

# NOVA AETAS

## RENAISSANCE



LUDUS MAGNUS  
STUDIO

alpha 0.4

# NOVA AETAS

## RENAISSANCE

### ALPHA RULEBOOK

This rulebook is under development from the LMS team, and contains rules and indications that will be clarified in the next versions of the manual. All parts indicated in purple are incomplete or close to change.



## INSIDE THE BOX

### 1 - Rule Book

The book you are holding which contains all the rules for playing Nova Aetas Renaissance.

### 2 - Plot Book

In this book, you will find all the rules for managing the campaign and all the stories and endings related to it.

### 3 - Miniatures

The models of the game represent the Heroes and their Enemies: the conservative Rome represented by the Vatican, the Venetian Republic striving to expand its domains, and the mysterious Fauns operating in the shadows protected by Mother Nature.

### 5 - Horologium

This is the tool used by players to manage the Models'

activations during a Mission. Knowing how to efficiently manage its workings is one of the keys to victory.

### 6 - Map of Italy and villages

This double-sided sheet shows on one side the map of Italy with the possible points of interest and on the other the locations that can be visited during the End Mission Phase.

### 7 - Dice

The dice are used by the Heroes to determine the success or failure of each action. On their faces, you can see the classic numbers and symbols that serve to enhance the effects of skills or equipment.

### 8 - Hero Sheets and Character Folders

Each Hero has their own sheet with their characteristics and special abilities (see page xxx).

## 9 - Skills Sheets

Each Hero has their own personal Skill Sheet linked to its Class. Each sheet has a description of all the Skills the Hero can acquire (see page XXX).

## 10 - Perilium

Each Hero has their own Perilium used to track the Threat Value (TV) reached by the Hero. They are essential for the Artificial Intelligence (AI) management of the enemies the Heroes will face (see page xxx).

## 11 - Enemy Cards

Each type of Enemy has its own card with its characteristics and Skills.

### 11B - Enemy Draft Cards

When an Enemy is to be drawn randomly, these cards are shuffled to form the Enemy Deck. (see Book of the Campaign, page xxx).

## 12 - Reagent Cards

These represent precious resources that the Heroes can recover from the Enemies eliminated during a Mission.

## 13 - Equipment Cards

Each Hero has 3 Starting Equipment cards and equipment cards needed to change classes. Also in the game, there is equipment to be built, under the label of "Formulae" and equipment recoverable during Missions. (see page xxx)

## 14 - Mission Envelope and Cards

Each Mission has its own envelope with its own mission cards. These tarot-sized cards will guide you in the exploration and Mission Plot. Some cards will visually show the possible interactions that Heroes have access to.

## 15 - Injury Cards

When a Hero goes KO during a Mission, they risk taking these cards that inflict heavy penalties. These wounds can only be removed through the intervention of a Surgery during the "end game" phase (see page xxx).

## 16 - Map Tiles

Large map sections that make up the Nova Aetas Renaissance areas to explore.

## 17 - Connectors

Smaller map sections that normally join two or more Map Tiles. The connectors have various shapes and are considered to belong to the area of the map shown on the mission card (see page xxx).

## 18 - Orientation Card

During play, this card is used for several functions, the most common being to determine a random direction in which a Model moves (see box page xxx).

## 19 - Scenic Elements

These include both 2D and 3D elements and represent

crates, bushes, trees, and houses (see page xxx).

## 20 - Activation Tokens

These tokens are placed on the Horologium to determine the activation order of the Models in play. Each group of Enemies is represented by only one token.

## 21 - Character Tokens

These tokens are considered as a Model and are used to represent additional characters that you may meet during the campaign but whose miniature is not included in this box.

## 22 - Status Tokens

These are used to indicate if a Model is affected by a Status. Red tokens indicate negative Status while blue tokens indicate positive Status.

## 23 - Other Tokens and Wound (♥) Tokens

These include all the other tokens used to play Missions and all ♥ tokens.

## 24 - Line of Sight Tool (LOS)

This useful tool will help you to establish the LoS between two Models (see page xxx).

## 25 - Achievement Cards

These cards represent key objects and information required for the development of the Mission plots. Normally their use is explained within the Missions that involve them.

## CREDITS

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# INTRODUCTION

1509 AD

*Venice is the region's greatest economic power, guaranteed by its geographical position that amplifies its commercial capabilities. This city state, known by the nickname of Sere-nissima, aims to expand its domains, threatening the terri-tories under the protection of the powerful papacy.*

*Pope Julius II, concerned about the attitudes of the Venetian Republic, signs a secret agreement with Louis XII, King of France, and Maximilian I of Habsburg, Holy Roman Em-peror, trying to suppress the ambitions of Venice before she can go too far.*

*An important message from the Pope must be delivered to the northern borders of Italy where the Emperor's couriers will receive it.*

*A small group, able to move discreetly, is hired by Egidio da Viterbo, a leading figure of the clergy, and a candidate to become the next Pope.*

## GOAL OF THE GAME

In Nova Aetas Renaissance you will face a series of **Missions** that will test your tactical skills.

Each Mission, based on its development during the game, will evolve the story of the campaign in different ramifications.

In Nova Aetas Renaissance, winning or losing does not count towards story progress; the story will still progress around your actions, but winning will make it easier for you in subsequent Missions.

The plot unfolds through 26 different Missions with 6 different endings.

Nova Aetas Renaissance can be played by 1 to 4 players who will level up their **Starting Class** during the development of the main storyline by choosing between two **Advanced Classes in their development thread**.

An immersive "End Game" system after each Mission that includes a visit to the villages or cities in Renaissance Italy, will allow you to trade, give you access to **Secondary Missions**, and will provide you with the necessary care before facing your next battles.



An advanced **Crafting System** will allow you to create ever new and more powerful objects consuming the Elements you collected during the Missions.

The harmonious management of turns, through the original **Horologium System of Nova Aetas** and the **Artificial Intelligence** of the enemies that vary according to the Missions and actions of the Heroes, will make your gaming experience unique.

The main goal of Nova Aetas Renaissance is to have fun within this rich environment, so feel free to adapt the rules to the tastes of your playgroup!

## BASIC RULES

This rulebook contains all the instructions for playing a single NAR Mission.

In the Campaign Book, you will find all the rules needed to play the NAR campaign by applying the rules of the basic game as well as for handling special actions between Missions. This mode offers greater immersion and satisfaction than a single Mission. You can evolve your Heroes by acquiring new Skills and Equipment, you can explore Italy and find out more about the background of



### OPTIONAL RULES BOX

Pay attention to the rules in boxes like this. These rules are optional; feel free to use or ignore them according to your style of play.

### GAME EXAMPLES BOX

Some rules are better clarified in boxes like this showing game examples. In these boxes, some tips from the authors may also be provided to better manage the game mechanics being explained.

### ENEMY RULES BOX

Some rules only affect Enemies and others affect Enemies differently than a general rule. These rules are always inserted in boxes like this to signify you must pay special attention and additionally, may also help for a quick search.

your Heroes and the rich story that surrounds you.

## HEROES, ENEMIES, AND CHARACTERS

In the descriptions in this rulebook, we will always refer to “the Heroes” to indicate the characters managed by the players. For “Enemies” we will generically indicate any type of opponent the Heroes may face. “Character/Model” will refer to any Model in the game, whether they are Heroes or Enemies.

The expansions may refer to further categories such as Nemesis, Hunts, or Pets. In this case, you will find their description in the supplements rules.

## OPPONENTS AND ALLIES

The term “Allies” indicates the Models that are part of the same Faction, (i.e., Heroes or Enemies). In some cases, there may be multiple Enemy factions in the same Mission, in which case each Enemy faction is an independent side. Models belonging to different Factions are referred to as “Opponents” to each other.

## ROLL AND REROLL

In this rulebook, the term “Roll” indicates any die roll, while some Skills or Equipment will give you the option to re-roll one or more dice after a roll. Unless specifically indicated by a rule, it is not possible to re-roll a die several times, (i.e., if you have already used a reroll you must accept the new result obtained).

Some game rules could lead to making opposing re-rolls between the Enemies and the Heroes. The most common situation is that an enemy can reroll dice

thanks to a skill (like Dodge) and that a Hero can re-roll the dice thanks to their Equipment/Skill (like Falcon Bow). In this case, the re-rolls imposed by the Enemies must all be carried out first. Once the re-rolls in favor of the Enemies have been made, the Hero can choose whether to apply their own, or re-roll the dice directly if required.

### REROLL EXAMPLE

Sofia shoots with her Falcon Bow which allows her to add a die to her aim and to be able to re-roll all unsuccessful rolls. Her target is a Spriggan who, unfortunately for her, has the Dodge ability which allows the Spriggan to force the Hero to reroll a success during an attack. Sofia rolls 4 dice and obtains 2🎲. The Dodge reroll is applied first, then Sofia rolls one of her dice that had a success and this time rolls a miss. Now, thanks to the Falcon Bow, Sofia can reroll all her failures, so she takes the 3 remaining dice and rolls 2🎲, for a total of 3🎲, which also guarantees her the critical hit bonus (see page xxx), inflicting on the poor Spriggan 4🔥.

*The Spriggan must have Dogged right into a stray arrow!*

## CHARACTERISTICS TEST

Whenever in the game you are required to take a Test, you will also be shown the Characteristic to use. To make a Test, roll the number of dice indicated by the Characteristic modified either in the positive or in the negative by any Skills or Equipment you own.

Other factors, such as Status, can also modify this roll. Every Attack or Defense is considered and works exactly like a Test.

To be successful in a Test, you must compare the result of each individual die with the required value, known as the Success Threshold. The effectiveness of the test is established based on the number of successes you obtain.

For Spells, the number of successes relates to the minimum number of successes needed for a spell to take effect.

### THE GOLDEN RULE

If the rules of any Equipment or Skill conflicts with parts of this rulebook, the rules on the cards/sheet always take precedence.

Unless specified otherwise, each Test, of any type, is successful with a die roll result of 5 or more.

## HERO SHEET

All information related to the Heroes is shown on their sheets, on the Skill sheets, and on the cards that describe their Equipment. Each Hero has a value for each of the 5 characteristics (Rapidity, Precision, Physical, Mind, and Health), which together with their unique combination of Skills and Equipment outline the role of this Hero within the group.

**A - Class:** The Hero's Class represents their tactical role within the group. Each Class is characterized by a set of Skills and by a scheme represented by colored diamonds indicating the type of skill that each hero can choose for the mission among the 4 categories available: Attack, Defense, Support, and Movement. You can develop your Hero in a personalized way by choosing the Skills that best suit your style of play.

of the Hero and is used to pass all the tests required by a mental effort. It is normally used to cast spells, invoke prayers, or to resist enemy spells. It is also used for all Speaking tests during the narrative parts.

