are skilled artisans that combine the arts of their trades with alchemy; a hero that visits a craftsman can commission the creation of an alchemical object. There is no limit to the number of objects that a hero can commission to a craftsman.

Heroes can access all alchemical objects in the Formulae deck. At the start of the campaign, this will be composed only of base formulae. Each time the hero finds a new formulae, this will be added to the Formulae deck.

Alchemical elements

Various plants and materials have alchemical properties; the craftsmen have the ability to infuse these properties into the objects. Thanks to the discovery of the philosopher's stone, craftsmen can extract powerful alchemical elements from various materials which, when infused into the objects, inject them with new skills.

After having completed the city phase, update the list of ingredients on the company sheet.

E.g. These are some of the Elements that Heroes can find during the course of their missions, which are very useful for creating new and unique objects.

Formulae Cards

One side of the formulae cards shows the list of elements and the relevant quantity needed to create an alchemical object. The other side shows the alchemical object created along with its rules; this is used like any Equipment card.

E.g. When the different elements are combined, they give life to new objects, as in the case of the "Healing gun" described below.

When a hero visits the craftsman, the Crafting deck must be turned over with the formulae side facing upwards. The hero chooses which formulae to produce and pays the relevant price, both in elements and in money. Remember that heroes have access to both the newly drawn elements and those recorded on the Company sheet.

🛡️ ⛵ Merchant

All types of goods can be found in the merchant's workshop. A hero that visits a merchant can purchase equipment and often even various alchemical elements. In addition, merchants are always willing to purchase from the heroes if it is a good deal. The merchant will buy equipment or elements from the heroes at half the sale price shown on each object's card (rounded upwards). Players can assign all negotiations to one hero, who can sell and purchase on behalf of them all. Furthermore, merchants are always looking for rare and exotic goods for their wealthiest customers, and may engage your Company for a Hunt mission. For each hero that visits the merchant, only one card can be drawn from the Hunt deck.

Hunt missions

During Hunt missions, the heroes must contend with large animals or confront mythological beasts.
In every Hunt game, one hero must be nominated as the huntsman, with his Perilium set at TV3.
Each Hunt has its own setup to prepare for the challenge. Hunt missions differ from standard missions in terms of the way the prey (enemy) AI is managed.

A - Is the typical name of the creature.
B - Traits, which profile the type of creature and are used as a reference for various hero skills.
C - The attack priority.

The box in the top right corner lists the characteristics of the creature. Some cards include coloured spheres, which can also be found on the corresponding tokens.
D - Physical defence
E - Mental defence
F - Wounds
The characteristics listed above are explained in the Enemy Box on page 8.

G - Illustration
H - The special rules applicable to the creature, or background notes.

I - The specific Prey Formulae.
J - The cards that will be used to compose the Elements deck.
K - The number of Element cards that need to be drawn, based on the value shown next to "Reward".

Each Prey has its own set of cards (prey action cards) that describes the type of movement or attack, and how many AP these consume. Attack cards have a numbered sequence. With each prey's activation, a new card from the deck is turned over and its effects are applied.

A - Action
B - Illustration
C - Description
D - Sequence
E - AP cost

If the game ends with the prey's defeat, compare the number of remaining Prey action cards with the prey's Mission sheet: players will earn the corresponding number of Element cards. In the case of victory, players will also draw one of the formulae associated with the prey.

E.g. In the bear's case, if the Prey has been killed, count the remaining cards to determine the number of Element cards that need to be drawn. If the bear has been killed and 7 cards are left, you can draw 2 Element cards.
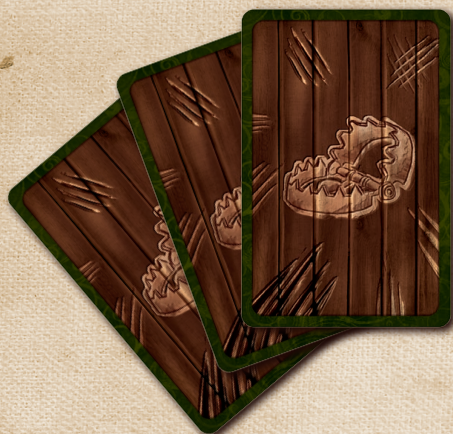
For the first game, we recommend you leave the Prey deck in order (the lowest should be drawn first) without reading the effects. After the first battle, you can replace them in the same order and make the most of the experience, or you can randomly mix them up so as not to be aware of the prey's next moves.

