

NOVA AETAS



Plot Book

Cambrai war

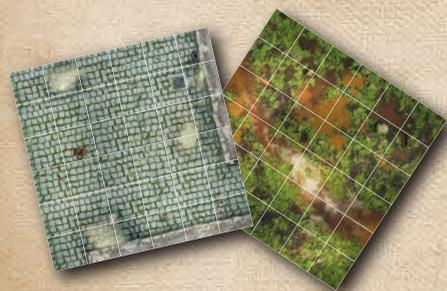
The Nova Aetas campaign is set behind the scenes of a very important historical event, which occurred at the start of 16th century Italy: the battle between the Church of Rome and the Republic of Venice.

Your heroes will fight in the shadows of the mysticism, in the search for a powerful artefact capable of shifting the balance of power in the war, if it lands in the right hands.

The Nova Aetas campaign is a narrative story and for this reason, in some cases we have focused more on the story than on the balance of power in the battlefield. In some cases, we have opted to give the heroes a better chance of escaping from a battle unharmed, in order to reach the next, more complex mission, without too many penalties.

Once you become familiar with the rules, feel free to modify the number and type of enemies based on the value and experience of your group.

Key to map elements in missions



Tiles

The game board indicates which side to use for the mission. In the Nova Aetas base game there are two types, the city and the rural side. The 3D Scenic elements are arranged as a consequence.



Heroes tokens

The heroes are deployed in the areas marked by this icon, in several missions you'll find more icons than there are heroes. In this case, feel free to choose your preferred starting position. The icons are all generic, allowing you to confront the new mission from different positions, if you're not satisfied with the outcome.



Enemies tokens

The enemy icons are used to indicate their position on the game boards.



Mission tokens

In many missions, you'll find special tokens such as water buckets or levers, which must be positioned on the game board following the instructions on the sheet. These tokens normally play an active role in the mission you will confront.

Blocking missions

During the campaign, you will come across missions that must be won in order to continue the game, creating a genuine block.

These are key missions that need to be won in order to continue the narrative plot of the story. If you can't manage to win one of these missions, we recommend you try a few secondary missions first to improve your equipment, or return to a previous narrative node and change direction (this is not the best choice, but if you can't manage to get ahead, feel free to do so).

Company sheet

The company sheet is used to record all the progress made in the game (see the back cover of this book).

On the sheet, you can record new travel companions that you can choose to enlist, the list of ingredients that you find during the missions and which can be used to create new objects, the coins you will accumulate during your adventures and the list of missions you have confronted to trace all the narrative nodes you have passed through.



Enemy draft

Some missions use the Enemy Draft rules (see page 29 of Rulebook).

Before starting a mission, place all the enemies (or type of enemies) indicated on the sheet aside. Each time you are asked to draw an enemy using this rule, you must create a deck with all indicated enemies, both those already on the battlefield and other available ones. Remember that the bosses can never be drawn through an Enemy Draft.

Once the enemy has been selected, position their miniature on the battlefield in contact with the Spawning Point, and place their Activation token (if not already present on the Horologium) in the sector following the currently active one.

Each mission also indicates the enemy level that needs to be used for the Enemy deck.

If this is not indicated in the mission, enemies drawn using this rule must all be the same level as that represented by the majority of the heroes.

E.g. During a mission the heroes have to make an enemy draft, and the group is formed heroes at the first Mastery level, and a second level hero. The mission does not specify the enemy level, so the deck is formed by first level enemies, just like the majority of the heroes.

If there are two first level heroes and two second level heroes, insert first and second level adversaries in the Enemy deck, of the type indicated by the mission.

If you don't have any more miniatures of the type showed by the drawn card, you have to repeat the enemy draft until you draw an available enemy. If you don't have any enemy miniatures available don't place any enemies.



Experience

Many of the main campaign missions offer new skills as a reward. The "Experience" value of the rewards section will indicate the maximum skill level that can be acquired at the end of a mission.

E.g., if a mission indicates 1 Uncommon skill as a reward, this means that all characters can obtain a skill, selected from among the Common and Uncommon skills available for their class.

When a hero already has three skills in their current class, ignore the text in the Experience reward and move on to the next level, selecting one of the two available careers for their class (E.g. The Novice has completed a mission and already has three skills in their class. Instead of acquiring the skill indicated in the mission rewards, they move up a level and select a new class, either the Priest or the Plague Doctor).



Victory and defeat conditions

The majority of missions describe the victory conditions that must be satisfied by the players. Once the proposed objective is reached, the mission ends immediately. Now you can read the "Victory" paragraph and claim the rewards that normally consist in coins, objects and skills. The paragraph will also indicate the next mission number of the main campaign that you will need to complete, and the location where you will need to complete the Rest phase.

All missions have two **standard defeat conditions**:

- No victory condition satisfied.
- 3 Heroes are out of action at the same time.

Some mission could have additional defeat conditions.

If it occurs at least one defeat condition, the mission ends immediately, read the "Defeat" paragraph and follow the same procedure as for the victory conditions.

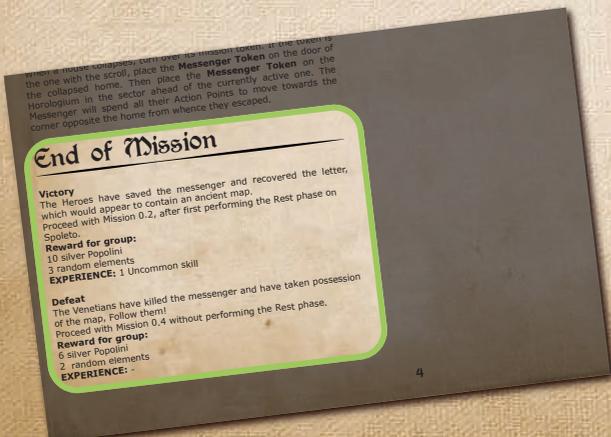
Many of the victory and defeat conditions are based on the time set by the mission. When a condition makes reference to an established time, refer to the "End" value of the mission sheet.

When the hands of the Horologium indicate the time established by the "End" value, the mission ends after all activations have been made in the active sector (if they are present). Check the victory and defeat conditions and determine the outcome of the mission.

Secondary Missions

When characters visit the various workshops in the cities and villages, they can draw from the secondary mission decks. The mission card will provide the information needed to play the drawn secondary mission, and will make reference to this book for the map and other additional information.

Note that the hunting missions are the only repeatable secondary missions, so they can be played multiple times to try and obtain certain materials and formulas. Once a secondary mission has been completed, you can place the card back in the hunting mission deck.



Mission special rules

Stealth

In missions that adopt the special "Stealth" rule, Heroes can try and move without alerting their enemies. When a Hero declares their intention to carry out this action, they must decide how many squares they intend to move (spending the relative AP), how many AP they want to spend for the stealthy movement and then roll the number of dice equal to the AP spent. If successful, the Hero can move the desired number of squares, without taking any risks. If the stealthy movement roll is not successful, the Hero will make a false move, placing the Enemies "in alert". Position an incognito token "?" next to any Enemy as a reminder. If another Hero then rolls to make a silent movement and fails, the alarm will be triggered. The alarm will also be triggered if a Hero attacks an Enemy, unless the Enemy is killed before its next activation.

As soon as the Hero triggers an alarm, this action can no longer be used for that mission.

Patrol

This special Action can only be used by the Enemies and only if the word "Patrol" or "Stealth" is found in the special rules of a mission. In these missions, until the Heroes trigger an alarm (see previous paragraph), the Enemies can only use this action. At the start of an Enemy activation, roll a die and compare the result with the Orientation Card. The Enemy will move in the direction corresponding to the rolled die face, by a number of squares equal to their Ra. If the Enemy encounters an obstacle during this movement, continue their movement in the opposite direction. If their movement ends in a square next to a Hero, the alarm is triggered.

Cities and villages

As described in the rulebook, depending on whether you end up in a village or a city, you can access certain locations. Cities offer all the services described in the rulebook, while villages have more limited resources.

Following is a list of the locations that can be visited in villages:

- Inn
- Merchant
- Surgeon

The locations not included in this list cannot be visited when you are in a village.



The burning hot map

0.1

History

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

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

Rules

Set-up

Take 4 **Incognito Tokens**, one of which must include the image of the messenger. Shuffle them with the "?" side facing up and randomly position one on each of the homes. The **Messenger Token** will indicate where the messenger is, but the Heroes must not know!

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

Heroes Objective

The Heroes must find the messenger and recover the map.

Victory condition:

- The heroes kill all the enemies prior to the event.
- (After the event) Before the time expires, the heroes allow the messenger to escape from the corner opposite the home from whence it has escaped.

Defeat condition:

- 3 houses collapse.
- Standard defeat conditions.

Enemies Objective

Stratioti

- Place a **Fire Token** on the closest home (TV5) (this action costs 1AP and can be effected once for activation).
- Kill the messenger (TV8).

Gipsy

- Use the Gipsy's mental attack to place a **Fire Token** on the closest home and within a range of 6 squares (TV4).
- Kill the messenger (TV9).

Crossbowmen

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

Special Rules

House on fire - A house collapses when it is covered by 3 **Fire Tokens**.

Water on the fire - The Heroes can spend 1AP to obtain a **Bucket Token** when they find themselves in a square adjacent to the well.

When they are adjacent to a home with **Fire Tokens**, they can spend 1AP to discard a **Bucket Token** and remove a **Fire Token** from the home, then increase the Threat Counter by 1.

Escape From the Flame - If a hero is on the roof of a house when it collapses, place the Hero Model in one of the squares adjacent to the building. The Hero gains a Token fire.

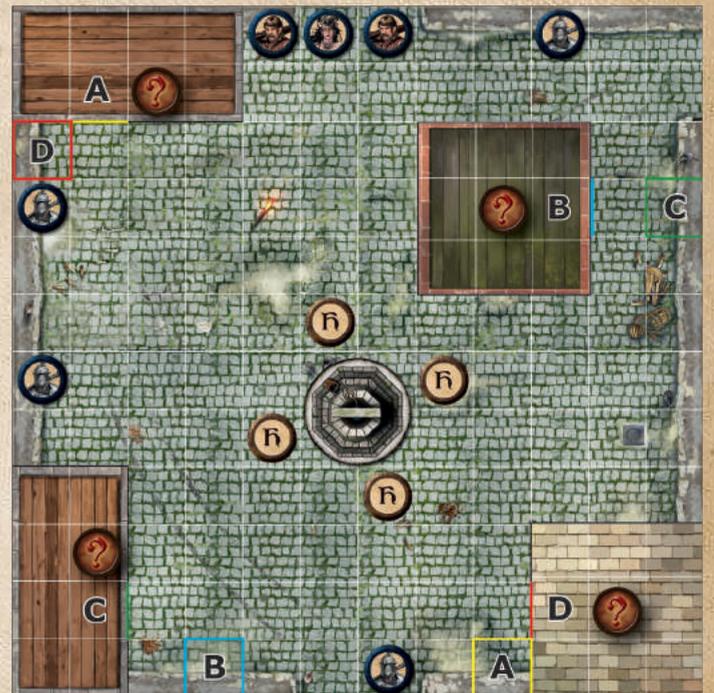
Event

When a house collapses, turn over its **Incognito Token**. If the token is the one with the messenger, place the **Messenger Token** on the door of the collapsed home. Then place the **Messenger Activation Token** on the Horologium in the sector ahead of the currently active one. The messenger will spend all their Action Points to move towards the corner opposite the home from whence they escaped, check the relative door color and exit point color. (E.g. If the messenger escape from the house "A" he move towards the exit point "A").

Messenger

Ra - 4
Ph - 2
Mi - 2
Wo - 5

The messenger does not make any attacks but rolls as normal to disengage.



End of Mission

Victory

You have saved the messenger and recovered the letter, which would appear to contain an ancient map. Proceed with Mission 0.2, after performing the Rest phase on Spoleto.

Reward for group:

10 silver Popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

The Venetians have killed the messenger and have taken possession of the map, Follow them! Proceed with Mission 0.4 without performing the Rest phase.

Reward for group:

6 silver Popolini
2 random elements

EXPERIENCE: -

The Blood of Gaea

0.2

History

The messenger will deliver you the letter and inform you of Egidio's orders. You will need to follow the instructions on the ancient map in the letter and take possession of an object that he calls the Blood of Gaea. You will head to the forest, following the map, until night falls and in the furthest corner of the thick forest, you catch a glimpse of something strange. On a stone altar, you see a shining object that looks like the one drawn on the map... you have reached your objective! The only problem is that it seems as if some bizarre creatures are keeping guard.

 **Start:** 9:00 pm
End: 12:30 am



Rules

Set-up

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

Heroes Objective

The characters need to recover the Blood of Gaea.

Victory condition:

- One of the Heroes obtains the **Blood of Gaea Token** before the time expires. To obtain the token, the character must be next to it and spend 1AP.
- Defeat all the enemies.

Defeat condition:

- Standard defeat conditions.

Enemies Objective

Faun Warriors

- Until the event takes place, they use the "Patrol" rule.
- Light a turned out totem by spending 1AP (TV6).

