

# *Gentlemen of War*

## Rosters and Equipment

Playtest Version 3.0.0

## *Introduction:*

Here, you can find all the information regarding characters, items, gear, modifications, and anything else required to build your own warband.













First is the list of all **generic weapons and equipment**. These are common and widely used by many fighting forces, no matter the faction. They can represent more than what they are written here as. For example, the truncheon can be imagined as an improvised mace, a club, a tool like a wrench or mallet, or any other such blunt object. Players are encouraged to imagine these generic items with detail and flavour that they prefer.

The rosters are structured as so: **Factions** are the largest unit, often representing a nation, a movement, a type of army, etc. Factions often have **Subfactions**, which represent specific forces under the flag of that faction. Each faction has their own list of recruitable units and purchasable gear, and subfactions share most of these with each other, however, subfactions differ in their effects, unique units and gear, and theming.










For each faction, their subfactions are listed first. After all the subfactions are the list of all available units, melee weapons, ranged weapons, armour, mounts, then finally miscellaneous gear.

# Universal Equipment






Single-handed melee weapons and items: These occupy 1 hand to use

<p><b>Knife</b></p>  <p><u>Stab</u> ♦ Melee: 1 ♦ 8+: \</p> <p><u>Throw</u> ♦ Range: 2 ♦: \</p> <p>Consumes this.</p>	<p><b>Throwing Weapon</b></p>  <p><u>Throw</u> ♦ Range: 2 ♦: \</p> <p><u>Swing</u> ♥ Melee: 1 ♥: \</p> <p>8+: \</p>	<p><b>Truncheon</b></p>  <p><u>Wallop</u> ♥ Melee: 1 ♥: \</p> <p><u>Toss</u> ♦ Range: 2 ♦: \</p> <p>Consumes this.</p>
<p><b>Axe</b></p>  <p><u>Chop</u> ♥ Melee: 1 ♥: \</p> <p>Passive: Hook If you reveal ♦ during your attack, ignore enemy weapon passives.</p>	<p><b>Parrying Dagger</b></p>  <p><u>Disarm</u> ♦ Melee: 1 ♦ 8+: \</p> <p>Passive: Parry (1) When defending against 1 enemy, their melee attacks draw (1) less.</p>	<p><b>Sabre</b></p>  <p><u>Slash</u> ♥ Melee: 1 8+: \</p> <p>Multichoice, Repeatable</p> <p>Passive: Momentum If mounted, gain Brutal Charge (1)</p>
<p><b>Smallsword</b></p>  <p><u>Lunge</u> ♦ Melee: 1 ♦: \</p> <p>Passive: Parry (1) When defending against 1 enemy, their melee attacks draw (1) less.</p>	<p><b>Mace</b></p>  <p><u>Crush</u> ♥ Melee: 1 ♥: \</p> <p>Passive: Brutal Charge (1)</p>	<p><b>Buckler</b></p>  <p><u>Slam</u> ♥ Melee: 1 ♥: \</p> <p>Passive: Parry (2) When defending against 1 enemy, their melee attacks draw (2) less.</p>
<p><b>Shield</b></p>  <p><u>Pushback</u> ♥ Melee: 1 ♥: \</p> <p>Passive: Block (1) All enemy attacks targeting you draw (1) less.</p>	<p><b>War Banner</b></p>  <p><u>Rally</u> ♣ <u>Support</u>: 2 ♣: Target gains Commanded (2)</p> <p>Passive: Inspire Allies activated within 2 hexes may draw 1 extra card for one action.</p>	<p><b>Instrument</b></p>  <p>Passive: Invigorate Allies activated within 2 hexes may dash an additional time and gain Brutal Charge (1) for this turn.</p>

### Single-handed ranged weapons:

<h4>Pistol</h4>  <p><b>Fire</b> ♦ ○ Range: 3 ♦ : \ \ \</p> <p>Consumes </p> <p><b>Load</b> ○ ○ Gain </p>	<h4>Carbine</h4>  <p><b>Fire</b> ♦ ○ Range: 4 ♦ : \ \ \ \ \</p> <p>Consumes </p> <p><b>Load</b> ○ ○ Gain . Costs ○ if other hand empty</p>	<h4>Duelling Pistol</h4>  <p><b>Fire</b> ♦ ○ Range: 2 ♦ : \</p> <p>♦<sub>80</sub> : \ \</p> <p>Multichoice May fire in melee. Consumes </p> <p><b>Load</b> ○ ○ Gain </p>
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### Armour and Headwear:


<h4>Light Armour</h4>  <p>Armour</p> <p>10 +1 ♥</p>	<h4>Munitions Armour</h4>  <p>Armour</p> <p>20 +2 ♥</p>	<h4>Full Plate Armour</h4>  <p>Armour</p> <p>Passive: Hefty -1 card drawn when dashing on foot.</p> <p>30 +3 ♥</p>
<h4>Helmet</h4>  <p>Headwear</p> <p>You have +2 ♥ against the first hit you take each game.</p> <p>5</p>	<h4>Helmet and Visor</h4>  <p>Headwear</p> <p>You have +2 ♥ against the first hit you take each game.</p> <p>Additionally, ignore 1 ☠ or ☠ per turn.</p> <p>15</p>	

### Miscellaneous items: These do not require a hand to use or equip

<h4>Shield Blade</h4>  <p>Miscellaneous</p> <p>Must have a shield equipped. Increases melee attack damage from one shield by \.</p> <p>5</p>	<h4>Rifled Barrel</h4>  <p>Miscellaneous</p> <p>Increase the range of your "Fire" actions by 1.</p> <p>5</p>	<h4>Smallshot</h4>  <p>Miscellaneous</p> <p>Replace all \ of your "Fire" actions with ☠. Decrease range by 1, but +1 card drawn when attacking enemy in range.</p> <p>2</p>
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### Lenticular Sights

Miscellaneous




**Aim** ♣

♣ : Remove any amount of the drawn cards and return the rest back to the top of the deck. Must have a gun equipped.