We recommend playing "Bear's rage" when your group is at the 1st Mastery Level and the "Brave wolves" and "Boar's grunt" missions when your group has reached the 2nd MAsgtery level.

🛡 ⛰ Surgeon

In the rustic Surgeon's office, heroes' wounds inflicted during the previous missions can be healed.

Each hero that visits the Surgeon can heal their wounds, further to payment. The cost of healing is written on the Wound card; once the Surgeon has been paid, the hero can discard the card for which they paid.
Wound card not healed by the Surgeon, sitll afflict the hero, until are cured.

Barracks

The barracks is where all recruits looking for an income meet, whether noblemen or mercenary captains, these individuals will place themselves at the service of the highest paying bidder. Each hero that visits the barracks and confers with the quartermaster can enlist a new mercenary to add to their Company.

If one of the heroes has been killed or inflicted with too many serious wounds, you may decide to enlist a recruit to replace them. By paying the quartermaster a fee of 10 popolini, you can acquire the services of a new recruit, who will begin their career from the base class of the replaced hero. You may decide to enlist a trained recruit, in this case you can draw three Skill cards and pay the relevant fee. You can decide to purchase as many skills as you like from the three drawn, from this point forward the new hero will acquire skills according to the normal rules. If a Company composed of 3 or less heroes does not have enough money to enlist recruits, they can replace missing characters without paying the fee. In any case, it is not possible to enlist a trained recruit, so the new hero will therefore start without any skills.

The garrison quartermaster always keeps the noticeboard of wanteds in the area up to date. For each hero that visits the barracks, it is possible to draw a card from the Bounty deck.
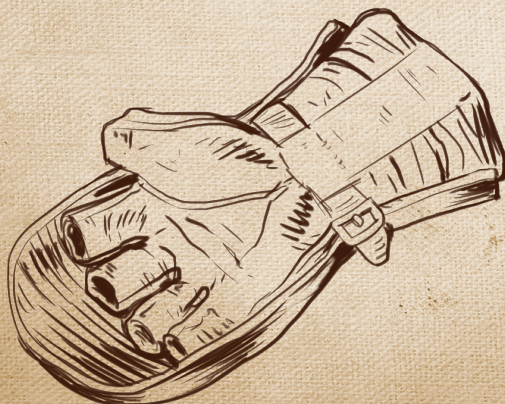
Bounty missions

The goal of a Bounty mission is to capture a wanted or rival character. Set up the field according to the basic rules described in the Plot Book. The game will end with the defeat of either the Bounty character or the heroes.

New Class and Specialisation

At the end of some missions, heroes may have gained experience. When this happens, heroes learn new skills (see the "end of mission" section for campaign games) or become specialised in a new class (for campaign missions only). Each Nova Aetas class is characterised by a different Skill deck; when a hero learns a new skill, they choose a card from the corresponding skill pile.

If the mission indicates that a hero acquire experience, and if they have already learned 3 skills in your current class, they will be required to choose one of specialisations of their class. Once a specialisation has been chosen, it will not be possible to turn back and change it. When a hero begin a specialisation, they will have a new Skill deck and will receive the basic equipment for the new class. The previously acquired equipment can be saved and used or sold to the merchants.

Example mission

Following is an example mission page.
Each mission contains various information provided in the following fields:

A - The title and the mission number.

B - The introduction to the mission based on the campaign plot.

C - The time available to complete the mission. Underneath, you'll find the layout of Action tokens on the Horologium.

D - Here, information is provided regarding the layout of the game board, the heroes' objectives and the conditions leading to the group's victory or defeat.
The information includes a list of enemies involved in the mission and any additional rules applicable to each. Special rules and events influencing the game during the course of the mission, are also explained.

E - The image of the game board layout is shown, including scenic elements, how and where to position the enemies and the starting point for the heroes.

F - The description of what happens in the case of either Victory or Defeat, and based on the outcome of the current mission, you'll be directed towards another specific mission (if described). Includes details of the heroes' rewards, skills earned and where and if the city phase is to be performed.

