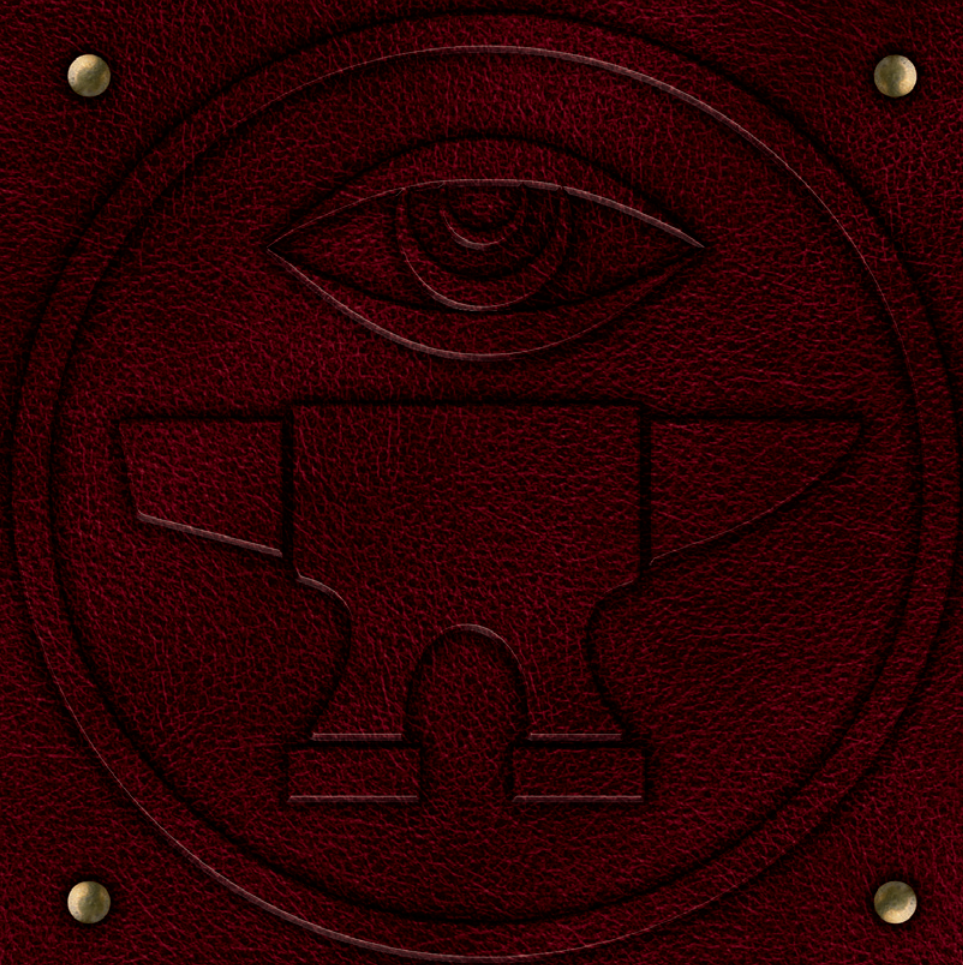


NOVA AETAS

VESUVIUS'S FORGE



Adventures

Introductory notes

Welcome to Vesuvio's Forge, the first 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.



Obelisk/Giglio

The Giglio is a new Scenic element that you will use for the "Pagan Festival". It occupies 4 squares and is a mobile element. You'll find the rules on how to use it in the special mission rules.

The Obelisk is a new Scenic element that you will find in the mission called "The Forge". It occupies 4 squares and the heroes can interact with it to recover other Nucleus Fragments.



Forge

The legendary and powerful Vesuvio's Forge can be used to defeat its ruler. It occupies 4 squares.



Volcano Lava/Strike

The Lava is a mobile Scenic element that will be used in the "Escape from Hell" mission. The Volcano Strike is used to represent the lethal attacks by King Vesuvius.



Core Fragment token

Heroes and enemies will try and take possession of these tokens throughout the entire campaign. Their purpose will be revealed during the course of play.



Tiredness token

These tokens will be used to keep count of the heroes' accumulated fatigue in the missions that use the "Asphyxiating Air" rule.



Broken Token

This token is assigned to an enemy that has been targeted by certain Blacksmith skills.



Eternal Ember Token

These exclusive tokens for the new Blacksmith class can be discarded to add effects to the Blacksmith's skills.



Rune Token

There are 3 different types (air, earth and fire) and each one offers special effects when the Forge Master uses certain skills.



Knobs

These knobs are needed to open the sluices of Vesuvio's forge.

Introduction to Vesuvio's Forge

While your companions are busy completing a mysterious mission in northern Italy, your Company sends you to work in the Kingdom of Naples. The opportunity to meet a comrade in arms dedicated to the art of forgery throws you into a new adventure through ancient buried cities, forgotten places, and into the heart of the threatening volcano of Vesuvius, where an ancient forge has been reactivated, run by its mighty owners under the watchful eye of the King of the Cyclopes. As you follow the trail of a mysterious cult attacking the local population, you begin to discover the secrets of Vesuvio's Forge!

How to use this expansion

Vesuvio's Forge is the first Nova Aetas expansion, adding a new mini-campaign to play separately to the base game. The events that take place in Vesuvio's Forge are simultaneous to those of Nova Aetas, so the group of heroes in this campaign will start their journey from zero. All the Nova Aetas materials can also be used in Vesuvio's Forge and vice versa, so you can combine secondary missions of the base game with those of this expansion, just like the projects, objects and enemy cards for casual encounters.

Starting experience

The campaign begins with mission 1 "Visit to an old friend". The heroes that start the campaign will do so with their base equipment, plus one of the three common skills in their class.

A new Hero

In Vesuvio's Forge, you can play with a new hero: the Blacksmith. This new hero follows the normal base game rules and can also be integrated into the main Nova Aetas campaign, if you wish.

In addition to having very useful supporting skills, the Blacksmith is also a great warrior, able to compete with the Squire. His main characteristic is the Eternal Ember, a resource that can be used to add spectacular effects to the Blacksmith's skills.