Two-handed melee weapons:

Pike



Skewer

♦: ♪ ♪

♦♦ 8+: ♪ ♪ ♪ ♪ ♪

7+: ♪ ♪ ♪ ♪

Melee: 2

Grapple

♦: ♪


♦♦: ♪ ♪

Multichoice, Repeatable, Multitarget

Passive:

Charge Block (3), Cavalry Killer (1)

Morning Star



Smash

♥: ♪ ♪ ♪ ♪ ♪

♦: ♪ ♪ ♪ ♪ ♪ ♪ ♪

♥♦: ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪

Melee: 1

Hobble

♥: ♪ ♪


♥♦: ♪ ♪ ♪ ♪ ♪ ♪

Melee: 1

Passive:

Brutal Charge (3)

Pollax



Murderstroke

♥: ♪ ♪

♥♥: ♪ ♪ ♪ ♪ ♪ ♪ ♪

♥♥♥: ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪

Melee: 1

Pollax's Chop

♥: ♪ ♪ ♪


♥♥: ♪ ♪ ♪ ♪ ♪

If you reveal ♦ during this attack, ignore enemy weapon passives.

Passive:

Brutal Charge (2), Cavalry Killer (1)

Lance



Impale

♦: ♪

♥♥: ♪ ♪ ♪ ♪ ♪ ♪ ♪


Melee: 1

Passive: Brutal Charge (x)

Where x is the number of hexes moved this turn.

Can be used singlehanded when mounted.

Zweihander



Zweihander's Slash

♥: ♪ ♪

♥8+: ♪ ♪ ♪ ♪ ♪ ♪ ♪

Melee: 1

Hew

♥♥: ♪ ♪ ♪ ♪ ♪

♥♥♥: ♪ ♪ ♪ ♪ ♪ ♪ ♪


Melee: 1

Passive:

Charge Block (1), Brutal Charge (1)

Two-handed ranged weapons:

### Longgun



**10**

**Fire** ♦ ♣ Range: 5

♦: \ \ \ \ \

♦♦: \ \ \ \ \


Consumes ♣

**Load** □ □ ♣

Gain ♣

Passive: Lengthy Barrel  
If equipped with a bayonet, gain Charge Defence (1)

### Volleygun



**16**

**Fire Volley** ♦ ♣ Range: 4

Suffer unblockable \ \.

♦: \ \ \ \ \

♥: Suffer 1 \ less.

Multichoice, Repeatable

Consumes ♣

**Load** □ □ □ ♣

Gain ♣

Mounts: These do not require a hand to use or equip

### Warsteed



**25**

Once per turn, you may move 2 hexes at no cost.

Double the movement gained when dashing. Your charge bonuses last for the entire activation.

Impact (\): Upon successful charge, enemy suffers \.

### Barded Warsteed



**40**

+1 ♥

Once per turn, you may move 1 hex at no cost.

Double the movement gained when dashing.

Impact (\ \ \ \ \): Upon successful charge, enemy suffers \ \ \ \ \.

# *Her Fearsome Empire*

Rule, Britannia. Her Fearsome Majesty's influence stretches beyond the isles and Her loyal colonies, seeping into the Old Continent. She didn't stop after defeating Napoleon III, and, to the anger and bafflement of Europe, decided to take as much as France as possible. In time, Her great engines dug winding tunnels and towering fortresses, branching out from Cap Gris Nez like vines, supplied by the greatest wonder the world has ever seen: Span-upon-Sea, the great bridge-city over the English Channel.

The British Empire has many unique equipment options for your units, like the iconic billhook and billshot, wonderous velocipedes and cyclopedes, three choices of field artillery, and more.

# Her Majesty's Own Rifles

Her Majesty's Own Rifles is the primary regiment charged with securing territory in the conflicts on the Old Continent. They are usually deployed en masse, but have their own vanguard teams for close-quarters urban combat, or to flush out guerillas lurking in the mountains or forests. They are well equipped and well trained, taking the doctrine of volley fire to heart.

## H.M Own Rifles

### Her Majesty's Own Rifles

#### Standardized Rifling

Rifled Barrel modification costs 3 ⚔ instead of 5 ⚔.

#### Volley Fire

If the last unit you activated fired a ranged weapon this turn, draw 1 more when firing ranged weapons for the activated unit.

#### A Taste of Her Empire

All non-juggernaut units are provided with Battlefield Tea.

## H.M. Own Rifles

### Arsenal

#### Common Equipment

Knife, Truncheon, Axe, Morphine Syringe (2), Sabre, Pioneer's Sword, Shield, Pike, Banner (1), Instrument (1), Pistol, Carbine, Billhook (3), Longgun, Volleygun (3), Automusket (1), 1-Pdr Gun (1), Rocket Battery (1)  
Light Armour, Helmet  
Warsteed  
Smallshot, Rifled Barrel

#### Veteran or Above Only

Buckler, Mace, Smallsword, Billhook, Billshot  
Munitions Armour, Helmet with Visor  
Lenticular Optics, Shield Blade  
Barded Warsteed, Velocipede

#### Elite Only

Parrying Dagger, Duelling Pistol, Lance  
Full Plate  
Cyclopede

### Enlistment Requirements:

Elites	Veterans	Regulars
Exactly 1 Lieutenant	0-3 Camp Juggernauts	At least 25% of the budget must be spent on the regulars
0-1 Nobles	0-5 Greenjackets	
0-1 Imperial Juggernaut	Any number of other veterans	
May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 2x ammunition.



# Yeomen of the Guard

The Yeomen of the Guard are the most elite bodyguards of Her Fearsome Majesty. They are draped in resplendent uniforms and wield elaborate weapons. As juggernaut technology was being implemented, these trusted elites often volunteered to be modified for the tests and trials. As the wars took its toll on the Empire's logistics, these incredibly expensive units were sent out to the field to guard strategically vital locations and to boost morale.