Faun Musician

- Once the event begins, use their skills to obstruct the Heroes.

Centaur

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

Special Rules

Stealth

Guardian Totem - To take the Blood of Gaea, the Heroes need to first deactivate the three totems. To do so, they need to be next to a **Totem Token** and spend 1AP. When all the totems are out, one of the Heroes can take the Blood of Gaea by spending 1AP when they find themselves on an adjacent square.

Event

If the Heroes set off the alarm, or when the last Totem is deactivated, the Faun Musician, the Faun Warrior guarding the Blood of Gaea and the Centaurs are activated. Position their Activation Token in the same sector as the hero that set off the alarm.



End of Mission

Victory

You have recovered the Blood of Gaea and are making their way to deliver it to Egidio... Proceed with Mission 0.3, after performing the Rest phase in Perugia.

Reward for group:

- 10 silver Popolini
- 3 random elements
- EXPERIENCE:** 1 Rare skill

Defeat

Replay the mission

History

You have reached the location where the prelate appointed by Egidio to accept the precious relic is waiting for you. As you approach to deliver the object, you notice several soldiers emerge from the shadows of the alleys and surround you. You notice a sneer on the prelate's face.

"You have served us well, but the conquest of the Republic of Venice is at stake, and too much information has already been leaked... I'm sorry... but rest assured, there'll be a place for you in heaven".

It appears that Egidio doesn't want any witnesses, but the Blood of Gaea is still in your hands and this priest is totally oblivious to the mistake he has just made.

 **Start:** 9:00 am
End: 12:30 pm



Rules

Set-up

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

Heroes Objective

The Heroes must survive until the time expires.

Victory condition:

- When the time expires, there are less than 3 Heroes out of action.
- There are no enemies on battlefield.

Defeat condition:

- Standard defeat conditions.

Enemies Objective**Swiss Guard**

- Attack the Hero with the highest Mi characteristic (TV6).

Papal Guard

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

Cardinal

- Use the healing skill on as many Papal models as possible.

Special Rules

Enemy wave - Perform an Enemy Draft with a deck of level I Papal cards every 30 minutes. Place the model that has just been generated on the Enemy Spawning Point, and if necessary add the relative Activation Token in the succeeding active sector of the Horologium.



End of Mission

Victory

You have managed to survive the cowardly attack by your ex employers... now you want to know more about this mysterious object. Proceed with Mission 1.5, after performing the Rest phase in Assisi.

Reward for group:

15 silver Popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

You miraculously manage to escape the papal soldiers... oh no! Not everybody has made it! One of the Heroes has been captured!

Proceed with Mission 0.8, after performing the Rest phase in Assisi. Randomly decide or select which Hero has been captured. That hero will no longer participate in the Rest phase.

Reward for group:

10 silver Popolini
2 random elements

EXPERIENCE: 1 Common skill

Thief Hunt

0.4

History

In the confusion of the fire and battle, the messenger has been killed and his assassin has escaped with the letter you were supposed to receive. You begin his pursuit, running through the alleyways of Spoleto, which eventually lead you to a large square full of people. The Venetian thief has camouflaged himself in the crowd. You must find him without causing a panic and attracting too much attention.

 **Start:** 11:00 am
End: 2:30 pm

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares.
Randomly place all the Venetian and Mercenary models (the citizens) on the "E" squares (see map) and a Swiss Guard has showed on the map.
Then randomly place all the **Incognito Tokens** (except the **Steak Token**) next to each of the enemy models. The tokens must be placed with the "?" symbol facing up.
Until the Thief not been revealed, All that citizens, use a single Activation Token (you can use the Messenger Activation Token as shown on the Horologium picture). After making the movements of all the citizens move their token activation of 4 sectors.
The token activation of the Swiss Guard always moves of 3 sectors.

Hero Objective

The Heroes must unveil the guise of the Venetian that stole the map, and defeat him.

Victory condition:

- The heroes send the Venetian thief out of action before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemies Objective

Thief

- Escape (see the event).

All other enemies

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

Special Rules

Down the mask! - To reveal the true identity of a citizen and discover whether or not they are the Thief, decide how many AP to spend. Perform a test with a number of dice equal to the AP spent. Turn over the associated **Incognito Token** if you roll at least one success. If the token turned shows the scroll, you have discovered the Thief, read the Event and continue with the mission.

If the roll is completely unsuccessful, the citizen becomes frustrated by your behaviour and calls the Swiss Guard to attention. Place the Swiss Guard in contact with your hero and move their Activation Token forward by 5 sectors on the Horologium. You can only examine a citizen if you are in contact with them.
Each citizen moves in accordance with the Patrol rule during their activation.

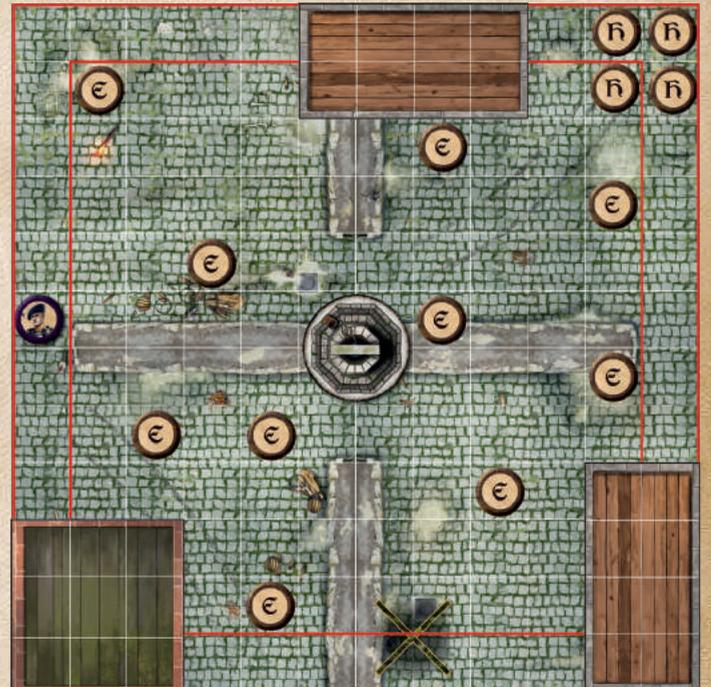
Guard patrol - The Swiss Guard moves following the Patrol rule. If in doing so he ends up in contact with a hero, their Activation Token will be moved forward by 3 sectors on the Horologium.

Event

The Thief will begin their escape when unveiled by the heroes, or when the clock strikes 1.00 pm. The Heroes must send him out of action before the time runs out, or before he escapes the battlefield through the red squares.

The Thief will always escape towards the farthest square from his position when he was revealed.

Once the Thief has been unveiled, he will fight together with the other members of his group (for example, if the thief is revealed to be a Crossbowman, take all non-crossbowmen models off the battlefield). The Gipsy will always fight together with the Crossbowmen. The Condottiere will always fight together with the Stratiota. Replace the passer-by activation token with the Enemies Activation Token of the group to which belongs the thief. Remove all the other models from the Battlefield and the Swiss Guard Activation Token from the Horologium.



End of Mission

Victory

You have recovered the map and can now begin their search for the Blood of Gaea. Proceed with Mission 0.2, after performing the Rest phase in Spoleto.

Reward for group:

- 15 silver Popolini
- 3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

The thief has gotten away, blending in with the crowd. You'll need to follow his trail beyond the city. Proceed with Mission 0.5, after performing the Rest phase in Spoleto.

Reward for group:

- 10 silver Popolini
- 2 random elements

EXPERIENCE: 1 Common skill

A strange encounter

0.5

History

You have been following the Venetian Mercenaries for days, and now they're attacking a village of bizarre creatures similar to the Fauns of Roman mythology. Could it be that they've reached the place marked by the map? In the confusion, a unique opportunity arises to take possession of the map, and at the same time defeat the hated Venetians.

 **Start:** 9:00 am
End: 12:00 am

Rules

Set-up

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

Heroes Objective

The characters must kill all the Venetian and Mercenary models that appear before them to take possession of their "treasure".

Victory condition:

- All the Enemies are out of action.

Defeat condition:

- Standard defeat conditions.

Enemies Objective

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

Event

10.30 am - The Warriors of the Faun tribe have returned from their hunting trip! They are fighting against their own enemies, so as far as they're concerned, you're on the same side! Deploy two Faun Warriors in the Enemy Spawning Point. These Fauns are controlled by the Heroes. Use the characteristics listed above the map.

Place the Faun Warrior Activation Token on the next active sector on the Horologium.

Faun Warrior

Mastery D6

Ra - 5

Ph - 3

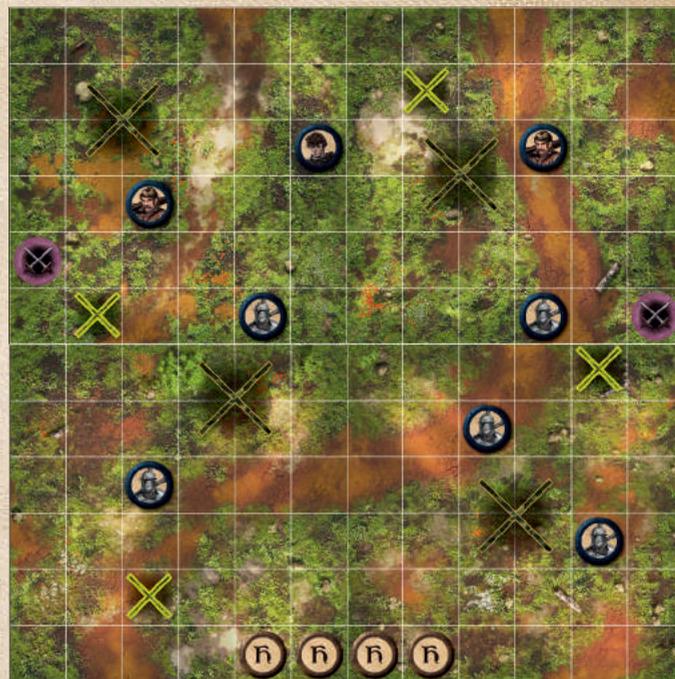
Mi - 3

Wo - 4

Equipment

Shield (Defence token)

Lance (Reach)



End of Mission

Victory

In the confusion, you notice an abandoned box on the ground. The Venetians and Fauns are still busy fighting. You open the box to discover a shining green jewel, which seems to float and be invested with its own light. You close the box and disperse yourselves in the chaos of the battle. Proceed with Mission 0.7, without performing the Rest phase.

Reward for group:

15 silver Popolini

3 random elements

Blood of Gaea Card (Equipment card)

EXPERIENCE: 1 Rare skill

Defeat

Thanks to your contribution, you have helped the Fauns ward off the Venetian invaders, unfortunately at the cost of many lives. The Fauns are honourable warriors and welcome you among them, bringing you to their leader.

Proceed with Mission 0.6, after performing the Rest phase in the Primaevi Village.

Reward for group:

10 silver Popolini

1 random elements

EXPERIENCE: 1 Common skill

The ordeal

0.6

History

The Primaevi, in their elementary language guide you to their village. Here you are brought before the wiseman of the tribe. He expresses his gratitude for having helped his sons and daughters, and tells you about his visions where young foreigners come to reclaim the Blood of Gaea to restore order on earth and prevent the "new catastrophe". His tribe will deliver the Blood of Gaea to you, but you must first prove that you are in fact the young foreigners in his visions. You are led to a tent where 4 crystals are floating in the air, one for each of you. When you touch them, you enter a trance and when you open your eyes, you find yourselves in some sort of fictitious world...

 **Start:** 9:50 am
End: 12:30 am

Rules

Set-up

Separate the 4 tiles and position them as shown on the map. Place the Apprentice in No.1, the Novice in No.2, the Scum in No.3 and the Squire in No.4 on the points shown on the map. Place the enemies as shown on the map.

Hero Objective

The Heroes must pass the Primaevi test to prove they are worthy of controlling the Blood of Gaea.

Victory condition:

- At least 3 Heroes get to sector 4 before the time expires.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

All the enemies in the various sectors will try to kill the Heroes, follow the normal "Attack the Heroes" rule.

Special Rules

Each tile has a test.

Tile 1 - The Apprentice must reach the rune square and spend 1AP to teleport themselves to tile 2.

Tile 2 - When the Apprentice reaches the tile or goes out of action in tile 1, the rune is activated. Once the tile rune has been activated, the Heroes can use it to teleport themselves to tile 3, positioning themselves on or next to the square, and spending 1AP.

Tile 3 - The Scum must reach the rune and activate it by spending 1AP when they find themselves on or next to it. Once activated, it can be used by any Hero to transport themselves to tile 4 (1AP). The Apprentice and Novice reach point B. Any Hero can action the **Lever Token** (3AP) to eliminate an enemy of choice in tile 4.

Tile 4 - The Squire must survive the wave of Primaevi that randomly arrive from the 3 entry points. Perform an Enemy Draft for each Enemy Spawning Point at the start of the game, and another one every 30 minutes, randomly determining the Enemy Spawning Point.

Event

When the first Hero reaches tile 4, perform the last Enemy Draft but use the Primaevi level II cards.