**Health (♥):** This represents the resistance of the Hero on the battlefield. When a Hero accumulates a number of ♥ tokens equal to this value, he is Out of Combat (KO) and is temporarily out of the game (see page XXX).

**C - Bonus/Penalty space:** This space is used to indicate through the appropriate cubes if the Hero has bonuses or penalties in certain characteristics. Some bonuses can be permanent while others are temporary. Each characteristic can only be increased a certain number of times given by the colored slots.

**D - Skills:** Each Class has six Skills that the Hero has



**B - Characteristics:** These indicate the physical and mental potential of your Hero. They are used to establish the number of dice to be rolled in the tests, the number of action points available during each activation, and the number of wounds that each Hero can endure before going out of action.

**Rapidity (⚡):** The speed of the Hero, determines the order of activation, and the number of Action Points (⚡) available to the Hero during his activation.

**Precision (🎯):** This quantifies the ability to shoot, shoot with ranged weapons, and throw objects. The PR value determines the base number of dice a Hero can roll each time he takes one of these actions.

**Physical (👊):** You will use this Characteristic when you complete an action using your physical skills, such as attacking with a melee weapon, forcing/breaking an object, or parrying an attack. This value determines the base number of dice a Hero can roll each time he takes one of these actions.

**Mind (⚙️):** This represents the intelligence and the will

access to. Each Skill is characterized by a colored diamond indicating the category to which it belongs: red Attack, blue Defense, purple Support, and green Movement. Skills are described on the Skills Sheet. Each Skill has an adjacent space to insert a pin indicating that the Skill has been selected among those already learned which can be used during the current mission. The base Class Sheet offers you some indications for choosing the appropriate Advanced Class available for that Hero.

**E - Special Skills:** Each Hero has 2 Special Skills that can be acquired by possessing special requirements. These Special Skills are usually skills taken from other classes.

**F - Personal Skill:** Each Hero has their own Personal Skill. This special Skill is always available and cannot be lost in any way.

**G - Portrait, and name.**

## SKILL SHEETS

At the end of a Mission, each Hero will be able to improve by learning new Skills.

On the Hero Sheet you will find the list of available Skills and the scheme to be able to prepare for the Mission, while on the Skill Sheet the rules for each individual Skill are described for a quick reference when needed.

Each Hero is provided with one of these cards.

Each Hero has their own Heroic Skill that characterizes them, a list of 18 Skills divided into groups of 6 according to Class, plus 2 Skills taken from other Classes.



### VALERIO

SQUIRE

**Perfect Strike**  
Gain a ♠ every time you inflict 1♥ to an Enemy.  
♠3, ♠1: during your next Attack you can re-roll any number of Dice.

● **Insult** - ♠1  
Once per Activation you can raise your Perilium by 1.  
    ♠ Intimidate

● **Shove**  
All your attacks gains Chase. When you move an Enemy with Chase, you can choose to not move in the Square left free from him.

● **Reckless Charge** - ♠1  
Boost: discard all your Defense token, you can move up to 3 Squares before your next Attack.

● **Counterattack**  
If an adjacent Enemy attacks you, and you discard a Defense token to cancel 1♥, inflict 1♥ to the Enemy.

● **Soul Heal (Prayer)** - ♠3  
♠: choose yourself or an Allied Model within +3. Heal 1 to the target for each ♠ obtained.  
    ♠ Talk

● **Stance of the Hawk** - ♠2  
Boost: your target has -1♠ against your next Attack.  
    ♠ Force

● **Witness Me!**  
If at the start of your Activation +3 from an  
    ♠ Knowledge

● **Know your Enemy**  
Choose an Enemy Card at the start of the Mission. All the Allies Attacks against that Enemy gains an additional Die.

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## ENEMIES

This category includes all the opponents that the Heroes will encounter during their Missions.

**A** - The name indicates the Enemy's model. There are cards that refer to single Enemies and others that refer to a group. For a group, the Enemies are all activated by the same Activation Token that represents the group on the Horologium.

**B - Characteristics:** These indicate the physical and mental potential of the Enemy.

**Rapidity** (⚡): represents the Enemy speed, determines the order of activation, and the number of Action Points (Σ) available during each of its activations.

**Control Area** (📍): Enemies always pay special attention to whatever happens within this area. It is used to determine the Enemy's reaction to the potential danger posed by Heroes.

**Physical Defense** (🛡️): This is the minimum value that a Hero must obtain with the dice during a Physical Attack against this Enemy to inflict 🩸 to it (See Page XXX).

**Mental Defense** (🧠): This is the minimum value a Hero must achieve when attempting to cast a Spell for it to work against this Enemy. (See Page XXX)

**Health** (❤️): This is the survival capacity of each Model. When the number of 🩸 tokens suffered by a single Enemy Model reaches the value indicated by this characteristic the Enemy is defeated and is removed from the Battlefield.

**C** - This symbol represents the rank of the Enemy Model. In the core game you will find 4 different ranks: **Troop** (👤), **Elite** (👑), **Leader** (👑) and **Monster** (👑).

**D - Attack:** This is the cost in APs needed for an Enemy Model to attack (see page xxx). Enemies must be able to pay their AP cost in order to make an attack.

**E - Passive Skills:** This section lists the Enemy Passive Skills. Passive Skills are always active and their effects apply without spending Action Points (AP). The immunities of the model are also represented by this field.

**F - Faction:** The symbol of the faction to which it belongs is shown in this circle. The background color of the card indicates the faction: purple for Rome, blue for Venice, and green for the Fauns.

**G - Loot:** The number and type of Reagent Cards to draw and add to the **Loot Deck** each time this Enemy is defeated (see page XXX).



## DESTINY

**Leaders** (👑) and **Monsters** (👑) are fearsome enemies that cannot be easily gotten rid of thanks to the most common effects available to Heroes. These Enemies all possess the Destiny skill which protects them from certain game effects, such as Stun, Poison or forced movement (see page XXX).



## EQUIPMENT

Equipment plays a vital role in the development of your Heroes.

Each Equipment card is divided into several sections that describe how it works:

**A** - The name of the Equipment.

**B** - Encumbrance of an Equipment: each Equipment falls into a specific category such as Helmets, Armor, Accessories, etc. which is represented by an Encumbrance icon. Items that need to be held in hand, such as weapons, are indicated by the 🖐️ or 🖐️ icon. A Hero can normally only use equipment that does not occupy more than 2 hands in total. The equipment a Hero can carry cannot exceed the following quantities:

- Helmet (👑)
- Armor (🛡️)
- Accessories (🎒 🎒 🎒)
- Hands (🖐️ 🖐️ / 🖐️)

The dash symbol “-” indicates that an Equipment has no Encumbrance and therefore can be transported without limits. Excess Equipment remains in the company’s stocks and cannot be used on Missions.

Between one Mission and the next, each Hero may change Equipment as desired, in compliance with the limits of Encumbrance and Class restrictions.

**C** - **Category:** This classifies more precisely the Equipment effectiveness for a Hero.

**D** - The Equipment image.

**E** - The Equipment effect/special rule, or the attack stats if any.

**F** - **Secondary Effect:** Some equipment has a box that indicates additional effects which are activated only if certain icons are obtained during a dice roll involving that equipment. If the icon of the secondary effects is black, the player chooses whether or not to apply the effect itself, while if the icon is red that effect is mandatory. Sometimes multiple symbols or different symbols are required to trigger a secondary effect.

**G** - **Limitations:** Some Equipment is specific to a Hero, others are linked to a specific Class, others are generic.

**H** - Symbol of the Class that can use the Equipment.

**I** - The list of Reagents needed to craft this Equipment (see page xxx).

**J** - **Price:** This represents the cost of buying common equipment in the market. Heroes can sell their equipment for half the price while in the market.



### FIORINI AND POPOLINI

The world currencies of Nova Aetas are the Fiorino 🌟 (gold) and the Popolino 🌟 (silver). A Fiorino is worth 5 Popolinos.



## REAGENT CARDS

Reagent Cards consist of three different decks: **Pecunia** (💎), **Alchemia** (🧪) and **Elementum** (🔥). These cards represent the Reagents that the Heroes can find during a Mission.

After defeating an Enemy, players will be able to draw a certain number of cards from the three decks, following the indications at the bottom of the defeated Enemy Card. Some special events in the game also allow you to draw Reagent Cards.

These cards must always be drawn face down, and are set aside to form the Loot Deck of the current Mission. The Reagent Cards in the Loot Deck are then revealed and assigned to the Heroes at the end of the Mission based on its outcome. For example, if during a Mission the group draws a total of 8 Reagent Cards these could all be kept in the case of Victory or halved in the case of Defeat (randomly select and keep one half of the cards, fractions rounded down, without looking at the face of the cards).

Some hero Skills may reveal cards from the Loot Deck and make it easier to choose which ones to keep at the end of the Mission.

Reagent cards are represented by:

A - Reagent Name

B - Reagent Image

C - Reagent Price

Reagents can be bought and sold in the “End Mission Phase” at the market. A Reagent sold in the market provides half of its Price rounded down (see page XXX).



## DICE

Special 8-sided dice are used to play Nova Aetas Renaissance.

The numerical part is the classic type with the numbers from 1 to 8 and is used to determine success (🎯) on game tests, such as those of attack or those for breaking a locked chest.

When carrying out a test just compare each individual result with the Success Threshold.

Some tests require a certain number of successes to pass while others apply an effect to each success.

### DICE ROLL

To unlock a chest, Sofia needs to make a 🎯 test with at least 3 🎯. Sofia rolls 5 dice (a number equal to her 🎯 characteristic) and gets only 2 🎯. By failing the attempt, she will need to spend more time and try again if she wants to find out what it contains.

Valerio attempts to attack a Spriggan whose 🛡 is 5. He rolls his 4 attack dice (equal to his 🧊 value) and gets 6, 6, 5, and 2. With 3 🎯 Valerio inflict 3 🩸 (1 for each success) by defeating the Spriggan with a single attack.

There are special symbols on the dice: the Sun (☀), the Moon (🌙) and the Star (★). These symbols trigger the Secondary Effects of items and abilities.

### SECONDARY EFFECT

Valerio attacks a Spriggan with the Flail of Rage 🛡5. This weapon grants a +2 bonus to his 🧊 during an attack but inflicts a 🩸 to the Hero for each ☀ obtained with the roll. Valerio rolls 6 dice (4 🧊 + 2 for the weapon) and gets 8, 6, 5, 5, 3, 1, and 2☀, killing the poor Spriggan at the first strike inflicting 4 🩸 to him, but he also suffer 1 🩸 during the attack.