## Yeomen o.t. Guard

### Arsenal

#### Common Equipment

Knife, Sabre, Morphine Syringe (2), Mace, Shield, Pistol, Carbine, Pike, Billhook, Longgun, Volleygun, Banner (1), Instrument (1), Automusket (3), 1-Pdr Gun (3)  
Light Armour, Helmet  
Smallshot, Battlefield Tea, Rifled Barrel, Lenticular Optics

#### Veteran or Above Only

Smallsword, Pollax, Billhook, Morning Star, Billshot  
Munitions Armour, Helmet with Visor  
Shield Blade

#### Elite Only

Buckler, Parrying Dagger, Duelling Pistol, Zweihander  
Full Plate

## Yeomen o.t. Guard

### Arsenal

#### Common Equipment

Knife, Sabre, Morphine Syringe (2), Mace, Shield, Pistol, Carbine, Pike, Billhook, Longgun, Volleygun, Banner (1), Instrument (1), Automusket (3), 1-Pdr Gun (3)  
Light Armour, Helmet  
Smallshot, Battlefield Tea, Rifled Barrel, Lenticular Optics

#### Veteran or Above Only

Smallsword, Pollax, Billhook, Morning Star, Billshot  
Munitions Armour, Helmet with Visor  
Shield Blade

#### Elite Only

Buckler, Parrying Dagger, Duelling Pistol, Zweihander  
Full Plate

### Enlistment Requirements:

Elites	Veterans	Regulars
1-3 Imperial Juggernaut	No Greenjackets	At least 25% of the budget must be spent on the regulars
0-1 Nobles	Any number of other veterans	
No Lieutenants		
May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 2x ammunition.

# Span-upon-Sea Insurrectionists

Span-up-Sea is the lifeblood of the war effort on the Old Continent. A bridge-city that spans the entire English Channel, it supports multiple railways and underground tunnels for rapid transport of troops and equipment. Such a marvel could only have been built by cheap and criminal labourers, who were about to be tossed back into poverty now that the project finished. Occupying the stations and factories, the workers and revolutionaries banded together to fight for recognition and rights. Some even whisper of independence from the Crown.

## Insurrectionists

### Span-upon-Sea Insurrectionists

#### Urban Tactics

Gain 1 additional Block from all cover.

#### Hound of Many Heads

You may purchase up to 2 Squadron Leaders for 60♣. They are identical to Lieutenants, except with 1 less Martial and Commanding skill.

#### Plowshares to Swords

Truncheons, Throwing Weapons, and Axes can be purchased for 2♣ less.

Riveteer Helmets may be purchased for 10♣.

Rivet Drivers may be purchased for 15♣.

#### Disgruntled Workforce

Instead of Redcoats, hire Labourers (2/2/2/1) for 20♣ each. Camp Juggernauts may be hired for 5♣ less, though you cannot purchase their combat plates.

## Insurrectionists

### Arsenal

#### Common Equipment

Truncheon, Throwing Weapon, Knife, Axe, Morphine Syringe (1), Rivet Driver, Pistol, Banner (1), Instrument (1), Automusket *or* 1-Pdr Gun (1)

Light Armour, Helmet, Riveteer's Helmet  
Smallshot, Rifled Barrel

#### Veteran or Above Only

Buckler, Mace, Smallsword, Pioneer's Sword, Pike

Billhooks or Billshots or Volleyguns (3)

Munitions Armour

Battlefield Tea, Lenticular Optics

Velocipede

#### Elite Only

Parrying Dagger, Duelling Pistol

Full Plate (1)

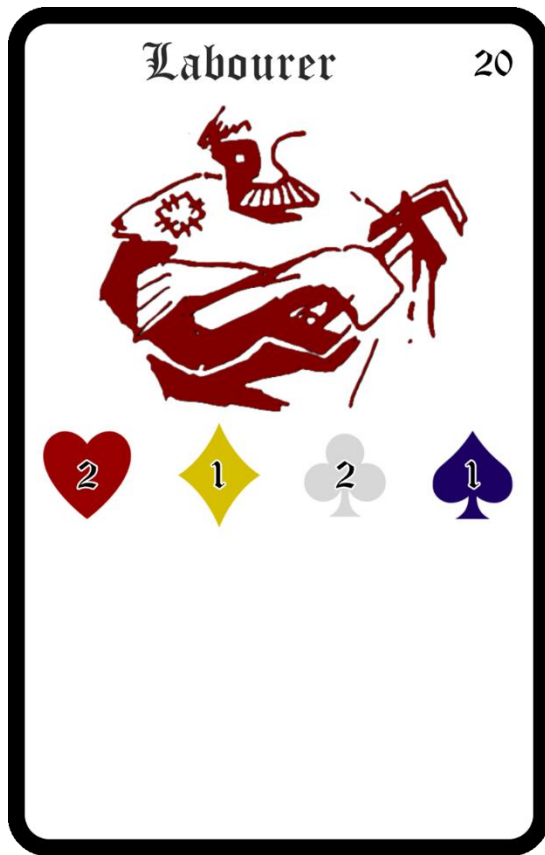
Shield Blade

### Enlistment Requirements:

Elites	Veterans	Regulars
Exactly 1 Lieutenant	0-3 Camp Juggernauts	No Redcoats
0-2 Squadron Leaders	No Greenjackets	At least 25% of the budget must be spent on the regulars
0-1 Noble	Any number of other veterans	
No Imperial Juggernauts		
May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 3x ammunition.	May upgrade guns to up to 2x ammunition.

## Unit Roster

Regulars:



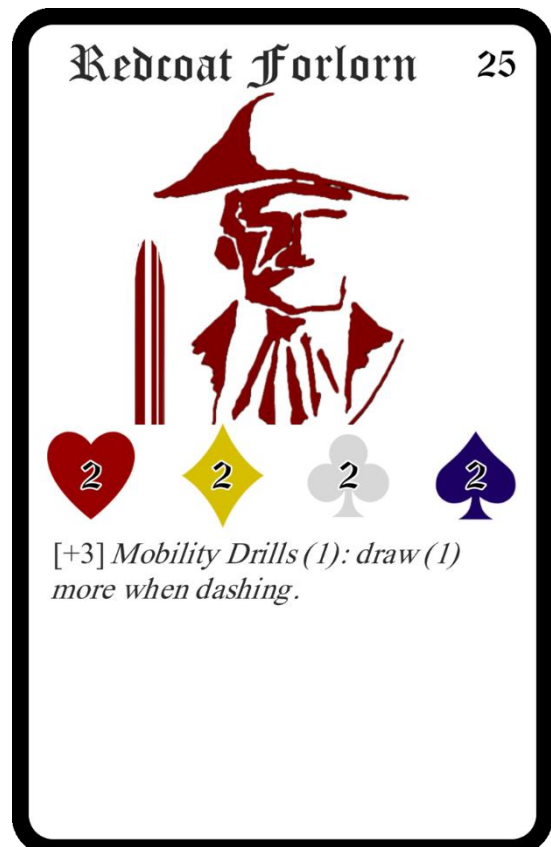
Labourer (20 points)

Disgruntled masons, dockers, factory workers, and sailors of Span-upon-Sea. Untrained, but strong, able, and most importantly, burning to fight.