O.1

The burning hot map

A

⏳ Start: 5:00 am
End: 8:30 am

C

History
Egidio of Viterbo has instructed you to meet with a messenger and accept the delivery of a highly secret and important letter. You head to Spoleto towards the district of the village where you've been told to wait... The closer you get, the stronger the pungent smell of burning wood until you discover a group of men guided by a strange woman, setting fire to the homes in the district! What if they too are waiting for the messenger?
It doesn't matter! You can't allow them to get away with it!

Rules

Set-up
Take 4 **Incognito Tokens**, one of which must include the image of the scroll. Shuffle them with the "?" side facing up and randomly position one on each of the homes. The **Scroll Token** will indicate where the Messenger is, but the characters must not know!
Decide how to arrange the Heroes in the four deployment squares.

Heroes Objective
The Heroes must find the Messenger and recover the map.

They win if:
• They kill all the enemies prior to the event.
• (After the event) Before the time expires, they allow the Messenger to escape from the corner opposite the home from whence it has escaped.

They lose if:
• 3 houses collapse.
• After the event the messenger is killed.
• After the event they do not succeed in allowing the messenger to escape before the time expires.
• 3 Heroes are out of action at the same time.

Enemies Objective
Stratiotes
• Place a fire token on the closest home VM 5 (this action costs 1AP).
• Kill the Messenger VM 8.

Gipsy
• Use the Gipsy's mental attack to place a **Fire Token** on the closest home and within a range of VM 4.
• Kill the Messenger VM 9.

Crossbowmen
• Kill the Heroes.

Special Rules
A house collapses when it is covered by 3 **Fire Tokens**.
The house can spend 1AP to obtain a **Bucket Token** to the well. When they find themselves in a square adjacent to the well. When they are adjacent to a home with **Fire Tokens**, they can spend 1AP to discard a **Bucket Token** and remove a **Fire Token** from the home, then increase the Threat Counter by 1.

Event
When a house collapses, turn over its mission token. If the token is the one with the scroll, place the **Messenger Token** on the door of the collapsed home. Then place the **Messenger Token** on the Horologium in the sector ahead of the currently active one. The Messenger will spend all their Action Points to move towards the corner opposite the home from whence they escaped.

Messenger
Ra - 4
Fi - 2
Me - 2
Fe- 5
The messenger does not make any attacks but rolls as normal to disengage.

E

End of Mission

Victory
The Heroes have saved the messenger and recovered the letter, which would appear to contain an ancient map.
Proceed with Mission 2, after first performing the City phase on Spoleto.
Reward for group:
10 silver Popolini
3 random objects
EXPERIENCE: 1 Uncommon skill

Defeat
The Venetians have killed the messenger and have taken possession of the map, Follow them!
Proceed with Mission 4 without performing the City phase.
Reward for group:
6 silver Popolini
2 random objects
EXPERIENCE: -

4

Enemy Draft and Enemy Spawning Point

Some missions involve the use of enemy reinforcements, which can be played out in different ways:
- The mission indicates the type of enemy, the entry point and the time they enter into play.
- The mission uses the Enemy Spawning Point and the Enemy Draft rule.

Enemy Draft
When a mission specifies the use of an Enemy Draft, randomly draw the type of Enemy card indicated by the mission; if the type is not specified, use all the available Enemy cards. The mission will also specify at what time the enemies must be drawn; if this is not specified, draw an Enemy card every time the hour ticks over.

Enemy Spawning Point
Some missions introduce enemies into play, whether specific or random, at certain times specified in the mission.
Use the Enemy Spawning Point as the point of entry, placing the miniatures in the adjacent free spaces.

History
After the umpteenth tavern fight sparked by your drunken friend, you find yourselves running through the narrow streets of Rome, when you unexpectedly hit a dead-end street. The only available escape route is being obstructed by a group of bandits. You need to find a way out of this dangerous situation before the group at your heels catches up to you.

Rules

Set-up
Arrange the scenic elements as shown on the map (doors to homes are shown in red), position the enemy units and finally arrange the heroes in any "H" space.
to complete this mission one of the heroes must be the Scum.

Heroes' Objective
The players must pass through the homes to exit the red zone. Unfortunately, the doors to the homes are closed and the only way to open them is using the roof lever (1 AP).

They win if:
• At least 2 heroes manage to leave the map.

They lose if:
• 3 heroes are out of action at the same time.

Enemies' Objective
Stratioti
• Kill the Heroes.

Crossbowmen
• Kill the Heroes.