## MISSION ENVELOPE AND CARDS

Each Mission you attempt in Nova Aetas Renaissance consists of a deck of Mission Cards secretly kept in the related Mission Envelope.

These Envelopes cannot be opened and the cards cannot be read unless required by the Campaign.

The back of each Envelope features the title **and number** of the corresponding Mission.

Mission cards may be of 3 different types:

**1 - Legend Card:** This card, with a different colored back, shows all the specific game materials needed to tackle the Mission. There are no generic materials shown such as Horologium, Perilium or dice that are used in all Missions, as well as the Heroes and related Equipment that depend on the players' strategies.

**2 - Location Cards:** These types of cards, usually represented by an image that covers the whole card, provide players with information on locations to explore, objects to interact with, or even non-player characters you may encounter. Each card of this type has a small box with the card to be drawn when you exit the area. Each icon indicating a possible interaction

with the environment also indicates the required  $\Sigma$  expenditure when encountering this feature.

**3 - Mission Card:** This is the most common card type. On this type of card there are brief background stories, instructions for the setup to be carried out during the exploration and all the necessary Tests. These cards can be very different from each other, but each one contains all the information necessary to manage the Mission.

In the example above you can see:

**A** - Legend of game materials and miniatures.

**B** - Victory conditions.

**C** - Background texts to help you immerse yourself in the Nova Aetas Renaissance atmosphere.

**D** - Available options and exit points from the playing area.

**E** - Mission Setup

## CAMPAIGN MANAGEMENT

The complete rules for Campaign management can be found in the Plot Book on page XXX.

## HOW TO READ A MISSION CARD

The heart of a Mission is represented by the Mission Cards Deck contained in the Mission Envelope.









These cards will guide you with background introductions within the scenario, with a greater immersion in the atmosphere of Nova Aetas and giving you a feeling of ever new discovery.


These cards can be very different from each other but their use is very intuitive. The key and recurring elements of the Mission cards are explained below to facilitate their use.

First of all, we can identify Mission cards in 4 different types:

**A** - The scenario preparation cards are always the first card, the dark one, and show you all the game elements necessary to face the mission. In this way, you will not need to waste time during the game looking for the necessary materials by interrupting the game.

**B** - Cards containing technical images. These will always have the word “setup” above the schemes to expand or modify the scenario. They involve the use of Tiles and 3D Element. The first setup card also provides instructions for victory conditions and the Horologium. Subsequent cards can modify the victory conditions or the Horologium setting (for example, once a part of the scenario is finished, the night could fall and the players may find themselves facing a new challenge in a different situation and time, providing further victory conditions).

**C** - Location cards, these cards are entirely composed of an image. The Location cards have points of interest marked with the symbol . Each point of interest indicates a card to draw and a possible  expenditure for it to be investigated. If a player wishes to investigate a point of interest they will need to spend the necessary  and then draw the indicated card. Once the  have been spent to draw the card, it will no longer be necessary to spend  to interact with it, while they will have to be spent again to interact with other points of interest. The cards drawn may require additional  expenses if there are actions that can be carried out with them, for example a scenario shows a house and a huge inlaid boulder as places of interest. If a player decides to interact with the house, they will draw the corresponding card which may place them in front of a new choice, such as to pick the lock on the door or break the glass of the window. These actions will cost more  and in the case of the lock, they can be repeated until successful by spending the required  each time. Location cards can allow the players facing them to interact with non-player characters,

for example inside a tavern, which opens up further avenues of exploration within the scenarios. Each Location card has its own exit, always placed at the bottom right with the  symbol. The card indicated by this exit must always be used when you want to leave the location card.

**D** - All other cards, which normally provide background, interaction with non-player characters, or which simply reveal the conclusion of a Mission. These represent all those cards not listed in the first three categories.



# GAME SEQUENCE

## THE HOROLOGIUM

The Horologium is one of the main elements of the Nova Aetas game system. You will use it to determine the activation order of each model on the battlefield, to determine the start and end of a Mission, and to determine when an Event is triggered.

The Horologium is made up of four elements:

**A** - the twelve Quadrants

**B** - the Hour Hand

**C** - the Minute Hand

**D** - the Zodiac Signs

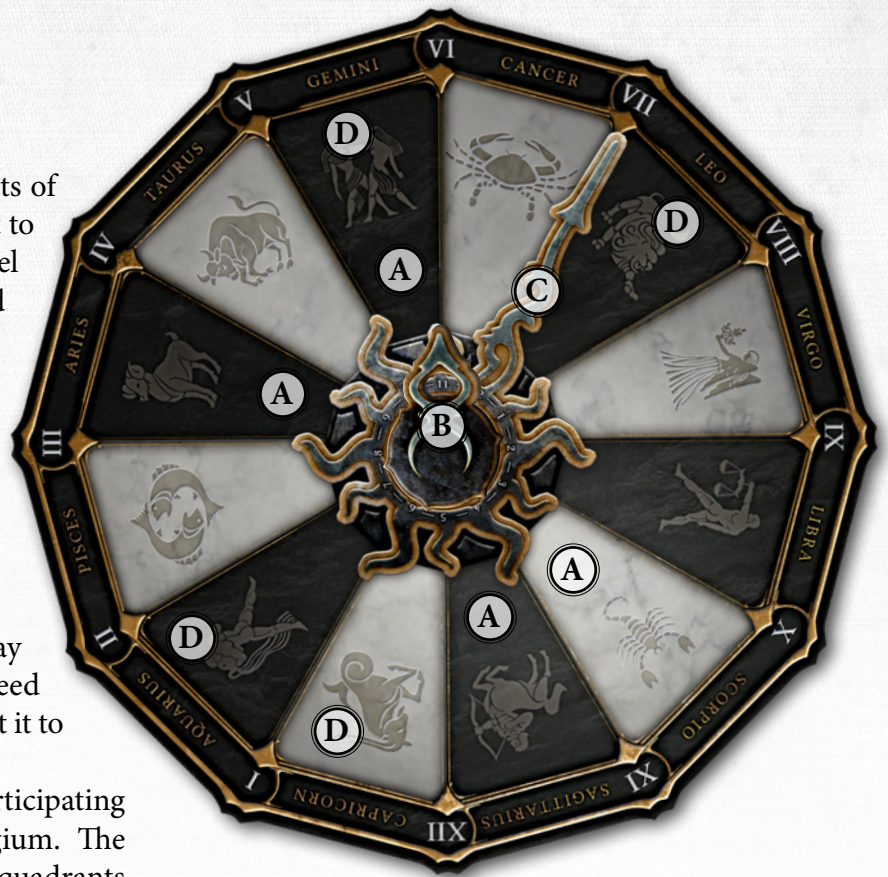
The Horologium works in a very similar way to a classic analog clock, and players will need to learn both how to manage it and to exploit it to reach final victory!

The Activation Tokens of all Characters participating in a Mission are placed on the Horologium. The position of these tokens in the various quadrants indicates the order of activation.

When the minute hand reaches a Quadrant occupied by at least one Activation Token, it stops and all the tokens within that Quadrant become Active. All characters who have their Activation Token in an active Quadrant must act. When all the characters have acted and their tokens have moved, that Quadrant will become empty, and then the minute hand is moved to the next Quadrant occupied by one or more activation tokens. This process continues until the end of a Mission is reached.

Players will manage the Horologium by performing the following tasks when needed:

- When a Character declares an action, move their Activation Token forward on the Horologium by a number of Quadrants equal to the number of  $\Sigma$  spent to perform the action. In the case of Enemies belonging to the same type, move the Activation Token after performing the actions of all the Models in the group.
- When an active sector becomes empty, move the minute hand to the next occupied sector.
- Whenever the minute hand reaches “12”, move the hour hand forward by 1 which begins a new cycle.
- Pay close attention to eventual Events reported on the Mission card.



## THE WATCHMAKER

If your group prefers, you may choose one player to entrust with the responsibility of managing the Horologium to avoid mistakes.

## SPENDING $\Sigma$

Sofia spends 2  $\Sigma$  and moves her Activation Token forward by two Quadrants. After resolving her Activation, the minute hand moves forward until it reaches the next occupied quadrant. In this case, it will only move one sector because a Papal Guard is waiting there to take his turn.



## TIME INDICATIONS

In the missions, you will find a start time and a scenario end time expressed as normal time. The indication of "a.m." and "p.m." are simply to help you immerse yourself in the situation your Heroes will face, for example on a mission in the middle of the night or under a scorching sun.

When the hour and minute hands reach or exceed the time indicated as the Mission End or if the Heroes have met the victory conditions, the game will immediately end. Some games may end earlier than the indicated time when certain events occur, the most common being when 3 or more Heroes are knocked out (see page xxx) or if the Heroes have met the victory conditions.

## ACTIVATION

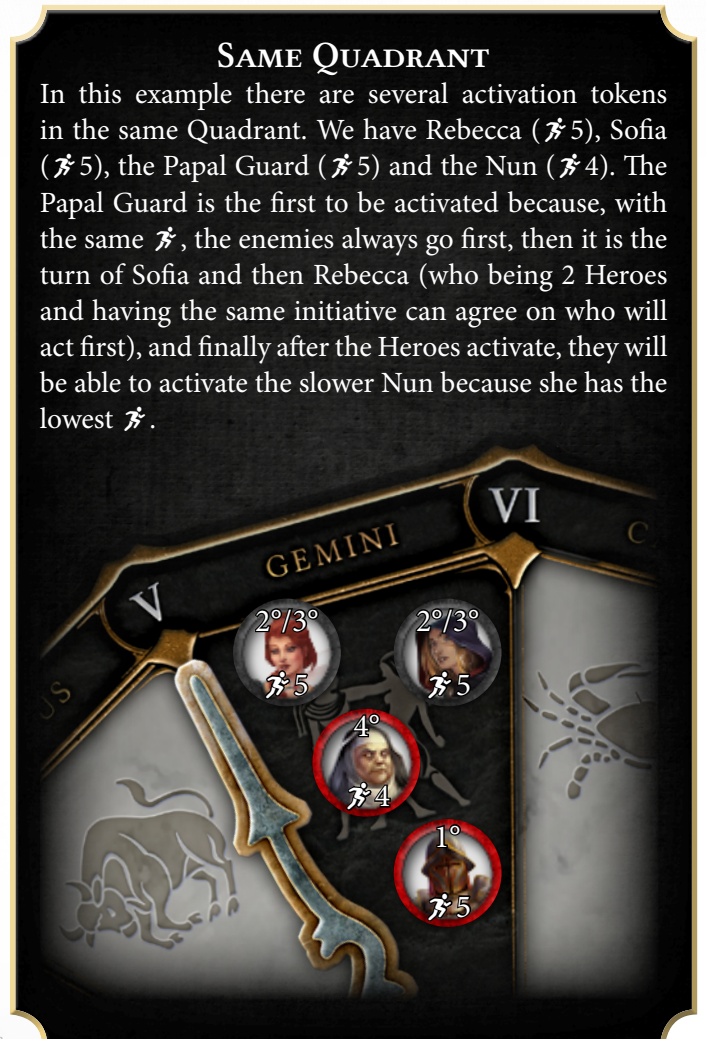
In Nova Aetas, the Characters do not act following a certain series of turns, but rather use a dynamic sequence of activations that takes into account the passage of time and the amount of time each activation will consume. A model who has their Activation Token on an active Quadrant of the Horologium must activate. If there are more tokens in the same Quadrant, the activation order is determined by each model's  $\mathcal{F}$  characteristics, going in order from the highest to the lowest; in case of a tie between Enemies and Heroes, the Enemies will always have priority. In the event of a tie between the Heroes, players may freely decide their activation order.