New rules

Tiredness

Some of the missions in Vesuvio's Forge will put you to the test with this new negative effect. If a mission has the "Asphyxiating Air" Special Rule, the following effect will apply. Each time a Hero ends their activation on a square with the symbol of the drop, they receive 1 Tiredness token. For each Tiredness token they possess, their Ra is reduced by one point. This effect is also reflected in the number of AP available to the Hero. During their next activation, the player controlling the Hero must spend 1 AP to discard each of the Tiredness tokens on their sheet, before performing any other action. If for any reason a Hero finds themselves with a number of Tiredness tokens equal to or greater than their Ra value, they are immediately placed Out of Action.

Destroyed buildings

Some of the new missions contain these new Scenic elements. When a character finds themselves next to the wall of a destroyed building, the Cover rule will apply to physical attacks, if the wall intercepts a line of sight.

Cover

When a covered model is attacked, the following rules apply:

- If the model is a Hero, they can re-roll a Defence die.
- If the model is an Enemy, the Hero making the attack throws one die less.

Water sack

These cards can be used to ignore the effects of the heat in the boiling caves of the volcano. After acquiring one from the merchant, it can be assigned to a hero. A hero in possession of this card can turn it face down at the start of their activation, to ignore the "asphyxiating air" effects until the start of his next activation. When the card is face up, it can be discarded to repeat its effect. If at the end of the mission the card has not yet been discarded, it can be reused in the following missions, starting with the card turned face up.

Broken token

Any Enemy model with a Broken token have -1AP during their activation.

New Enemy skills

Eclectic

A warrior with this skill is able to fight both with ranged weapons and close combat weapons. Enemies with this skill have two Attack profiles (paper strip); the first from the top down will always be a ranged attack, while the second will always be a close combat attack. Normally, enemies with this skill will use the "Marksmen" rule, but if they find themselves next to a Hero or model considered to be a target, they will use the second paper strip. (E.g. One of the Scarfaces is next to the Squire, which is the Hero with the highest TV in their area of control. Instead of moving and making a ranged attack, the enemy will attack the Squire using the second paper strip attack).

Asphyxiating

Some Magicians manage to wrap themselves in a cone of boiling air, which weakens anybody who dares to approach. When a Hero ends their activation next to an Enemy with this skill, they receive one Tiredness token (see the Asphyxiating Air rule).

Mental resistance

High range Enemies manage to instil courage and determination in their comrades. An enemy with this skill adds a bonus of +1 to the Md of all Enemies within 4 squares, with whom the Enemy shares a Segment.

Sweep

Particularly violent or large Enemies can attack multiple Heroes with the same attack. An Enemy with this skill always attacks all the Heroes next to them.

Double Wounds

An enemy with this ability inflicts two wounds for every strike not defended by the hero, who is the target of the attack.

Bone Broken


The first time a hero is inflicted with a wound by a weapon with this skill, draw a card from the Wounds deck. In you draw the "Death" card, ignore it and draw another card.

Visit to an old friend

0.1

History

The Heroes arrive in the surrounds of Naples, home to the workshop of an old friend of theirs, a great fighter but also a great forger, known by all as one of the best blacksmiths in Italy. But when they reach the smithy, they find it to be under attack by strange individuals dressed in rags, with unsightly burns on various parts of their body. The blacksmith is about to surrender... he needs your help!

 **Start:** 10:00 am
End: 1:30 pm

Rules

Set-up

Place the Blacksmith in the square indicated on the map. Decide how to arrange the other 3 Heroes in the deployment squares.

The Blacksmith begins with a TV equal to 3

Heroes Objective

The Heroes must save the Blacksmith and defeat all the enemies.

They win if:

- They kill all the enemies before the time runs out.

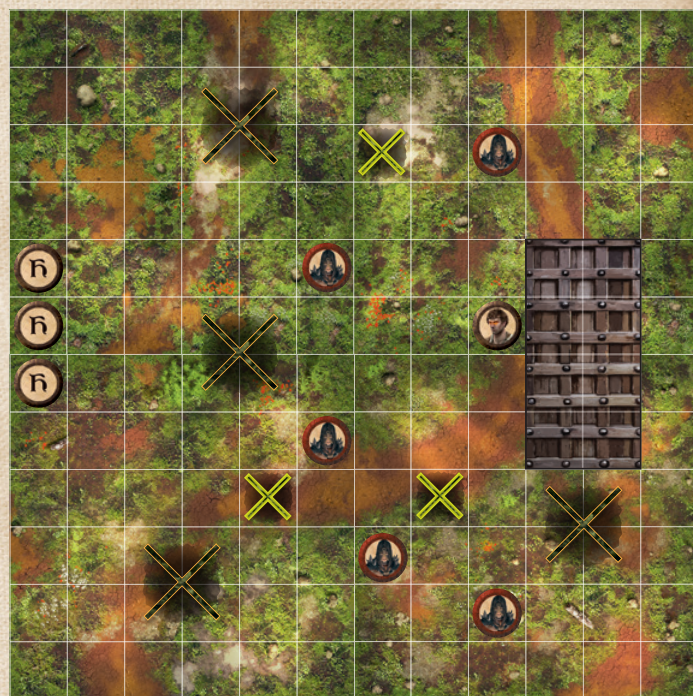
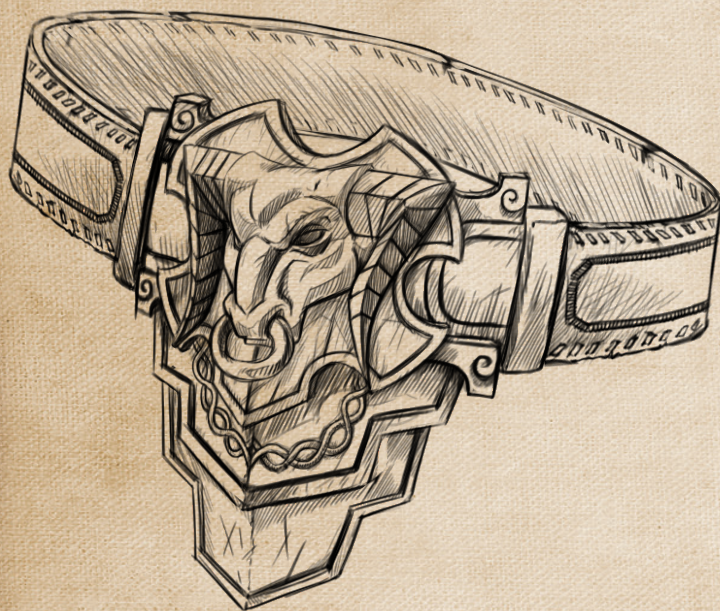
They lose if:

- When the time runs out, there are still enemies on the battlefield.
- The blacksmith is sent out of play.
- 3 Heroes are out of action at the same time.