Span-upon-Sea Insurrectionists exclusive.

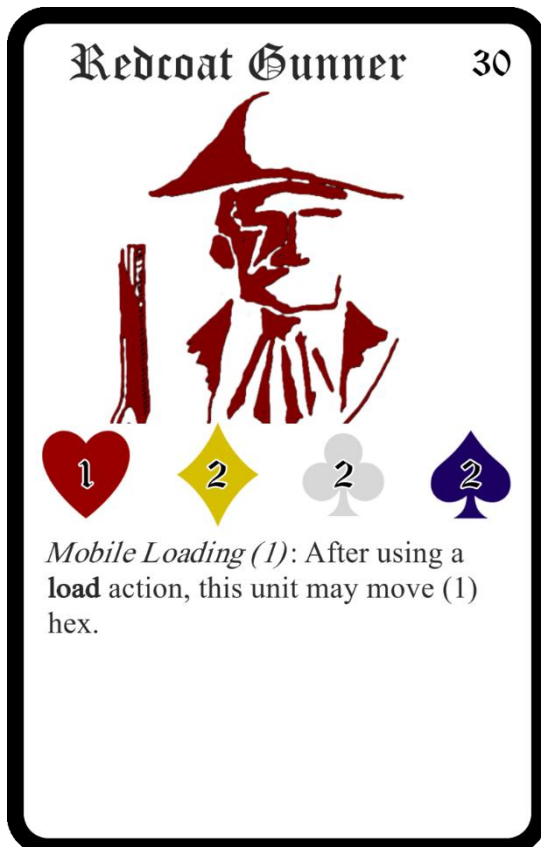
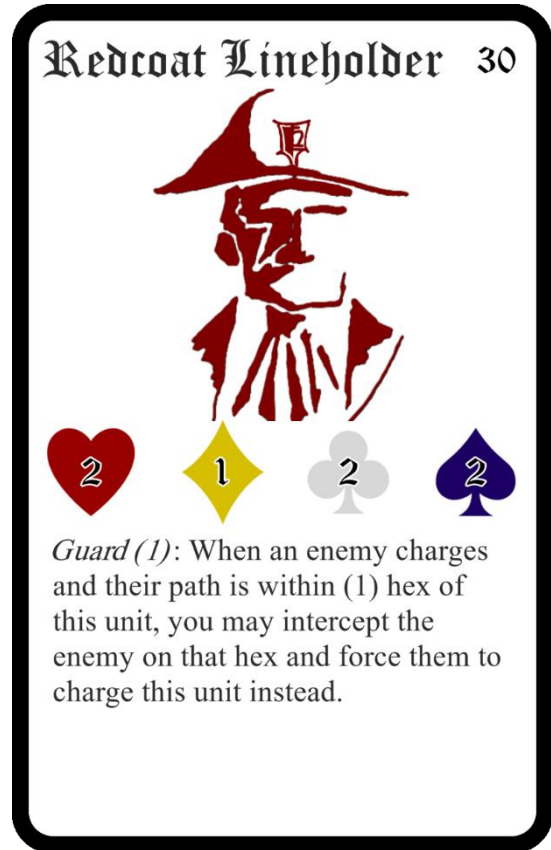
Redcoat Forlorn (25 points)

The forlorn hope are the brave and relatively dispensable soldiers who dare to lead the charge. With a little bit of extra training, their charges can become even more effective.



### Redcoat Lineholder (30 points)

Even though most militaries understand that guns and artillery dominate the battlefield, this won't stop some from daring to brave the storms of bullets to wreak havoc upon the gunlines. Lineholders ensure that their suicidal charge accomplishes nothing.



### Redcoat Gunner (30 points)

Muzzle-loaded guns take a long time to reload. To prevent wasted time on the battlefield, gunners are trained to move while loading, opening up sightlines for their comrades as they retreat to safety to prepare for their next volley.

## Field Doctor (35 points)

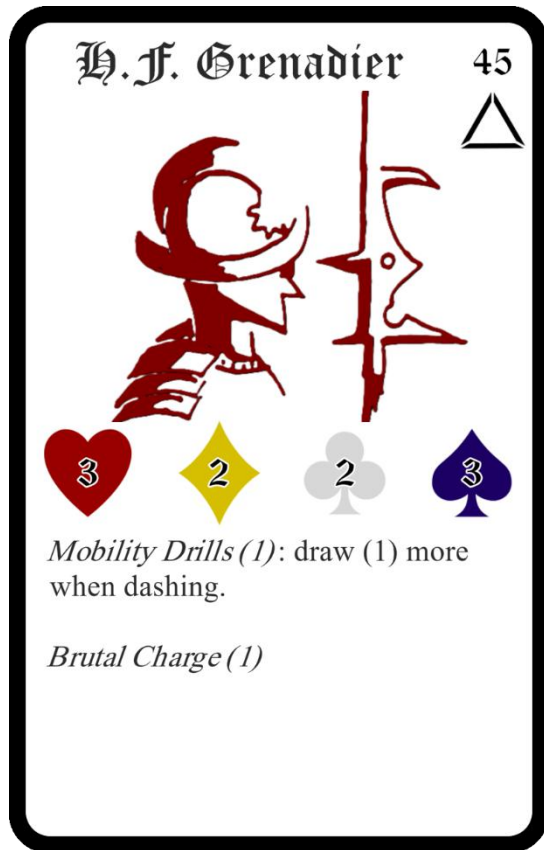
Any soldier spared from death may one day fight again. Field doctors serve to maximize these chances. They are well trained in traversing the harsh battlefield conditions to aid their comrades.