## ORDER OF ACTIVATION OF ENEMIES

In some cases there may be multiple Enemies with the same  $\mathcal{F}$  in the same active Quadrant, in this case the players may freely choose each model's individual activation sequence. Once an Enemy token is activated, all Enemies in that group must act before they can activate a new token. Once all the Enemies of the same group have finished their activation, move their Activation Token by a number of Quadrants equal to their  $\mathcal{F}$ .

## SAME QUADRANT

In this example there are several activation tokens in the same Quadrant. We have Rebecca ( $\mathcal{F}$  5), Sofia ( $\mathcal{F}$  5), the Papal Guard ( $\mathcal{F}$  5) and the Nun ( $\mathcal{F}$  4). The Papal Guard is the first to be activated because, with the same  $\mathcal{F}$ , the enemies always go first, then it is the turn of Sofia and then Rebecca (who being 2 Heroes and having the same initiative can agree on who will act first), and finally after the Heroes activate, they will be able to activate the slower Nun because she has the lowest  $\mathcal{F}$ .



## ENEMIES' CUNNING

During the activation of the Enemies, players should act in the best interest of the Enemies and not that of the Heroes, for example by choosing a shorter path to attack a Hero or by activating an Enemy later that could benefit from bonuses from a combined attack thanks to the **Combined Attack** skill.

## ACTIVATION OF HEROES

When a Hero activates, it has a number of ⚡ (Action Points) equal to its ⚡ characteristic. Whenever a Hero declares an action it will spend a certain number of ⚡ and his Activation Token will move clockwise on the Horologium by a number of Quadrants equal to the cost of the declared action. If the Hero still has ⚡ available, it can declare other actions as long as their cost does not exceed the total of the remaining ⚡. The Hero activation ends immediately after performing the action that consumed the last ⚡ available or when the player decides to end this activation.

To further clarify this part of the game, you may follow the sequence shown in the box below by carrying out the various steps in order.

## HERO ACTIVATION SEQUENCE

- 1) **Recovery phase:** the Hero flips back all previously used cards making them available again, gains tokens given by skills and equipment, and applies the effect of the statuses that trigger in this phase. Note that some statuses take effect at the end of the activation, such as **Burn**.
- 2) **Perform the Action:** perform the Action, spends the necessary ⚡, and flips over any single-use cards used during this action.
- 3) **Move the Activation Token:** move forward your Activation token by a number of Quadrants equal to the number of ⚡ you have spent.
- 4) **Activation End:** if you still have ⚡ available you can continue to perform actions starting from point 2, otherwise the activation ends.

The individual action paid for by the required ⚡ must be completed as a whole before another action requiring additional ⚡ expenditures may be made.

For example Valerio have 5 ⚡ during his Activation; he can move by one Square spending 1 ⚡ (a **Movement Action**, see page XXX), then attack an Enemy with his Sword spending 3 ⚡ (an **Attack Action**, see page XXX), and the move again by one Square spending his last 1 ⚡ (a second **Movement Action**).

The ⚡ regenerate automatically at the start of each new activation. As already mentioned, the Heroes are not obliged to spend all their ⚡ during their activation, unless the **Synchronization** rule must be applied (see below). Unspent ⚡ will be lost at the end of your activation. Unless otherwise specified by some skill or equipment, it is never possible to accumulate unspent ⚡.

## SYNCHRONIZATION

When a Hero carries out an activation they are always obligated to spend a number of ⚡ that force them to enter or pass the first Quadrant occupied by an Enemy Activation token, provided they have the required number of ⚡ to do so. This happens regardless of the type of actions performed. If the Hero, by spending all their ⚡, fails to enter or overcome the next Quadrant containing the Activation Token of an Enemy, that Hero ends the activation normally after having consumed all ⚡ available.



## SYNC THE HEROES

Vincenzo is in Quadrant 12 and the first Enemy Activation Token is in Quadrant 5.

Vincenzo use a Movement Action to move 3 Squares, thus spending 3 ⚡. After moving the Activation Token to quadrant 3 and making the move, he is still 2 Quadrants away from the Enemy Token. Vincenzo must then spend another 2 ⚡ to move his token into the same Quadrant as the opponent. He then declares to carry out a Wait action (see page XXX) in order not to lose his position on the battlefield, thus spending the 2 ⚡ necessary to reach Quadrant 5.)

If in the previous example the Enemy Activation Token had been in Quadrant 6, Vincenzo would still be required to move up to Quadrant 5 since the Synchronization cannot in any case exceed the maximum of a Hero's ⚡.



## ACTIVATION OF ENEMIES

Enemies of the same type (see page xxx) activate as a group; they are therefore represented on the Horologium with a single Activation Token which will always be moved by a number of Quadrants equal to the number of ⚡ available to that Enemy type. The Enemies' actions must always take into account their ⚡ total which, as for the Heroes, can never be exceeded.

## ENEMY ACTIVATION SEQUENCE

The activation of each Enemy is divided into 5 phases:

- 1) **Restoration Phase:** the Enemy gains all tokens due to Skills or Equipment, and the effects of the statuses that are activated in this phase apply. Note that some statuses take effect at the end of the activation, such as **Burn**.
- 2) **Groups:** in the case of a group of Enemies, establish an activation order trying to benefit the Enemies as much as possible.
- 3) **Objective Check:** check if there are any Heroes in the ☐ of the activated Enemy. In this case, also check if the TV (see page xxx) on the Perilium of each Hero in the ☐ is the same or higher with the TV assigned to the target of the Enemy Model (see page xxx).
- 4) **Activation:** activate the Enemy.
- 5) **Group Activation:** repeat from step 3 for each Model in the active Enemy Group.
- 6) **Activation End:** when the Models of the active group have all been activated, move their activation token by a number of Quadrants equal to their ⚡ characteristic, regardless of the ⚡ actually spent by each of them.

## ENEMIES IN COMBAT AND ENEMIES WAITING

Whenever a new Tile is discovered and/or new Enemies are placed, they are considered already involved in the action and therefore active. Their activation token, unless otherwise specified by the Mission, is placed on the next Quadrant that will be activated, i.e. the one following the one that is currently active.

In some Missions the text may specify that an Enemy on the battlefield is waiting.

When this happens, that Enemy will only activate when certain conditions are met or if a Hero enters its ☐.

When a group of Enemies is waiting, their Activation token is still on the Horologium, during activation it will move a number of Quadrants equal to the ⚡ as usual, but without taking any action, unless it is following the Patrol rule (see page xxx of the Campaign Book).

An Enemy enters combat if any of these three conditions are met:

- A condition described in the Mission card that placed the Enemies occurs.
- A Hero enters the ☐ of the Enemy Model.
- A Hero interacts with that Enemy in any way (e.g. attacking or using a Skill on them).

When a waiting Enemy becomes active, all the Enemies in the same Tile also become active.

Enemies activated for the first time will start acting normally and will no longer be able to return to the waiting state for the duration of the Mission.



## ACTIONS

During its activation, a Model can perform a series of actions as long as it has  $\Sigma$  available. A Model can perform different actions or perform the same action multiple times. Most actions are common to Enemies and Heroes and maintain the same  $\Sigma$  cost regardless of who uses them. Other actions, on the other hand, are exclusive to certain Models and normally come from the use of Skills or Equipment. Below you will find a description of all the basic actions that can be performed during the activation of a Model, and their corresponding  $\Sigma$  cost.

### MOVEMENT (X $\Sigma$ PER SQUARE)

Each  $\Sigma$  spent on this action allows a Model (Hero or Enemy) to move an adjacent square in any direction. Only movements in a horizontal or vertical line are allowed, it is not possible to move a Model diagonally unless you use a Skill or Equipment that allows it.

A Hero must declare the number of squares they intend to move, perform the action on the game board, and then move their Activation Token on the Horologium. A Model may cross a square occupied by an Allied Model but may never cross a square occupied by an Adversary Model. A square cannot be occupied by more than one Model.

### ATTACK (X $\Sigma$ )

This is the attack action that a Model performs with one of Equipment or Skill. Depending on the attack type, different rules and  $\Sigma$  costs are used. The rules for carrying out an attack are explained on page XXX.

### USE A SKILL (X $\Sigma$ )

A Hero can use one of their Skills which were gained through experience during a previous tough battle. Each Skill is represented by its own Pin which is inserted into the Hero Sheet when it is selected for a Mission.

In the Skills Sheet you will find the rules for all the Skills of the chosen Hero's Class, its Advanced Classes and special Skills including the  $\Sigma$  cost. Enemies normally have passive abilities that don't cost  $\Sigma$ . If an Enemy has a Skill that must be activated by paying an  $\Sigma$  cost, its rule is described directly on the referenced Enemy card.

### USE AN EQUIPMENT (X $\Sigma$ )

A Hero can use one Equipment in their possession. The  $\Sigma$  cost and its special rules are described on the Equipment card.

### DISENGAGE (1 $\Sigma$ )

A Hero can exit a melee in which it is engaged at any time during its activation. With this Action, the Hero moves one square away and suffers a free attack from all the Enemies it is adjacent to. After being attacked, the Hero is free to act normally.

### WAIT (X $\Sigma$ )

A Model may decide to wait for a better time to act. It is possible to spend  $\Sigma$  up to the maximum available. Move the Activation token on the Horologium by as many Quadrants as the number of  $\Sigma$  spent on waiting, without carrying out any action on the game board. When carrying out this action, you must always take into account the Synchronization rule (see page xxx), so you will always need to spend a number of  $\Sigma$  that will stop in or exceed the first Quadrant occupied by an Enemy Activation token whenever possible.