Special Rules
Once the doors have been freed, the heroes can cross through the buildings. Entering and exiting the door of a home costs 2 AP. It is not possible to enter and exit during the same activation. When a hero exits from a door, place his model in the nearest empty square avaiable.

Event
No event.

End of Mission

Victory
Congratulations, you have completed the tutorial. Proceed with mission 0.1 in the plot book, "The burning hot map".
Reward for group:
4 silver Popolini
1 random elements
EXPERIENCE: 1 Common skill

Defeat
Replay the mission.

The mission start and finish times are shown on the side.

Start: 5:00 am
End: 8:30 am

Collect the Activation tokens of each hero and enemy involved in the mission and position them as instructed in the Horologium layout shown on the side, so that the heroes start first.

Appendix

In this appendix, you'll find a descriptions of the Status tokens, enemy Skills and special game effects.

Effects of Heroes' skills and equipment

Area effect
Some skills and equipment have an additional area effect. The same rules described in the Areas paragraph apply (see page 13).

Before the game starts
A skill or equipment with this attribute can be used only before the game starts. In some cases, this means the delayed entry of the character that performed the action. Move the Activation token on the Horologium by the number of sectors indicated on the card.

Bounce
When an object bounces, roll 1D6 and compare the result with the Orientation card. The object will move to the corresponding square. If the object bounces multiple times in the same action, determine the bounce direction, perform the bounce, then repeat those two steps for each additional bounce (thus it may bounce back and forth between two spaces).

Chase
If possible, the character pushes the target of one of his attacks by one square. The character can pursue the target, without spend additiona AP.

Climb
Allows characters to move from one square to an adjacent one on a different level. The Climb value determines the number of levels that can be climbed up/down.

Combo Points
This attribute can be either an effect or the cost of a skill or equipment. Each time an attack with this effect inflicts at least one wound, the hero collects the corresponding number of combo points; to keep count of the combo points, use 1D6. When an attack type skill is used with this type of attribute as a cost, in order to make the attack a certain minimum number of combo points need to have been collected. After the attack, update the value of remaining combo points using the 1D6.

Critical
An attack type skill or equipment with this attribute causes an additional number of wounds in the event of a critical strike (3 successes), determined by the value of the attribute itself (see page 19).

Distance
Some equipments and skills allow ranged attack, following the standard rules for distances and lines of sight.

Grenade
A hero that uses an object with this characteristic must obtain 1 success in a Ph test. Each time this object is thrown, it bounces 3 times (see "Bounce" rule).

Maintenance/Upkeep X
Maintenance indicates the cost in AP to keep a spell active. At the start of activation, the hero can decide whether to maintain the effect of various spells.

Orientation card
The Orientation card is used for random direction (e.g. AI patrol, Grenade bouncing and special mission movements).

Ph (Physical)
Some weapons have their own Ph value. When it is specified, the hero must use the Ph value of the weapon instead of their own.

Reach X
A weapon with this effect can target a character within the reach value.

Reload X
Indicates the number of AP the character must spend to reload a weapon with the "Reload" effect. If a character has a skill with this effect, they will use the lower value to reload their weapon.

Safe
The effect of a skill with this attribute ceases the moment the target is wounded.

Sequence
An attack with this attribute can only be used following a base attack.

Silent
A movement action with this attribute does not make any noise when performed.

Time Points
This attribute can be either an effect or the cost of a skill or equipment. Each time an action with this type of effect is completed, the hero collects the corresponding number of time points; to keep count of the time points, use a 1D6. When a skill is used with this attribute as a cost, in order to perform the action a certain minimum number of time points need to be collected; after the action, update the value of the time points using the six-sided die.

Enemy equipment and skills

Cavalry (Passive)
A model with this skill can move up to 2 squares for each AP spent.

Climb X (AP X)
The character can climb up to X levels (the roof of a home) by spending X Action Points ("X" is always equal of height level of the building), without the aid of ropes or ladders.

Flute (Passive)
If the character is the target of an attack, from within 5 squares, force the attacker to re-roll one successful die used in the attack.

Healing (Passive)
At the end of the character's activation, every friendly character within 5 squares has 1 wound healed.

Heavy armour (Passive)
Provides the character with 2 extra wounds. These wounds are already included in the character's profile.

Ice Blast (Passive)
At the start of its activation, the character makes an attack: ✣0 👁 1 ⚒ 7+ ◉ 🕵 ⚡ Area1, 1Wo, Hindered.