## Veterans:

### Her Fearsome Grenadier (45 points)

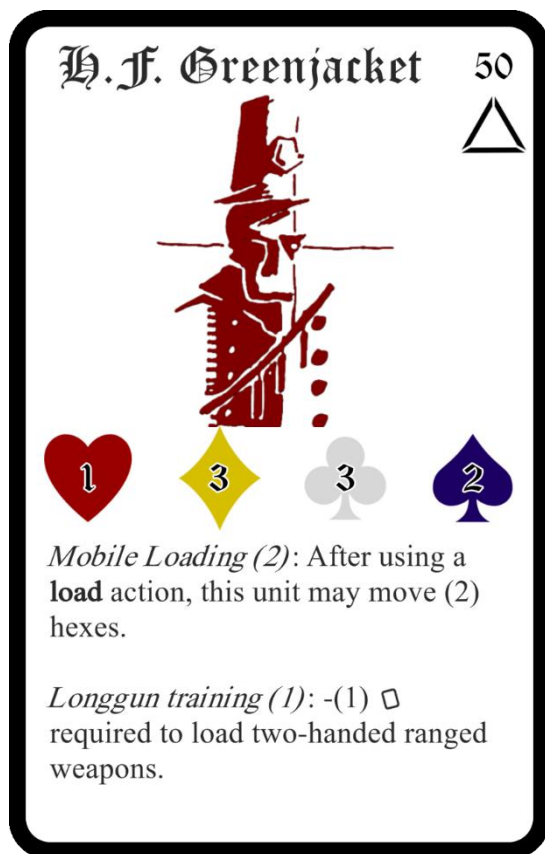
Grenadiers are some of the best trained and strongest soldiers of the army. They can deliver brutal shock assaults and survive the following carnage. They are well disciplined, able to relocate and charge with ease, even when carrying unwieldy weapons.



### Her Fearsome Dragoon (45 points)

Dragoons are skilled riders, proficient with a wide array of weapons. They may be used in harassment, firing at the enemy before fleeing to reload, or charge in as a modernized knight, braining enemies with their maces and firing at point blank range.



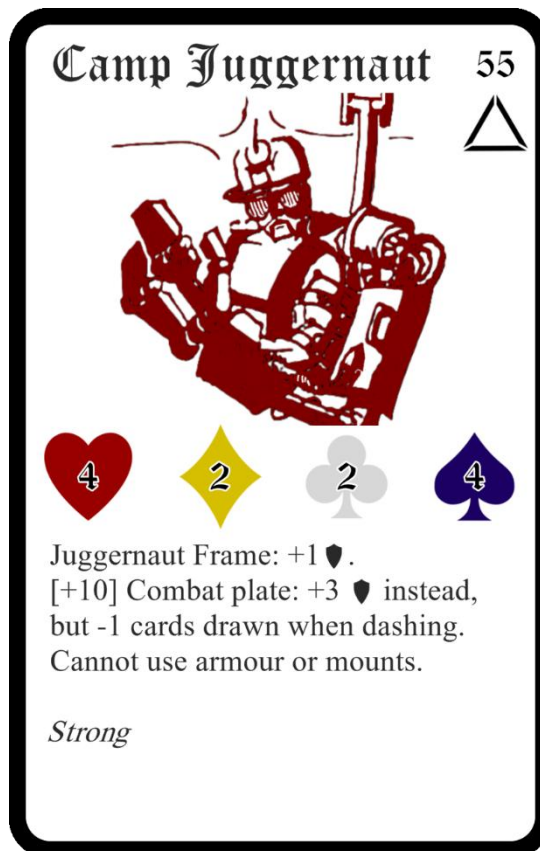


Her Fearsome Greenjacket (50 points)

The greenjackets are known for their quick reactions and dead-accurate shots. Their rate of fire is unparalleled, and no sane person would risk being in their line of sight.

Camp Juggernaut (55 points)

The Juggernaut steamframe is a mechanical set of limbs, a boiler, and a logic engine, all strapped to a pilot's body. The pneumatic limbs follow the motions of the pilot, enhancing it with more strength and reach. Each regiment would have a few camp juggernauts to aid with logistics and loading equipment. In a pinch, they may be deployed in battle, demolishing soldiers with their mighty swings, or freely using a heavy artillery piece. To protect the pilots, thick sheets of metal may be rivetted to the frame, at the cost of their mobility.



## Elites:

### Lieutenant (80 points)

Lieutenants are unlike the higher officers from the military academy, who have barely seen combat in person. They are capable, quick-thinking, and very adaptable. They can give crucial orders to their troops, and can understand the situation of the battlefield with just a few glances.



### Noble (90 points)

As the wars on the Old Continent continued, it became fashionable and patriotic for nobles to hone their martial skills and enlist. They can be easily recognized on the battlefield by their engraved armour, their artisanal weapons, and the swarm of bodyguards assigned to protect them.







### Imperial Juggernaut (120 points)

Unlike camp juggernauts, whose steam-frames can be strapped on or removed, imperial juggernauts are fully entombed in theirs. They are the results of experimental enhancements, where their organic muscles are scrapped off of their bones to pull on levers and actuators instead.

Imperial juggernauts are often twice as tall as a person and twenty times as heavy, and need a constant stream of coal to burn, lest they become motionless.

There is no mass production of imperial juggernauts. Each and every one started as an experiment, and the best are kept as fearsome symbols of the Empire's technological might.

## Faction Unique Equipment

### Morphine Syringe



**Forced Injection** ♦  
♦: ☹️

**Passive: Painblock**  
When using support skills on adjacent units, you may heal ☹️ from them.


### Pioneer Sword



**Hack** ♥ Melee: 1  
♥: ☹️  
♥♦: ☹️ ☹️  
Multichoice

**Passive: Double up**  
If other hand is empty, draw 2 more when attacking.


### Battlefield Tea



Miscellaneous

**Tea Time** ♣️  
♣️: Remove all ☹️ from all adjacent allies. Then, consume this item.

### Billhook




**Billhook's Grapple** ♦ Melee: 1  
♦: ☹️ ☹️  
♦♦: ☹️ ☹️ ☹️  
Multichoice, Repeatable, Multitarget

**Billhook's Hew** ♥ Melee: 2  
♥♥: ☹️ ☹️ ☹️  
♥♥♥: ☹️ ☹️ ☹️ ☹️

**Passive:**  
Charge Block (3), Cavalry Killer (2)


### Billshot



This has all the combined attacks and traits of a Billhook and a Rifled Pistol, except costing ☐ more to load (☐☐☐ by default).

For the purpose of multi-barrel upgrades, The gun is considered to cost 10 points.

