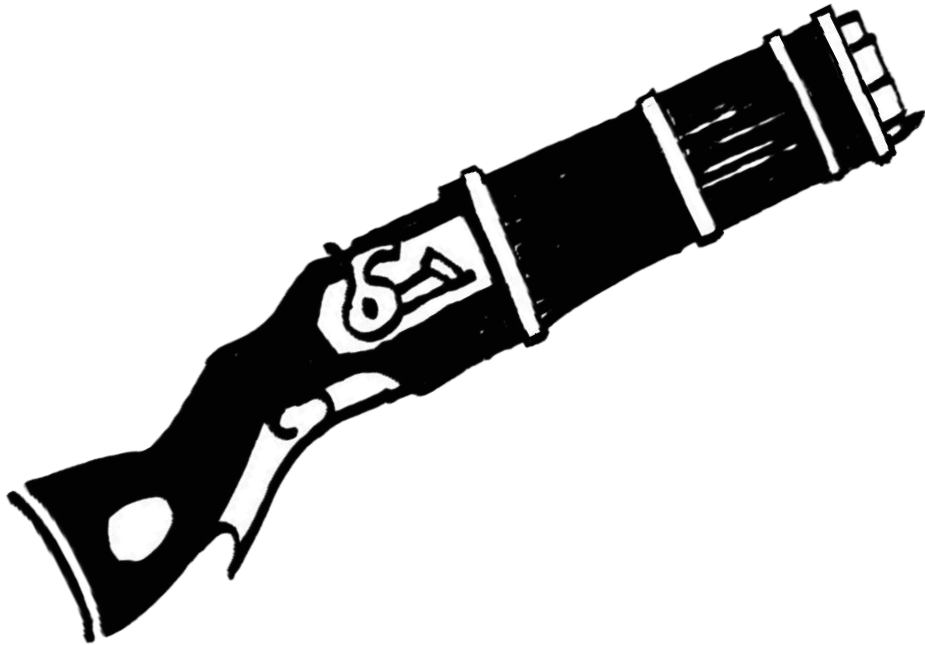


Gentlemen of War

Rosters and Equipment

Playtest Version 4.0.0



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 unified group, 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.

At the end of the document is the catalogue of **Prestige Gear**, strange and powerful wargear purchasable only with **Prestige**.

Universal Equipment

Single-handed melee weapons and items: These take up 1 hand to use.

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

Single-handed ranged weapons:

Pistol  Fire ♦ ☹ Range: 3 ♦: \) \) U Consumes ☹ Load ☹ ☹ Gain ☹ 	Carbine  Fire ♦ ☹ Range: 4 ♦: \) \) U ♦♦: \) \) U U Consumes ☹ Load ☹ ☹ Gain ☹. Costs ☹ if other hand empty 	Duelling Pistol  Fire ♦ ☹ Range: 2 ♦: \) 8+: \) U Multichoice May fire in melee. Consumes ☹ Load ☹ ☹ Gain ☹ 
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Spear 9 Skewer ♦ Melee: 2 ♦: \ \ \ ♦ 7+: \ \ \ U ♦♦ 8+: \ \ \ \ U Grapple ♦ Melee: 1 ♦: \ ♦♦: \ ▲ Multichoice, Repeatable, Multitarget <u>Passive:</u> Charge Block (3), Goliath Killer (1)	Morning Star 12 Smash ♥ Melee: 1 ♥: \ \ \ U U ♦: \ \ U U U ♥♦: \ \ \ U U U Hobble ♥ Melee: 1 ♥: \ U ♥♦: \ \ \ U ♠ <u>Passive:</u> Brutal Charge (3)	Pollax 14 Murderstroke ♥ Melee: 1 ♥: \ U ♥♥: \ \ \ U U ♥♥♥: \ \ \ \ U U U ♠ Pollax's Chop ♥ Melee: 1 ♥: \ \ \ ♥♥♥: \ \ \ \ U If you reveal ♦ during this attack, ignore enemy weapon passives. <u>Passive:</u> Brutal Charge (2), Goliath Killer (1)
Zweihander 15 Zweihander's Slash ♥ Melee: 1 ♥: \ \ ♥ 8+: \ \ ♠ Multichoice, Repeatable, Multitarget Hew ♥ Melee: 1 ♥♥: \ \ \ \ U ♥♥♥: \ \ \ \ \ U U <u>Passive:</u> Charge Block (1), Brutal Charge (1)	Lance 12 Impale ♦ Melee: 1 ♦: \ ♥: U ♥♥♥: U ♠ ♥♥♥♥: U U U ♠ Multichoice, Repeatable <u>Passive:</u> Brutal Charge (x) Where x is the number of hexes moved this turn. Can be used singlehanded when mounted.	



 :  
 $8+$:

◆:)
◆◆:)▲
Multichoice, Repeatable, Multitarget



♥: ♪ ♪ ♪ ♪
 ♦: ♪ ♪ ♪ ♪
 ♥♦: ♪ ♪ ♪ ♪ ♪ ♪

♥: ☾ ⚡
 ♥♦: ☾ ☾ ⚡ ☄



♥: ♪ ♫ ♥♥: ♪ ♪ ♫ ♫
♥♥♥: ♪ ♪ ♪ ♫ ♫ ♫ ♫

♥:))) ♥♥:))) ♣

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



♥: 🌙
♥₈₊: 🌙🎸
Multichoice, Repeatable, Multitarget

♥♥: ♪♪♪♫
♥♥♥: ♪♪♪♪♫♫



♦: 🌙 ♥: 🏠
 ♥♥: 🏠🏠 ♥♥♥: 🏠🏠🏠
 Multichoice, Repeatable

Passive: Brutal Charge (x)
Where x is the number of hexes moved this turn.
Can be used singlehanded when mounted.

Two-handed ranged weapons:

Longgun 



Fire ♦ ◉ Range: 5
 ♦: \ \ U U
 ♦♦: \ \ \ U U
 Consumes 

Load ◻ ◻ ◉
 Gain 

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

Volleygun 



Fire Volley ♦ ◉ Range: 4
 Recoil (\ \)
 ♦: \ \ U U
 ♥: Suffer 1 \ less.
 Multichoice, Repeatable
 Consumes 

Load ◻ ◻ ◻ ◉
 Gain 

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

Warsteed 



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

Grants *Large*.

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

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

Barded Warsteed 



+1 

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

Grants *Large*.

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

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

Armour and Headwear:

Light Armour

Armour



10 +1 ♥

Munitions Armour

Armour



20 +2 ♥

Full Plate Armour

Armour



30 +3 ♥

Passive: Hefty
-1 card drawn when dashing on foot.

Helmet

Headwear



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

8

Helmet and Visor

Headwear



Once per game, you may gain +3 ♥ against 1 attack.

12

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

Smallshot

Miscellaneous



2

Replace all ♥ of your "Fire" actions with ♣. Decrease range by 1, but +1 card drawn when attacking enemy in range.

Shield Blade

Miscellaneous



8

Must have a shield equipped. Increases melee attack damage from one shield by ♥.

Rifled Barrel

Miscellaneous



5

Increase the range of your "Fire" actions by 1.

Knuckleduster

Miscellaneous



5

Improves the *Punch* action:
Punch ♥ **Melee:** 1
♥: ♥ ♥♦: ♥ ♥ ♥♥: ♥ ♣

Lenticular Sights

Miscellaneous



5

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

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 sending Napoleon fleeing and, to the growing anger and bafflement of Europe, remained in France, slowly absorbing the territories for Herself. 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 quintessentially-British billhook and modernized form of the 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 steamframe 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

Yeomen of the Guard

Standardized Rifling

Rifled Barrels cost 3♣ instead of 5♣.