Enemies Objective

Scarfaces

- No specific objective, follow the normal "attack the Heroes" rule.



End of Mission

Victory

You have saved your old friend. The Blacksmith tells you that over the past month or so, the area surrounding Vesuvius has been under attack by these fanatics. Proceed with Mission 0.3, after performing the City phase in Naples.

Reward for group:

10 silver popolini
3 random elements
1 Core Fragment

EXPERIENCE: 1 Uncommon skill

Defeat

You have miraculously escaped the Scarface attack. The blacksmith's workshop has been destroyed, but you manage to reach a village and reorganise yourselves, giving you a chance to understand what is happening.

Proceed with Mission 0.2, after performing the City phase in Resina.

Reward for group:

7 silver popolini
3 random elements

EXPERIENCE: -



Among the ashes

0.2

History

As you reorganise yourselves in the village of Resina, the blacksmith tells you that over the past month, these shady characters have been attacking the communities around the volcano... more or less since the earthquakes started and that threatening cloud of smoke arose from the peak of Vesuvius. He tells you how, before the attack, they ordered him to surrender something called the "Core Fragment". A ball of incandescent magma which he had found in the past weeks on the slopes of the Volcano. As you interrogate him on what is happening, a man arrives in the square, screaming. They are attacking the archaeological digs of Ercolano! You quickly make a move, but you have a terrible feeling that you already know who the assailants are.

Rules

Set-up

Deploy the Heroes in any square in the blue half of the battlefield.

Heroes Objective

The Heroes must fight off the Scarfaces and stop them from entering ancient Ercolano.

They win if:

- There are no enemy models in the blue half of battlefield when the time runs out.

They lose if:

- when the time runs out, there are still enemy models in the blue half of battlefield.
- 2 enemies have left the battlefield, and have reached the red squares.
- 3 Heroes are out of action at the same time.

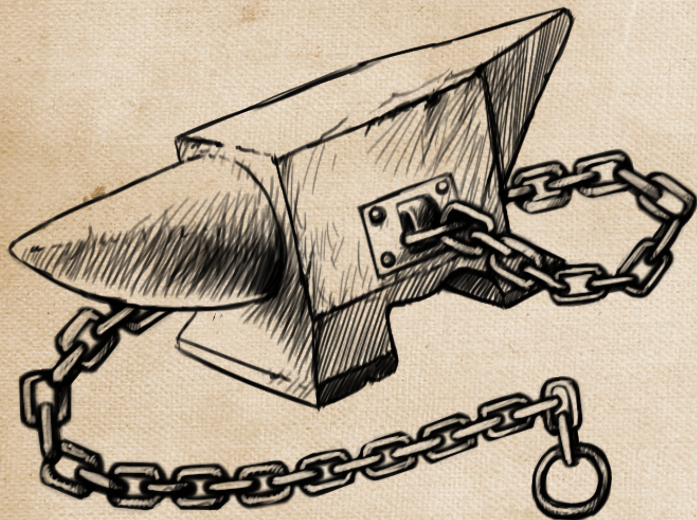
Enemies Objective

All Enemies

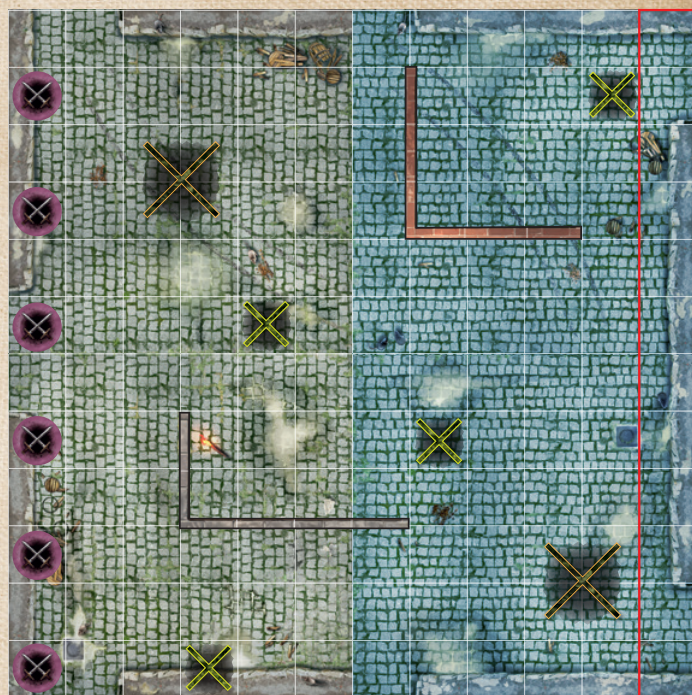
- Reach the blue half of battlefield (TV7).
- Reach the red squares (TV7).

Special Rules

Invasion - At the beginning of the mission place one scarface on each spawning point. Every time one Scarface is Out of action place a new Scarface on a random enemy spawning point. In this mission the Scarface have 2 Wo instead of 4.



Start: 3:00 am
End: 6:30 am



End of Mission

Victory

You have fought off the attack by the Scarfaces. One of the enemy corpses was holding a ball of incandescent magma in his arms. There is clearly more than one. But what do these Core Fragments do?

Proceed with Mission 0.5, after performing the City phase in Nola.

Reward for group:

- 10 silver popolini
- 3 random elements
- 1 CoreFragment

EXPERIENCE: 1 Rare skill

Defeat

The enemies have raided the archaeological digs of Ercolano, taking with them another Core Fragment. You will need to find out more in order to stop them.

Proceed with Mission 0.5, after performing the City phase in Nola.