### 1-Pounder Gun



**Deadshot** ♥ Range: 6  
♥ or ♦: ☹️ ♥♦: ☹️ ☹️ ☹️  
♥♦♦: ☹️ ☹️ ☹️ ☹️ ☹️ ☹️ ☹️ ☹️  
Consumes ☹️

**Load** ☐☐☐  
Gain ☹️. Units next to wielder may also load this weapon.


### Rocket Battery



**Rocket Barrage** ♦ ☹️ Range: 6  
Select a tile. The opponent may scatter (3). All units within 1 hex of that tile suffers ☹️ ☹️ ☹️.  
♦: Scatter range -1  
♦♦: ☹️ ☹️, or ☹️ ☹️ for all affected.  
Consume ☹️, Multichoice, Repeatable

**Load** ☐☐☐☐  
Gain ☹️. Units next to wielder may also load this weapon.

### Automusket




**Suppressive Fire** ♦ Range: 4  
8+: ☹️ and draw 1 more card.

Multichoice, Repeatable, Multitarget

**Wild Swing** ♥ Melee: 1  
♥: ☹️ ♥♥: ☹️ ☹️ ☹️

**Steady Sights** ☐☐  
Requires *Strong*. +3 cards drawn when you next use Suppressive Fire.

### Velocipede



Turning Radius: 1 hex. You must travel in a straight line, only rotating 60 degrees for every hex traveled.

Each turn, move at least 3 and up to 5 hexes at no cost.

If you are affected by ☹️ or ☹️, don't travel 3 hexes, or move over low cover, consume this and take ☹️ ☹️.

Cyclopede

50

Turn Radius: 2 hexes. You must travel in a straight line, only rotating 60 degrees every 2 hexes traveled. You may also expend 2 hexes of movement to rotate once.

Each turn, you may move up to 6 hexes at no cost. +1 ♥

Impact (☠ ☠): Upon successful charge, enemy suffers ☠ ☠.

State-of-the-art Arbor

Miscellaneous

-1 turning radius. Must have a velocipede or cyclopede equipped.

### Exclusive to Span-upon-Sea Insurrectionists:

Riveteer Helmet

Headwear

You have +2 ♥ against the first hit you take each game.

Ignore the first ☠ you take each game.

Rivet Driver

15

Piledrive ♥ Melee: 1

♥: ☞ ☞

♥ ♦: ☞ ☞ ☞ ☠

On hit: If you have ☞, consume it and add ☞ ☞ ☞.

Load Rivet ☐ ☐ ☐

Gain ☞

Passive:

Brutal Charge (3)

# *France, Shattered*

France's star was in the ascendant, indeed, but only for so long. A coalition comprised of most of Europe beat them and their allies back. The war was over, most thought, but the British were not satisfied, and it became apparent that they were not intent on leaving. First it was a permanent occupation of Calais, then it was the dissolution of the French government, then it was the construction of shining Span-upon-Sea, choking the British channel with an iron fist.

Britain has lost most of her allies along the way. A new coalition has formed against her. French republicans and royalists begrudgingly put aside their differences, and pick up any arms they can scavenge or obtain from their allies. The survivors of the war train a new generation, all for the restoration of their homeland.

The French, low on resources and with little industry left, improvise crude yet brutal weapons. Game hunters are conscripted as sharpshooters, stealthily braining enemies with silent bolts. Firebrand revolutionaries hid every corner, tossing pipes filled with gunpowder. This is all in support and protection of their most elite asset: The remnants of the Old Guard. From gleaming cuirasses to chief-grade rifles, these treasures face the battlefield once more, eager to avenge the restless soul of Napoleon.

# L'Armée Restauratrice

Hiding in the mountains and stalking the forests, the Restorationaires are afoot. Republican partisans fight side by side with the most loyal of old guards, wielding weapons cobbled from trash as well as gleaming, artisanal wargear. With a good eye for worthy loot and trickles of foreign backing, the Restorationaires have come to be proud of their hodgepodge collection of exotic equipment.

## The Restorationaires

### L'Armée Restauratrice

#### Donations and Spoils

1/10th of your budget (as well as all budget from the *Arsenal* passive) may be spent on weapons and equipment from any other list.

#### Harrassment Tactics

If a unit used a ranged attack, they may draw 2 more when dashing until the end of activation.

#### Baroud d'Honneur

If a unit activates while on Death's Door, they gain +1♥ and +1♦ until the end of activation.

#### Coup de Grâce

Once per game, you may declare "Coup de Grâce" during your activation. For the remainder of this turn, all units will gain 1♣. The currently activated unit will gain +1 action as well.

This also triggers all "Coup de Grâce" passives, which ends at the end of the unit's activation.

## The Restorationaires

### Arsenal

#### Common Equipment

Railroad Spike, Knife, Truncheon, Axe, Faux de Guerre, Pike, Escopette, Trapper's Bow, Pistol (3), Hunter's Crossbow, Tromblon de Fortune Phrygian Bonnet, Scrap Armour  
Smallshot  
Draft Horse

#### Veteran or Above Only

Smallsword, Pioneer's Sword, Trench Axe, Pistol, Pipe Bomb, Banner (1), Instrument (1), Shield  
Light Armour, Munitions Armour, Helmet, Helmet with Visor  
Warsteed  
Rifled Barrel, Lenticular Optics

#### Elite Only

Mace, Fusil de Fin, Volleygun  
Cuirasse Relique  
Barded Warsteed

### Enlistment Requirements:

Elites	Veterans	Regulars
Exactly 1 Grognard de Fer	0-2 Sapeurs D'Armée	At least 25% of the budget must be spent on the regulars
0-3 Garde Reliquat	0-2 Voltigeurs	
0-1 Saboteur	Any number of other veterans	
May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 3x ammunition.	May upgrade guns to up to 2x ammunition.

# Étudiants de la Liberté

“It is the duty of the young to rebel!” This line has been scrawled on all the walls of all the universities of Europe. Patriotic students pick up their tools and raid their workshops, turning desks and chairs into barricades and armour. The students, having honed their abilities in their university societies, are eager to show the world what they are capable of. Together, they fight to restore their homeland, and to one day put their knowledge to a peaceful use.

## Students of Liberty

### Étudiants de la Liberté

#### Student Societies

Each unit may be recruited from one of these societies, at the cost of 5♠:

**Duelist Club:** Gain Parry (1).

**Rider's Society:** Gain Mounted Training.

**Huntsmen's Circle:** Gain Mobile Loading (1).

**Military Academy:** Gain Ability: Hand Signal.

**Engineer's Association:** Reduce the cost of Escopettes, Tromblons de Fortune, Pipe Bombs, and Scrap Armour by 1♠. Stackable.