End of Mission

Victory

You have passed the Primaevi test and now have permission to access the cave of Gaia, where another, more arduous test awaits you. Proceed with Mission 1.1, after performing the Rest phase in the Primaevi Village.

Reward for group:

- 10 silver Popolini
- 3 random elements

EXPERIENCE: 1 Rare skill

Defeat

Replay the mission



Pursuit at the dawn

0.7

History

You are fleeing in the forest and you are well aware that the Fauns are chasing you. These beings are born hunters and are preparing to pounce on you like a cat would to a mouse. To make matters worse, you've stolen their precious relic. You need to get out of this forest as fast as you can, unless you want it to become your tomb.

 **Start:** 6:30 am
End: 10:00 am

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. After you have deployed the Heroes, perform an Enemy Draft for each Enemy Spawning Point, as if the Heroes had just entered in the tile.

Hero Objective

The Heroes need to escape from the Primaevi that are chasing them.

Victory condition:

- All the heroes that are not out of action exit the battlefield before the time runs out, by reaching an exit square (marked in red).

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Faun Warriors

- No specific objective, follow the normal "Attack the Heroes" rule (using the Phalanx skill where possible).

Faun Musician

- Support the Faun Warriors from a distance (TV7).

Centaurs

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

Special Rules

Ambush - When a Hero enters a new tile, perform an Enemy Draft for each Enemy Spawning Point.

After determining which enemies enter the battlefield, if necessary, the action token for the group of enemies that has just entered have to be placed in the sector after that of the Hero who has just entered the tile.

Escape - When a Hero enters an exit square (marked by a red border), they are considered to have left the battlefield.



End of Mission

Victory

You have managed to escape, successfully covering up your tracks. You make a getaway towards Pistoia, evermore convinced that you must find out more about the Blood of Gaea.

Proceed with Mission 1.6, after performing the Rest phase in Bologna.

Reward for group:

15 silver Popolini
3 random elements

EXPERIENCE: 1 Rare skill

Defeat

The Primaevi have cornered you and are preparing to make their final attack. Proceed with Mission 1.2 without performing the Rest phase.

Reward for group:

10 silver Popolini
2 random elements

EXPERIENCE: 1 Uncommon skill

Escape plan

0.8

History

Egidio has betrayed you, you have risked dying a horrible death and one of your men has been captured... the situation is unacceptable and it's time to attack. The first thing you need to do is free your companion held prisoner in the Papal troops' fort. Night falls... it's time to act.

 **Start:** 8:00 am
End: 12:30 am

Rules

Set-up

Deploy the Hero captured at the end of the previous mission at the top of the tower. Decide how to deploy the remaining characters in the three deployment squares.

Hero Objective

The Heroes must free their captured companion and escape before being overwhelmed by the Papal forces.

Victory condition:

- There are no heroes on the battlefield when the time expires.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Swiss Guard

- Patrol
- When the alarm goes off, attack the closest Hero (TV6).

Papal Guard

- Remain adjacent to the Cardinal to use the Bodyguard skill (see above the map) on the Cardinal (TV8).

Cardinal

- Assume a position allowing him to heal as many allied characters as possible.

Special Rules

Patrol

Stealth

Looking for freedom - When activated, the prisoner can spend 3AP to attempt to free themselves by succeeding in an Ph or Mi test with a difficulty of 2. Once freed, the prisoner can take the **Loot Bag Token** (1AP) for use his equipment cards. Descend from the tower by spending 5AP. Place the Hero model in front of the tower square. The Swiss Guard start to act only after the Hero take the bag.

Door closed - The tower door is locked from the inside. The Heroes can not open the door (red line on the tower side) until Cardinal is alive. When they kill him, they collect the key and can reach the top of the tower spending (5AP) starting from the square in front of the door. Place the Heroes on the **Incognito Token** (manhole).

Escape - The Heroes can exit the battlefield from any square on the side of the map marked in red.

Event

From the moment the alarm goes off, or once the prisoner comes out of the tower, perform an Enemy Draft with a Papal deck every 30 minutes. Place the models generated on the Enemy Spawning Point.



Bodyguard

The Papal Guards can be inflicted with wounds directed at the Cardinal if they are in a square adjacent to him.

Tower (2 houses overlapped)



End of Mission

Victory

You have managed to free your companion and escape into the forest. Now you need to reorganise yourselves and Perugia seems like the best place to do it. Proceed with Mission 0.9, after performing the Rest phase in Perugia.

Reward for group:

- 15 silver Popolini
- 3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

Egidio's troops were about to defeat you when the extraordinary power of the Blood of Gaea was unexpectedly activated, causing a terrible earthquake. In the chaos that followed, you managed to recover your companion and escape from sure death! Proceed with Mission 1.0 without performing the Rest phase in Florence.

Reward for group:

- 10 silver Popolini
- 3 random elements

EXPERIENCE: 1 Common skill

Bloody Alleys

0.9

History

You have reached Perugia where you need to reorganise and re-equip yourselves. You discuss your next moves as you walk through the alleyways of the village. Egidio has betrayed you and the church troops are most likely looking for you. But even the Venetians seem to be on your trail as they attempt to capture the Blood of Gaea. Tensions between Giulio II and the Doge are continuing to rise, if word of mouth is true. The city around you is silenced and you have a strange feeling that you are being watched. Each time you turn into an alleyway, a group of men appears before you, blocking the road, and those men look familiar... it would seem as if the Venetian mercenaries have found you.

 **Start:** 2:30 am
End: 5:30 am



Rules

Set-up

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

Hero Objective

The Heroes need to escape from the Venetians that are chasing them.

Victory condition:

- All the not out of action heroes have exited the battlefield when the time expires.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Stratioti

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

Crossbowman

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

Gipsy

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

Condottiere

- No specific objective, follow the normal "Attack the Heroes" rule. If possible, engage as many enemies as possible to prevent them from leaving the battlefield.

Special Rules

Ambush - When a Hero enters a new tile, perform an Enemy Draft for each Enemy Spawning Point in that tile with a Venice-Mercenary deck.

After determining which enemies entered the battlefield, if necessary, the action token for the group of enemies that has just entered must be placed in the sector after that of the Hero who has just entered the tile.

Escape - When a Hero enters an exit square (marked by a red border), they are considered to have left the battlefield.



End of Mission

Victory

You have managed to escape, now they can continue their journey towards Pistoia to discover the secrets of the Blood of Gaea. Proceed with Mission 1.6, after performing the Rest phase in Pistoia.

Reward for group:

10 silver Popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

You are captured by the Venetians and brought before Jacopo Adoaldi, their captain. Proceed with Mission 1.7, after performing the Rest phase in Città di Castello.

Reward for group:

5 silver Popolini
2 random elements

EXPERIENCE: 1 Common skill

History

You have arrived in Florence in the hope of finding a safe haven, far from Egidio's line of fire. You are re-equipped and well rested. In an effort to get as far away as possible from the threat of the Papal troops, you decided to head off again in a northerly direction. You are just about to exit one of the city doors when a smart looking man dressed for battle stands in your way. He introduces himself as Jacopo Adoaldi, Captain of the Mercenary troops at the service of Venezia. "You have proven to be very capable in succeeding thus far, escaping both us and that deceiving Egidio of Viterbo... but your journey ends here. Give me the relic and perhaps I will have mercy on you". This tranquil afternoon is about to be stained by blood.

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



Rules

Set-up

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

Hero Objective

The Heroes need to place Jacopo Adoaldi out of action within the time limit.

Victory condition:

- Adoaldi is out of action at the end of the set time.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Adoaldi

- Do not attack female Heroes (TV4).

Level 1 Stratioti

- Follow Adoaldi and remain in a square next to him where possible (TV6).

Level 2 Crossbowmen

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

Special Rules

Look out sir! - Stratioti next to Adoaldi when he is struck by an attack suffer all the effects of the strike instead of Adoaldi.

Event

Reinforcements - Each time Adoaldi is activated he calls for backup. If there are less than 5 Stratioti in the battlefield, place one Stratiota in the enemy Spawning Point. If necessary, place the Stratioti activation Token in the same sector as Adoaldi. This rule replaces the Adoaldi "Reinforcement" special skill.

Seal the door - If at the start of Adoaldi's activation Token the Heroes have lowered the door lever (when adjacent and by spending 1AP), this event "reinforcements" will no longer occur.

Tower (2 houses overlapped)



End of Mission

Victory

You have managed to defeat Adoaldi, but you spare his life, asking him to join your cause and help you defeat the Papal troops hunting you down. Proceed with Mission 1.8, after performing the Rest phase in Viterbo.

Reward for group:

- 15 silver Popolini
- 3 random elements

EXPERIENCE: 1 Rare skill

Defeat

Adoaldi has defeated you, but spares your life by making an offer you can't refuse... are you ready to fight for Serenissima? Proceed with Mission 1.7, after performing the Rest phase in Città di Castello.

Reward for group:

- 10 silver Popolini
- 2 random elements

EXPERIENCE: 1 Uncommon skill

History

After passing the ordael, the Faun Warriors guide you through the forest until you reach a cave covered in a blanket of fog. The village sage points out the entry and tells you that inside, you'll find what you're looking for. "Watch out foreigners, in the cave you'll find the Blood, but it will not be unguarded! Your enemies of the past and future will seek to obstruct its possession... you must defeat them to demonstrate that you worthy of controlling its power!" You enter the cave with your weapons drawn. The fog thins. You glimpse a number of crystals floating in the air, similar to those that sent you into a trance during the "Ordael". You reach a large room and before you stands the silhouette of a tower, difficult to make out in the darkness. The Blood of Gaea floats in the air, just in front of the door. Threatening shadows appear in the darkness.

⌚ Strat: 9:00 am
End: 12:30 pm



Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares (see Special Rules).

Heroes Objective

The Heroes must defeat the Shadows to prove they are worthy of controlling the Blood of Gaea.

Victory condition:

- The heroes eliminate all the enemies within the time limit.

Defeat condition:

- Standard defeat conditions.

Enemies Objective

Condottiere shadow

- Attacks the Apprentice (TV2).

Gipsy shadow

- Attacks the Squire (TV2).

Cardinal shadow

- Heal the other Enemies.

Swiss Guard shadow

- Attacks the Novice (TV2).

Faun Warrior shadow

- Attacks the Scum (TV2).

Faun Musician shadow

- If possible, positions themselves so as to strike as many Heroes as possible with the Melody of Lethargy.

Special Rules

Depending on the square where the character is deployed, place their Token on the Horologium in the corresponding sector.

Green deployment square - Sector 4

Red deployment square - Sector 3

Blue deployment square - Sector 2

Yellow deployment square - Sector 1

End of Mission

Vitctory

You have defeated your enemy shadows and are now in possession of the Blood of Gaea. Primaevi consider you worthy of controlling this extraordinary object... which at the moment looks to you like nothing more than a funny old rock. The wise man of the Village calls you the "chosen ones" and explains how that strange rock comes from a distant era and has always been sacred for them. In any case, he knows that in a not too distant future, the destinies of his people and mankind will revolve around it. Following your success in the test, various events have been triggered that he can't stop. As the Fauns escort you out of the village, a thousand doubts cross your mind. Proceed with Mission 1.4, after performing the Rest phase in Bologna.

Reward for group:

10 silver Popolini

3 random elements

Blood of Gaea Card (Equipment card)

EXPERIENCE: 1 Uncommon skill

Defeat

You have not proven to be worthy of the Blood of Gaea, but one of you has nonetheless gained its possession, stealing it from its place. Have you done the right thing? Proceed with Mission 1.2 without performing the Rest phase.

Reward for group:

5 silver Popolini

2 random elements

Blood of Gaea Card (Equipment card)

EXPERIENCE: 1 Common skill

Tower (2 houses overlapped)



History

You have gained possession of the Blood of Gaea, in a less than worthy manner. This is what the Primaevi believe, and they don't hesitate to react. In the forest, when everything appears to be calm. That's when they strike, without any warning. The trees are their allies, and that's their hunting ground. Will you manage to survive their fury?

 **Start:** 5:30 am
End: 8:30 am

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. One of the heroes must equip the Blood of Gaea card.

Hero Objective

The Heroes must defeat the band of Primaevi and get away with the Blood of Gaea.

Victory condition:

- The heroes eliminate all the enemies within the time limit.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Faun Warriors

- Attack the bearer of the Hand of Gaea (TV8), using the Phalanx skill where possible.

Faun Musician

- Use the Melody of Lethargy skill, attempting to strike at least 2 Heroes.
- Support the Faun Warriors with the Melody of War.