Resplendent Uniforms

Every unit may buy Ceremonial Garb for 5♣. This grants them the ability to draw 1 extra card once per turn. However, no unit may be mounted.

Brasseaters

Camp Juggernauts count as regulars, but can still take veteran equipment. However, they must take combat plates.

The Imperial Warder

One Imperial Juggernaut may be upgraded into Imperial Warder, with +2 Commanding Skills and the ability:

Blast Horn ♠

All allies within 4 hexes gain +1♥ and +2♣ until the end of the turn.

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-upon-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 to be tossed back into poverty now that the project was 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 Vigour 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, Knuckleduster

Veteran or Above Only

Buckler, Mace, Smallsword, Shield, Pioneer's Sword, Spear
Billhooks or Billshots or Longguns or Volleyguns (3)
Munitions Armour
Battlefield Tea, Lenticular Optics
Velocipede

Elite Only

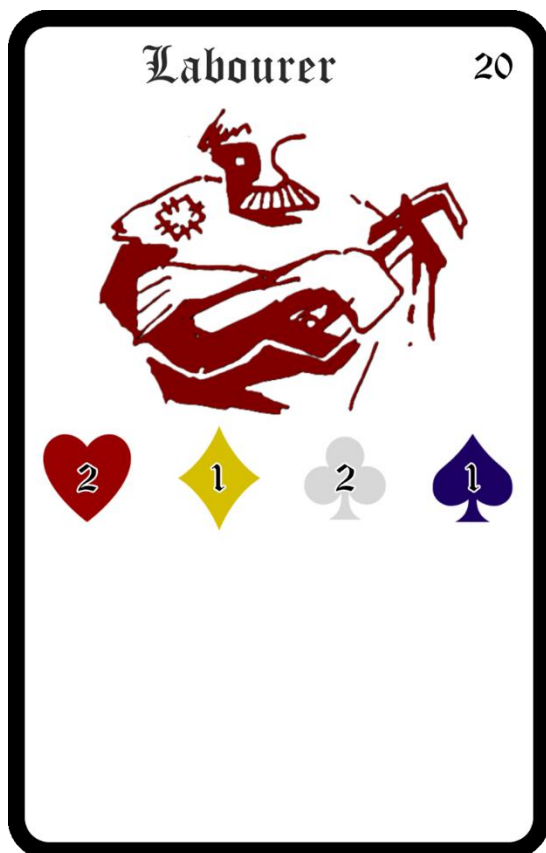
Parrying Dagger, Duelling Pistol
Shield Blade

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:



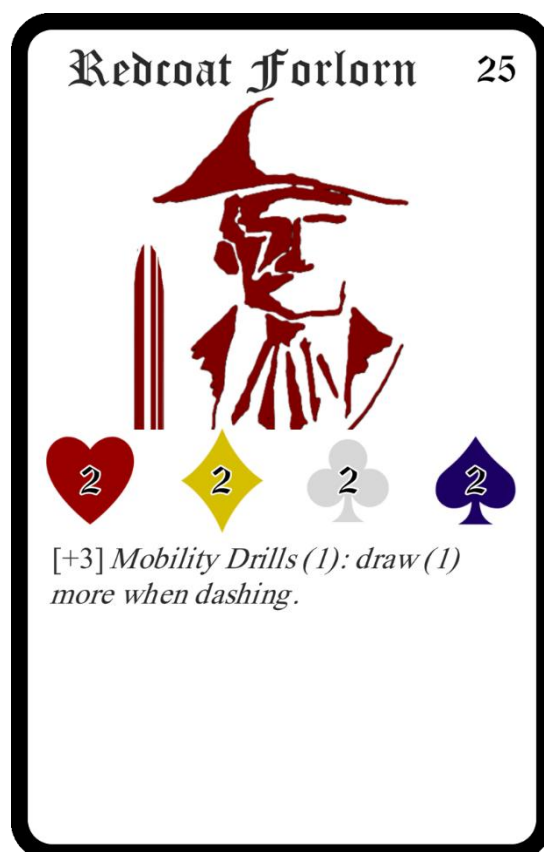
Labourer (20 points)

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.

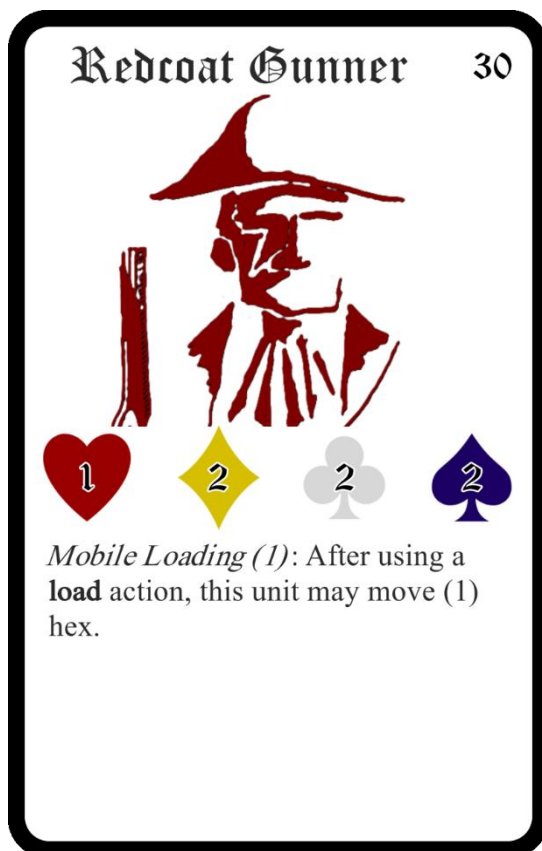
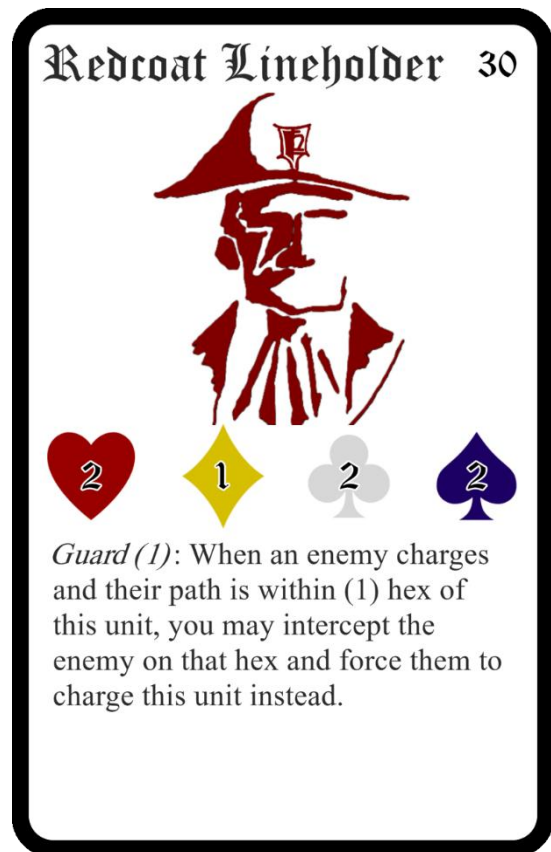
Redcoat Forlorn (25 points)

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, cementing their role as shock troops



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.