### COLLECT (1 $\Sigma$ )

Each Model can spend 1  $\Sigma$  to pick up an object that is in its own or adjacent square. The items that can be collected can come from crates scattered on the playing field or special items related to the Mission you are playing.

### INTERACTING WITH AN OBJECT (1 $\Sigma$ )

A Model can interact with an object that is in a square adjacent to its own. These objects can be Levers, Totems and other Relics, and can be linked to specific objectives of the Mission that involves their use. Normally the cost to use this action is 1  $\Sigma$  but some Missions may specify, in addition to their special rules, a different  $\Sigma$  cost for their use.

### PASS EQUIPMENT (1 $\Sigma$ )

A Hero can pass an Equipment Card in their possession to an adjacent Hero. This option requires the approval of the player controlling the Hero who is receiving the card.

### THROW EQUIPMENT (3 $\Sigma$ )

A Hero can pass an Equipment Card in their possession to a non-adjacent Hero within 5 Squares. This option requires the approval of the player controlling the Hero who is receiving the card.



*Girolamo Roario*

## PLAYING ENEMIES

Nova Aetas is a fully cooperative game, so players will also have to take sides with their playing group during matches. The Nova Aetas game system makes the Enemies very autonomous and therefore in most cases the players will only need to follow the instructions given by their Artificial Intelligence (from now AI) and move their miniatures on the battlefield in response to the AI. During the course of the game, however, there may be situations in which the players will need to make a decision on behalf of the Enemies, when this happens follow these simple rules:

**Artificial Intelligence:** the objective set by the Mission for the Enemies has priority over everything, so when you must make a decision for them, always make them act to bring them closer to achieving their Mission.

**Be bad:** every good story would not be such if there were not an Enemy equal to the Heroes, capable of putting them in difficulty and always staying one step ahead of them. Nova Aetas is no exception, so if you must make a decision for the Enemies, try to always make the decision that is worst for the Heroes and best for the Enemies. This rule must be applied in all doubtful situations.

### THE THREAT VALUE (TV)

A Threat Value (from now on TV) corresponds to the objectives of the Mission, to the Heroes and to some game elements. The TV indicates the level of priority given to a target by the Enemies; the higher the TV value, the higher its priority will be. Nova Aetas' AI uses this value to determine what action an Enemy will perform during its activation.

The TV can be fixed or variable: objectives with a fixed value are indicated in the Mission, those with a variable value (usually the Heroes) are updated through the "Perilium" due to the actions carried out by the Heroes.

In case there are rules for particular actions that affect a Hero's TV, they will be described directly in the Missions.



### PERILIUM


At the start of the game, each Hero receives a Perilium. This dial will be used during Missions to monitor a Hero's TV. Every time a Hero performs an action that raises the TV, advance the disc a number of values forward, equal to the TV of that action.

In the case of actions that lower the TV, move the disc in the opposite direction.


Below is a list of actions that affect the Perilium:

- **Wounds an Enemy:** +1TV
- **Killing an Enemy:** +1TV
- **Inflict a Critical Hit:** +1TV
- **Heal a Hero:** +1TV
- **The Hero goes out of action (KO):** -2TV
- Other Actions (described in the Mission text) or Skills can affect the TV.
- Heroes start a Mission with a TV of 0.

### ARTIFICIAL INTELLIGENCE (AI)

In Nova Aetas, the Enemies are managed by an Artificial Intelligence system, which will determine their actions during activation. In some Missions an Objective may be assigned to each group of Enemies. Each Enemy must follow their Mission directives (indicated by a Mission TV) until a Hero has accumulated enough TV to become the priority target. The Mission Objective always has a TV that must be compared with the TV indicated by the Perilium of each Hero in the  of the Enemy in order to determine the actions of the Enemies during their activation.

Make a check for each enemy that activates as follows:

- Check the presence of any Heroes in their , these are the only ones that can influence the targeting of the Enemy.
- If there are Heroes, the Enemy will choose the one with the highest value of TV as their target, in case an Enemy has a specific Objective that TV must be equal to or greater than the TV of its Objective, otherwise it will ignore the Heroes and continue to pursue its Objective.
- If more than one Hero can be the target, the Enemy will select the closest, in case of a tie on the most injured Hero, and lastly roll a die to randomly determine the target.
- If the Enemy is active but there are no Heroes in their AC the Enemy will select the closest Hero, in case of a tie towards the one with the highest TV, then towards the most injured and in case of further ties, roll a die to randomly determine the enemy's target.

As you can see, the Enemy's AC (as well as the Hero's TV) has a very important role in establishing the Enemy's priority.



## ENEMY EFFECTS

Some Enemies have Skills that force Heroes to reroll or even erase Symbols from Hero dice. All of these Skills must trigger before any Hero Skills. Subsequently, the Hero can decide whether to apply any rerolls and then apply all the effects given by Skills and Equipment. A deleted Symbol is deleted from the total obtained.

## ATTACK THE HEROES

When Enemies don't have a specific mission, Enemies follow the general rule of **Attack the Heroes**. If there are no Heroes in its , an Enemy without a specific Objective will move towards the closest Hero, moving the minimum necessary to attack or engage him. If this is not possible, he will move as close as possible to engage or attack the Hero during his next activation.

## AI PRIORITY

In this image the Papal Guard (5) must make its move and attack if it has enough . The AI will point to the Hero with the highest TV. Sofia has TV3 while Vincenzo has TV8, so even if Sofia is the closest Hero, the Enemy will move towards Vincenzo, even if he does not have enough to attack him.



## EFFECTS PRIORITY

Rebecca casts an Arcane Bolt on a Spriggan, that has 6. To successfully cast the spell she must obtain at least 2 results of 6+ with a number of dice equal to her . Additionally, Arcane Bolt has a Secondary Effect: the spell inflicts 1 additional for each obtained with the roll.

Rebecca rolls the 4 dice and gets:



The Spriggan **Dodge** Passive Skill forces Rebecca to reroll a die with a ; she throws again one of the two dice that has obtained but obtain a 3:



Rebecca, thanks to her equipment, has a reroll.

She rolls again une the die with the 3 result, and obtains a 6:



The Spriggan suffers 4 : 3 for the success and 2 from the Secondary Effect (=+1 ).



## COMBAT

Models can attack in different ways; using melee weapons, firearms, prayers and magical powers.

An attack normally costs 3 ⚡, but many Weapons and Skills allow you to attack with a different ⚡ cost.

The ⚡ cost of each attack provided by an Equipment is specified on its card, while the cost of Skills can be found on the Hero's Skill Sheet.

Both during an attack and when a Hero defends, it will always be the player who manages that Hero who rolls the dice. Players must follow the instructions given below in the paragraphs **Attacking with the Heroes** or **Defending Against the Enemies**. Enemies are always managed by the game's ⚡ during battles.

### ATTACK TYPES

During a Hero attack there are some keywords and concepts to consider:

●/(T) **Physical Attack**: can be Melee (●) or Ranged (T), and always target the ♡ characteristic of the Enemy.

◆ **Mental Attack**: can be Magic or Prayer, and always target the ♣ characteristic of the Enemy.

Attacks cannot be combined with other attacks unless otherwise specified, but can be implemented by Equipment or Skills that provide a Boost.

**Boost**: these are not attacks and cannot be used without an Equipment that has the Attack keyword. A player can apply as many Boosts as desire to an attack.

**Special Attack**: this attack normally has a very strong effect and cannot be associated with any other Attacks or Attack Bonus unless otherwise specified.

## HEROES ATTACK

The Heroes' attacks are made by rolling a number of dice equal to the sum of the characteristic involved, ⚡ for Physical Ranged attacks, ♡ for Physical Melee attacks, and ♣ for Mental Magic attacks or Mental Prayers, plus any bonus given by Skills and/or Equipment.

Any die that rolls a value equal to or greater than the Enemy defense involved, ♣ for ⚡ and ♡ attacks, and ♡ for ♣ attacks, is considered a success.

What is the difference between the four types of attack?

**Physical Melee** (♡): can target only Enemies in an adjacent square. It inflicts a ♡ for each ♡ obtained and if it inflicts at least 1 ♡ it can apply any bonus of the Weapon or Skill.

**Physical Ranged** (⚡): can target Enemies that are in a square within the attack range (⚡). It inflicts 1 ♡ for each success obtained and if it inflicts at least 1 ♡ it can apply any bonus of the Weapon or Skill.

**Mental Magic** (♣): these attacks (or effects) have a success threshold. If the number of ♣ is equal or exceeds this threshold the attack (or effect) is applied, otherwise it fails (see page XXX).

**Mental Prayers** (♣): works like Spells but the number of successes also indicates the degree of effectiveness (see page XXX).

### ATTACK WITH BARE HANDS

If a Hero for any reason cannot use their attacks given by Skills or Equipment, or if for any reason you choose not to use them, the Hero can still make a Bare Hands attack, using the following stats:



### CRITICAL HIT!

If an attack of a Hero inflict at least 3 ♡ on a target using a weapon Equipment Card, the attack inflicts 1 additional ♡.



## ATTACK IN DETAIL

Physical Melee or Physical Ranged attacks made with Equipment or Skills always have the same string of attack icons:

- A) **Cost** (⌘): The cost of ⌘ to perform the attack.
- B) **Range** (⊕): the number of squares within which the attack can be made. Ranged attacks have a minimum and maximum range. In this case the target must be beyond the minimum distance but within the maximum distance.
- C) **Attack Bonus** (☞+X/☞+X): the number of dice to add to the characteristic used for the attack.
- D) **Target** (☹): the target of an effect can be an Enemy (♀), or an Ally (♂). Usually, attack have target ♀.
- E) **Effect** (☑): If there is no **Harmless** keyword after this symbol, each success of the attack causes 1♥. There may be additional effects to the attack, such as Poison or Stun.
- F) **Secondary Effect**: some attacks have Secondary Effects that trigger thanks to the Symbols obtained with the dice. These effects are mandatory and only activate if the attack is successful.



## SECONDARY EFFECTS

Don't forget to check for any Secondary Effects given by Skills or Equipment that usually trigger with the symbols obtained during an attack or defense.



Valerio attacks with the Flail of Rage that gives him an ☞+2 and leads him to roll 6 dice. The Secondary Effect of this weapon means that any number of \* results will inflict a 1♥ on the Hero. Valerio tries to attack a Stratiota that has a ♥6 and gets 8, 7, 7, 5, 3, 1, and a single \* on the 8 face. The 3☹ inflicts 3♥, plus 1 bonus ♥ for the **Critical Hit rule** (see the box on page xxx). The \* obtained triggers the Secondary Effect inflicting 1♥ to Valerio.