Reward for group:

- 7 silver popolini
- 3 random elements

EXPERIENCE: 1 Uncommon skill



Close the valves

0.3

History

The Blacksmith guides you to the area where he found the Core Fragment. You begin to explore the forests along the slopes of Vesuvius. As you're poking around in the woods, you feel the earth move under your feet and noisy steps making their way closer to you. You silently follow the source of the noise, until you reach the edges of a clearing and are left gobsmacked. An enormous one-eyed creature is towering over a group of Scarfaces, who appear to be playing about with strange objects that look like huge valves, half-hidden in the underbrush and planted in the ground. It looks as though they're completing some sort of ritual. You have a strange feeling that allowing them to finish isn't such a great idea.

Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must prevent the enemies from activating the Forge Valves.

They win if:

- There are no enemies next to the two Valves when the time runs out.

They lose if:

- An enemy is next to one of the two Valves when the time runs out.
- 3 Heroes are out of action at the same time.

Enemies Objective

Scarfaces

- Remain next to or move towards the yellow Valve (TV6).
- Attack the Heroes adjacent blue Valve.

Forgers

- Remain next to or move towards red Valve (TV6).
- Attack the Heroes adjacent red Valve.

Lady of fire

- No specific objective, follow the normal "attack the Heroes" rule.

Event

If there are no enemies or only the Lady of fire is alone on the battlefield, place two Forgers on the red Enemy Spawning Point, and two Scarfaces on the yellow Enemy Spawning Point.



End of Mission

Victory

You have stopped the enemies from opening those enormous taps... but what are they for? It seems as though something sinister is happening on the slopes of this volcano... you decide to investigate further. Proceed with Mission 0.4, after performing the City phase in Somma Vesuviana.

Reward for group:

- 10 silver popolini
- 3 random elements
- 1 Core Fragment

EXPERIENCE: 1 Rare skill


Defeat

You did not succeed in stopping the enemies from opening those enormous taps... but what are they for? It seems as though something sinister is happening on the slopes of this volcano... you decide to investigate further. Proceed with Mission 0.4, after performing the City phase in Somma Vesuviana.

Reward for group:

- 7 silver popolini
- 3 random elements

EXPERIENCE: 1 Uncommon skill

 **Start:** 5:00 am
End: 9:00 am




From the pan into the fire

0.4

History

You have scrambled up the slopes of Vesuvius on the tail of the Scarfaces and their monstrous allies. The higher you climb, the more the forestland thins, opening up to an infernal landscape. Burnt land and streams of lava are the only thing you see, as the gas-saturated air burns your lungs. When you see the Scarfaces poke out from behind the rocks, you know you're on the right track... unfortunately, the road has led you to their territory.

 **Start:** 12:00 pm
End: 3:00 pm

Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must escape the enemy attack, finding refuge in the caves.

They win if:

- They eliminate all the enemies from the battlefield within the time limit.
- All heroes not out of action have left the battlefield when the time runs out.

They lose if:

- 3 Heroes are out of action at the same time.

Enemies Objective

Scarfaces

- No specific objective, follow the normal "attack the Heroes" rule.

Forgers

- Defend the battlefield exit, attacking any Heroes that approach within 3 squares (TV5).

Lady of fire

- No specific objective, follow the normal "attack the Heroes" rule.

Special Rules

Asphyxiating air

Lava - Squares in the yellow area are incandescent lava. All Heroes without fire immunity are inflicted with 2 wounds when they land on one of these squares. No wounds will be inflicted if the square is passed above without stopping.

Escape route towards the caves - When a Hero enters in a red square, they leave the battlefield.



End of Mission

Victory

You have found refuge inside a cave, successfully eliminating many of your enemies and even recovering another Core Fragment. The cave resembles some sort of enormous tunnel... there's nothing left to do but venture inside and search for a way out. Proceed with Mission 0.6 without performing the City phase.

Reward for group:

- 10 silver popolini
- 3 random elements
- 1 Core Fragment

EXPERIENCE: 1 Uncommon skill

Defeat

You miraculously managed to save yourselves by escaping into a cave. To get your enemies off your trail, there's nothing left to do but venture inside and follow the deep tunnel, in the hope of finding a way out. Proceed with Mission 0.6 without performing the City phase.

Reward for group:

- 7 silver popolini
- 3 random elements

EXPERIENCE: 1 Common skill




Pagan Celebration

0.5

History

The Blacksmith tells you that another Core Fragment may be in Nola, nestled in one of the "Giglio" (wooden obelisks) carried by the local population in honour of the festival being held during these days. You decide to go there to find out more and confirm this information. When you arrive in the city, the "Giglio" procession has begun. As you focus your view, you realise that one of the tall obelisks is topped by a large stone that seems to be flashing red. But it seems as though the Scarfaces have had the same idea. From the crowd, you hear screams and see familiar shapes climbing over the town folk carrying the "Giglio" on their back.

 **Start:** 12:00 pm
End: 3:30 pm



Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.
Place 4 Stratiotes in the indicated squares to represent the commoners.

Heroes Objective

The Heroes must protect the "Giglio".

They win if:

- The "Giglio" leaves the battlefield before the time runs out.

They lose if:

- 3 Heroes are out of action at the same time.
- When the time runs out, the "Giglio" is still on the battlefield.

Enemies Objective

Scarfaces

- Attack the closest commoner (TV4).

Forgers/Master

- Attack the closest commoner (TV4).

Lady of fire

- Attack the closest commoner (TV4).

Special Rules

The procession - The "Giglio" and the 4 commoners carrying it move forward of three square spending 5AP, after move the "Giglio" place the 4 commoners as you wish adjacent to it.

When a commoner is killed, a hero next to the "Giglio" can temporarily carry the "Giglio" and call another commoner by spending 5AP. Place the new commoner adjacent to the "Giglio".

If at any time there is only two commoners left alive, the "Giglio" stops moving until at least another commoner is called.

To exit the battlefield, the "Giglio" must enter one of the squares marked in red.

Wave of enemies - When the "Giglio" or an Hero enters a new tile, perform an Enemy Draft for each Enemy Spawning Point on actual tile.

A - to the Forge



Giglio

End of Mission

Victory

You have saved the "Giglio" and a large part of the population. To thank you, the inhabitants of Nola allow you to borrow the Core Fragment at the tip of the obelisk. Moreover, the town keepers inform you that the assailants arrived from the direction of a very deep cave, which opens up on the slopes of Vesuvio. You now know in which direction to head to investigate further. Proceed with Mission 0.6, after performing the City phase in Nola.