Centaur

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

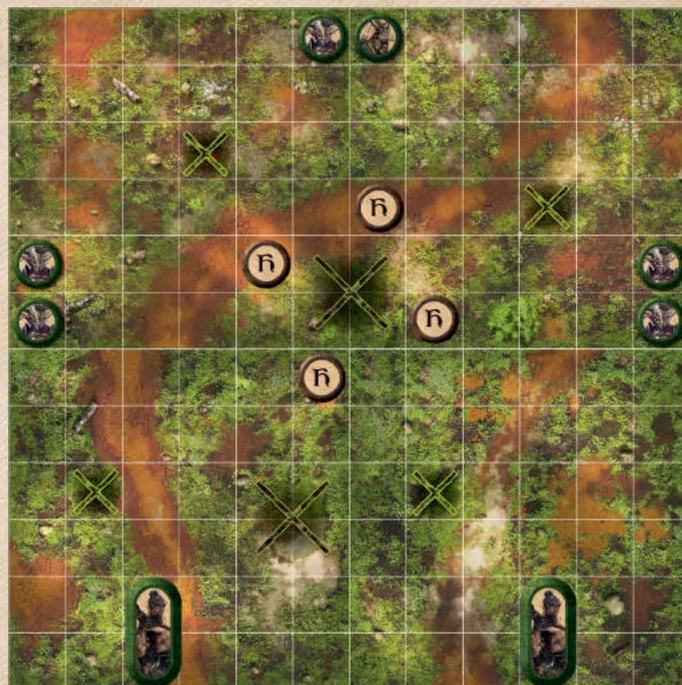
Special Rules

N.B. The missions that follow on from victory in the "Sorrounded" scene are the bonus missions unlocked in the Kickstarter campaign, and cannot be played in solo mode.

Event

The true Power of Gaea - If the Hero carrying the Blood of Gaea is placed out of action, the Blood of Gaea is activated, causing the **Earthquake** effect described on its equipment card.

The bearer of the Blood of Gaea returns to play with all wounds and receives a **Strength Token 1** for the rest of the mission. After this event, in their first activation they will attack the closest model, whether a friend or foe. For subsequent activations, an Mi test must be performed before anything else. If successful, the Hero will be activated as normal. If unsuccessful, the Hero will attack the closest model.



End of Mission

Vitctory

With the help of the Blood of Gaea you have destroyed the enemy forces, which now lie on the ground massacred. But the great power that has saved it could be your doom. Your companion with the Blood of Gaea is no longer the same, and the greatest danger now appears to be him.

Proceed with Mission 1.3, after performing the Rest phase in Orvieto.

Reward for group:

- 10 silver Popolini
- 3 random elements
- EXPERIENCE:** 1 Rare skill

Defeat

You have managed to open up a path between the rows of Primaevi, but at a high price: in the chaos of battle an unlucky blow from one of your assailants seem to have damaged the Blood of Gaea, who despite your attempts to make it work, appears lifeless. Heartbroken, you head towards the nearest city to recover your forces. Proceed with Mission 2.3, after performing the Rest phase in Modena.

Reward for group:

- 8 silver Popolini
- 2 random elements
- EXPERIENCE:** 1 Uncommon skill

The Exorcism

1.3

History

The walls of Orvieto are a relief after the most recent events. In here, the Primaevi won't be able to reach you. Egidio has arrived to take possession of the relic, but just when you are supposed to meet, your companion with the Blood of Gaea refuses to let it go, murmuring phrases in unknown languages and drawing his weapons. "The Blood has possessed him! We must kill him!" yells Egidio. But you don't share the same view, and he'll need to pass over your dead bodies before harming your companion.

 **Start:** 8:30 am
End: 11:30 am

Rules

Set-up

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

Hero Objective

The characters need to prevent Egidio from capturing the bearer of the Blood of Gaea.

Victory condition:

- The heroes place Egidio da Viterbo out of action.
- At the end of the set time, the bearer of the Blood of Gaea is not out of action.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Swiss Guard

- Attack the bearer of the Blood of Gaea (TV6) with the ranged weapon, if they are not engaged.

Papal Guard

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

Egidio

- Uses Exorcism (see above the map) on the bearer of the Blood of Gaea (TV8).

Special Rules

Enemy wave - Perform 2 Enemy Draft with a deck of level II Papal cards every 30 minutes. Place the model that has just been generated on the Enemy Spawning Point, and if necessary add the relative Activation Token in the first active sector of the Horologium.

Exorcism (AP0)

Range - 3

Contrast - 3

Effect: the Blood of Gaea object cannot be used until the bearer is found inside the Exorcism range.



End of Mission

Victory

You have prevented your companion from being captured, but was that a good idea? Proceed with Mission 2.0, after performing the Rest phase Orvieto.

Reward for group:

10 silver Popolini

3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

You did not succeed in protecting your companion: Egidio has taken him prisoner. You must follow him! Proceed with Mission 2.0, after performing the Rest phase Orvieto.

Reward for group:

8 silver Popolini

2 random elements

EXPERIENCE: 1 Common skill

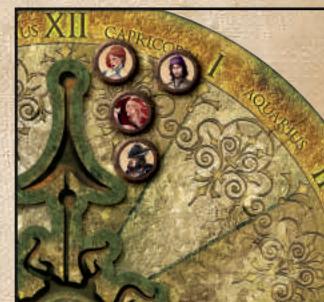
Ambushed!

1.4

History

You have managed to obtain the Blood of Gaea but you know there are other forces in this adventure seeking to gain possession of it. Roma and Venezia are about to go to war and the beholder of the Blood of Gaea is likely to reap a huge advantage in the battle that will shortly break out. You are heading to Bologna and you have set up camp. All of a sudden a silence falls over the forest and from the midst of the darkness, the now familiar shadows of the Venetians emerge, at the service of Venezia. They have ambushed you! Will you be able to react in time?

 **Start:** 4.00 am
End: 7.00 am



Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. Decide which Hero holds the Blood of Gaea object card and increase their TV to 5. Place the Orientation card on the side of the Battlefield (the direction doesn't matter). Each Hero has to perform an Ra test with difficulty 3. If successful, place their Activation Token in sector 1. If unsuccessful, place it in sector 3. Perform 8 Enemy Drafts and use the Orientation card to determine from which Enemy Spawning Point the generated enemies will enter. For each enemy, roll a 1d8 and place them on the Enemy Spawning Point of deployment corresponding to the side indicated by the Orientation card. Enemy Activation Tokens generated at this stage in the game will be positioned in sector 2. If two or more enemies enter from the same Enemy Spawning Point, place all those after the first in the squares next to the Enemy Spawning Point, as you like.

Hero Objective

The Heroes must defend the Hero carrying the Blood of Gaea and prevent the Venetian army from gaining possession of it.

Victory condition:

- At the end of the set time there are less than 3 heroes out of action.

Defeat condition:

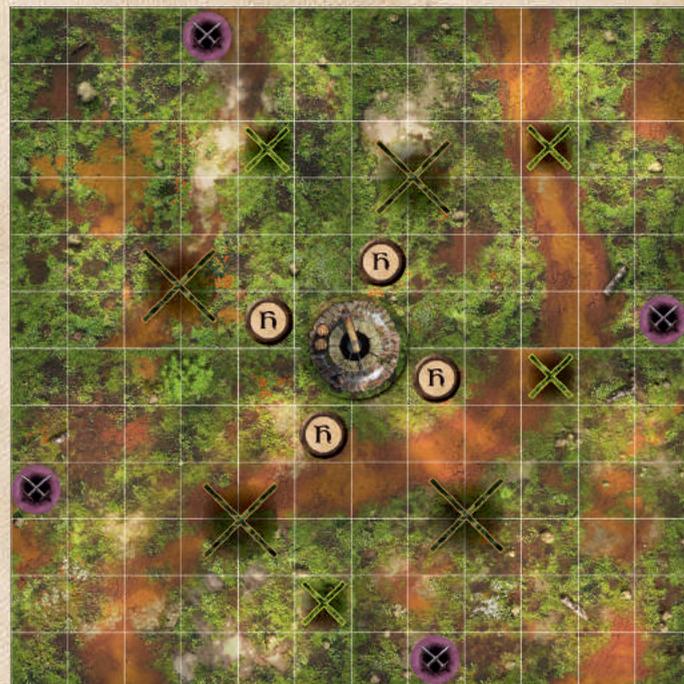
- Standard defeat conditions.
- The hero with the Blood of Gaea card is placed out of play.

Enemy Objective

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

Special Rules

Ambush - The Venetians randomly emerge from the Enemy Spawning Point. Every hour, roll to determine from which side the enemy will enter and perform 4 Enemy Draft (use the level II Venice and Mercenary cards). Use the Orientation Card and roll a 1D8 to determine from which Enemy Spawning Point the Enemies enter.



End of Mission

Victory

You ward off the attack and escape into the night, where they find themselves before a mysterious abode. Proceed with Mission 2.2 without performing the Rest phase.

Reward for group:

10 silver Popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

You have defeated the Venetians but in the chaos of battle an unlucky blow from one of your assailants seem to have damaged the Blood of Gaea, who despite your attempts to make it work, appears lifeless. You are disoriented by the event but you decide to get to Modena as soon as possible to escape new ambushes. Although the area seems under control of mercenary troops, you decide to take the risk. Proceed with Mission 2.3, after performing the Rest phase in Modena.

Reward for group:

5 silver Popolini
2 random elements

EXPERIENCE: 1 Common skill

History

You have reached the Città di Castello where you plan to meet your friend Esmeralda, a clairvoyant who may be able to enlighten you on the Blood of Gaea. As you approach the village square, you notice a bustling crowd. It seems a woman is about to be sent to the stake for witchcraft! You are consumed by a terrible premonition as you pick up the pace...

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

Rules

Set-up

Place 3 **Fire Token**, on the "Fire" points marked on the map.
 Place the Gipsy miniature (which represents Esmeralda) on the point marked by her image on the map.
 Decide how to arrange the Heroes in the four deployment squares.

Esmeralda

Ra - 4
 Ph - 3
 Mi - 5
 Wo - 7



Hero Objective

The Heroes must save Esmeralda before the time runs out or before the fire of the stake consumes her.

Victory condition:

- Esmeralda must reach the squares with red field.

Defeat condition:

- Standard defeat conditions.
- The stake (Esmeralda position) is covered by 6 **Fire Tokens**.

Enemy Objective

Swiss Guard

- Take 1 fire token (1AP) and leave it (1AP) in the Esmeralda Square (TV4).
- After the event: Kill Esmeralda (TV6).

Papal Guard

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

Cardinal

- Uses his healing skill on as many Papal models as possible.

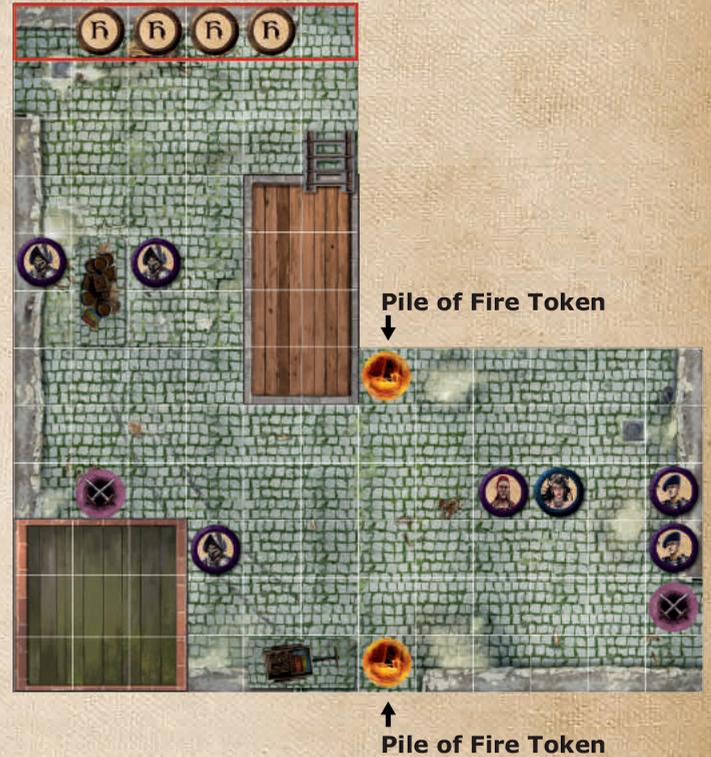
Special Rules

She is not a witch! - To save Esmeralda, a Hero must position themselves in an adjacent square, spend 1AP and attempt an Ph or Mi test with difficulty 2. After the test, Esmeralda will be freed and the event will be activated.

Event

If Esmeralda is freed add her Activation Token on the Horologium on the sector active, then perform two Enemy Draft for each Enemy Spawning Point. From this moment perform an Enemy Draft for each enemy deployment point every 30 minutes.

Esmeralda must be escorted off the battlefield. Her characteristics are listed above the map, but 1 will be deducted from her Wo characteristics for each **Fire Token** she was marked with before being freed. When she is activated, she moves towards the red squares, when she enters one of them she leaves the battlefield and the mission ends.



End of Mission

Victory

You have successfully escaped together with Esmeralda. Once safe, you reveal the powers of the Blood of Gaea. Now one of the Heroes can use the Blood of Gaea card. Proceed with Mission 1.4, after performing the Rest phase in Bologna.

Reward for group:

10 silver Popolini
 3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

Esmeralda burns at the stake, taking her secrets with her to oblivion. You had to escape so as not to be overpowered by the Church troops. During the night you enter the forest to escape the papal troops, without thinking that even the trees hide enemies that are looking for you.

Proceed with Mission 0.7, after performing the Rest phase in Montalcino.