Rebecca tries to cast an Arcane Bolt on an Harquebuser, and she needs to get at least 2☹ against the target's ♥5. The Secondary Effect of the spell means that each ☞ obtained inflicts 1 additional ♥ if the spell is successful. The Hero rolls the dice and gets 7, 4, 1, 1 and 2☞. Unfortunately, the spell has no effect and therefore the 2☞ obtained not applied either.

## DEFEND FROM ENEMIES ATTACKS

Enemies have a red orb before the description of a Physical Melee or Physical Ranged attack, while they have a blue diamond the description of a Magic attack. These 2 categories of Enemy attack indicate the characteristic a target Hero must use to defend himself from their attack, 🖐 (for the red orb) or 🦋 (for the blue diamond) (see page xxx).



The Heroes make a test with the number of dice equal to the characteristic involved (🖐 or 🦋) adding all the bonus dice given by Skills and/or Equipment. After the roll of the dice, all the effects triggered by the Enemies must be applied. After that, apply all the effects triggered by the Hero's Skills and Equipment. Finally, any roll obtained with a result equal to or greater than the Enemy Difficulty value will block a Hit.

The Hero suffers 1 ❤ for each unblocked Hit. If the Hero suffers at least 1 ❤ from an Enemy attack, apply any effects of the attack, such as Poison or Stun.



Enemy attacks have the following string of icons:  
**A) Attack Type:** Physical (red orb) or Mental (blue diamond).

**B) Cost (⌘):** The cost of ⌘ to perform the attack.

**C) Range (⊕):** the number of squares within which the attack can be made. Ranged attacks have a minimum and maximum range. In this case the target must be beyond the minimum distance but within the maximum distance.

**D) Hits (☀):** This is the number of hits the Hero must defend against. Each undefended Hit become 1 ❤ (the Hero obtains a ❤ token for each hit).

**E) Difficulty (🖐/🦋):** This is the value the Hero must obtain with the die roll to block Enemy Hits.

**F) Effect (⚡):** Some attacks have their own special rules like those of Heroes, such as giving negative status tokens or effects that apply only if the Hero gets Symbols on their defense roll. These effects only apply if the Enemy causes at least 1 ❤. Remember that all effects of Enemy attacks apply before any effects from the Hero's Equipment or Skills.



### COLLATERAL DAMAGES

In some game situations, it may happen that the Heroes must defend themselves from damage caused by an unconventional source. It could happen, for example, that a Hero must defend against the attack of another Hero, or that the Hero becomes involved in the effect of an area attack caused by an Allied Model. In these cases, the Hero will make a normal defense test with the required 🖐 or 🦋 characteristic. Each roll of 5+ on the defense test cancels 1 ❤. If an Enemy is hit by another Enemy, the ❤ cannot be canceled.

## ADJACENT AND ENGAGED MODELS

2 Models are considered adjacent when they are in 2 squares with one side in common. The squares diagonally to each other, in contact only at the corners, are not considered Adjacent.



A Hero that starts its Activation adjacent to an Enemy is considered **Engaged**. If an Engaged Hero uses a Movement Action before he moves, all the Enemies adjacent to him will make a **Reaction Attack**. This attack is executed immediately, during the Hero's activation, and does not consume the Enemy's  $\Sigma$ . Enemies can execute a Reaction Attack only if the attack on his Enemy Card can target at  $\uparrow$  1.



can execute  
Reaction Attack



can't execute  
Reaction Attack

Only Heroes can be Engaged, Enemies can't.

Only Enemies can execute Reaction Attacks, Heroes can't.

## WOUND AND HEAL

Every time a game effect inflict a **Wound** (♥) to a Model, that Model obtain a Wound token for each Wound sustained (see page XXX). Every time a game effect **Heals** a Model, that Model discards one of it's Wound tokens, if he has any.



## KNOCKED OUT HEROES (KO)

When a Hero accumulates a number of ♥ tokens equal to their ♥ value, that Hero is KO'd.

A KO'd Hero is placed on the ground in the space it is in. This square is not considered occupied until the Hero is KO'd to establish cover and lines of sight. When a Hero is KO'd, place its Activation Token on the outside of the Horologium Quadrant it was in. If the minute hand reaches the Quadrant where this Activation token is found and the Hero is still KO'd, that Hero draws a Injury card. This happens whenever the minute hand reaches the sector where the KO Hero Activation token is located, so it is possible for a Hero to get more Injury cards while KO'd.

As long as a Hero is KO'd that Hero cannot be targeted by Enemies.

A KO'd Hero decreases his Perilium threat value by 2 and loses all negative statuses.

A KO'd Hero can return to play if at least one Wound is healed, at this point stand up the Hero's model and place their Activation token in the Quadrant next to the one currently active on the Horologium.

A square with a KO'd Hero can be passed through by any models (both Allied and Enemy) but they cannot end their movement in it.

## INJURY CARDS

Injury cards inflict heavy penalties on Heroes and should be discarded with the use of the Cerusico by visiting towns and cities as soon as possible. When a Hero gains an Injury card, that Hero keeps it next to their Hero Sheet until it is discarded.

A Hero can have more than one Injury Card and their effects are cumulative.



## ENEMIES OUT OF COMBAT

When an Enemy accumulates a number of Wound tokens equal to their ♥ value, the Enemy goes **Out of Combat**. An Out of Combat Enemy is removed from the game.

Every time an Enemy goes Out of Combat, the party will gain some Loot (see pag XXX).



## VALID TARGETS

A target is considered valid when two requirements are met: **Range** (✚) and **Line of Sight** (LoS).

The distance is the number of squares separating the two Models. All Weapons and some Skills ✚ values must be compared to the distance between the active Model and its target. The distance can only be calculated horizontally and vertically (as if it were the movement of a character).

The LoS must be determined by taking as reference the center of any one side of the square occupied by the active Model (for simplicity each side of a square has an empty segment from which to draw the imaginary line) to the center of the square occupied by the target Model.

If the imaginary line that passes between these two points is not obstructed by a Scenery that obstructs the line of sight (such as a house or a tree, see page xxx), by a square occupied by an opposing Model or by a Non-Zone (see description on page xxx), the attacker can attempt to hit their target.

If the imaginary line only passes through a scenery element that is directly adjacent to the square occupied by the target, that target is considered to be in **Cover** and may be attacked. In other words, line of sight is not blocked if the only scenic element traversed is adjacent to the target.

- A **Hero in Cover** can re-roll a die when defending.
- A **Hero attacking an Enemy in Cover** must reroll a die that rolled a success (consider this re-roll as an Enemy triggered effect).
- **Mental attacks** (blue diamond) are **not affected by Cover**, but unless otherwise specified, they require line of sight to the target.

**Game Designer Note:** You can use the "LoS" tool to more easily determine if there is line of sight between two Models.

### THE LINE OF SIGHT

The rules for line of sight have been created to make the fight even more exciting, they are in fact able to simulate shots from behind Cover provided by some scenic elements. Imagine an Enemy targeting you safely behind a tree or a rifleman lurking around the corner of a building. This will either force the Heroes to move to try to flush out Enemies or provide the Heroes with valuable turns to try to weaken Enemy attacks against them.

## AREA EFFECTS (AOE)

Some attacks or Skills can hit multiple Models at the same time. In this case they are called Area Effects. Area Effects have specific rules for their use.

Each AOE is characterized by a symbol that indicates its shape. The symbol shows the map boxes that are affected by the effect. The red square inside the symbol indicates the main target of the area effect, which must be a Model. The target Model must be a valid target.

In the event that the Area Effect is part of an attack, a normal attack roll is made with the weapon. Calculate the ♥ based on the successes of the attack roll as usual but apply the damage to all the Models in the boxes covered by the area. Each Model (ally or opponent) will defend itself individually following its own rules.

An Enemy with an area attack will hit the red square on its target but all Heroes within the area must make a Defense roll. Enemies are immune to the Area Effects of allied Models unless specifically noted.

If a Skill has an AOE, its operation will be explained directly in its rules.

The types of Area Effects are as follows:

**Explosion** (☒): Hits the main target and the Models in the 8 squares around it.

**Cross** (✚): Hits the main target and the Models in the 4 squares adjacent to it.

**Spear** (☞): Hits the main target and Models in the next 3 squares in a straight line directly behind the first square. The main target box must always be the one closest to the Model that uses the area of effect.

**Breath** (☞): Hits the main target and the Models in the 3 squares positioned directly after it forming a "T" path. The main target box must always be the one closest to the Model that uses the area of effect.

**Sweep** (☞): Hits the main target and Models in the 2 adjacent squares on two sides in a straight line. The main target must be adjacent to the Model using the Sweep Area Effect.





## AURAS AND WAVES

Auras and Waves are particular Area Effects that have slightly different rules than those just described. Both AOE (Area Effects) are centered on the user and their symbols are always accompanied by a number that indicates the number of squares (always calculated orthogonally) within which the area has an effect.

**Wave X (☉):** When a Model uses this Area Effect, all Models within X of it are affected. In the event of an attack, make one roll for each model hit. If an Enemy attacks with a Wave effect, make a defense roll for each Hero within X.

**Aura X (☉):** Like Waves, these Area Effects affect all Models within X of the Model using them, with the difference that these effects can last longer and therefore if the Model using them moves, the Auras move with the user and may involve different Models.

A Model is under the effect of an Aura when it is within X of the user and ceases to be when it is no longer within the required distance. Many passive skills are Auras. Auras are never attacks. Some Missions may have items or scenery that can emanate Auras.

# PLAY AREAS AND 3D SCENIC ELEMENTS

## ZONE/TILE

The term zone identifies all play areas, i.e. all those areas divided into squares where the models can move and act. Each game tile is considered an area, while the roofs of the buildings are part of the area in which the building is located.

## NON-ZONE

The term Non-zone identifies all those zones outside the game map; if a LoS leaves the map it is considered interrupted and therefore blocked.

Additionally, No Models may leave the game map unless they are eliminated or due to special rules.

## 3D SCENIC ELEMENTS

In Nova Aetas there are different types of scenery: Buildings, Trees and Bushes. Each of these interacts with the Heroes differently.

**Bush (Light Cover):** Light Cover provides Cover (see page XXX) to adjacent Models behind it. It can be attacked and destroyed like a normal Enemy Model if it suffers a total of 2 or more ♥.

**Tree (Light Obstruction):** This Scenery completely blocks line of sight. It can be attacked and destroyed like a normal Enemy Model if it suffers a total of 5 or more ♥.

**Building (Solid Obstruction):** This is a large cover that completely obstructs line of sight, does not allow hitting Models behind it, and cannot be destroyed.

Enemies that, for any reason, hit a Scenery automatically inflict a number of ♥ equal to the number of Hits of their attack (exception: Buildings do not take hits). Dealing damage to a structure does not increase the TV of the attacking Hero, unless otherwise instructed by the mission.