Reward for group:

- 10 silver popolini
- 3 random elements
- 1 Core Fragment

EXPERIENCE: 1 Uncommon skill

Defeat

The assailants have destroyed the "Giglio" and after taking possession of the Core Fragment, have escaped using the local population as a human shield. Once the chaos has settled, the town keepers inform you that the assailants arrived from the direction of a very deep cave, which opens up on the slopes of Vesuvio. You now know in which direction to head to investigate further.

Proceed with Mission 0.6, after performing the City phase in Nola.

Reward for group:

- 7 silver popolini
- 2 random elements


EXPERIENCE: 1 Common skill

The dead city

0.6

History

You have ventured even further into the cave, and after the umpteenth curve you find yourselves walking on what seems like an ancient Roman road. The walls of the cave alternate with homes of a more classic appearance, whose columns and statues have been destroyed. It seems as though you have reached one of the city streets buried by Vesuvius' lava. As you continue to explore the paths of the buried city, the sound of inhuman screams keeps getting louder... you may well have found the Scarfaces' hideout.

 **Start:** 10:00 am
End: 1:30 pm



Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.
After deploying the Heroes, perform the Enemy Drafts as if the Heroes have just entered the map sector (see Special Rules).

Hero Objective

The Heroes must venture continuously further into the Cyclopes' Kingdom.

They win if:

- All Heroes not out of action have left the battlefield when the time runs out.

They lose if:

- 3 Heroes are out of action at the same time.
- There is one Hero on the battlefield when the time runs out.

Enemies Objective

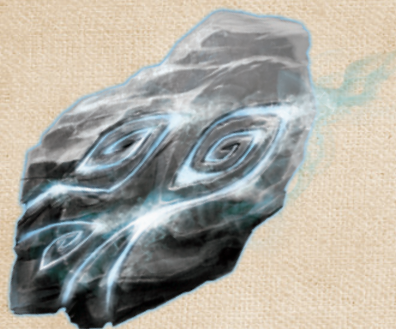
- No specific objective, follow the normal "attack the Heroes" rule.

Special Rules

Enemy wave - When a Hero enters a new tile, perform an Enemy Draft for each deployment point marked on the map to decide which enemy will enter the battlefield. To leave the battlefield, players need to enter one of the squares marked in red. In this mission, they can decide to exit from point A, where there is a "Forge" sign, or from point B, where there is a "Forest of Ashes" sign.

Event

The Master (Cyclops leader) is activated when the Heroes enter the game board in which its miniature is positioned. If he is defeated, in addition to leaving the Loot token, he will also leave a Core Fragment on the battlefield.



End of Mission

Victory

Your attack at the Scarface base was successful and you have penetrated even further into the mountain. As you continue to explore your surrounds, you find men imprisoned in iron cages. They are the artisans and citizens of the attacked villages. With the help of the blacksmith, you free them one by one. They offer you their help as you make the most of their knowledge, exploiting the resources of a buried city preserved in excellent condition.

Exit A "Forge"

Proceed with Mission 8, after performing the City phase in Pompei (ruins).

Exit B "Forest of Ashes"

Proceed with Mission 7, after performing the City phase in Pompei (ruins).

Reward for group:

- 10 silver popolini
- 3 random elements
- 1 Core Fragment (if you have defeated the Cyclops leader)

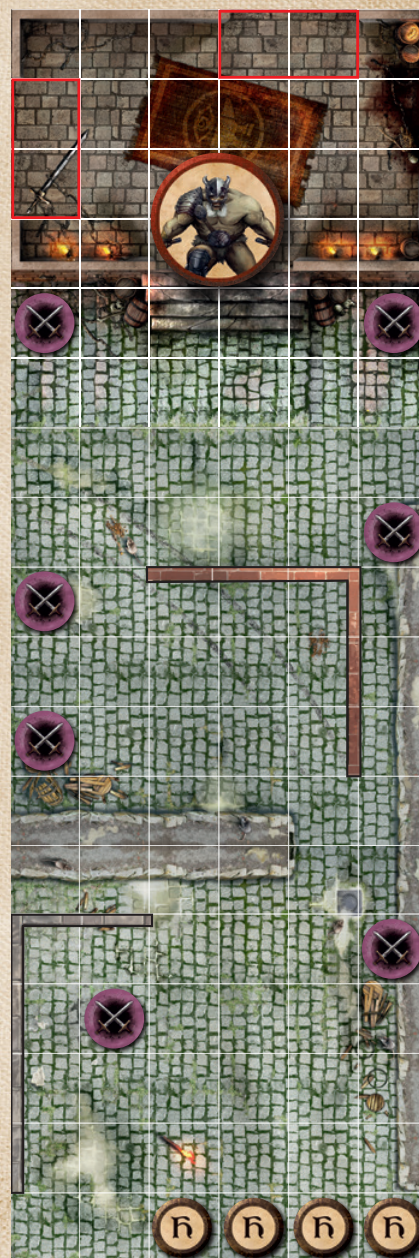
EXPERIENCE: 1 Rare skill

Defeat

Replay the mission.

A - to the Forge

B - to the Forest of Ashes



The Forest of Ashes

0.7

History

You venture increasingly further into Cyclops territory. The prisoners you freed have told you that the Cyclopes were awoken following an earthquake. The Scarfaces have worshipped them for centuries, waiting for the reawakening of their king, who bears the Volcano's name. It seems as though they're working on reactivating the king's Forge, whence they get their power. After the umpteenth curve in the tunnel, you find yourselves in the open again, in what seems like a petrified forest covered in ashes. More prisoners are roaming among the trees like robots being monitored by the Scarfaces. It seems as though the prisoners are rummaging through the soil in search of something. It goes without saying that this needs to be stopped!

Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.

Place the Crossbowmen and Stratioti miniatures in the squares marked by the "?" symbol.

Hero Objective

The Heroes must free the prisoners and kill all the enemies.

They win if:

- They free at least 3 prisoners before the time runs out.

They lose if:

- 3 Heroes are out of action at the same time.
- They have not freed at least 3 prisoners before the time runs out.

Enemies Objective

Scarfaces

- No specific objective, follow the normal "attack the Heroes" rule.
- Attack the closest freed prisoner (TV6).