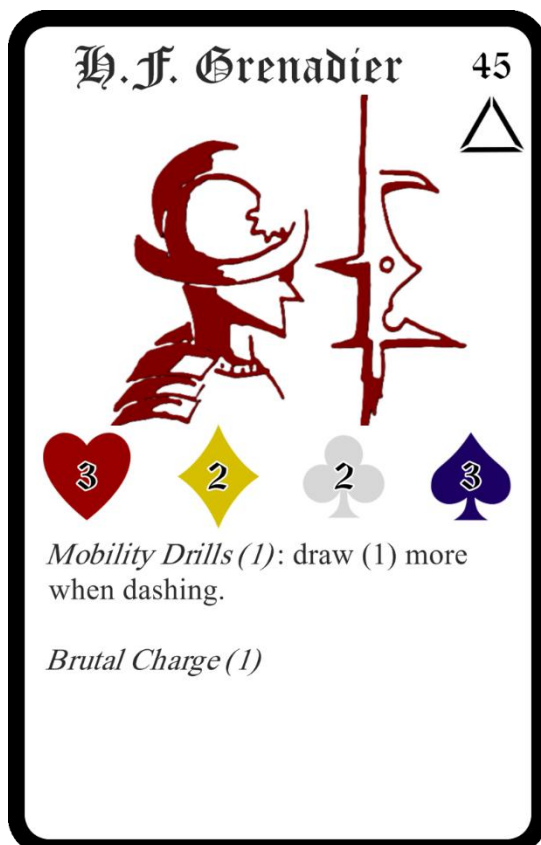
Field Doctor (35 points)

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.

Nominally nonviolent, many fools have approached field doctors carelessly to capture them, only to be left twitching on the ground with a needle in their neck.



Veterans:



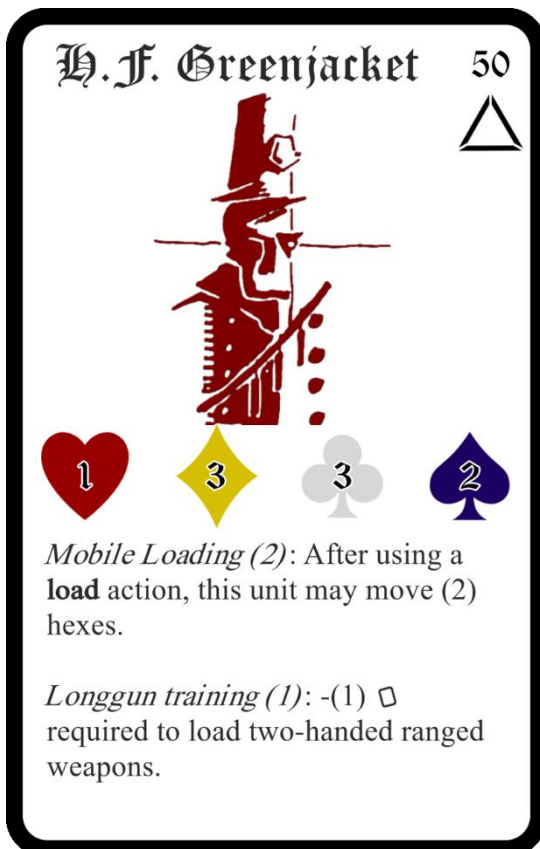
Her Fearsome Grenadier (45 points)

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.

They are often arrogant and haughty, believing themselves to be the lynchpin of each combat, perhaps rightfully so.

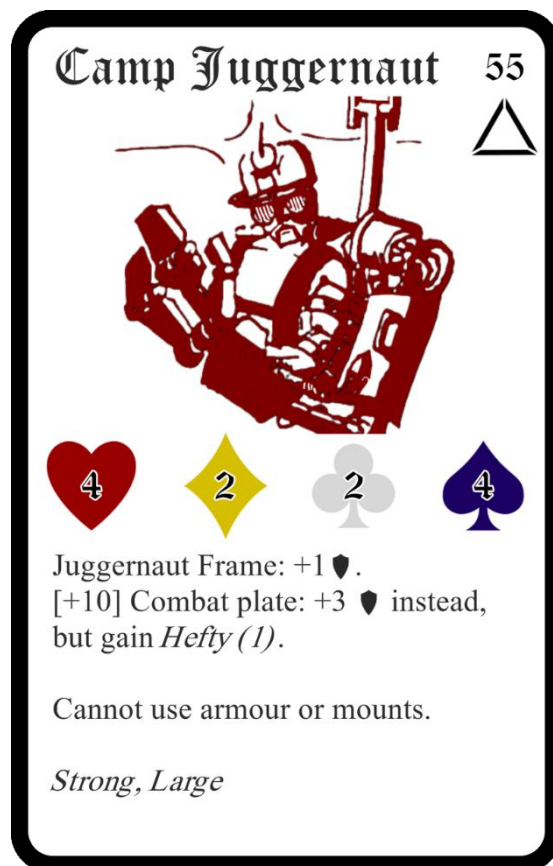


Her Fearsome Greenjacket (50 points)

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. Just a small squadron of them can achieve the effect of a well-crewed automusket.

Camp Juggernaut (55 points)

Each 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. Used to being deployed this way, pilots keep thick sheets of metal in the baggage trains, such that they may be rivetted to the frame, at the cost of their mobility.



Elite:

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), Goliath 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.

Automusket



Supressive Fire \ Range: 4

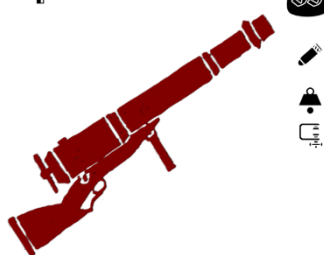
Draw 3 cards. You may add draw 1 more for each extra action you expend.
8+: \ and draw 1 more card.

Multichoice, Repeatable, Multitarget

Wild Swing ♥ Melee: 1

♥: \ ♥♥: \ ▲

1-Pounder Gun



Deadshot \ Range: 6

Draw 3 cards. You may add draw 1 more for each extra action you expend.

♥ or ♦: \ ♥♦: \ \ ♠
♥♦♦: \ \ \ ♠
8+: \ \ \ \ ♠
Consumes \

Load \ \ \

Gain \. Units next to wielder may also load this weapon.

Rocket Battery



Rocket Barrage \ \ Range: 6

Draw 1 card plus another for each action you have left.

Select a tile, Scatter (3). Units on the tile suffer \, Blast (\ \).
♦: Scatter range -1
♦: \, ♠, or \ for all affected.
Multichoice, Repeatable.

After the attack, end this activation.

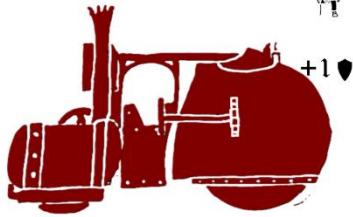
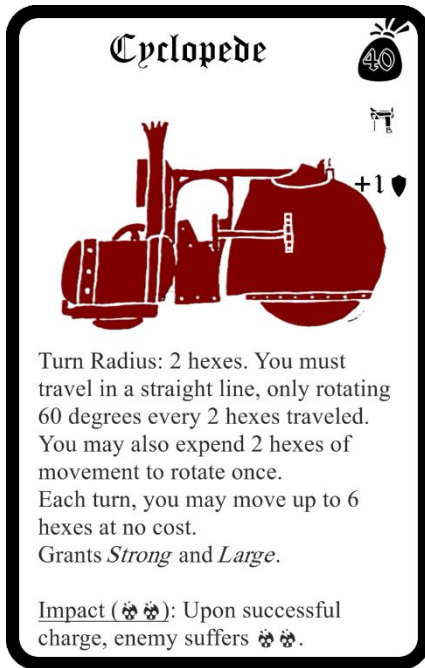
Velocipede



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. Grants *Large*.