Reward for group:

5 silver Popolini
 2 random elements

EXPERIENCE: 1 Common skill

History

You have reached Pistoia to track down Ottone of Lodi, an ex-friar and the beholder of great knowledge, who has already written many books about that which he calls "ancient artefact", arcane and powerful objects, just like the Blood of Gaea. You turn a corner when you realise that several soldiers bearing Papal markings and guided by Egidio himself have knocked down the door to Ottone's home and are taking him away. Egidio hasn't seen you yet, you could leave unnoticed... but you need that man!

 **Start:** 9:00 am
End: 12:30 pm



Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. Use the Messenger Token to represent Ottone da Lodi on the battlefield.

Hero Objective

The Heroes must save Ottone da Lodi (who knows the location of the instructions) from Egidio and his men. Once saved, they must escort him off the battlefield.

Victory condition:

- The heroes escort Ottone off the battlefield within the time limit.

Defeat condition:

- Standard defeat conditions.
- The Papal Guards escort Ottone off the battlefield to the yellow field.

Enemy Objective

Egidio da Viterbo

- Heal as many Papal models as possible.
- Target the Hero with highest Mi (TV6).

Papal Guard

- If Ottone is next to at least one Guard, they move 3 squares (Ottone obstructs them) (TV6).
- If Ottone is not next to any Guards, they move until they reach a square next to him (TV6).

Swiss Guard

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

Special Rules

Escort - During their activation, the Papal Guards move 3 squares towards the edge of the yellow field. If at the start of their activation, Ottone is next to at least one of the 2 Papal Guards, he moves together with them, remaining next to at least one of the Guards.

Evade capture - When Ottone starts his activation and there is not a Papal Guard in base contact with him, if there is a Hero in base contact with him, he can spend all AP to move towards the closest exit point marked in red (randomly select the point if he is an equal distance from two different exit points), otherwise he will lose his activation. Each time that an hero allow Ottone's evasion, gain +1 TV.

When Ottone enters one marked Square (red or yellow) he leaves the battlefield and the mission ends.

The enemies never attack Ottone.

Event

Egidio escapes off the battlefield when the first Papal Guard model dies.

Ottone da Lodi

Ra - 4
 Ph - 3
 Mi - 5
 Wo - 7



End of Mission

Victory

You have succeeded in saving Ottone. He informs you of an encrypted code on a Roman epigraph lost somewhere in the forests surrounding Lucca. You need it to understand how to use the Blood of Gaea. Proceed with Mission 1.9, after performing the Rest phase in Lucca.

Reward for group:

15 silver Popolini
 3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

Egidio has taken Ottone away, along with all of his knowledge. But not all is lost, you look through Ottone's books and although not entirely clear, you discover that there may be a clue in a thick forest near Lucca. Proceed with Mission 1.9, after performing the Rest phase in Lucca.

Reward for group:

10 silver Popolini
 2 random elements

EXPERIENCE: 1 Common skill

At the service of the Republic of Venice

1.7

History

Adoaldi has employed you to defeat the Papal troops. He seems to fear the Blood of Gaea and so for the moment, allows you to keep it. Your first task is to destroy a fortress of the Pope Giulio II in the Città di Castello.

 **Start:** 8:30 am
End: 11:30 am

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. Place the Adoaldi miniature next to one of the Heroes (in this mission the players can use Adoaldi as the 5th hero, he is considered an hero, also for the defeat conditions).

Hero Objective

The Heroes must destroy the Tower controlled by the Papal soldiers.

Victory condition:

- The heroes destroy the Tower before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Swiss Guard

• The Swiss Guards collect a **Bucket Token** from the well (1AP). They move next to the closest building in flames. When they find themselves next to the building, they must discard a **Bucket Token** to discard a **FireToken** from the building (TV8).

Papal Guard

• No specific objective, follow the normal "Attack the Heroes" rule.

Cardinal

• Use Excommunication on as many characters as possible.

Special Rules

Burn it! - Heroes can spend 2AP to place a **FireToken** on the tower or one of the barracks, when they are next to them, when an hero make this action gain +1 TV.

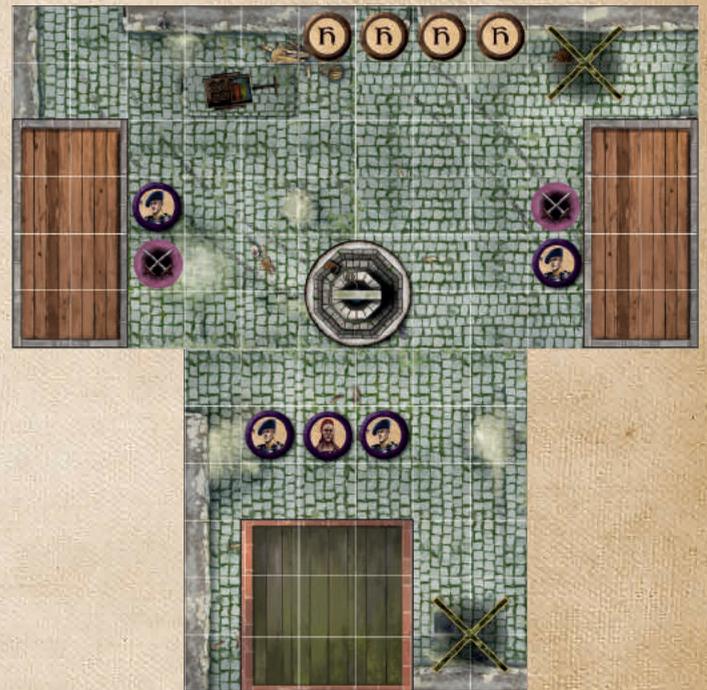
The tower collapses when it is covered by 7 **FireTokens**. The barracks collapse with 5 **FireTokens**.

Reinforcements - Every half hour, perform 2 Enemy Draft using the Papal deck for each barrack and position the news model on the Enemy Spawning Point.

Adoaldi

Ra - 5
Ph - 5
Mi - 3
Wo - 8

Sword - Chase
Light armour - +1 Wo



↑
Tower (2 houses overlapped)

End of Mission

Victory

You have destroyed the Vatican barracks, enraging the papacy. You must continue the offensive! It's time to strike the Pope Giulio II straight in the heart! Proceed with Mission 2.5, after performing the Rest phase in Roma.

Reward for group:

10 silver Popolini
3 random elements

EXPERIENCE: 1 Rare skill

Defeat

You have not succeeded in destroying the Vatican barracks, but your fearless attack has enraged the papacy. Adoaldi assigns you one last, risky mission.

Proceed with Mission 2.5, after performing the Rest phase in Roma.

Reward for group:

5 silver Popolini
2 random elements

EXPERIENCE: 1 Uncommon skill

From Prey to Predator

1.8

History

You have enlisted Jacopo in your ranks and now you're ready to take revenge on all those who have betrayed and exploited you. You have followed Egidio's tracks, right up until Viterbo. You plan to strike as soon as he emerges from his fort. He will be heavily escorted, but thanks to the shrewd tactics of Adoaldi, you will be able to prepare a lethal ambush. Nothing can stop you now... right?

 **Start:** 10.30 am
End: 1.30 pm

Rules

Set-up

Decide how to deploy the Heroes anywhere in the areas of the map marked in yellow (in this mission the players can use Adoaldi as 5th hero).

Place Egidio and his entourage of 4 Swiss Guards and 2 Papal Guards as shown on the map.

Heroes Objective

The Heroes must defeat Egidio.

Victory condition:

- The heroes defeat Egidio before the time runs out.

Defeat condition:

- Standard defeat conditions.
- Egidio exits the battlefield.

Enemies Objective

Swiss Guard

- Follow Egidio (TV6).

Papal Guard

- Remain next to Egidio (TV8).
- Push away the Heroes to free the road to Egidio.

Egidio

- Move towards the side of the battlefield marked in red to exit the board.
- Attack the heroes with TV8 or higher.

Special Rules

Lightning reflex - Egidio activate always as first in this mission.

Ambush - The characters attempt to ambush Egidio and his entourage while they are crossing a main road. Egidio's bodyguards, consisting in 4 Swiss Guards and 2 Papal Guards move towards the side of the battlefield marked in red.

Event

12:00 pm - Perform 2 Enemy Drafts for each Enemy Spawning Point.

Adoaldi

Ra - 5
Ph - 5
Mi - 3
Wo - 8

Sword - Chase
Light armour - +1 Wo



End of Mission

Victory

You have eliminated your most fierce adversary. As Egidio takes his last breath, he threatens you, saying that the Pope Giulio II will never leave you in peace until he has recovered the Blood of Gaea and taken his revenge. Perhaps you need to get to the root of the problem.

Proceed with Mission 2.5, after performing the Rest phase in Roma.

Reward for group:

15 silver Popolini
3 random elements

EXPERIENCE: 1 Rare skill

Defeat

Egidio has managed to escape towards Roma. It seems the only way this will end is with a head-to-head battle. You depart for the eternal city. Proceed with Mission 2.5, after performing the Rest phase in Roma.

Reward for group:

10 silver Popolini
2 random elements

EXPERIENCE: 1 Uncommon skill

And the stright way was lost..

1.9

History

Ottone's studies have led you to what is probably the most elaborate forest you have ever seen. You only have a few clues on how to reach your destination and you know that the Church and Venezia are on your heels... you'll need to be smarter and luckier than them.

 **Start:** 10.30 am
End: 2.00 pm

Rules

Set-up

Mix up all the **Incognito Tokens** with the "?" side facing up and position 6 on the tiles as shown on the map. Keep the remaining ones close to hand without turning them over, to create a reserve.

Create an Enemy deck using all the Venice, Mercenary and Papal II level cards excludeds Egidio and Jacopo Adoaldi.

The Heroes start in the "Village" tile. Perform 2 Enemy Drafts from the level II Venice and Mercenary deck for the 2 Enemy Spawning Point.

Heroes Objective

The Heroes must explore the forest in search of the secret place where the ancient scroll is hidden.

Victory condition:

- The heroes find the **Scroll Token** before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemies Objective

All the enemies fight the heroes when they're in the same sector.

Special Rules

Each time a Hero exits from a tile, roll 1D8 to see where they end up, wandering through the forest.

1-2 The village

3-4 The forest

5-6 The well (Pay 1 Fiorino and draw 1 **Incognito Token** from the reserve).

7-8 The tower

Wandering in the forest - Once the location has been defined, place the Hero on one of the four hero deployment squares, as you please. A Hero can decide to "follow" another one. In this case, they do not roll to establish the place of arrival, but rather reach the same place where the hero they have chosen to follow is located.

If in the tile of arrival there are no other Heroes, perform an Enemy Draft for each Enemy Spawning Point.

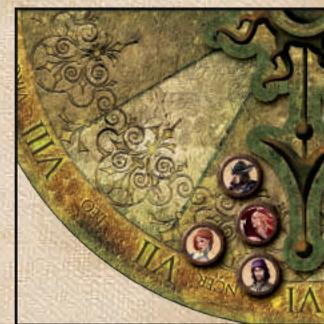
Ottone's instructions - If the Heroes have won the "User Instructions" mission, roll 2 dice and select the preferred result.

Looking for the epigraph - When a Hero is next to a **Incognito Token** they can spend 1AP to turn it over. If the Token contains the scroll, the Heroes win the mission. If the Token does not contain the scroll, remove it from the map and keep it separate from the reserve.

When the Heroes enter in a tile with one or more tokens that have already been turned over, reposition the missing tokens by replacing them with those in the reserve.

All against you - the enemy deck is composed by all cards of II level from every factions. If necessary add the relative Activation Token in the next active sector of the Horologium.

The tower - using the ladder, in this mission, will allow a hero to climb two levels instead of one, but it will cost 2AP.



The well



The village



The tower
(2 houses overlapped)



The forest

End of Mission

Victory

You have succeeded in recovering the epigraph with the instructions on how to use the Blood of Gaea. Proceed with Mission 2.1, performing before the Rest phase in Firenze. Now one of the Heroes can use the Blood of Gaea card.

Reward for group:

10 silver Popolini

3 random elements

EXPERIENCE: 1 Rare skill

Defeat

You failed to find the instructions, which are now in the hands of your enemies. Proceed with Mission 2.1, after performing the Rest phase in Firenze.

Reward for group:

7 silver Popolini

2 random elements

EXPERIENCE: 1 Uncommon skill

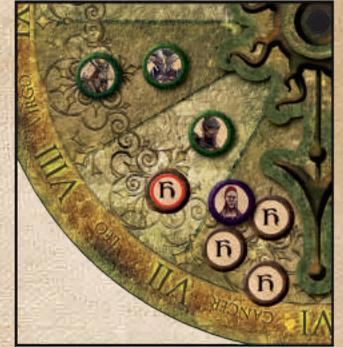
Exorcism won

You have left the city so as to avoid any other complications of a Papal nature. As you delve into the forest, your companion keeps getting worse until he eventually faints in your arms. This is about when you notice the Faun Warrior shadows pop out of the woods. You draw your swords, but something is not right. Your companion has come to, but his eyes are shining a bright red colour. The only word you hear him say is "thank you". The Faun Warriors attack and it seems as if he's commanding them!

Exorcism lost

You begin your pursuit of Egidio. You reach him in the forest just outside the city, but something sinister has happened. His men are strewn across the ground, killed by a band of Faun Warriors. Your companion is not in chains, but rather seems to be commanding them. They have cornered Egidio when your companion sees you arrive. But instead of running to embrace you, he orders the Faun Warriors to attack!

 **Start:** 10.30 am
End: 1.30 pm



Rules

Set-up

The Hero with the Blood of Gaea controls all the deployed enemies and plays against the other Heroes.

If the group lost the "The Exorcism" mission, they can use Egidio as an additional Hero. Place Egidio next to one of the Heroes.

Egidio da Viterbo

Ra - 5
 Ph - 3
 Mi - 6
 Wo - 8

Mental defence 6
 Healing prayer: heal 1Wo to all heroes within 4 squares (3AP).
 Knife

Hero Objective

The Heroes must defeat the creature, which was once their companion.

Victory condition:

- The heroes kill the possessed creature.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

The Player controlling the possessed Hero can move the Primaevi when they are activated. Do not consider the Enemy AI rules.

Special Rules

Battle of the Heroes - When a hero makes a physical attack against another hero, roll the dice normally to determine the number of successful strikes. The targeted hero will defend themselves accordingly. For mental attacks, the mental defence is shown in the following table.

- Chronomancer/Mage - 7
- Knight/Mercenary - 4
- Assassin/Thief - 5
- Preacher/Plague doctor - 6



Finale

Victory

Read Finale 1 at page 36

Defeat

Read Finale 2 at page 36

History

You have returned to Lucca to mend your wounds, but your enemies refuse to leave you in peace. It seems as though your nemeses have joined forces to put an end to your Mercenary career and punish you for your insolence. They will decide later who will obtain the powers of the Blood of Gaea, the important thing for now is to ensure your death.

 **Start:** 12.00 pm
End: 5.30 pm

Rules

Set-up

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

Hero Objective

The Heroes must defeat both the Pope Giulio II and the Doge.

Victory condition:

- The heroes defeat the Doge and the Pope Giulio II before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Papal army

The Pope Giulio II

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

Swiss Guards (x3)

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

Venetian army

Doge

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

Stratioti (x3)

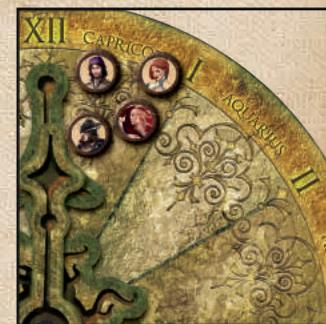
- No specific objective, follow the normal "Attack the Heroes" rule.

Special Rules

One by one - Randomly decide which army will start the mission on the battlefield and place them in the 3 red squares, add the relative Activation Token in the sector "2" of the Horologium.

Event

At 3.00 pm or when all the models of the first army are out of play, place the second army in the 3 yellow squares, add the relative Activation Token in the succeeding active sector of the Horologium.



Finale

Victory

Read Finale 3 at page 36

Defeat

Read Finale 4 at page 36

A Round with Death

2.2

History

You have found refuge in an old, abandoned castle in ruins. As you wander through the rooms searching for food and a safe place to rest, the castle seems to come to life. What used to be a room in ruins, is now a lavish space and the floor of the room has taken on the appearance of a chessboard. Familiar figures emerge from the shadows. Papal and Venetian soldiers arrange themselves on the two sides, leaving the king and queen squares free. A voice reverberates out of the emptiness. "You that brings the blood shall not pass beyond without first shedding your own. This is the challenge set forth upon you. Select your positions and the destiny that awaits you."

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

Rules

Set-up

After setting up the tile, decide which Heroes will play for Venice and which for the Papal. For each deployment, decide which of the two Heroes will be the King and Queen, and place them on the corresponding squares. The Papal go first.

The hero placed on the blue deployment square is the King, and the Hero placed on the red is the Queen.

King blue - Queen red.

Hero Objective

In this mission, the Heroes do not have a common objective but rather play the game of chess until one of the two teams wins.

Piece	Mov	Att	Def	Wo	Special rules
Egidio	2	1	6	2	When activated, heals a wound on a piece next to him.
Papal Guard	2	1	6	2	
Swiss Guard	1	1	5	1	Reach 2next to him.
Adoaldi	2	1	6	2	Re-roll for adjacent friend models.
Stratioti	1	1	5	1	Always strikes at 5+.
Crossbow man	2	1	5	1	Reach 3.
King	2	2	6	4	
Queen	1	2	6	3	Reach 3.



Special Rules

The players control the pieces of their own alliance. Each alliance can activate a piece, then pass on the turn and so on. An activated piece can move, and if an enemy is next to them (or within the range of their attack), they attack. To attack a piece, roll a number of D8 equal to their attack. Each result equal to or greater than the target's defence will inflict a wound. When a piece loses their last wound, they are eliminated from the battlefield.

A group wins if they eliminate the enemy king.

End of Mission

Victory

The room returns to a state of ruin. Which mysterious power forced you to play this cruel game? You don't want to find out. You escape from that damned place with a thousand questions running through your mind.

If the Papacy won

Proceed with Mission 1.9, after performing the Rest phase in Lucca.

Reward for group:

10 silver Popolini
3 random elements

If Venice won

Proceed with Mission 2.4 without performing the Rest phase in Venezia.

Reward for group:

10 silver Popolini
3 random elements

The alliance that won chooses a rare or lower skill.

The alliance that lost chooses a common skill.

Face to face

2.3

History

You have come to Modena trying to go unnoticed. The situation in the city seems quiet, but you constantly have the feeling of being followed. This stress is added to your concerns about the malfunction of the Blood of Gaea. While you sit in the inn to decide what to do, a voice coming from outside intimates you to get out of the room. Your worst fears are realised when you find yourselves before Jacopo Adoaldi himself. Next to him, you notice a strange woman uttering incomprehensible words, but you see the Blood of Gaea react to them! Adoaldi doesn't waste any time asking you to surrender, immediately ordering an attack!

 **Start:** 1:00 pm
End: 4:00 pm

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. The Heroes cannot use the Blood of Gaea in this mission.

Hero Objective

The Heroes must defeat Adoaldi and get away with the Blood of Gaea.

Victory condition:

- The heroes defeat Adoaldi before the time runs out.

Defeat condition:

- Standard defeat conditions.
- The Gipsy leaves the battlefield with the Blood of Gaea.

Enemy Objective

Adoaldi

- Adoaldi uses the Reinforcement rules whenever he can.
- Does not attack female Heroes (TV4).
- Attacks the male Hero with the highest TV.

Level 2 Stratioti

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

Level 2 Crossbowmen

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

Gipsy

- Uses Psychic Alignment on the bearer of the Blood of Gaea. If she is not in range, she moves to get closer. If she is threatened or engaged, she attacks.
- If she has the Blood of Gaea try to leave the battlefield moving toward the Enemy Spawning Point.

Special Rules

Adoaldi's reinforcements - The reinforcements called by Adoaldi are placed on the Enemy Spawning Point.

Escape point - The Gipsy leave the battlefield entering in the Enemy Spawning Point square.

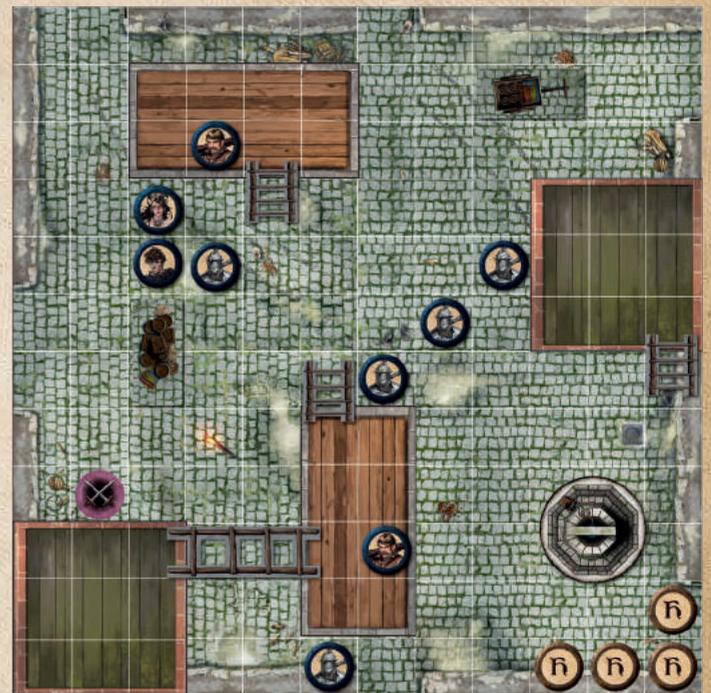
Event

If at 2:30 pm, the Gipsy is not yet in possession of the Blood of Gaea and she is not out of play, she tries to force her powers, inadvertently activating the Blood's powers. Resolve the effects of the **Earthquake** on all models in the battlefield. Moreover, the resulting confusion causes non-out of action characters to randomly swap their **Perilium**.



Psychic alignment

Distance 4 - Difficulty 3 - it does no damage, but if the bearer does not defend themselves against the mental attack, they will lose the Blood of Gaea, which will float through the air and fall into the hands of the Gipsy.



End of Mission

Victory

You have defeated Adoaldi, but you spare his life and promise never to fight them again. To thank you, he reveals how to reach the Doge and defeat him once and for all. Proceed with Mission 2.4, after performing the Rest phase in Venezia.

Reward for group:

10 silver Popolini
3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

You have been defeated by Adoaldi, who thanks to the Gipsy's powers has gained possession of the Blood of Gaea, making his way towards Venezia. Proceed with Mission 2.4, after performing the Rest phase in Venezia.

Reward for group:

5 silver Popolini
1 random elements

EXPERIENCE: 1 Common skill

The Lion's Den

2.4

History

You have reached Venezia in pursuit of the Doge's troops. Here, among the canals of this picturesque town you know that you will accomplish your destiny. Here between the channels and masks the Doge is waiting...

 **Start:** 7:00 am
End: 11:00 am

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares. Position the Blood of Gaea token as showed in the map.

If the Heroes won the "Face to Face" mission, use the II level of Condottiere card, instead of Adoaldi.

Hero Objective

The heroes must defeat the Doge.

Victory condition:

- The heroes defeat the Doge before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Stratioti

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

Adoaldi/Condottiere

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

Crossbowman

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

Special Rules

Searching for the blood - The Blood of Gaea is hidden in building with his token. If they like, the Heroes can attempt to open the door to the building. The door is opened with 2 mind or physical successes (2AP). Once the door has been opened, the Hero can spend 1AP to take the Blood of Gaea. In this case, they will receive the Blood of Gaea equipment card.

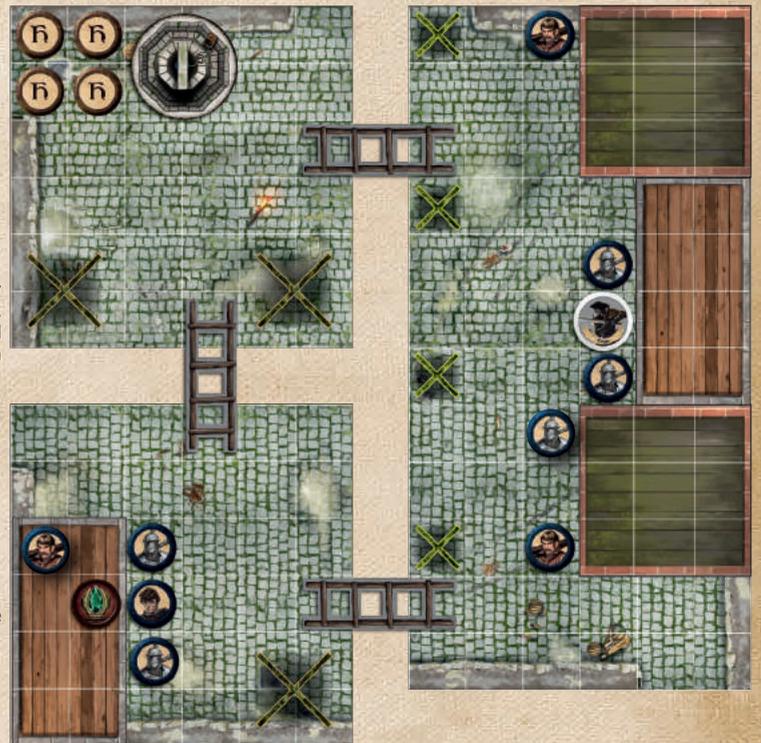
Venezia canal - If someone is pushed into the canal, they are out of action.

Event

The Doge and the Stratioti in base contact with him, will be active when:

- a hero enter their tile.
- a hero attack one of them.
- all the other enemies are out of action.
- when a hero to take the Blood of Gaea.

Add the relative Doge Activation Token in the succeeding active sector of the Horologium.



Finale

Victory

Read Finale 7 at page 37

Defeat

Read Finale 8 at page 37

Heaven's Door

2.5

History

You have reached the doors of Roma, for what seems like a suicide mission. One last obstacle lies in the way of your meeting with the Pope Giulio II, that is, entering the sacred city. You decide to try one of the Roman wall entries, attempting to break past the guards. You know it won't be easy, but your life and freedom depend on it!

 **Start:** 8:00 am
End: 11:30 am

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares (in this mission the players can use Adoaldi as 5th hero).

If Adoaldi was not defeated in the "At the service of the Republic of Venice" mission, place his miniature next to one of the Heroes.

Hero Objective

The Heroes must destroy the main door of one of the Roman wall towers, to enter the city and challenge the Pope Giulio II in person.

Victory condition:

- The heroes leave the battlefield through the red squares, before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Swiss Guards

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

Papal Guards

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

Cardinal

- Uses Excommunication on as many Heroes as possible.

Egidio

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

Special Rules

If the Heroes killed Egidio in the "From Prey to Predators" mission, use the Cardinal card instead of the Egidio card.

The heaven's door - The door has 15 "wounds" and the characters can damage it, striking it with a 4+ in their attacks. It is immune for all status. Once the door has been knocked down, crossing the tower costs 3AP. The model that crosses is removed from the tower's door square (marked in black) and repositioned on the side opposite of the tower.

The bearer of the Blood of Gaea can use its powers to damage the door. Make a rapidity test, 1 door "wound" for each success (3AP).

Event

Egidio and the two Papal Guards wait until the door is knocked down.

Every half hour, perform 2 Enemy Draft with the Papal deck (Level II) for each Enemy Spawning Point.

Adoaldi

Ra - 5
Ph - 5
Mi - 3
Wo - 8

Sword - Chase

Light armour +1 Wo



Tower (2 houses overlapped)



End of Mission

Victory

You have managed to enter in Roma. Now you need to prepare for the final battle! Proceed with Mission 2.6, after performing the Rest phase in Roma.

Reward for group:

10 silver Popolini

3 random elements

EXPERIENCE: 1 Uncommon skill

Defeat

Replay the mission.

The reckoning

2.6

History

You have entered the sacred city. You must act hurriedly before the entire Papal army is upon you. As you run towards the Papal buildings, the crowds move aside and the majestic, fully-armoured "warrior pope" the Pope Giulio II, appears before you. At the height of his arrogance and power, when he learned of your intrusion he decided to take to the streets and confront you. The final battle has begun!

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

Rules

Set-up

Decide how to arrange the Heroes in the four deployment squares (in this mission the players can use Adoaldi as 5th hero).

If Adoaldi was not defeated during the "Heaven's Door" mission, position him next to a Hero.

Hero Objective

The Heroes must defeat the Pope Giulio II.

Victory condition:

- The heroes defeat the Pope Giulio II before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Swiss Guards

- No specific objective, follow the normal "Attack the Heroes" rule.
- When is possible they move to enter in the effect area of the Pope Giulio II abilities.

Papal Guards

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

Cardinal

- Uses Excommunication on as many Heroes as possible.
- When is possible they move to enter in the effect area of the Pope Giulio II abilities.

Pope Julius II

- Attack the Hero with less TV.

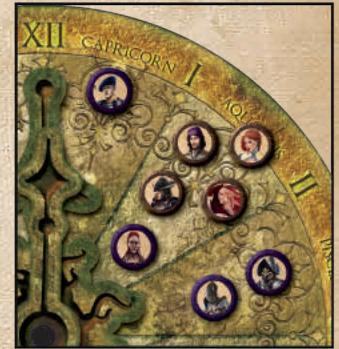
Event

Every 30 minutes, perform 2 Enemy Draft with the Papal deck (Level II).

Adoaldi

Ra - 5
Ph - 5
Mi - 3
Wo - 8

Sword - Chase
Light armour +1 Wo



Finale

Victory

Read Finale 5 at page 37

Defeat

Read Finale 6 at page 37

Rare Grass

Quest mission - 0.1

History

"I'm looking for the rare grass that grows only along the southern edges of the forest, a gruelling area, through which it is very difficult to pass. You will be very well compensated for each plant you successfully bring to me."
Samuele Broglio, the Elder.

 **Start:** 12:00 pm
End: 2:00 pm

Rules

Set-up

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

Hero Objective

The Heroes must collect as much Grass as possible before the time runs out.

Victory condition:

- The heroes collect as much Grass as possible before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Faun Warriors

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

Faun Musician

- Support the Faun Warriors from the distance (TV7).
- No specific objective, follow the normal "Attack the Heroes" rule.

Centaurs

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

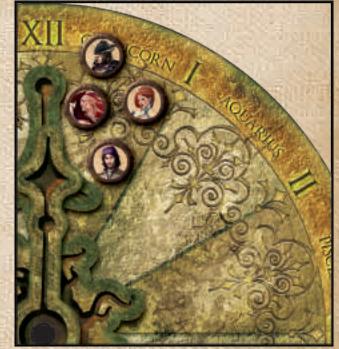
Special rules

Enemies in Ambush - When a Hero enters a new game board, they perform an Enemy Draft with the Primaevi group for each enemy deployment point. After deciding which enemies will enter the battlefield, if necessary position 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 Primaevi group. Once the enemy has been generated, randomly pick 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 Primaevi cards; otherwise, if the majority of Heroes have a Mastery D8, use the level 2 Primaevi cards.

Grass 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.



End of Mission

Victory

Take the plants you have found to Samuele Broglio. The merchant thanks you and pays you for your troubles... he clearly believes you didn't make that much of an effort.

Reward for group:

- 3 silver popolini for each plant recovered.
- 1 element of choice per plant (selected from the store).

History

"My dear love wrote me a letter before leaving for war, it was very emotional and touching. Unfortunately several thieves broke into my home last night, taking with them my precious letter. I beg of you, bring it back to me... it is a memory worth more than my life."
Lucrezia da Venezia.

 **Start:** 9:00 am
End: 11:00 am

Rules

Set-up

Take the **Incognito token** with the letter and mix it together with another 2 randomly selected **Incognito tokens**. Keeping the Incognito tokens face down, assign one to each model marked in "Red" on the map. Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must recover Lucrezia's letter before the time runs out.

Victory condition:

- The heroes find the Incognito token with the letter before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Stratioti

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

Crossbowmen

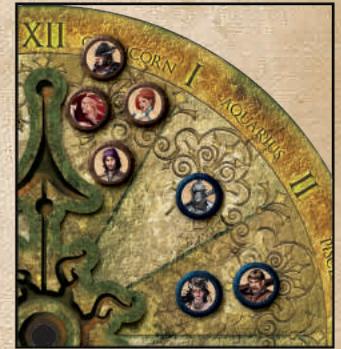
- No specific objective, follow the normal "Attack the Heroes" rule.

Gipsy

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

Special rules

Find the Letter - When a Hero sends an enemy with an Incognito token Out of Action, they can spend 1 AP to seize it and turn the Incognito token over. If the token is the one with the letter, the game ends immediately with a victory for the Heroes, otherwise the mission continues as normal.



End of Mission

Victory

You bring the letter back to Lucrezia and she thanks you with tears in her eyes. Her love died during the battle of Agnadello, and that letter is now the last thing of his she owns. She repays you generously, but your heart is full of sadness, for both her and him.

Reward for group:

10 silver popolini
2 random elements

Defeat

You return to Lucrezia empty-handed. The poor woman is desperate, because her love has been killed in the battle of Agnadello and the only thing that seems to calm her is the strong embrace of your Squire comrade. It calms her so well that she repays you anyway for your troubles.

Reward for group:

5 silver popolini

A book for a genius

Quest mission - 0.3

History

"Dear sirs, I kindly ask that you bring this ancient scroll to my friend Leonardo. It is a precious document and many spiteful persons would love to get their hands on it; it is a formulary allowing the creation of a marvel from times gone by."
Andrea Del Verrocchio.

 **Start:** 3:00 pm
End: 5:00 pm

Rules

Set-up

Decide how to arrange the Heroes in the deployment squares. Assign the **Incognito token** with the scroll to one of the Heroes.

Hero Objective

The Hero carrying the book must reach the home of Leonardo before the time runs out.

Victory condition:

- The Hero with the Scroll token enters the home of Leonardo before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Swiss Guards

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

Cardinal

- Is always positioned to "Heal" as many Swiss Guards as possible.

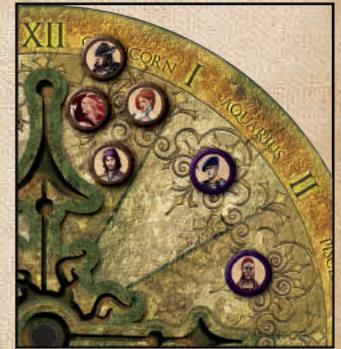
Special rules

Primary Objective – The Hero with the **Scroll token** increases their TV by 3.

Entering the home – To enter the home of Leonardo, a Hero must reach the red square marked on the map and spend 2 AP.

Event

Every half hour, if there are less Swiss Guards than the initial starting number on the battlefield, deploy as many needed to reach the initial number again. Models generated in this way are randomly deployed on the 3 Spawning Points.



End of Mission

Victory

You enter the home of Leonardo, running like madmen. You find yourselves in a hall full of strange contraptions, stills, animal carcasses and other amenities. A man is bending over what looks to be the dead body of a large bird... he lifts his head towards you to reveal a strange pair of specs full of lenses.

"How can I help you my friends?"

Reward for group:

- 10 silver popolini
- 5 random elements

Defeat

The church soldiers have fought you off... is it worth risking your life for a piece of paper? You decide not; you sell the project to the first merchant that passes by and free yourself of the trouble.

Reward for group:

- 5 silver popolini

Papone the outlaw

Wanted mission 0.1

Set-up

Decide how to arrange the Heroes in the deployment squares. Papone will be represented by the Condottiere miniature.

Start: 7:00 am
End: 9:30 am

Hero Objective

The Heroes must capture Papone.

Victory condition:

- The heroes defeat Papone before the time runs out.

Defeat condition:

- Standard defeat conditions.
- Papone manages to escape from the battlefield.

Enemy Objective

Papone

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

Stratioti

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

Crossbowman

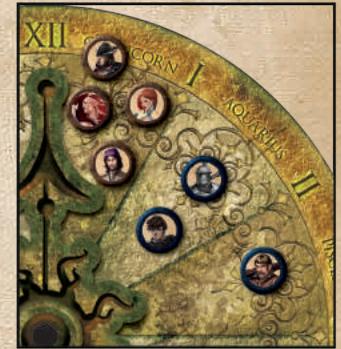
- No specific objective, follow the normal "Attack the Heroes" rule.

Special Rules

Papone: To represent Papone, use the rules described at page 34.

Event

Escape: When Papone has only 4 wounds or less left, his objective becomes to reach the squares marked in red to escape. If he enters one of these squares, he is considered to have escaped from the battlefield and the mission ends immediately.



Victory

Deliver the screaming and kicking Papone to the city authorities. You hear him hurl abuse as you collect your payment. He vows revenge, but you don't care... now is the time to celebrate your reward!

Reward for group:

30 silver popolini

Defeat

Papone has escaped, outwitting you. You ruefully return to the city empty-handed and with light pockets...

Reward for group:

Nothing (sigh)

Count Gino of Tacchia

Wanted mission 0.2

Set-up

Decide how to arrange the Heroes in the deployment squares. Gino will be represented by the Crossbowman miniature.

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

Hero Objective

The Heroes must capture Count Gino.

Victory condition:

- The heroes defeat Gino before the time runs out.

Defeat condition:

- Standard defeat conditions.
- Gino defeats a female hero (out of action).

Enemy Objective

Gino

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

Stratioti

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

Gipsy

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

Special Rules

Count Gino of Tacchia: To represent Gino, use the rules described at page 34.



Victory

You deliver Gino to the authorities with maximum satisfaction, knowing that justice will be served to this despicable character.

Reward for group:

20 silver popolini

Defeat

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

Reward for group:

Nothing (sigh)

Armando the sculptor

Wanted mission 0.3

Set-up

Decide how to arrange the Heroes in the deployment squares. Armando will be represented by the Cardinal miniature.

Hero Objective

The Heroes must capture Armando the sculptor.

Victory condition:

- The heroes defeat Armando before the time runs out.

Defeat condition:

- Standard defeat conditions.

Enemy Objective

Armando

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

Stratioti

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

Crossbowmen

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

Special Rules

Armando the sculptor - To represent Armando, use the rules described below.

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



Victory

Deliver Armando to the authorities after destroying his workshop, even if many questions still remain regarding the source of his power.

Reward for group:

10 silver popolini

Defeat

Armando has escaped, outwitting you. You ruefully return to the city, empty-handed.

Reward for group:

Nothing (sigh)

Bosses 1st level of wanted missions

Papone

Ra 4
Ca 3
Pd 5+
Md 4+
Wo 8

Sword

⚔️ 1 ✨ 3 🗡️ 5+ ⚡ Chase.

Special rules

Dodge - each time he is struck in close combat, he moves two squares away from the Hero that attacked him.

Pick Pocket - each time his attack inflicts 1 wound on a Hero, the company loses 1d8 popolini.

Count Gino of Tacchia

Ra 5
Ca 9
Pd 4+
Md 6+
Wo 8

Precious Crossbow

⚔️ 8 ✨ 3 🗡️ 5+ ⚡ Stun.

Special rules

Marksman

Rapid Marksman - Gino reloads the crossbow without spending any AP.

Armando the sculptor

Ra 4
Ca 5
Pd 4+
Md 4+
Wo 5

Magic stones

⚔️ 5 ✨ 2 🗡️ 5+ ⚡ Hindering.

Special rules

Marksman

Marble protection - Armando cannot be inflicted with more than 1 wound during each attack.

Bosses 2nd level of wanted missions

Papone

Ra 4
Ca 3
Pd 7+
Md 5+
Wo 15

Sword

⚔️ 1 ✨ 4 🗡️ 6+ ⚡ Chase.

Special rules

Dodge - each time he is struck in close combat, he moves two squares away from the Hero that attacked him.

Pick Pocket - each time his attack inflicts 1 wound on a Hero, the company loses 1d8 popolini.

Count Gino of Tacchia

Ra 5
Ca 9
Pd 5+
Md 7+
Wo 15

Precious Crossbow

⚔️ 8 ✨ 3 🗡️ 6+ ⚡ Stun.

Special rules

Marksman

Rapid Marksman - Gino reloads the crossbow without spending any AP.

Armando the sculptor

Ra 4
Ca 5
Pd 5+
Md 5+
Wo 6

Magic stones

⚔️ 5 ✨ 3 🗡️ 6+ ⚡ Hindering.

Special rules

Marksman

Marble protection - Armando cannot be inflicted with more than 1 wound during each attack.

Note

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

Bear's rage

Hunt mission 0.1

Start: 12:00 am
End: 2:00 pm

Every night a huge dangerous bear is coming to destroy the plantations in my farm, he comes descending from the woods surrounding the residence. Whoever succeeds in stopping him shall receive a sizeable reward.
Olivia Florenzi



Bear Animal, Hunt, Wild

Attack priority:
Bait, Threat value, Suffered wounds, Proximity

4+
5+
20

Choose an hero that bring with him a bait, the bait keeper is the main target of the bear. He can throw the bait to an hero within 6 squares, the hero that carry the bait is the current bait keeper. On the trees' branches there are some hives, the bear can use them to heal itself.

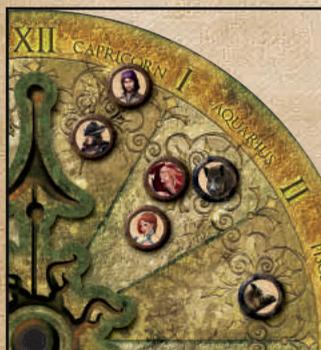


Boar's grunt

Hunt mission 0.2

Start: 6:00 pm
End: 7:30 pm

A pair of wild boars continue to flee from hunters. These beasts are big and dangerous, some people think that are monsters. I want hang their heads in my tavern, I will reward who will bring me them!
Quarto Puccione, Tavern Keeper of the Cinghiale Affamato.



Wild Boar Animal, Hunt

Attack priority:
Threat value, Suffered wounds, Proximity

4+
5+
14 10

The Wild Boars are managed by 2 distinct action decks. Each time a Wild Boar is removed from the game, eliminate the corresponding action deck. In the characteristics box shown on this card, there are 2 coloured spheres, the same ones shown on the Wild Boar tokens to tell them apart. Umba is activated before Toba if their Activation token is in the same sector.



Brave wolves

Hunt mission 0.3

Start: 7:00 pm
End: 9:00 pm

A small pack of wolves is killing the chickens and cattle of numerous breeders in the area. They seem to be very organised and quite dangerous. The mayor ask their fur, to put an end to this butchery.
Local Initiative.



Wolf Animal, Hunt, Wild

Attack priority:
Suffered wounds, Threat value, Proximity

6+
5+
7+
6+
9 10 12

The wolves are managed by 3 distinct action decks. Each time a wolf is removed from the game, eliminate the corresponding action deck. In the characteristics box on this card, there are 3 coloured spheres, the same ones shown on the Wolf tokens to tell them apart. If their Activation token is in the same sector, the Claw, Tail and then Tusk are activated, in that order.



Finale

Finale 1

- The wind whips across your face, but feels somewhat reassuring. You have survived, and the horrific beast that up until now had been your ally, lies lifeless on the grass, soaked by its own blood. You are shaken and incredulous, but a ray of light illuminates the stone, focusing your attention on the abominable artefact. You come to the only possible conclusion: the Blood of Gaea must be hidden from the eyes of mankind, man is not able to resist its mellifluous call to power. Earth to earth, the artefact will lay buried under the ground for eternity... or will it?

Finale 2

- The chorus of dissonant voices echoing in your head begins to ease. The bodies of those you had considered companions have been destroyed by your bestial fury. Your gasping breath is alternated by muffled screams as you look down, shocked to see your mutated arms. The Primaevi that fought by your side look at you with reverence. They have perceived the presence of the spirits of Gaea. The whispers order you to regain control of your legs, and step after step, they lead you to higher ground. From the top, you can see the valley whence the wild and inciting screams of the hordes of Primaevi can be heard. You finally understand your new mission. You shall lay claim to the kingdoms taken away from you by man, and you will do so in the name of Gaea.



Finale 3

- Your enemies stare at you, baffled, as the Blood of Gaea shines and the city of Lucca begins to shake sinisterly. Pope Julius II is betrayed by his old knees, struggling to keep his balance, while the Doge is furious, yelling at his men to maintain their positions. By exploiting the artefact's power, you have managed to escape certain death, inflicting a serious blow on your enemies. The people are on your side and will support you should you choose to end your adversaries' misery. Will you exploit the atavistic power of the Blood of Gaea to create a state free from the manipulation of the Papacy and the Republic of Venice, or will you disappear into the shadows, safekeeping the secrets of the Primaevi magic? Either way, the choice is yours.

Finale 4

- Despite your incredible skills, you acknowledge how foolish you were to challenge both the Church and the Serenissima at the same time. The Stratioti and the Swiss Guards encircle you, leaving you no way out. You find yourselves trapped in an iron vise. In a last desperate attempt, you call on the power of the Blood of Gaea one last time. Flows of primordial energy flutter through the air, while the city of Lucca is being destroyed by terrifying tremors before the disbelieving eyes of both parties, and you are no longer able to control the immense power of the stone. The city's monumental towers swing back and forth like the branches of a tree struck by a storm, some of them fall upon you, striking even the Doge and Pope Giulio II. The bloody battle between the Church and the Republic of Venice did not end that day, as many had hoped, but the earth would not be soaked with the blood of this conflict for at least another decade.

Finale

Finale 5

- The uproar of the crowd transforms into a deafening silence, the clattering armour of Pope Giulio II echoes throughout the entire sacrum as it strikes against the cold marble. The Swiss Guards that had stood between the Pope and the mob abandon their positions, driven by ire and remorse, launching at you with a single objective: revenge! Making the most of the turmoil, you manage to escape the guards, throwing yourselves into the desperate mob crying out for their lost spiritual guide. A young man wandering through the streets of Roma catches sight of an emerald coloured stone. Unable to resist his curiosity, he picks it up with both hands as a greenish light shines bright in his young eyes. You have forestalled a bloody battle between the Church and the Republic of Venice, but you may have created something much, much worse.

Finale 6

- Drops of your blood fall profusely onto the marble floor of His Holiness, as he determinedly makes his way towards you for the final blow. You had seriously underestimated your adversary and his faithful guards, and are about to pay the consequences. However, you would prefer not to die, so you drop to your knees before your executioner and with a trembling hand, you deliver the Blood of Gaea to Pope Giulio II. His Holiness takes off his mitre. A satisfied smirk sweeps across his face as he orders his guards with a single gesture to lock you up in the damp dungeons of Castel Sant'Angelo. Between the narrow bars of your seedy cell, you catch a glimpse of the hall of justice, where you will be judged in just a few days. A man with whom you had shared your cell had been burned alive for heresy in Campo De Fiori. Will you share his fate?



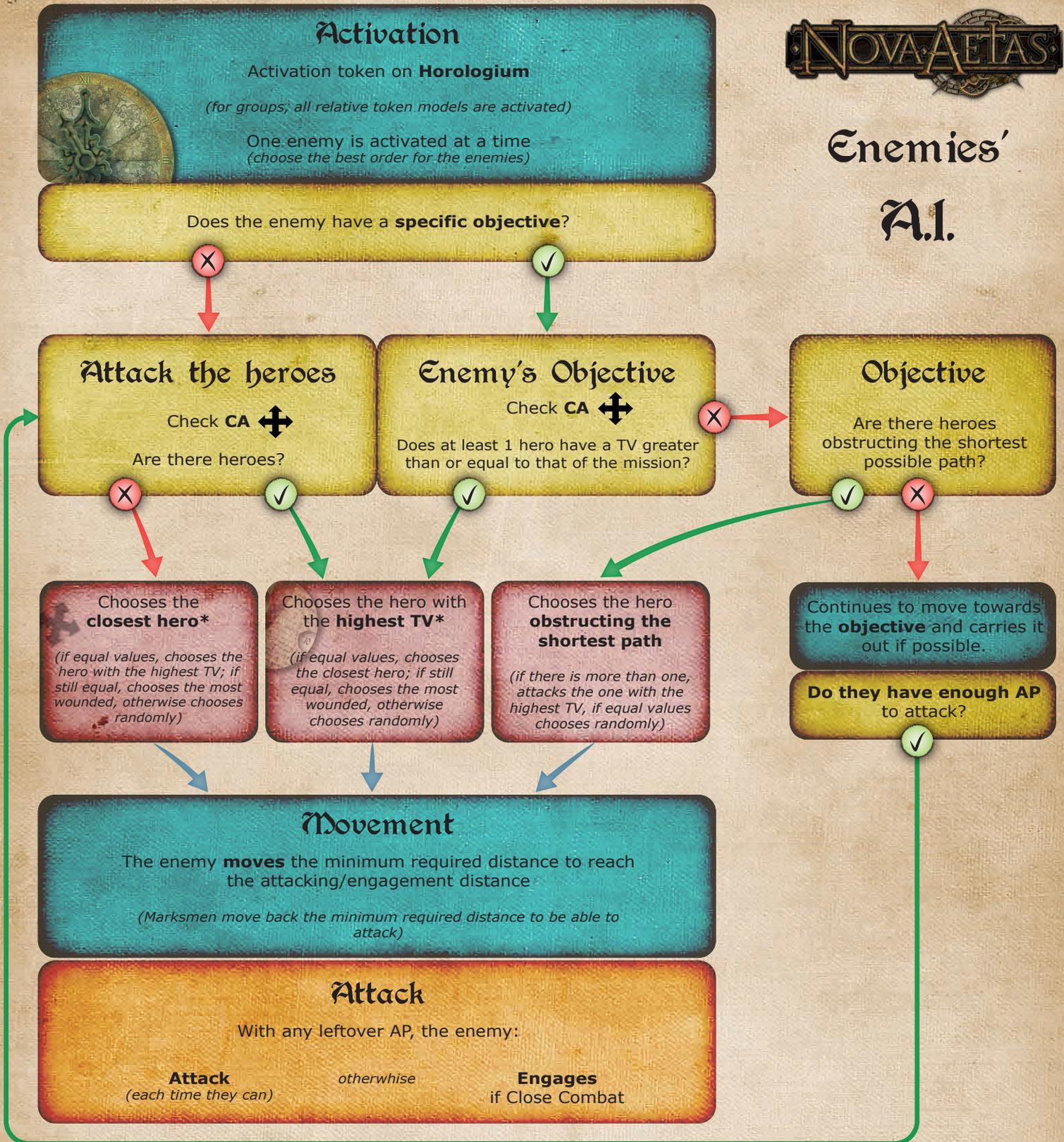
Finale 7

- The Doge's sword whirls through the air until falling into the waters of the lagoon. Your adversary declares defeat, raising his hands in surrender and begging for his life. The people of Venezia are horrified but do not run to the aid of their king, and even the surviving Stratioti turn their back on their Lord. The whole of Venezia surrounds you; this display of support is exactly what you need to win the war against the Church. The people have chosen the new rulers of the Serenissima. As the Doge is taken away amidst the hisses and banter of the crowd, you decide to support the armed Venetians in the battle against Pope Giulio II. Using the power of the Blood of Gaea, nothing can impede your path to victory!

Finale 8

- The waves of the lagoon thrash the cobblestones on which you are fighting, the Stratioti have disarmed you, while the Doge manages to overpower every last one of you. Your adversary cautiously extends his hand towards the arcane artefact, as a greenish light shines in his eyes. The Serenissima Lord instinctively pulls back his hand. Why take a risk with such blasphemous powers when somebody else can do so in your place. The Doge stares at you with a malevolent smirk, while the Stratioti chain you up, one to the other. The showdown against the papacy has finally arrived, but the Doge knows that victory is certain. His new slaves and their terrible Blood of Gaea will lead him to an easy victory.

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:

Action
Condition
Hero selection
Attack