Forgers/Master

- No specific objective, follow the normal "attack the Heroes" rule.
- Attack the closest freed prisoner (TV6).

Lady of fire

- Conjure a fire elemental if there aren't any already on the battlefield (TV6).
- Attack the closest freed prisoner (TV6).

Special Rules

Go you're free! - When a Hero is found next to a prisoner, they can spend 1AP to free them. A freed prisoner will spend all their AP to move towards the red square to escape. Freed prisoners can be attacked by enemies or targeted by skills and magic. In this case, treat them as if they were Heroes.

Asphyxiating air

Core Fragments - If the Master is defeated before the time runs out, you receive a Nucleus Fragment.

Event

5.30 pm - The Master guarding the prisoners arrives on the battlefield, lured by the racket of the battle. Place him on the yellow square and place the action token on the active sector of the Horologium.

Start: 3:00 pm
End: 7:00 pm



Prisoner

Ra 4
Ph 2
Mi 2
Wo 4
Can only defend, but never attack.



End of Mission

Victory

You have freed the prisoner and inflicted another blow on the Cyclopes. One of the Scarfaces on the ground is still alive. You manage to get him to speak.

"You want to challenge our king? Ahahahah, he is too strong for you, you will perish melted in the lava of his Forge". With his last breath of life, he points out the way to the chambers of King Vesuvio. As a sign of their thanks, the prisoners offer you their services. Proceed with Mission 0.9, after performing the City phase.

Reward for group:

10 silver popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

The prisoners have all been killed and you have been forced to escape. You have the distinct impression that the Scarfaces have pushed you in the direction of this new cave... are they trying to trap you? Proceed with Mission 0.9 without performing the City phase.

Reward for group:

7 silver popolini
2 random elements

EXPERIENCE: 1 Common skill




The Forge from Hell

0.8

History

You continue to penetrate the depths of the volcano as the air becomes increasingly thick and unbreathable. The prisoners you freed have told you that the Cyclopes were awoken following an earthquake. The Scarfaces have worshipped them for centuries, waiting for the reawakening of their king, who bears the volcano's name. It seems as if they're working to reactivate the king's Forge, whence they get their power. The rivulets of lava seem to be guiding everyone in the same direction. Before an enormous door, you find a band of Cyclopes blocking your way.

 **Start:** 3:30 pm
End: 7:00 pm



Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must kill all the enemies.

They win if:

- They eliminate all the enemies before the time runs out.

They lose if:

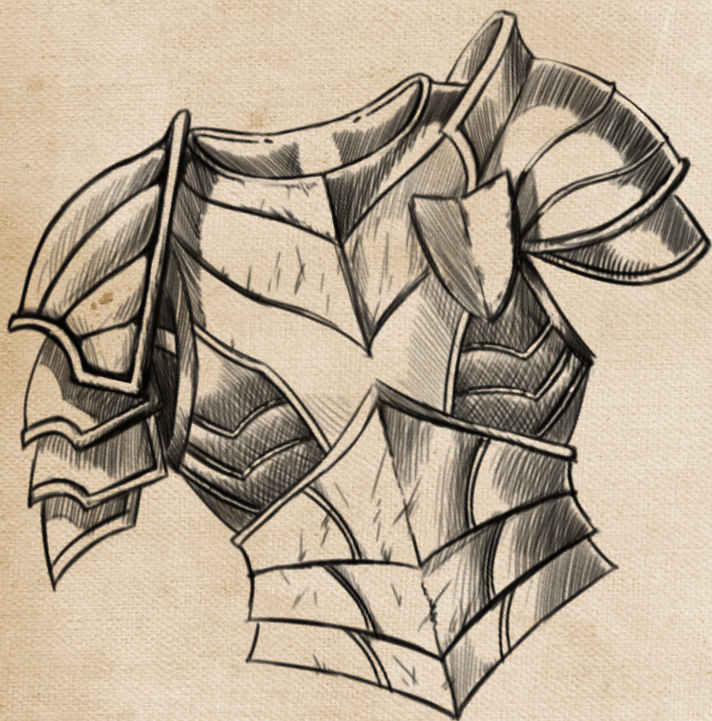
- 3 Heroes are out of action at the same time.
- The enemies have all been eliminated before the time runs out.

Enemies Objective

- No specific objective, follow the normal "attack the Heroes" rule.

Special Rules

Asphyxiating air



End of Mission

Victory

You have defeated the band of enemies and you prepare to pass through the enormous doorway... what can you expect to find on the other side? Proceed with Mission 0.9 without performing the City phase.

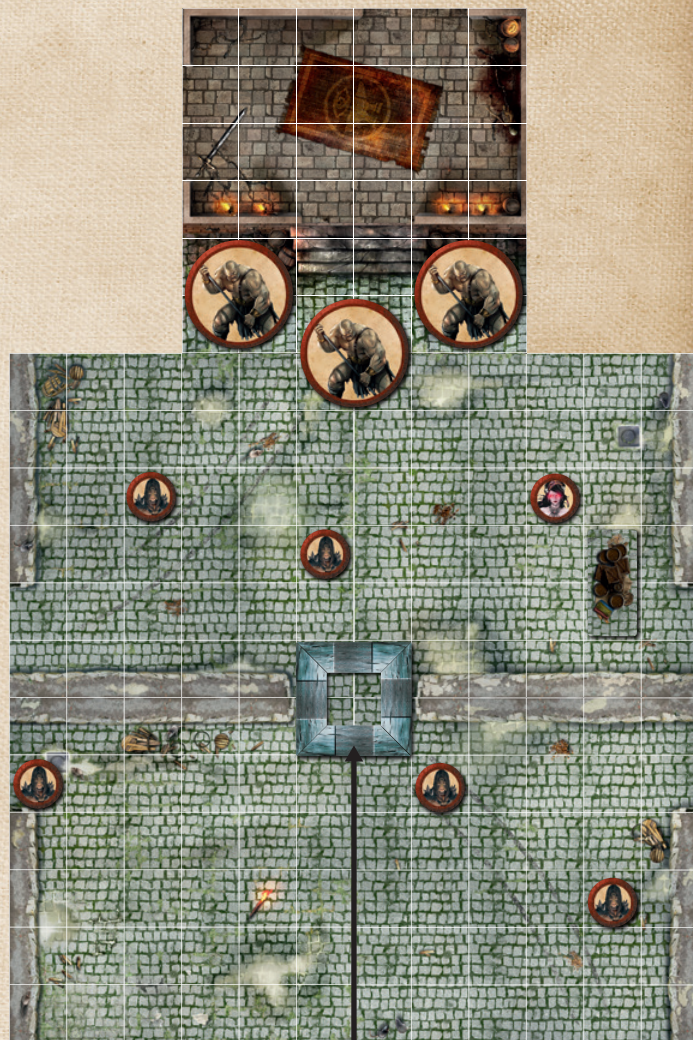
Reward for group:

10 silver popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

Replay the mission.



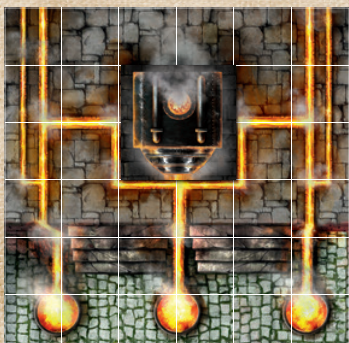
Giglio

History

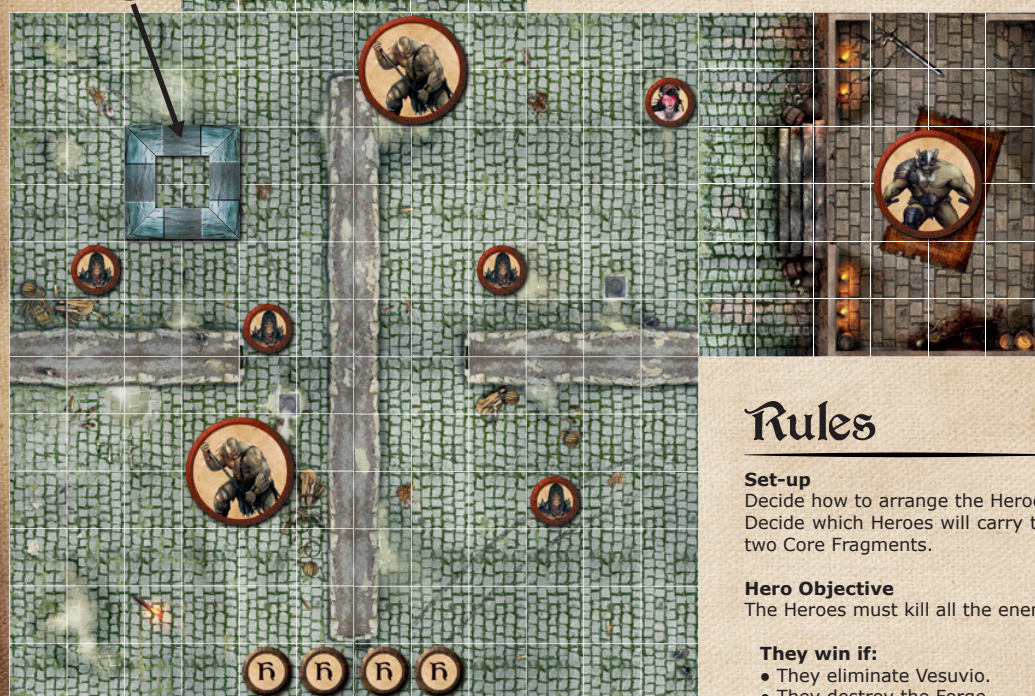
You enter the enormous room and find yourselves standing before the largest Cyclops you have ever seen. You know that you are in the presence of King Vesuvio himself.

"There you are! You have been a thorn in my side for far too long. But now, it's over. Hand over the Core Fragments in your possession and in return I will guarantee you a fast and painless death."

"I was awoken by the Blood of Gaea, and now my Forge can go back to producing the Arms of Destiny to be used by armies in an eternal war. All that's missing are the fragments in your possession, then everything is ready.. Hand them over!"



Giglio



Start: 7:30pm
End: -



Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.

Decide which Heroes will carry the Core Fragments. Each Hero can carry a maximum of two Core Fragments.

Hero Objective

The Heroes must kill all the enemies.

They win if:

- They eliminate Vesuvio.
- They destroy the Forge.

They lose if:

- 3 Heroes are out of action at the same time.

Enemies Objective

- No specific objective, follow the normal "attack the Heroes" rule.

Special Rules

Asphyxiating air

Carry the fragments - Each hero can carry only 2 Core Fragments at once.

Overcharging the Forge - The Heroes can destroy the Forge by snapping the Core Fragments in their possession above it. 5 fragments are needed to trigger a chain reaction, which will destroy the kingdom of Vesuvio. To snap a fragment, a Hero must be next to the Forge, spend 1AP.

If the characters don't have enough Core Fragments in their possession, they can take others from the obelisk. To do this, they must be next to the obelisk and spend 2AP, and be successful in an MI or Ph test with a difficulty of 2.

End of Mission

Victory

You have defeated King Vesuvio, but you don't have time to celebrate. The earth begins to shake under your feet and the roof starts to cave in. You must escape as fast as you can to avoid remaining trapped in this inferno!

Proceed with Mission 1.0 without performing the City phase.

Reward for group:

10 silver popolini
3 random elements

EXPERIENCE: 1 Rare skill

Defeat


Replay the mission.

Escape from Hell

1.0

History

You have defeated Vesuvio, but you don't have time to celebrate. The earth begins to shake under your feet, the walls of the Forge are caving in and the incandescent lava is invading all the rooms of Vesuvio's chambers! You must escape as fast as you can or risk being trapped in the heart of the volcano!

 **Strat:** 9:00 pm
End: -

Rules

Set-up

Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must escape from the Forge before they are crushed!

They win if:

- 3 Heroes manages to escape from the Forge.

They lose if:

- 2 Heroes go out of action.

Enemies Objective

- No specific objective, follow the normal "attack the Heroes" rule.

Special Rules

Wave of enemies - When a Hero enters a new tile, perform an Enemy Draft with a level 2 Forge deck for each Enemy spawning Point marked on the map to decide which enemy will enter the battlefield.

Exit - To leave the battlefield, players need to enter one of the squares marked in red.

Asphyxiating air

Event

9:40 pm - Placea the Lava token on side A of the battlefield. From this moment on, the Lava token will move towards side B of the battlefield by one square each time the minute hand clicks over twice. Each model touched by the Lava token will immediately be placed out of play. A Hero that goes out of play in this way will be considered dead.



Final

Victory

The light appears before you as you break through the cave exit at the last second. You escaped the lava and dust behind you in the nick of time. Out of breath, you fall to your knees, celebrating the fact that you are still alive. You have defeated the king in the depths of the mountain and freed the local inhabitants from the plague of Scarfaces.

Defeat

Replay the mission.



Side A



Side B

Castore the giant

Wanted mission 0.1

Set-up

Decide how to arrange the Heroes in the deployment squares. Castore will be represented by the Master miniature.

Start: 9:00 am
End: 1:30 pm

Hero Objective

The Heroes must kill Castore.

They win if:

- They send Castore Out of Action before the time runs out.

They lose if:

- 3 Heroes are Out of Action at the same time; the mission ends immediately.
- Castore is not Out of Action before the time runs out.
- Castore manages to escape from the battlefield.

Enemies Objective

Castore

- Engage and attack the Heroes

Scarface

- No specific objective, follow the normal "attack the Heroes" rule.



Victory

You deliver the castore's head to the authorities with maximum satisfaction, knowing that justice will be served to this monster.

Reward for group:

20 silver popolini

Defeat

Castore has escaped, outwitting you. You ruefully return to the city empty-handed, anxious about the havoc he may still wreak on this land.

Reward for group:

Nothing (sigh)

Boss of wanted missions

Castore the giant

Ra 4
Ac 3
Pd 5+
Md 5+
Wo 12

Fire pillars

⚡ 1 ⚡ 4 ⚡ 4+ ⚡ Hinderer, Fire, Stun.

Special rules

Swipe

Castore the giant - lvl2

Ra 4
Ac 3
Pd 6+
Md 7+
Wo 15

Fire pillars

⚡ 1 ⚡ 5 ⚡ 5+ ⚡ Hinderer, Fire, Stun.

Special rules

Swipe


Note

To know if the "Wanted" is level 1 or level 2, you use the standard rule for determining the level of the enemies.



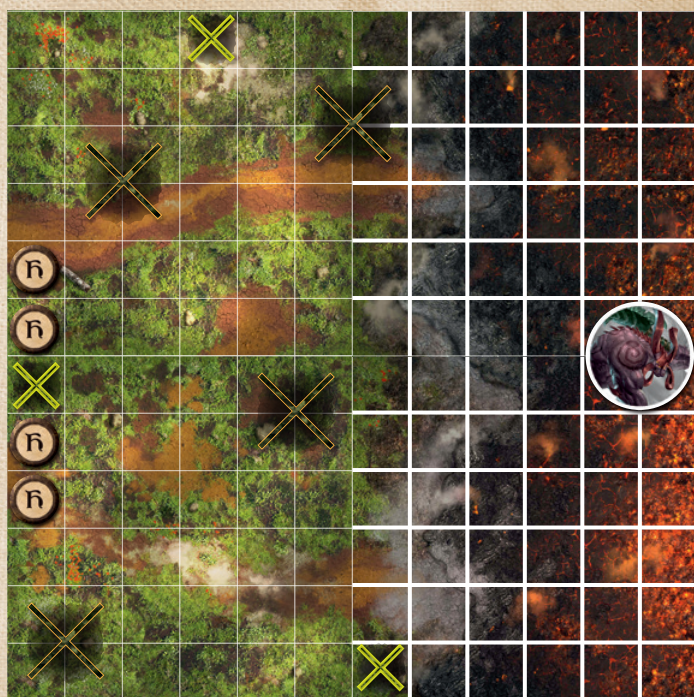
Wrath of magma

Hunt mission 0.1

 **Start:** 6:00 pm
 **End:** 8:30 pm



"A monstrous creature is taking over the King's lands! Two villages have already been attacked, there are tens of victims and no-one has been able to stop it. The King is offering a handsome reward to whoever frees his territory of this tormentor. Look for it on the slopes of Vesuvius. Finding it won't be hard, it's enormous and its skin looks to be made of lava and metal!" Gennaro the honest merchant.



Tears of fire

Search mission 0.1

Set-up

Position all the Incognito tokens as shown on the map and indicate the position of the "Tears" to be collected. Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must collect as many Tears as possible before the time runs out.

They win if:

- The Heroes collect as many Tears as possible before the time runs out.

They lose if:

- 3 Heroes are Out of Action at the same time; the mission ends immediately.

Enemies Objective

Scarface

- Attack the Hero with the highest number of Incognito tokens. In the case of an equal number, they follow the AI rules.

All other enemies

- No specific objective, follow the normal "attack the Heroes" rule.



Special Rules

Enemies in Ambush - When a Hero enters a new game board, they perform an Enemy Draft with the Forge group for each Enemies Spawning Point. After deciding which enemies will enter the battlefield, if necessary place the action-token for the newly entered group of enemies in the sector straight after that of the Hero that entered the new game board first.

Enemy Waves - Each time an enemy is eliminated, perform an Enemy Draft with the Forge group. Once the enemy has been generated, randomly select the enemy Spawning Point from among those available on the battlefield. If necessary, position the newly generated enemy Activation token in the next active sector of the Horologium.

Scalable Level - To form the Enemy Deck, if the majority of Heroes have a Mastery D6, use the level 1 Forge cards; otherwise, if the majority of Heroes have a Mastery D8, use the level 2 Forge cards.

Tear Collecting - When a Hero is next to an Incognito token, they can spend 1 AP to collect the token. Keep the collected tokens aside, as they may be needed to determine your reward

 **Start:** 2:00 pm
 **End:** 5:00 pm



Victory

You deliver the strange, incandescent stones you find to Leonardo. The artist thanks you and repays you as promised, eager to get to work on these strange objects... who knows what goes on in the mind of a genius.

Reward for group:

5 Silver popolini for each Tear recovered.

1 Elements of choice per Tear (selected from his laboratory).

KINGDOM OF NAPLES



Nola



Somma Vesuviana



Napoli



Resina



Pompei

Vesuvio



*MARE TIRRHENUM
SIVE INFERUM*