#### Liberté ou la Mort!

Whenever a friendly unit is taken Out of Action, ALL friendly units gain Commanded (1). This is doubled if they were in a society.

#### Coup de Grâce

Once per game, you may declare "Coup de Grâce" during your activation. For the remainder of this turn, all units will gain 1♣. The currently activated unit will gain +1 action as well.

This also triggers all "Coup de Grâce" passives.

## Students of Liberty

### Arsenal

#### Common Equipment

Railroad Spike, Knife, Truncheon, Axe, Faux de Guerre, Pike, Escopette, Trapper's Bow, Hunter's Crossbow, Tromblon de Fortune, Pipe Bomb

Phrygian Bonnet, Scrap Armour

Smallshot

Draft Horse

#### Veteran or Above Only

Smallsword, Pistol (3), Banner (1), Instrument (1), Shield

Light Armour, Helmet, Helmet with Visor

Rifled Barrel, Lenticular Optics

#### Elite Only

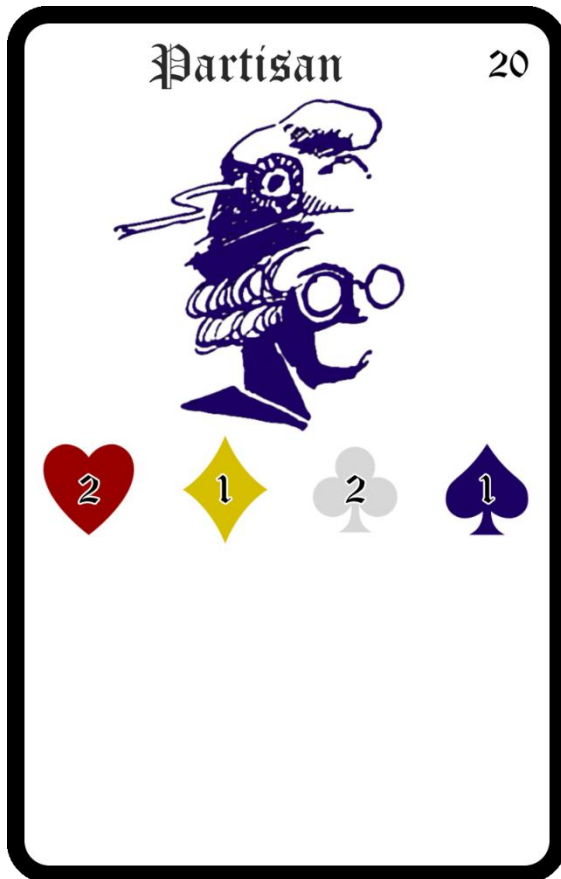
Parrying Dagger, Duelling Pistol, Pistol, Fusil de Fin

### Enlistment Requirements:

Elites	Veterans	Regulars
1-3 Saboteur	0-2 Voltigeurs	At least 25% of the budget must be spent on the regulars
No other elites	No other veterans	
May upgrade guns to up to 3x ammunition.	May upgrade guns to up to 3x ammunition.	May upgrade guns to up to 2x ammunition.

## Unit Roster

Regulars:

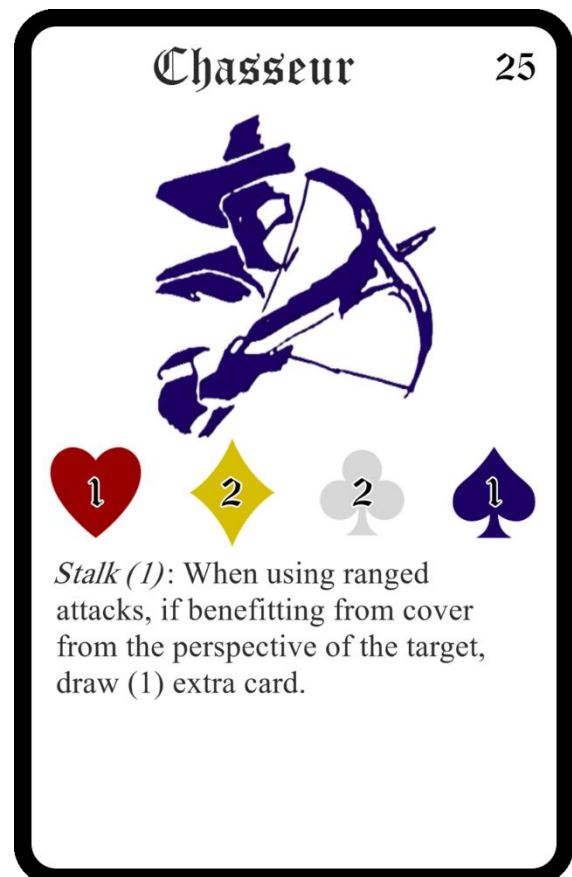


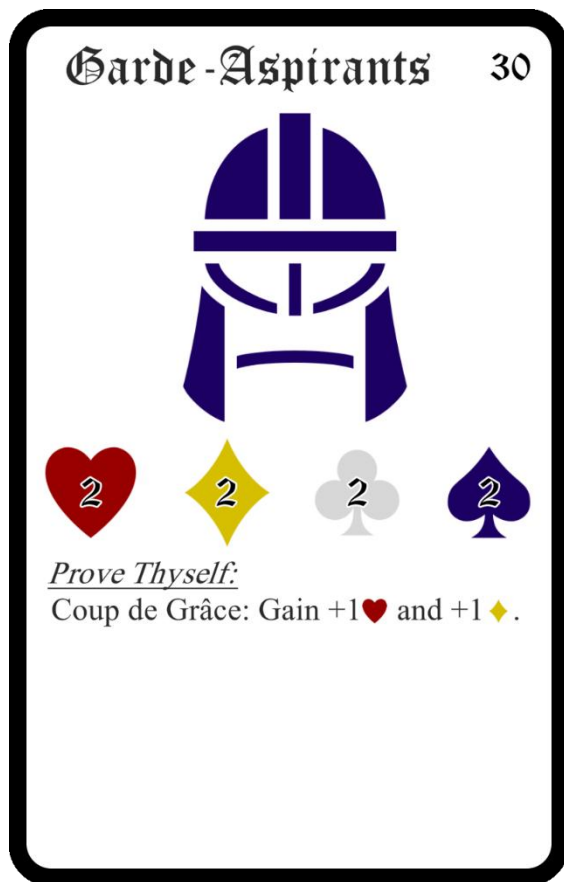
Partisan (20 points)

Setting aside their internal differences, the partisans unite against their common enemies. They may kill one, they may kill ten, but they cannot kill all of us!

Chasseur (25 points)

In these dire times, the hunters direct their bolts to enemy soldiers, much to the relief of the mountain animals. They specialize in catching the enemy by surprise, such that they have no time to react before they drop dead.





### Garde-Aspirants (30 points)

With the Garde impériale long destroyed, a new guard is being formed. Eager students, workers villagers, and poets, all sign up for a life of bloodshed, hoping to restore their country's glory.



## Veterans:



Voltigeur (45 points)

In the dense forests, scouts are more important than ever. They provide valuable information to their comrades, ensuring that their valuable manpower and equipment aren't being gambled away.

## Sapeur d'Armée (40 points)

The sappers were one of the first regiments to be restored. In the mountains, they dig out inconspicuous positions and lay devastating traps for the enemy. To become a sapper, one needs a sharp mind that can stay calm, even in the heat of battle.





### Garde Nouveau (55 points)

Members of the New Guard have proved their ability and loyalty to the grognards. They communicate silently with their rigorous system of hand signals, waiting for the perfect moment to deliver a devastating blow.

Elite:



Saboteur (60 points)

It takes a little insanity to be a revolutionary, and in this day and age, insanity is in no short supply. Behind any corner, there may be a twitching saboteur cradling a blackpowder bomb with your name on it. Even the unruly British dragoons make sure to check every nook and cranny for them, lest they accidentally blink and get reduced to cinders.

Garde Reliquat (70 points)

The Relic Guard is composed of survivors of the great war. Like a good blade, they stay sharp, even after all these years. They are drilled to perfection and are highly revered, able to bolster their comrades with just a wave of the hand. And when the moment calls for it, it is said they can crack open a plate armour with just a single punch.












### Grognard de Fer (90 points)

The iron grumblers are perhaps indeed made of iron. Survivors of Napoleon's Old Guard, they are sustained only by the best of wine and the worst of malice. Their booming voices can be heard over cannonfire, jolting each sorry soul into action. They are few in number, so the newer troops are often tasked with protecting them, but the grumblers can last at most a few minutes behind cover before charging out, howling like a howitzer, showing the rookies how it's done.

## Faction Unique Equipment

<p><b>Escopette</b></p>  <p><b>BOOM!</b> ♥ Range: 2 ♥: \ \ \ ♠ If firing in-range, draw 2 extra cards. May fire in melee. If failed, suffer \ \ One use per game.</p> <p>4</p>	<p><b>Railroad Spike</b></p>  <p><b>Puncture</b> ♦ Melee: 1 ♥ ♦: \ \ ♠ <u>Passive: Simple</u> Suffers no penalty when mounted as bayonet.</p> <p>2</p>	<p><b>Trench Axe</b></p>  <p><u>Entrench</u> ♣ Support Select up to (x) adjacent hexes to turn into soft cover. ♣: 1 ♣ ♣: 2 <u>Demolish</u> ♥ Melee: 1 ♥ ♥: \ \ ♠ ♠</p> <p>8</p>
<p><b>Pipe Bomb</b></p>  <p><b>Blast</b> ♦ Range: 3 Select a tile. The opponent may scatter (2). Units on the tile suffer \ \ \ ♠ ♠ while adjacent suffer \ \. Consume this. ♦: Scatter range -1</p> <p>12</p>	<p><b>Scrap Armour</b></p>  <p>Armour <u>Passive: Flimsy</u> Destroyed if the owner fails an armour check.</p> <p>9 +2 ♠</p>	<p><b>Cuirasse Relique</b></p>  <p>Armour <u>Passive: Reliable</u> Will always provide at least 1 ♠, regardless of enemy ♠.</p> <p>25 +2 ♠</p>
<p><b>Phrygian Bonnet</b></p>  <p>Headwear You have +1 ♠ against the first hit you take each game.</p> <p>4</p>		

## Tromblon de Fortune

7



**BOOOOM!!** ♥ Ranged: 2

♥: \ \ \ \ \

If firing in-range, draw 2 extra cards.

May fire in melee.

If failed, suffer \ \ \

One use per game.

Passive: Hefty Haft

If equipped with a bayonet, gain

Brutal Charge (1)

## Trapper's Bow

4



Loose Arrow ♦ Ranged: 4

♦: \

♦♦: \ \

Overdraw ♦ Ranged: 4

♦♦: \ \ \ \ \

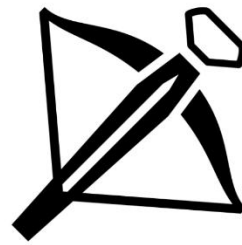
Passive: Bow Sling

You may use a single-handed melee

weapon along with this.

## Hunting Crossbow

7



Loose Quarrel ♦ Ranged: 5

♦: \ \

♦♦: \ \ \ \

♦♦♦: \ \ \ \ \

Consumes \

Rerack \ \

Gain \

## Fusil de Fin

14



Fire ♦ Ranged: 5

♦: \ \ \ \ \

♦♦: \ \ \ \ \

Draw 1 extra card. Consumes \.

Load \ \ \

Gain \

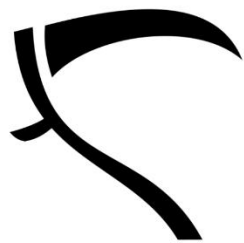
Passive: Lengthy Barrel

If equipped with a bayonet, gain

Charge Defence (1)

## Faux de Guerre

9



Reap ♥ Melee: 1

♥: \ \

♥♥: \ \ \ \

Hits up to 3 connected enemies in range.

Sweeping Slice ♥ Melee: 1

♥♦: \ \ \ \

Hits up to 3 connected enemies in range.

## Draft Horse

15



Once per turn, you may move 2 hexes at no cost.

When dashing, move 1 extra hex.

Impact (\): Upon successful charge, enemy suffers \.