## BUILDINGS

The scenarios of Nova Aetas will take you on a visit through the territories of Renaissance Italy.

One of the major features of that era are the buildings, with the search for the Perfect City by a number of architects.

The battlefields of Nova Aetas can contain these large scenery elements that characters can use as cover or that can be scaled to reach a better tactical position.

Buildings can vary in width and length and can have one or more levels of height.

In the basic box there are 2 types of buildings which occupy 3x3 spaces and 4x2 spaces and are both one floor high.

## LINE OF SIGHT TO AND FROM A BUILDING

A Model can hit a ground target while on the rooftop of a Building, looking out from the edges.

The LoS of the character placed on top of a Building are blocked from all sides of the Building to which the character is not adjacent.

The figures below show the areas from which it is possible to hit a target on a building.

A Model cannot attack a target with melee attacks if they are at a different height level.

A Model on a higher level can target a lower model even if the LoS is interrupted by other models or bush terrain, but not if it is interrupted by trees or other buildings.

A Model using a Physical Ranged Attack from the roof of a Building increases its attack ⚔ by 1.

E.g., Sofia has an unobstructed line of sight to an Arquebusier, therefore she can attack him and can be attacked as well since both use a ranged attack. The Gipsy is not in the line of sight of Sofia, so both cannot attack each other.

E.g., Sofia has an unobstructed line of sight to the Warrior Faun, so she can attack it. The Spriggan can only attack in melee, so is not able to attack. The Witch, even if she has a ranged weapon cannot attack Sofia nor be attacked since they are located in an area without line of sight.



## SACRED AND PROFANE


In Nova Aetas there are characters with powers that make them able to see and handle currents of pure energy visible only to their eyes. They are called Mages and thanks to this characteristic they are able to modify matter and manipulate reality as they please.

Mages are shy individuals who hide their real abilities to avoid being persecuted by the Church, but often they are at the service of companies of fortune or lords who offer them protection in exchange for their services.

On some tragic occasions, such power can corrupt them.


## MAGIC POWERS



Each Mage has access to some Magical Powers. Like other Skills, Magical Powers must be learned and equipped to be used during a Mission.

To use a Magical Power, the Hero must successfully make a Mind test by rolling a number of dice equal to their  and obtain the number of successes indicated by the Magic. This test can be modified by Equipment and Skills as usual, either negative or positive.

Apply the Power effect only if the test is successful.

Some powers have the Attack keyword, in this case, unless otherwise specified, they follow the normal attack rules for choosing the target (see "Valid Targets" on page xxx).

Magic Attacks, in addition to additional effects, normally (but not always) inflict fixed damage such as 2 or 4 , etc.

Some Spells can have side effects that are triggered by obtaining certain Symbols during the  test. These effects only trigger if the  test is successful.


## MAGIC POWERS AND EQUIPMENT

Some Equipment helps the Mage to increase the number of dice they roll during a Mind test or to take

advantage of rerolls when casting a Spell, while other Equipment are real Spells that a Mage can use as if they were skills.

## PRAYERS

Each Priest has access to some Prayers. Like other Skills, Prayers must be learned and equipped to be used during a Mission.

To use a Prayer the Hero must take a Mind test by rolling a number of dice equal to his .



Prayers work in a slightly different way from Spells, in fact they normally do not have a success threshold but the number of successes indicates the degree of effect of the Prayer.

As explained above, the effect of the Prayers and the effect of the number of successes changes significantly among different Prayers. Each Prayer explains how to apply the successes.

Normally, the result of the dice rolls for successful use of a Prayer is 5+ (Rule of Success, see page xxx).

This test can be modified by Equipment and Skills as usual, either negative or positive.

Prayers are not normally attacks and cause no damage, but some of them have the Attack keyword, in this case, unless otherwise specified, they follow the normal attack rules for choosing the target (see "Valid Targets" on page xxx).

Some Prayers can have side effects that are triggered by obtaining certain symbols during the  test. These effects only trigger if the  test is successful.

## PRAYERS AND EQUIPMENT

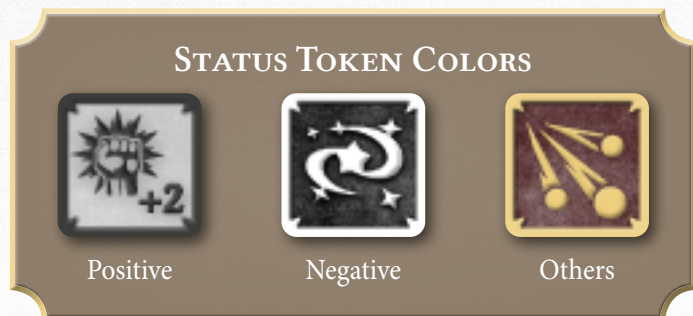
Some Equipment helps the Priest in his Prayers and they can modify tests in various ways, for example his Relic gives him a Bless Token that improves a roll of the dice during a test.

There is no Equipment in the base game that offers additional Prayers to the Priest.

# STATUS TOKENS

Nova Aetas Models may have different types of Status, both positive and negative. These effects are indicated by placing Status Tokens on the Hero Sheet or near the Model. Some Equipment gives Token Statuses to Heroes and Enemies, for example Stunned, Poison, or Reroll. In this case, unless otherwise specified, the Equipment grants its token in the Hero Token Phase (see page xxx).

If, on the other hand, the Status token depends on a Skill, it must be placed on the Hero sheet.



Unless otherwise specified, a Model cannot hold multiple copies of each Status simultaneously. If a Model loses a Status token, they can earn it again during the course of the Mission.

An attack with a Status effect which inflicts at least one Wound assigns the relative Status token to the target of the attack.

Negative Statuses are normally discarded after applying their effect.

Some Statuses, such as Burn, require a die roll to determine if its effect wears off, while others will remain on the Model until canceled by an Ability or Equipment, such as Poison.

The timing of when a Status token must be discarded is explained in its description (see page xxx).

## POSITIVE STATUS TOKENS



**Reroll:** A Hero may discard this token to reroll a die in any test they have just taken.



**Advantage 1/2:** This token must be discarded before taking any test and provides one or two additional dice to the Hero using it.



**Defense:** By discarding this token, a Hero can cancel a Wound just suffered.



**Bless:** By discarding this token before making a dice roll, a Hero can decrease the difficulty of the test by 1.



**Charm:** A Hero with this token cannot be chosen as a target by any Troop Enemy. This token is discarded at the end of the activation of the Hero who owns it.

**Flying:** A Hero with this token is allowed to pass over the Enemy Models and 3D Elements during a movement action, as if they were not obstacles. The Hero can stop his movement on a free square, even if there is a roof, but he can't stop on a square occupied by 3D Elements without a roof or on another Model. This token is discarded at the end of the activation of the Hero who owns it.

**Speed:** This token is discarded at the end of the activation of the Hero. Each ⚡ spent to move allows you to move 1 additional square.

## NEGATIVE STATUS

**Burn:** A Model with this token suffers a Wound at the end of its activation.

- **Heroes:** To discard this token, a Hero must spend 1 ⚡ and roll a die. On a result of 5+ the Hero managed to put out the fire and will discard this token. A Hero can attempt to extinguish a fire multiple times in their activation as long as they have ⚡ available.
- **Enemies:** An Enemy with this token discards it at the end of their activation, after suffering 1 Wound.

**Entangled:** A Model with this token spends 2 ⚡ to move one square each time it takes a Move action. Discard this token at the end of the Model's activation.

### Poison:

- **Heroes:** A Hero with this token rolls one less die for each test taken. The Poison token can only be discarded with the use of a specific Skill or Equipment.
- **Heroes:** An Enemy with this token deals one less hit with its attack and its ⚔ is reduced by 1.



### Stun:

- **Heroes:** A Stunned Hero must move their Activation token forward 2 Quadrants on the Horologium.
- **Heroes:** An Enemy with this token must discard it at the start of its activation by spending 2 ⚡; then, the token is discarded.

**Blind:** A Model with this token cannot make any kind of attack. The token is discarded at the end of the Model's activation.

**Cursed:** This token increases the difficulty of the test by 1. The token is removed immediately after this test is resolved.



**Disadvantage 1/2:** This token subtracts 1 or 2 dice from the Hero taking the test. The token is removed immediately after this test is resolved.

### WOUND TOKENS

These tokens are used to track Injuries suffered by a Model, are not considered Statuses, and can only be removed by Skills and Equipment that can Heal a Model.



**1♥:** A Model receives this token for each Wound it suffers.



**3♥:** This token is used to keep track of accumulated wounds received by a character.

**Bleed:** A Model with this token suffers 1♥ at the end of its activation, then discards this token.

**Hemorrhage:** A Model with this token suffers a Wound at the end of each of its activations. This token will be removed when the Model Heals one or more♥. It is not automatically discarded.

### OTHER TOKENS

These tokens do not fit into any of the other categories but are still important to the rules of the game.

**Loot:** This token can be found on the Battlefield during a Mission. A Hero adjacent to a Loot token's square can spend 1⌘ to remove it from the battlefield, then draw a Reagent card and add it to the Loot Deck.

**Generic Objective:** This token is used in many Missions as an Objective for Heroes and/or Enemies. The special rules for its use are explained in the Missions that use it.

**Bucket:** This token can have different functions depending on the Mission. The special rules for its use are explained in the Missions that use it.

**Fire:** This token can have different functions

depending on the Mission. The special rules for its use are explained in the Missions that use it.

**Leverage:** This token can have different functions according to the Mission. The special rules for its use are explained in the Missions that use it.



**Reload:** A Weapon or an Enemy attack with this token cannot be used until this token is discarded.

- **Heroes:** A Hero can spend 2⌘ to discard a Reload token from one of their Weapons.
- **Enemies:** An Enemy will discard the Reload token at the start of their next Activation, spending 2⌘.

If a Model does not have enough ⌘ it will have to wait for its next activation, it is not possible to split its ⌘ payment between two activations.

**Reinforcement Point:** These tokens are used to bring new Enemies onto the game board. When an Enemy enters play from a Reinforcement Point, place the model in a square adjacent to this token, in order to favor the Enemy. If several models come into play, thanks for example to the Horde skill, they must all be placed adjacent to the Reinforcement Point token. If all the squares adjacent to a Reinforcement Point are occupied, place the new Enemies in the first empty squares available, always in order of favoring the Enemy.



## SKILLS

### BLESSING

A Skill or Equipment assigns a Bless token to the target.

### BLOODY

An attack from a Skill or Equipment that inflict at least 1♥ assigns a Bleed token to the target.