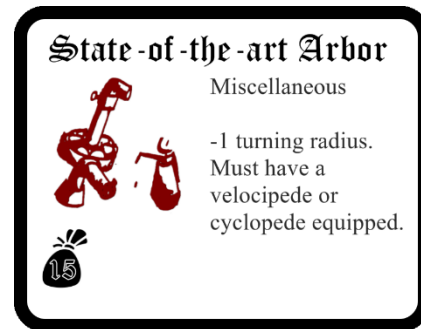
If you are affected by \ or ▲, don't travel 3 hexes, or move over low cover, consume this and take \ ♠.



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.

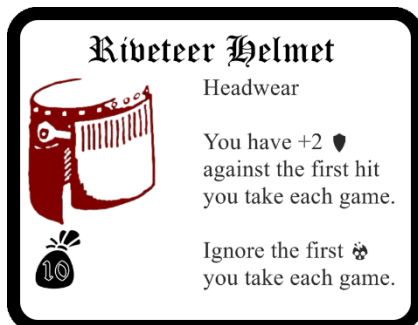
Grants Strong and Large.

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



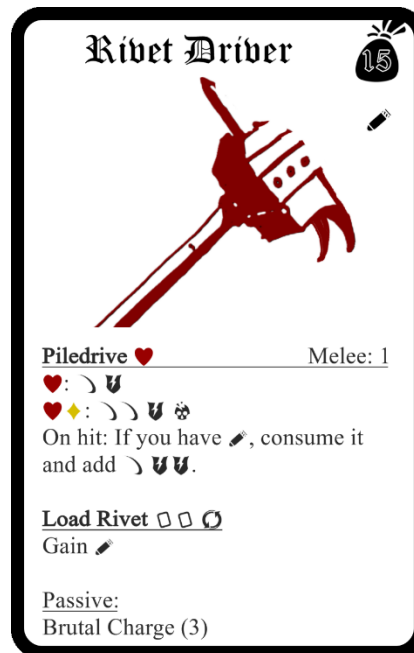
Miscellaneous

Exclusive to Span-upon-Sea Insurrectionists:



Headwear

Ignore the first ♣
you take each game.



Piledrive ❤️

Melee: 1

♥: ☾ ⚡

♥♦: ☾☾ ⚡💣

On hit: If you have , consume it and add $\searrow$  .

Load Rivet

Gain

Passive:

Brutal Charge (3)

France, Shattered

France's star was in the ascendant, indeed, but only for so long. It took seven coalitions of the mightiest of Europe to beat them back. The war was over – or so most thought. 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 backers. 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 Restorationnaires are afoot. Republican partisans fight side by side with the most loyal of old guards, wielding weapons cobbled from trash as well as gleaming, high-quality wargear. With a good eye for worthy loot and trickles of foreign backing, the Restorationnaires have come to be proud of their hodgepodge collection of exotic equipment.

The Restorationnaires

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 Restorationnaires

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 Grogard 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.

Connoisseur's Association: May purchase 1 non-heavy item from ANY list, ignoring restrictions.

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

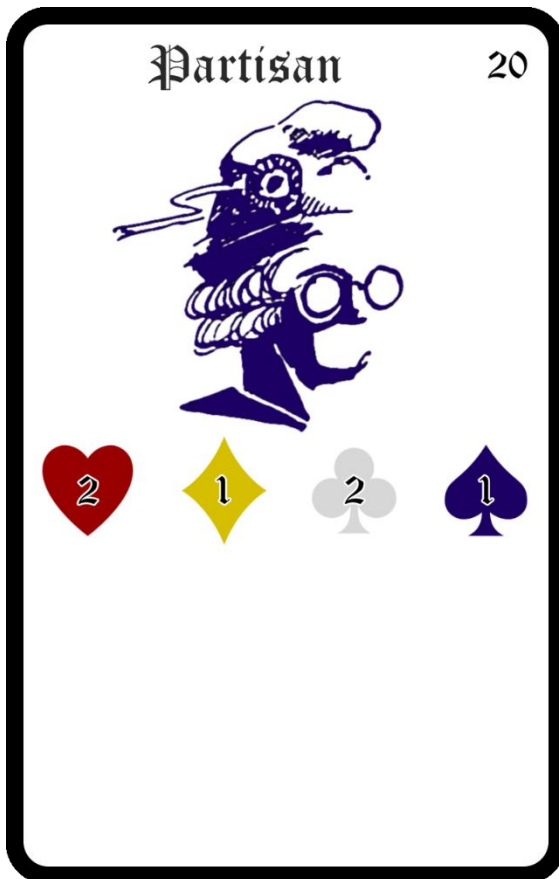
Enlistment Requirements:

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:

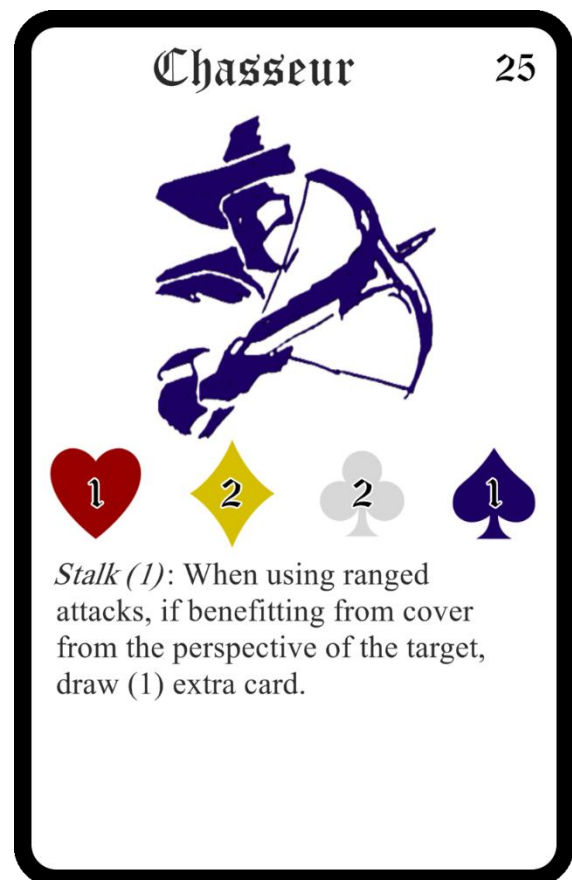
Partisan (20 points)



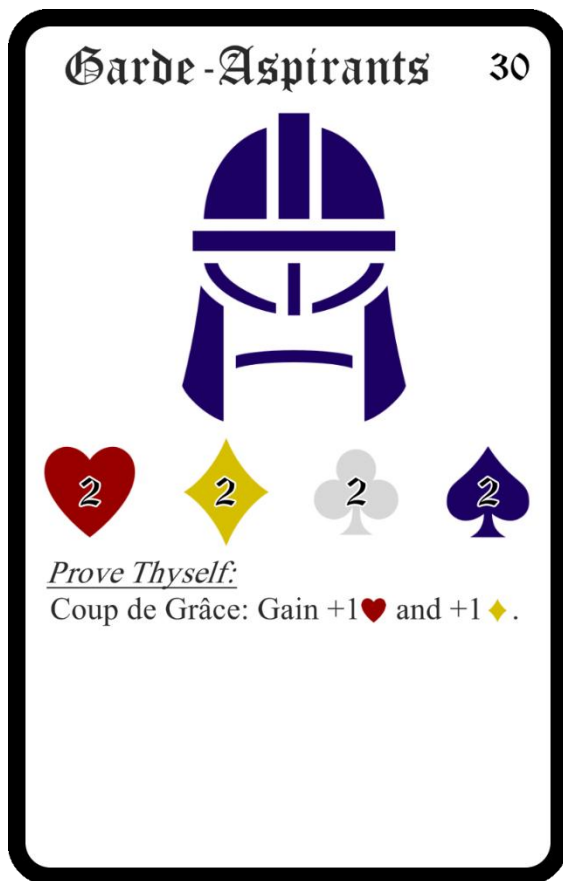
Setting aside their internal differences, the partisans unite against their common enemies. They may kill one, they may kill ten, but they cannot kill all of us!

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.



Stalk (1): When using ranged attacks, if benefitting from cover from the perspective of the target, draw (1) extra card.



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.

Each aspirant will push themselves to the limit, hoping to impress their commanders with their valiant spirit and patriotism.

Veterans:

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, for a mistimed bomb can spell disaster for your comrades.



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 in ill-planned assaults.



Garde Nouveau (55 points)

Members of the New Guard were all aspirants once, having proved their ability and loyalty to the watchful 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.

Ambush!: May deploy mid-battle upon using Coup de Grâce. Must be at least 3 hexes away from any enemy and adjacent to terrain.

Skirmisher: Ignore movement penalties of terrain.

Mobility Training (2)

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.

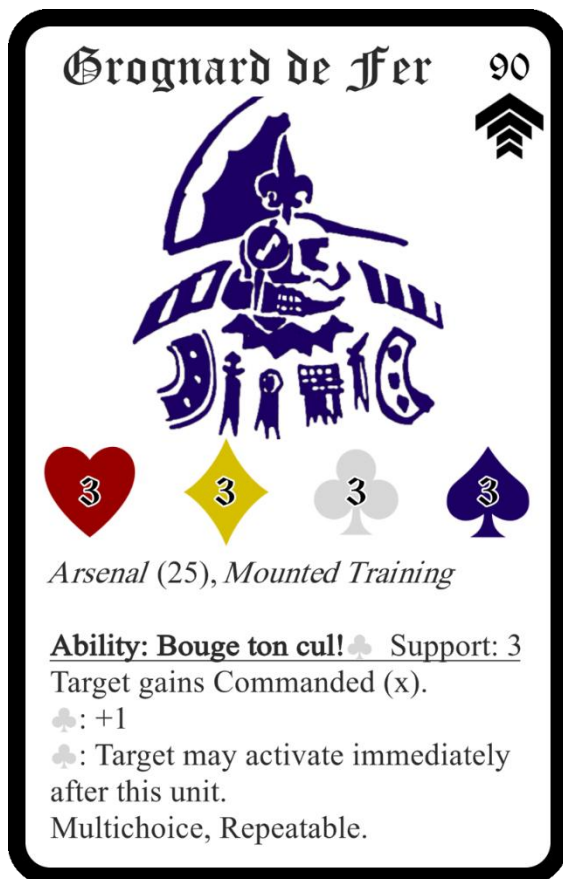


Arsenal (10), [+3] *Mounted Training*

Ability: Hand Signals Support: 2
Grant target Commanded (1), or trigger their Coup de Grâce ability.

Steelbreakers:

Coup de Grâce: Attacks gain .



Grognard de Fer (90 points)

The iron grumblers are perhaps truly made of iron. Survivors of Napoleon's Old Guard, they are sustained only by the best of wine and the worst of vendettas. Their booming voices can be heard over cannonfire, jolting even the sorriest souls 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 recruits how it's done.

Faction Unique Equipment

Escopette



BOOM! ♥ Range: 2

♥: \ \ \ ♠
If firing in-range,
draw 2 extra cards.
May fire in melee.

If failed, Recoil
(\)
One use per game.

Railroad Spike



Puncture ♦ Melee: 1

♥ ♦: \ \ ♣

Passive: Simple
Suffers no penalty
when mounted as
bayonet.

Trench Axe



Entrench ♣ Support

Select up to (x)
adjacent hexes to
turn into soft cover.
♣: 1 ♣♣: 2

Demolish ♥ Melee: 1

♥: \ ♣
♥♥: \ \ ♣♣

Pipe Bomb

Miscellaneous

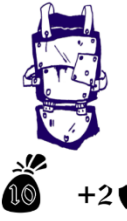


Blast ♦ Range: 3

Select a tile, Scatter
(2). Units on the tile
suffer \ \ \ ♣♣,
Blast (\).
Consume this.
♦: Scatter range -1

Scrap Armour

Armour



Passive: Flimsy
Destroyed if the
owner fails an
armour check.

+2 ♥

Cuirasse Relique

Armour



Passive: Reliable
Will always provide
at least 1 ♥,
regardless of enemy
♥.

+2 ♥

Phrygian Bonnet

Headwear



You have +1 ♥
against the first hit
you take each game.

Tromblon de Fortune



BOOOOM!! ♥ Ranged: 3
 ♥: ☹☹☹☹☹☹
 If firing in-range, draw 2 extra cards.
 May fire in melee.
 If failed, Recoil (☹☹)
 One use per game.

Passive: Hefty Haft
 If equipped with a bayonet, gain Brutal Charge (1)

Trapper's Bow



Loose Arrow ♦ Range: 4
 ♦: ☹
 ♦8+: ☹☹

Overdraw ♦ Range: 4
 ♦♦: ☹☹☹☹

Passive: Bow Sling
 You may use a single-handed melee weapon along with this.

Hunting Crossbow



Loose Quarrel ♦ ☹ Range: 5
 ♦: ☹☹
 ♦8+: ☹☹☹☹
 ♦8+♦8+: ☹☹☹☹☹☹

Consumes ☹

Rerack ☹ ☹
 Gain ☹

Fusil de Fin

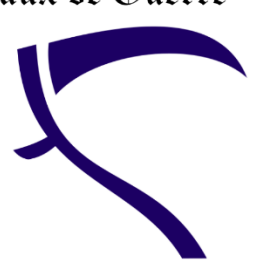


Fire ♦ ☹ Range: 5
 ♦: ☹☹☹☹☹☹
 ♦♦: ☹☹☹☹☹☹☹☹
 Draw 1 extra card. Consumes ☹.

Load ☹ ☹ ☹
 Gain ☹

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

Faux de Guerre



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



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

When dashing, move 1 extra hex.

Grants *Large*.

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

The Powderknights

With the fog of poverty and war hanging low over every head, a movement swept over Europe, captivating the imagination of all who are noble and adventurous. In a world so cruel and unjust, the honourable task of upholding chivalry and goodness falls upon those who have the strength and ability, both martial and financial. Exhausting their family fortunes, minor nobles of all nations suit themselves up in the most expensive and dignified armour they can find, drape upon themselves braces upon braces of artisanal pistols and ornate sabres, and ride into the tumultuous forests of France to seek fame and fortune amongst cutthroat mercenaries and starveling warbands. They establish orders, commission uniforms, and paint war banners. Thus began the quests of the first Powderknight Houses, enigmatic, quixotic, and insultingly luxurious.

Doubting the march of modernity, they also pour their wealth into funding the arcane hermeticist, believing that the truth is more mystical and wonderous than any university or scholar can teach. The alchemists toil away, using their knowledge to extract all manner of substance, hoping one day to finally create the philosopher's stone, such that they and their patrons can live forever.

Many perish, but their deaths only fuel the fervour for seeking treasures and bringing justice. Together they roam amongst the trees, seeking glory and knowledge. Farmers and villagers, weary of their lowly life, pray that a passing powderknight may take their children and train them as a squire. Those who are chosen receive excellent tutoring and can live in noble condition, and in return, they must serve their masters diligently. A squire who completes training may become a knight errant, who, once they prove themselves, may ascend into being a powderknight. This is no small task, and knight errants often die before seeing an inkling of reception from their masters. Regardless, they scoff in the face of danger, and live for the noble titles that may be bestowed upon them.

Orders of the Powderknights

Each Powderknight House hails from one noble family. They bear their own coat of arms, and fight with the most splendid wargear money can buy. Powderknights are known to ride into battle with delicately-engineered contraptions, bizarre-looking weapons, and armour forged from the most exotic metals.

Powderknight House

The Order of the Powderknights

Noble Titles

Veteran and Elite units may be upgraded with titles. Veterans may have up to 2 while Elites may have up to 3. Additionally, all units with a noble title gain Mounted Training.

- Each Noble Title can only be taken by one unit.
- Minor Titles can be taken by any number of units.

Artisanal Gear

1/4th of your budget is replaced with Prestige, at a rate of 1 Prestige per 10 points replaced. Additionally, you may buy more Prestige for 15 points per.

Squire! Attend Me!

After deployment, draw 1 card for each Knight Errant or Powderknight that is adjacent to a Squire. Draw 2 if adjacent to a Herald. If a Joker is drawn, shuffle it back and draw another. Set these cards aside. For your skillchecks, you may choose 1 card from this pile to be drawn and used, then discard it.

Powderknight House

Arsenal

Common Equipment

Knife, Axe, Sabre, Mace, Spear, Pollax, Buckler, Shield, Pistol, Carbine, Longgun, Banner (1), Instrument (1)
Light Armour, Munitions Armour, Helmet
Smallshot, Knuckleduster, Rifled Barrel, Shield Blade
Warsteed

Veteran or Above Only

Parrying Dagger, Smallsword, Lance, Morning Star, Zweihander, Buckler, Volleygun
Full Plate Armour, Helmet with Visor
Barded Warsteed
Lenticular Optics

Enlistment Requirements:

Elites	Veterans	Regulars
At least 1 Powderknight	Any number of Veterans	0-2 Heralds
0-1 Grand Alchymist		Any number of other regulars
May upgrade guns to up to 4x ammunition.	May upgrade guns to up to 3x ammunition.	May upgrade guns to up to 2x ammunition.

Houses of the Learned Philosopher

Hermeticists believe in a truth that is as spiritual as it is empirical. Funded by nobility, they can dedicate their lives to the pursuit of true knowledge. In the meantime, they utilize their chemical byproducts to create fearsome and strange war weapons, from siphons that spew caustic jets, to armour that injects a variety of unstable stimulants into the wearer.

Hermeticist Order

House of the Learned Philosopher

Noble Titles

Veteran and Elite units may be upgraded with titles. Veterans may have up to 2 while Elites may have up to 3. Additionally, all units with a noble title gain Mounted Training.

- Each Noble Title can only be taken by one unit.
- Minor Titles can be taken by any number of units.

Alchymical Gear

You may purchase Chymogrenades, Alchymical Gin, Chymosiphons, Arclock Fusil and Philosopher's Armour with points, at a rate of 8 points per prestige point cost.

Hermetic Arts

Battle Scholars, Alchymists, and Grand Alchymists draw 1 extra card when using the above equipment.

Should they get their hands on it, this also applies to Morphine Syringes, Battlefield Tea, and Pipe Bombs.

Hermeticist Order

Arsenal

Common Equipment

Knife, Axe, Sabre, Mace, Spear, Pollax, Buckler, Shield, Pistol, Carbine, Longgun, Banner (1), Instrument (1)
Light Armour, Munitions Armour, Helmet
Smallshot, Knuckleduster, Rifled Barrel, Shield Blade
Warsteed
Chymogrenade, Alchymical Gin

Veteran or Above Only

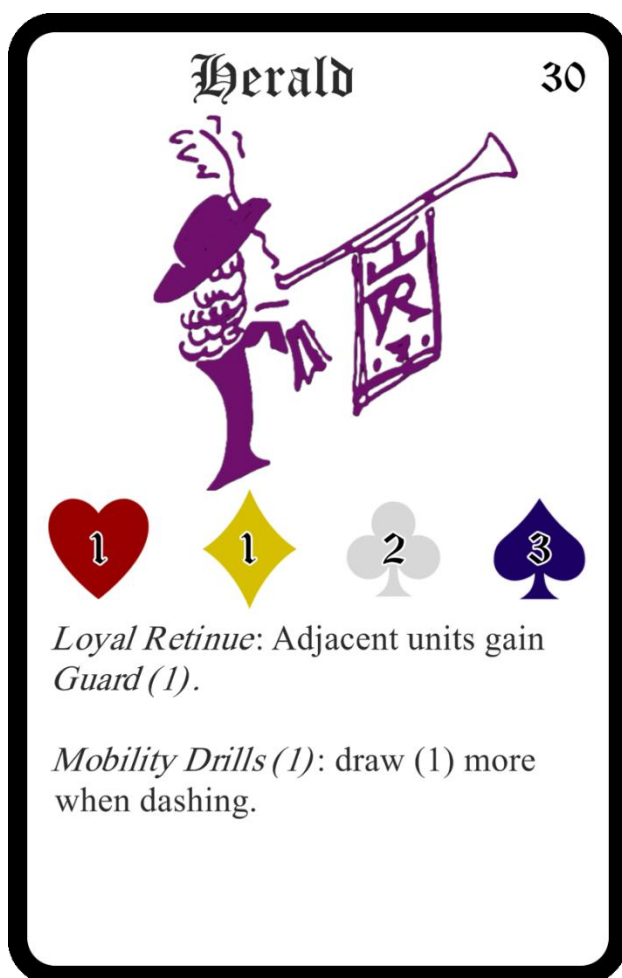
Parrying Dagger, Smallsword, Lance, Morning Star, Zweihander, Buckler, Volleygun
Full Plate Armour, Helmet with Visor
Barded Warsteed
Lenticular Optics
Chymosiphon, Arclock Fusil, Philosopher's Armour

Enlistment Requirements:

Elites	Veterans	Regulars
At least 1 Grand Alchymist	0-2 Knight Errants	Any number of other regulars
0-1 Powderknight	Any number of 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.

Unit Roster

Regulars:

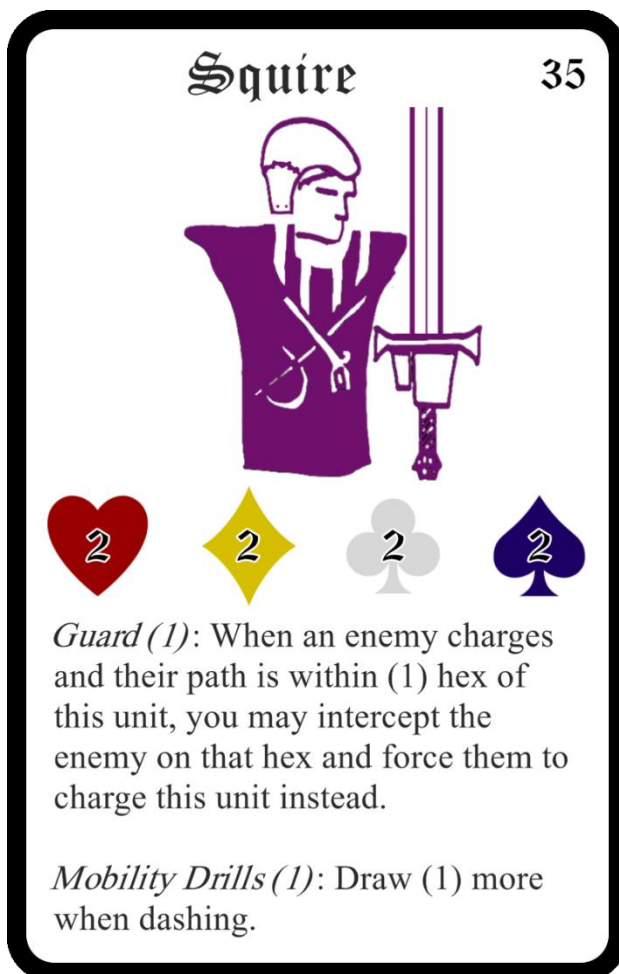


Herald (30 points)

Before you hear anything else, you'll hear the blaring trumpets, and before you see anything else, you'll see the splendid banners. Herald's dutifully announce the glorious presence of their noble lords!

Squire (35 points)

Strong and eager children are sometimes taken under the wing of a powderknight, to serve as their personal squire. They serve their masters and fight alongside them in battle, eager to prove their worth.





Retinue Armourer (45 points)

Demanding only the most artisanal and well-maintained wargear, the powderknights hire camp armourers to follow wherever they quest, honing their blades, buffing up their armour, and loading their guns. Ceaseless but lucrative work.

Battle Scholar (40 points)

Scholars of the chymical arts are often needed in the thick of battle, to provide ingredients and vessels for their alchemist teachers. Unlike the fools of the universities, these scholars can actually aim with a pistol and dispatch an enemy.



Veterans:

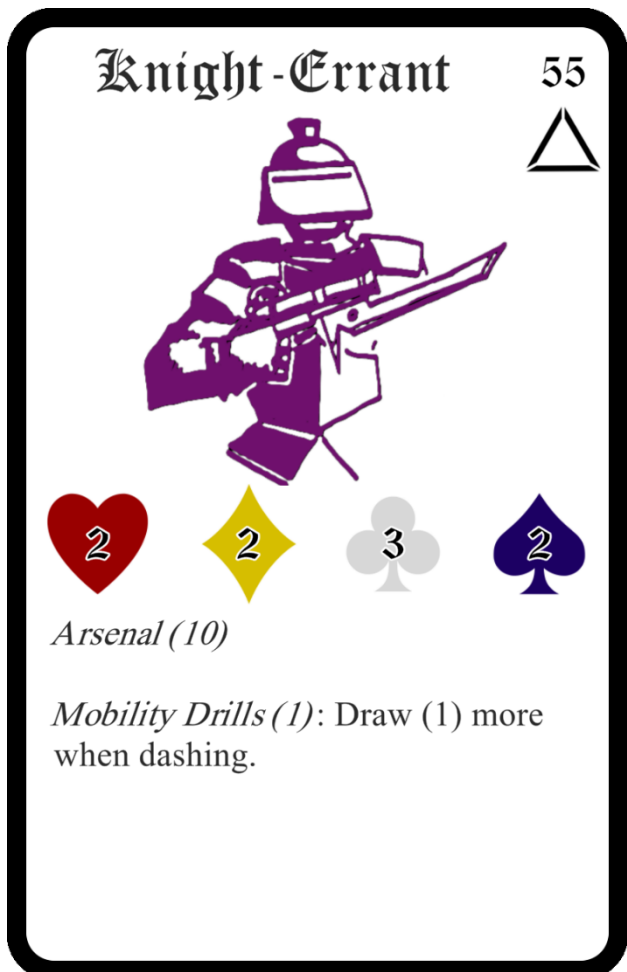


Alchemist (50 points)

The alchemists funded by the powder-knight houses spend most of their time transmuting substances and divining the arcane arts, but some find their passion in creating volatile and deadly mixtures. They create chemicals in the heat of battle, invigorating allies and debilitating foes.

Knight-Errant (55 points)

A knight-errant is what each squire aims to become. Instead of acting as mere servants, knight-errants fight to claim their own piece of glory and establish their own legacies. Indeed, many knight-errants of low birth will never win the true respect of the powderknights, but some few excellent (or high-born) ones still do, earning noble titles and tracts of land in some far-away country.



Elites:



Grand Alchemist (90 points)

The nobility is obsessed with eternal life. Though no alchemist divined the way to achieve it, some have achieved other, perhaps more practical results. Grand alchemists are masters of material, wreathed in noxious clouds, gliding into the battlefield like a spectre. Just a wisp of their multi-coloured mist can close your wounds or reduce you to a stinking slurry.

Powderknight (100 points)

Chivalrous, dashing, irresistibly rich, a revival of the glory days! Powderknights roam the verdant forests and sweeping hills of the Old Continent, seeking worthy foes and fabulous spoils. Each powderknight is wreathed in noble titles, some from the kings and queens of Europe, and some of their own fabrication.



Titles

Veterans may purchase up to 2 Titles; Elites may purchase up to 3. No Titles can be repeated, except for Minor Titles. A unit may not take more than 1 Prowess Title. A unit with any Noble Title (NOT minor ones) gains the ability Mounted Training for free.

The Aspirant Minor Title Prowess Title +1 Martial Skill Cannot take any other Prowess Title. 10	The Warrior Noble Title Prowess Title +2 Martial Skill Cannot take any other Prowess Title. 15	The Destroyer Noble Title Prowess Title +3 Martial Skill Cannot take any other Prowess Title. 20
The Able Minor Title Prowess Title +1 Vigour Skill Cannot take any other Prowess Title. 10	The Hale Noble Title Prowess Title +2 Vigour Skill Cannot take any other Prowess Title. 15	The Mighty Noble Title Prowess Title +3 Vigour Skill Cannot take any other Prowess Title. 20
The Swiftsteed Minor Title If mounted, move 1 hex per turn for free. 5	The Unfletched Arrow Noble Title Pebble! ♦ Ranged: 2 Free Action ♦: ☹ 5	The Prophet Noble Title Prophesize Free Action ☹ 1 You may then choose to shuffle the deck. 5
The Insane Noble Title +1 ♥, ♦, ♣, and ♠ Upon activation, the enemy may move this unit 3 hexes, including out of or into combat. 7	The Swiftfooted Minor Title <i>Mobility Drills (2):</i> draw (2) more when dashing. 10	The Transmuter Noble Title Draw 1 extra card when using support skills. 10
The Ironskull Noble Title Immune to Concussion ☹. Headbutt ♥ Melee: 1 ♥: ☹ ☹ 10	The Wise Noble Title Preemptive Plans ♣ ☹ (x) cards, discard any number of them, then reshuffle the rest into your deck. ♣: 3 ♣♣: 5 ♣♣♣: 8 10	The Ranger Noble Title <i>Skirmisher:</i> Ignore movement penalties from terrain. Gain 1 additional block from all cover. 10

The Quickshot

Noble Title



Ignore the penalties of reusing ♣ abilities.

This unit may fire in melee if charged last activation or if it just succeeded a charge.



The Lionroar

Noble Title



Roar ♥ Support: 2
All allies in range (including self) gain Brutal Charge (x) until the end of this turn.

♥: 1 ♥♥: 2



The Honoured

Noble Title



March! ♠ Support: 3
Target ally may immediately move (x) hexes.

8+: 1 ♠: 2
♠♠: 3



The Tactician

Noble Title



Order ♠ Support: 3
Target gains Commanded (x).
♠: 2 ♠♠: 3



The Undying

Noble Title



When damaged at Death's door, instead of being removed immediately, this unit is taken out of action at the end of its next activation.



The Eagle

Noble Title



This unit may treat every Jack, Queen, and King as an Ace of that suite.

Aces grant **Lethal** to the attack.



The Berserker

Noble Title



Cannot equip armour. For each ♣ sustained, gain that much ♥.

Rage ♣
Recoil (♣) and gain 2 actions.



The Avalanche

Noble Title



All your multichoice and repeatable attacks can draw 2 more cards.



The Forlorn

Noble Title



This unit may move up to 5 tiles after deployment.

Additionally, on turn start, this gains Commanded (1).



The Bull

Noble Title



Brutal Charge (2)
Impact (♣♣)



The Duellist

Noble Title



Charge Defence (2)
Parry (2)



The Ironbreaker

Noble Title



All your non-multichoice melee attacks deal ♣ more damage, and gains ♣



The Bloodseeker

Noble Title



Bloodlust (2):
Whenever this kills a unit, gain (2) actions.

Immune to Suppressed ♣.



The Earthshaker

Noble Title



+1 ♥
Strong

Suffer ♣ less from all enemy attacks.



The Murderer

Noble Title

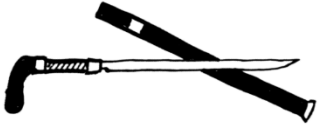
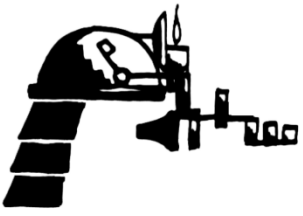


All attacks gain **Lethal**.



Prestige Gear

Prestige is a rare, secondary resource. It represents glory claimed, deeds done, and favours earned. This honour and proof of ability can be used to secure artisanal, rare, or highly experimental wargear.

Gunnery Pavise   Prestigious Miscellaneous Ability: Setup  Select an adjacent tile and turn it into Pavise Cover. Pavise Cover is soft cover that grants +1 cards drawn to all ranged attacks executed by units adjacent to it. Consumes this. Passive: If one hand is free, gain <i>Block</i> (1)	Chymogrenade   Prestigious Miscellaneous When you attack, select ammunition: Greek Fire: Blast Radius +1. Aqua Regis: Ignores target armour. Cryogen: Also causes . Grenade Lob  Range: 3 Select a tile, scatter (2). Units on the tile suffer , Blast ( ). Ignores soft cover. Consume this. : Scatter range -1	Royal Recognition   Prestigious Miscellaneous This unit may purchase a Title as detailed in the Powderknight rules. <i>Arsenal</i> (5)
Cane Sword   Prestigious Miscellaneous Lunge  Melee: 1 :    :    Wallop  Melee: 1 :  :  <i>Parry</i> (1)	Rangefinder Helmet   Prestigious Headwear You have +1  against the first hit you take each game. All Ranged attacks ignore cover penalties and gain +1 range.	Bagpipes   Prestigious One-handed Weapon Awful Din  Ranged: 3 : All enemies in range suffer unblockable . Passive: Invigorate Allies activated within 2 hexes may dash an additional time and gain <i>Brutal Charge</i> (1) for this turn.



All "Fire" actions gain **UU**. Cannot be used with Rifled Barrels.



If failed, suffer unblockable $\gg$.
Consume this.



Fly, My Birdies! □
Repeat the above effect.



Load  
Gain



Brutal Charge (3)



Impact () () () ()



Grants *Strong* and *Large*
Wearer cannot be Mounted



Consume this once you fail an armour check.



♥:) ♥♥:)) U
♥♥♥:)) ☠ U U
♥♥♥♥:))) ☠ U U U Lethal

'Isambard' Steam Saw



Prestigious One-handed Weapon
Saw Through ♥ Melee: 1

♥: ∖
Each time this effect is chosen, it gains an additional ∖ and ♣. Resets at the end of the attack.

Goliath Killer (2)

Passive: Double up

If other hand is empty, draw 2 more when attacking.

LeMat Revolving Pistol



Prestigious Single-handed Weapon
Fire ♦ ♣ Range: 3

♦: ∖ ∖ ♣

Consumes ♣

Load ♣ ♣

Gain ♣

Underbarrel Blast ♦ Range: 2

♦: ∖ ∖ ♣ ♣ ♣ ♣

If target in range, draw 1 extra card.

Usuable in Melee, one use per game.

Chymosiphon



Prestigious Two-handed Weapon
When you attack, select ammunition:

Greekfire: Blast (∖) for each hit.

Aqua Regis: Ignores target armour.

Cryogen: Each hit also causes ♣.

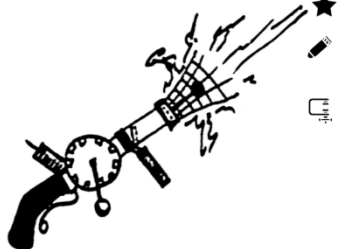
Projection ♦ Ranged: 3

♦: ∖

Repeatable, Multitarget

Ignores soft cover.

Arclock Fusil



Prestigious Two-handed Weapon
Static Shock ♦ Ranged: 4

♦: ∖ ∖

Ignores armour and soft cover.

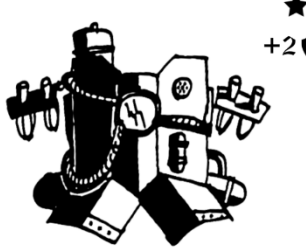
On hit, select a unit within 2 hexes to suffer this attack. Repeat until there are no more unhit units to chain to.

Consumes ♣

Recharge ♣ ♣

Gain ♣

Philosopher's Armour



Prestigious Armour

At the beginning of each turn, Recoil (∖) and draw 1 card:

♥₈₊: Gain *Brutal Charge* (2) and *Mobility Drills* (2) for 1 turn.

♦₈₊: ♣ 2. You may shuffle the deck.

♣₈₊: Gain 2 extra actions.

♠₈₊: Restore ∖ ∖ ∖ from self.

'Brunel' Roller-Bore



Prestigious Two-handed Weapon

Stone Grinder ♥ Melee: 1

♥: ∖ ∖ ∖

Repeatable

Brutal Charge (x), Where x is the number of hexes moved this turn.

Heavy, Impact (∖ ∖ ∖ ∖ ∖ ∖)

'Icarus' Shock Cuirass



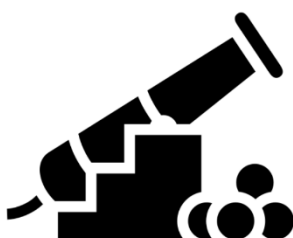
Prestigious Armour

Ability: Activate Explosive Jets ♣

For your next dash, you may draw 5 extra cards, gain *Impact* (∖ ∖ ♣ ♣), and ignore all terrain. You must also dismount if mounted.

If you fail this dash, suffer unblockable ∖ ∖. You may no longer use this ability for the rest of the game.

Relic Gribeaubal 4Pdr



Prestigious Miscellaneous

Call Artillery ♣ Range 5

Ignore soft cover.

Select a tile, Scatter (3). Units on the tile suffer ∖ ∖ ∖ ∖ ∖ ∖ ♣ ♣ Lethal.

Blast (∖ ∖ ∖ ∖ ∖ ∖).

♣: Scatter range -1

One use per game.

Prototype Cyclopede



Turn Radius: 2 hexes. You must travel in a straight line, only rotating 60 degrees every 2 hexes traveled.

You may also expend 4 hexes of movement to rotate once.

Each turn, you may move up to 8 hexes at no cost.

Grants *Strong* and *Large*.

Impact (∖ ∖ ♣ ♣ ♣).

On death, Blast (∖ ∖ ∖ ∖ ∖ ∖).