Inspire (Passive)
All heroes within 6 squares, are forced to re-roll a defence die when they defend themselves against the enemies' physical attacks.

Iron will (Passive)
If the character is the target of a spell, the attacker is obliged to re-roll one success die.

Knife (Passive)
Each time a character with this equipment disengages, they push all opposing character in base contact directly back by one square.

Knock down
When a model ends up knocked down, lay their miniature down on its back. The model cannot perform any actions, Except defend themselves or get back on their feet by spending 1 AP.

Lethal (Passive)
Enemies with this ability bypass their opponent's Defence token when they attack. The Defence token is not discarded.

Light armour (Passive)
Provides the character with 1 extra wound. This wound is already included in the character's profile.

Machete (Passive)
Each time an enemy with this equipment disengages, they push all opposing character in base contact directly back by one square and inflict a wound on each pushed-back character, that cannot be avoided.

Marksman (Passive)
If engaged, the character always stands down from the battle. If the character's objective is a hero, this character will attempt to move to the minimum distance allowed to perform the attack (see attack distance).

Melody of war (Passive)
Each Primaevi model within 5 squares of the character playing the melody has a bonus of 1 extra strike on their physical attacks.

Phalanx (Passive)
When two models with this skill find themselves in adjacent squares, they can execute a single attack summing up their strikes values.

Pierce
If possible, place an automatic wound on the target's armour, if it has one.

Point-blank
Before making the close combat attack, the character shoots with a pistol, combined with the weapon. The profile of this attack is: ☀ 1 ↘ 7+

Reinforcement
Follow the "Enemy Draft" rules (see page 29).

Sharpened Shield (Passive)
Each time the character is attacked by another model in base contact, a wound is automatically inflicted on the attacker.

Shell (Passive)
At the start of their activation, the character gains an Energy Field token.

Shield (Passive)
The character nullifies one success die each time they are hit by physical attack.

Stunned
A stunned character immediately moves their Activation token forward by 2 sectors.

Warmaster (Passive)
The character reduces the cost of all attacks by 1AP.

Status tokens

Acted/Exhausted
The character ends their activation, having spent all their AP, then discards this token.

Sheep
This token is used to replace a model when the character is transmuted into a sheep, as an effect of the Sheep Shift spell.

Unloaded weapon
An unloaded weapon cannot be used to attack. A character with this token must spend X AP to reload their weapon, where X is the value of the Reload effect of the weapon.

Positive status tokens

Blessed
The character can discard this token before rolling for a test, to apply a +1 bonus to all the dice.

Charm
The character is ignored by all the enemies in the four adjacent squares. Discard the token at the start of the hero's activation.

Improved Oppose
When an character performs an attack, use a skill or equipment that has the "Oppose" feature; this token must be discarded and the action gains a modifier of +1 on "Oppose".

Convert
Use this token to indicate a model under the effect of the "Convert" prayer.

Defence
The character can discard this token to ignore one wound inflicted by a physical attack.

Defensive stance
The character applies the following modifiers: +1Ph in defence and -1Ph in attack. Maintenance 2. The character can re-roll all the dice in defence, they must accept the second result.

Disguise
A character with this skill changes their physical appearance. Put this token on a Disguise skill to indicate that the skill is active.

Energy field
The character can discard this token to ignore the effects inflicted by a mental attack.

Fly
The character ignores all obstacles and enemies during movement and can climb up a level without spending extra AP. Fliyng movement is always considered to be Silent (see Silent). The character can only be attacked by weapons with a range of 2+ (see page 27), a flying model cannot end movement on a occupied square.

Haste
Discard the token to move up to 3 squares for free without spending any AP. The token must be discarded during the first movement action.

Marked
All attacks, whether physical or mental, with a Marked character as the target, have a bonus of +1 on the dice result.

Provoke
When a character with this trait suffers an attack from a skill or equipment with the "Oppose" or "Strike" feature, the character must discard this token and the action suffers a modifier of -1 on its "Oppose" or "Strike".

Re-roll
Discard this token to re-roll one failed die.

Silence
Use this token to indicate the models under the effect of the "Silence" prayer. Note, that you need to assign a token only to the enemies that use mental attacks or skills and to all the heroes inside the area.

Strength1
The character can discard this token to roll 1 extra die, when making a test.

Stength2
The character can discard this token to roll 2 extra dice, when making a test.

Improved strike
When an enemy performs an attack, use a skill or equipment that has the "Strike" feature; you must discard this token and the action gains a modifier of +1 on its "Strike".

Negative status tokens

Sleep
The character must spend all their AP to discard this token. The token is also discarded if the character is wounded.

Blinded
The character cannot make melee attacks during their activation. Discard this token at the end of the characters' activation.

Cursed
The character must apply a -1 to all the dice rolled for their next test, then the token is discarded.

Distracted
The character must subtract 1 from "Strike" and "Oppose" on their next attack, then discard this token.

Burned/Fire
A character can spend 1 AP to roll 1D6. If the outcome is 4+, the fire is put out. AP can be spent until the fire is out or until the AP run out. If, at the end of their activation, the burning model is not extinguished, the character is inflicted with 1 wound.
At the end of their activation, burning enemies are inflicted with 1 wound and automatically extinguish the fire.

Hindered
The character must spend 2 AP for each squares they move, including jumping and climbing. Discard this token at the end of the character's activation.

Poisoned
A character with a Poison token applies a -1 on all their physical and mental attributes.
E.g. a level 1 Stratiota with a Poison token will have Pd +4, Md +3. A Scum with a Poison token will have Ph 2 and Mi 1.

Stunned
The character must spent 2 AP to discard this token, before perfoming any other action aside from Wait.
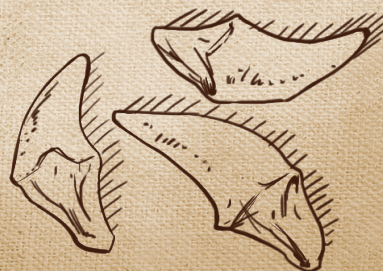
Weakness1
The character must roll 1 less die during the first roll for their next test (minimum 1 dice), then discard this token.

Weakness2
The character must roll 2 fiver dice during their next test (minimum 1 dice), then discard this token.

Wound tokens

Bleeding
A bleeding character suffers a wound at the end of their next activation. Then the token is discarded.

Wounds1
These are used to mark 1 wound inflicted on a character.

Wounds3
These are used to mark 3 wounds inflicted on a character.

Mission tokens

Bucket
These Mission tokens are used as effects in specific missions, such as transporting water.

Fire
These Mission tokens are used as effects in specific missions, such as burning buildings.

Incognito
These Mission tokens represent an unknown object, they are used when a mission requires the incognito rules.

Loot bag
These tokens are dropped by the enemies, when they are eliminated. When heroes collect this token, they draw a card from the Elements deck.

Enemy Spawning Point
Sends reinforcements into a missions, as indicated in the mission's description.

Lever
These Mission tokens are used in specific missions.

Special Character tokens

Messenger
This token is used in some missions to identify the messenger or other generic characters.

Pope / Doge
This token is used to represent the Pope or Doge in the final missions of the campaign.
Their profiles are described in the respective Enemy cards.

Hunting tokens

Bait token
This token is used in the Bear Hunt mission, Honey, to increase the TV of the hero carrying it.

Prey activation tokens
These tokens are placed on the Horologium to keep track of the action performed by the animal.

Prey tokens
These tokens are used in the Hunt missions to identify prey on the battlefield. Each animal has its own specific name and a coloured sphere, making it easier to identify on the respective Prey cards.

Scenic elements

Trees
A tree is a three-dimensional scenic element that occupies 4 squares, obstructing movement and line of sight.
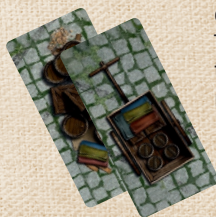
Bush
A bush is a three-dimensional Scenic element that occupies 1 square and obstructs movement.

Well
A well is a Scenic element that occupies 4 squares and obstructs movement.

Cart and goods
The cart and goods are scenic elements that occupy 2 squares, obstructing movement and line of sight.
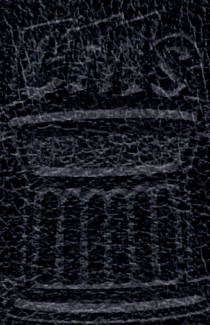
Stairs
Ladders are scenic elements used by characters to climb up or down buildings, or jump from one roof to another.

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