### CLIMB X

A Model with the "Climb X" Ability can climb by a height level equal to X. For example, a Model with Climb 1 can go up or down one level without any penalty.

Some Equipment can grant this Ability to a model as long as it is equipped.

The vertical movement made with the Climb Ability has an ⚡ cost equal to any horizontal movement, so going up one level will cost 1 ⚡ while going up two levels will cost 2 ⚡.

The only way to climb buildings if you don't have this Skill is to use ladders or ropes (see game objects on page xxx).

If the square you want to reach is occupied by an Enemy model, it cannot be reached.

If the square you want to reach is occupied by an Allied model, it can be crossed, if you have enough ⚡, but it is not possible to stop in it.

### CRITICAL X

If an attack with this trait deals 3 or more ♥ on a target, it deals X bonus ♥ on the target.

### COMBINED ATTACK

If an Enemy with this Skill attacks a Hero adjacent with other Enemies, it gains an additional Hit.

### CHARGE

An Enemy with this Skill can move up to 4 spaces for free if it can make an attack after the free movement.

### CHASE

An Attack with this skill that deals at least 1♥, moves the target in any adjacent free Square. The attacking Model must move into the spaces left free by the target. If there is no free adjacent Squares to the target, this skill does not apply.

### DESTINY

This Enemy has the following benefits:

- It cannot be forcibly moved by any game effect.
- The Critical X Skill produces no bonus ♥ on this Model.
- Immunity Stun Skill.
- Immunity Poison Skill.

### DODGE

A model with this Skill forces its attacker to reroll a die that got a ☹.

### ECLECTIC

An Enemy with this Skill has 2 different types of attack, one ranged and one close combat. This Enemy will never attempt to engage a Hero preferring his ranged attack, but once engaged he will not move away and will continue to fight with his melee attack.

### FIRE

A Skill or Equipment assigns a Burn token to the target.

### JUMP X

A Model with the "Jump X" Skill can jump between 2 points X squares away from each other and the AP cost is equal to X.

It is never possible to jump through Enemy Models, but Light Cover Scenic Element (like Bushes) can be jumped over and you can jump between 2 buildings of the same height.

The jump is always horizontal, you cannot jump onto the roof of a building of a level higher than the one you currently occupy.

If the square you want to reach is occupied by an Enemy model, it cannot be reached.

If the square you want to reach is occupied by an Allied model, it can be crossed if you have enough ⚡, but it is not possible to stop in that occupied square.

### HARMLESS

A weapon or an attack with this skill does not deal ♥ regardless of ☹ or Hits.

### HEALER

An Enemy with this ability Heals 1♥ to all models of the same faction at the start of each of its Activations. Using Heal doesn't cost ⚡. The model with this Skill must always try to be within 4 squares of as many allies as possible.

## HINDER

A Skill or Equipment assigns an Entangled token to the target.

## HORDE X

If an Enemy with this Skill is drawn during an Enemy Draft, place X Models of that Enemy on the battlefield, instead of one. Follow the normal Reinforcement Point rules for placing Models. If it isn't possible to place all Models, deploy as many as possible (see Campaign Book on page xxx).

## IMMUNITY X

A Model with this Skill is immune a certain Negative Status tokens (see page XXX). This means that it will never earn certain Status tokens.

## INSIDIOUS STRIKE (☠/★/☾)

When a Hero defends himself from an Enemy attack with this Skill, he must re-roll all dice (which have achieved a ☠) showing the indicated symbol.

## WEAK ATTACK

This attack inflicts a maximum of 1♥, regardless of the number of successes rolled during an attack test.

## MARKSMAN

An Enemy with this Skill will use any remaining ⚡ at the end of its activation to get away from the target Hero.

E.g. A Rifleman (AP4) will attempt to wound a Hero within 2 squares of him by firing (3 ⚡) and immediately afterwards will consume his remaining ⚡ to get away from his target. In the next turn he will have to reload the rifle by spending 2 ⚡ (Reload), not being able to shoot he will use all 2 of his remaining ⚡ to get away from the target Hero.

A Rifleman in close combat with a Hero will have to spend 1 ⚡ to get away, being able to shoot at a minimum distance of 2 Squares, and then open fire. At this point, having no more ⚡ available, he will end his activation without being able to use his Marksman skill.

## PIERCE

It is not possible to use the Defense token against an attack with this Skill.

## POISON

A Skill or Equipment assigns a Poison token to the target.

## PROTECTION

An Enemy with this Skill grants Resistance ☠ to all models of the same faction. Using Protection does not cost ⚡. The model with this ability must always try to be within 4 squares of as many allies as possible.

## RESISTANCE (☠/★/☾)

An Enemy with this Skill forces a Hero who attacked him to reroll all the dice that have the indicated Symbol. This Skill only applies to dice that have rolled a success.

## RELOAD

A Weapon or an Enemy attack with this Skill earns a Reload token after being used. (see page XXX).

## RUNNER

The Enemy moves 2 Squares for each ⚡ spent during a Movement action.

## SHIELD

A model with this Skill always ignores the first ♥ from a physical attack.

## STUN

A Skill or Equipment assigns a Stun token to the target.

## UNBLOCKABLE

Ignore the effect of the Enemies' Shield Skill.







## ICON LEGEND

All Icons used in the game are listed in this legend.

### Hero Characteristics

- ☩: Rapidity
- 🎯: Precision
- 👊: Physical
- 🧠: Mind
- ♥: Health

### Enemy Rank

- 🛡️: Troop
- 👑: Elite
- 👑: Leader
- 👑: Monster

### Dice Symbols

- ☀: Sun
- ★: Star
- 🌙: Moon

### Enemy Faction

- 🏳️: Rome Faction
- 🏳️: Venice Faction
- 🏳️: Primaevi Faction
- 💀: Mercenary Faction

### Cards Symbols

- ⌘: Action Point
- 🎯: Success
- ♥: Wound
- 🏠: Control Area
- 🛡️: Physical Defense
- 🛡️: Mental Defense
- ⊕: Range
- ☀: Hit
- 🎯: Target
- 👤: Enemy Target
- 👤: Allied Target
- 🎯: Effect

### Coins

- 🏳️: Fiorino
- 🏳️: Popolino

### Area Effects

- 🏳️: Spear
- 🏳️: Breath
- 🏳️: Explosion
- 🏳️: Cross
- 🏳️: Sweep
- 🏳️: Aura
- 🏳️: Wave

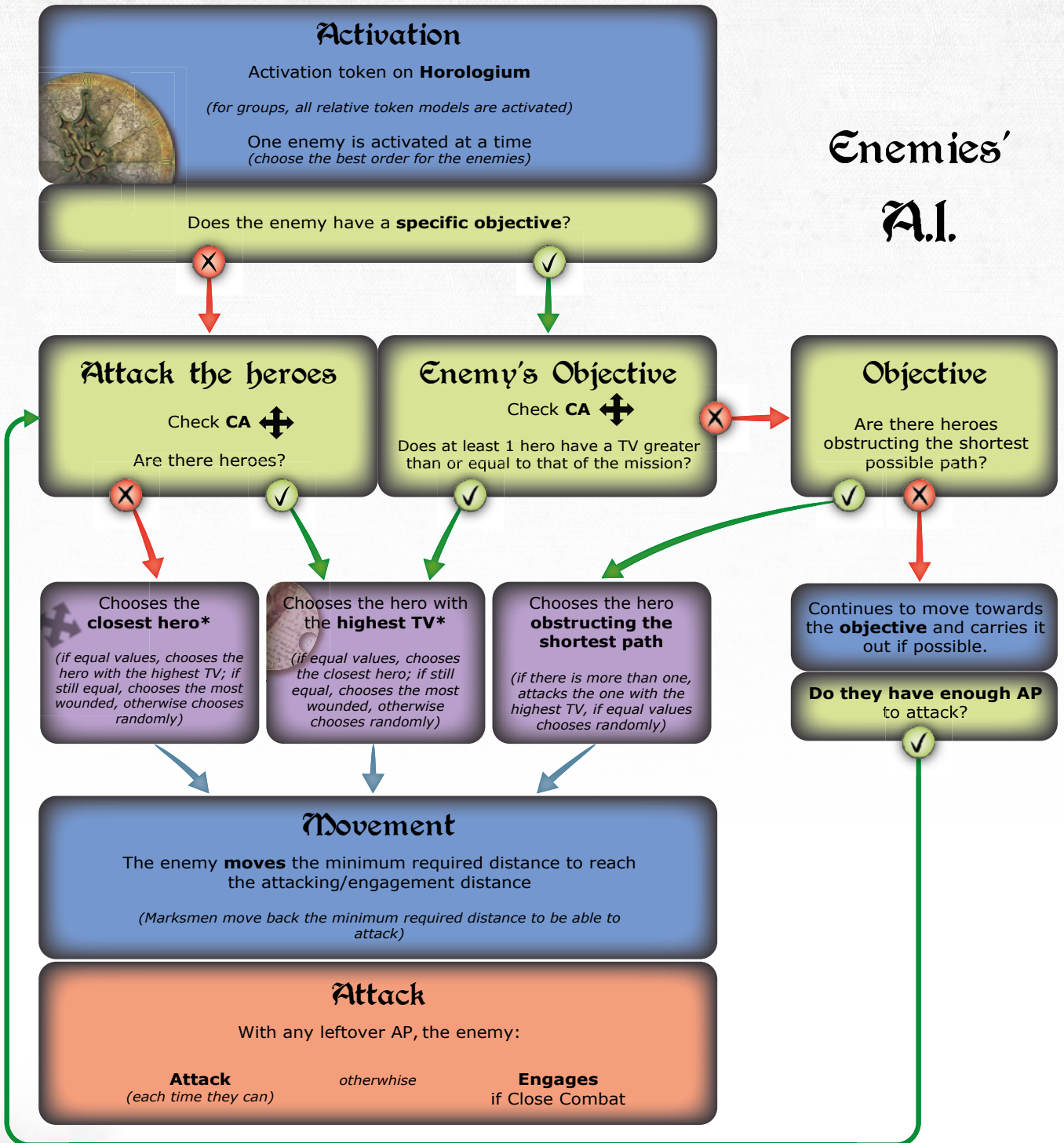
### Loot Type

- 💎: Pecunia
- 🧪: Alchemia
- 🏳️: Elementum

### Encumbrance

- 🏳️: Helmet
- 🏳️: Armor
- 🏳️: Accessory
- 🏳️: One Hand
- 🏳️: Two Hands

# Enemies' A.I.



\* = the enemy must be able to interact with the hero, otherwise they ignore the hero and move on to the next target  
*(e.g. the scum on the roof of a building without a ladder cannot be attacked by enemies with close combat attacks)*

Key:

