

STRUGGLING PAWNS



GUARD OF YSBILIA

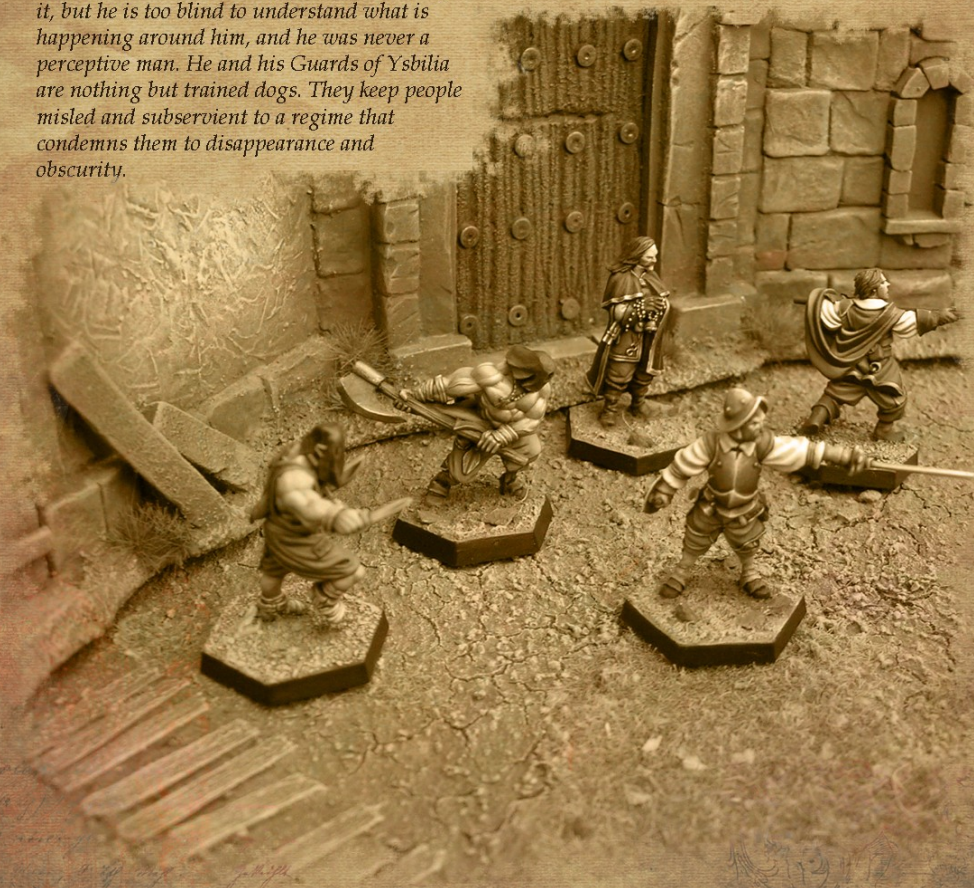
"The Torre Aurea is all that is left of the southern lands' past glory, a silent reminder of when it was a rich and proud region in days gone by. The tower, located on a narrow strip of land by the river, watches both banks and the plain that separates it from the rest of the city. Since our arrival, its shape has been ruined with additional defenses that sully, in some sense, its original simple and beautiful appearance, and it is common to see the swarming of guards and mercenaries who defend it day and night against possible attacks that comes from our side of the Betis river.

And I say that all of this is to only squander Iberia's few blades and Maravedies, which should be used to reconquer our country. Mr Eduardo should become aware of it, but he is too blind to understand what is happening around him, and he was never a perceptive man. He and his Guards of Ysbilia are nothing but trained dogs. They keep people misled and subservient to a regime that condemns them to disappearance and obscurity.

Although they claim to be keeping a tight rein on the Gauls with the strength of their determination and the legitimacy of Iberia's power, the truth is that the only reason why the North remains calm is its generous payments to "The Great". A fee that the boy king doesn't deserve and that beggars us and makes us seem weaker to the rest of the world.

Fortunately, there are still Iberians of great honor left in these good lands. All of them capable of seeing in my eyes and those of my men, the good prospects that will be seen when the warm morning sunbeams heat up the faded remains of all these loathsome fakes".

- Alvaro of Toledo Fernandez, Duque of Alba and Grand Master of the Old Purples -



Alquacil

Pay 75

Incentive	-----	4
Audacity	-----	4
Defense	-----	2/1
Vigour	-----	9



● Rapier	-	4	6	-	4/6	
● Duck's foot	20	-	-	6	4/6	Piercing, Slow(2), Smoke(1)

Peculiarities: Leader (30), Authoritarian, Skillful and Surrender!



The Alquacil is one of the main leaders in the Old Regime Faction and the finest leader of the Guard of Ysbilia. When this nobleman takes control of the town's patrols, discipline and fear, so necessary in these disastrous times, spread all over the city

Sargento

Pay 75

Incentive	-----	3
Audacity	-----	4
Defense	-----	3/1
Vigour	-----	10



●● Halberd	5	3	6	-	5/7	
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Peculiarities: Leader (20), Seasoned, Skillful and Guards to me!



When the Alquacil's methods prove to be too soft for a specific situation, the Sargento takes control of it. There is no harsher or more respected leader of the Guard than him. His men show him such respect that it is not strange for him to be protected by waves of new reinforcements as soon as he pronounces the feared words: "Guards to me!"

Verdugo

Pay 56

Incentive	2
Audacity	5
Defense	1/1
Vigour	10



● Executioner axe - 5 7 - 6/8 Smashing, Panic



TERCIO CREATIVO

Peculiarities: Quarrelsome, Fearsome and Fanatical

This old Convicto is now one of the essential members of the Guard of Ysbilia, though he must hide his face to avoid reprisals from the families of those he executed throughout his years of loyal service

Arcabucero

Pay 54

Incentive	1
Audacity	5
Defense	2/1
Vigour	9



● Rapier - 4 6 - 4/6
 ● Harquebus 40 - - 6 5/7 Piercing, Slow(1), Smoke(2)



Peculiarities: Skillful

The great majority of the gunpowder weapons made in Iberia have crossed over its borders. In fact, their use in the streets was strictly forbidden by royal decree. However, these days, even the powers of law allow themselves certain liberties...

Guardia

Pay 43

Incentive	-----	1
Audacity	-----	5
Defense	-----	3/1
Vigour	-----	9



● Rapiers	-	4	6	-	4/6
● Buckler	-	-	5	-	Block(5)

Peculiarities: Skillful



The elite of the Guard of Ysbilia consists of veteran Guardias, old soldiers or skilled swordsmen who joined the Guard of Ysbilia long ago and kept their loyalty to the Old Regime

Guarnicionero

Pay 42

Incentive	-----	1
Audacity	-----	5
Defense	-----	2/1
Vigour	-----	9



●● Halberd	5	4	7	-	5/7
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Peculiarities: Skillful



The Guarnicioneros are those members of the Guard of Ysbilia who watch over the palaces and public buildings. Even so, they don't turn their nose up at a fight where they can exercise their muscles

Recluta

Pay 25

Incentive	-----	0
Audacity	-----	6
Defense	-----	1/0
Vigour	-----	8



● Dagger	-	5	7	-	3/5	Block(4)
● Crossbow	40	-	-	7	3/5	Smashing

Peculiarities: Quarrelsome



There is always space for new Reclutas among the ranks of the Guard of Ysbilia. However, volunteers are difficult to find and keep. For this reason, those few who have the guts to stand up and join the Guard, are allowed to fight at a distance in order to feel secure...and to live longer

Mozo

Pay 19

Incentive	-----	0
Audacity	-----	6
Defense	-----	1/0
Vigour	-----	8



● Lance	5	6	7	-	4/6	Ready
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Peculiarities: Quarrelsome



After a brief but intense two weeks of training, the Mozos join the Guard to do "whatever they can manage". And who knows, if they survive long enough, they could become efficient Guardias or Guarnicioneros

Convicto

Pay 13

Incentive	-----	0
Audacity	-----	7
Defense	-----	1/0
Vigour	-----	9



● Dagger	-	5	7	-	3/5	Block(4)
● Knife	-	5	7	6	2/4	Easily Thrown(15)

Peculiarities: Slick, Inexperienced and Insignificant



TERCIO CREAT.IV.O

If you commit a violent crime in Ysbilia, there are only two ways to be released from prison: Feet first or as cannon fodder for the Guard. It is up to you

Perturbado

Pay 16

Incentive	-----	0
Audacity	-----	7
Defense	-----	1/0
Vigour	-----	9



● Improvised weapon	-	6	7	-	4/6	Beating
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Peculiarities: Slick, Inexperienced, Insignificant and Feverish



TERCIO CREAT.IV.O


As a last resort, the most unstable criminals are allowed out of their cells under strict surveillance as long as they direct their anger towards more useful activities than being executioners of their fellow inmates. And although they are not allowed to have weapons, they always find ways to equip themselves with any tool that may be at hand

PECULIARITIES

Authoritarian: This pawn cannot be engaged under any circumstance when charging.

Fanatical: This pawn can repeat an unsuccessful *Audacity roll* once per turn, but it must accept the second result, even if it is worse than the first one.

Fearsome: Any enemy pawn who wants to engage this pawn charging into a clash will have to make an *Audacity roll*, if this roll is unsuccessful, the enemy pawn will not be able to move and will have to declare its *activation* as being finished.

Feverish: If this pawn ticks some of the  boxes in its Vigour Table, it will ignore the Defense of enemies it hits as if its weapons had the "Piercing" Special Rule for the rest of the Conflict.

Guards to me! You can use this Peculiarity at the beginning of an *activation* by investing 3 Maravedies.

When using this Peculiarity, a Guardia, Guarnicionero or Arcabucero who was eliminated during the Conflict will appear at any edge of the game surface you choose.

The new pawn cannot be *activated* during the same turn it appeared (move its Contract Card forward to indicate this) and it will have a 0 Incentive value.

If these pawns are eliminated, their Pay must be counted as usual.

Inexperienced: This pawn cannot profit from the "Leader" Peculiarity or from any of your band Leader's Peculiarities.

Insignificant: None of the pawns from your band will make *Audacity rolls* if this pawn is eliminated.

Leader (X): Any pawn from your band within X cm from this pawn will be able to use its Incentive and Audacity values.

You can only include a pawn with this Peculiarity for every 250 Maravedies in your band.

Quarrelsome: This pawn can use Common Dexterity Cards.

Seasoned: If this pawn is attacked after it has already been *activated* during the same turn, it can be *activated* again and fight normally against its enemy, but it will automatically be the responding pawn in the fight; and won't be able to engage or push back, even if he wins the clash.

This pawn will continue *activating* itself and fighting provided that it is attacked by an enemy, no matter how many times it has used this Peculiarity.

Skillful: This pawn can use Common and Real Dexterity Cards.

Slick: This pawn cannot be the target of "Reaction Shot" Discharge Maneuvers.

Surrender! You can use this Peculiarity at any time by investing 3 Maravedies. If you want, you can even interrupt your opponent to do so.

When using this Peculiarity, any pawn from your band, who is within 20 cm from this pawn and is also the winner in a clash, will be able to capture one of the enemy pawns it is fighting with.

The captured pawn must be removed from the game surface for the rest of the Conflict, although it will not be considered as a loss by your opponent.

OLD PURPLES

"The Old Purple's leaders conspire from the San Georgio castle. They are cowardly survivors of the fall of the Matriz, in opposition to the Crown's legitimate power and, therefore, to the Holy Trinity's plans.

These felons, who already disappointed our lord Jose Felipe III when he was alive, incited the crowd in an uprising against the established order, spreading their surreptitious ideas like the Plague across the miserable neighbourhood of Tres Aguas. Since then, these soldiers continue working to keep the constant bombardment, attacks and lootings in the old part of town. However, we are the ones who have sealed Tres Aguas up, as it is us and not them who control the roads and trade with Yndias. Even so, they oblige us to divide our attention between them and the real enemy who, incidentally, is still only at the border shared with the conquered territory because that is our wish.

They falsely proclaim that the people, those who make up that foul-smelling host of ignorance and superstition, are upright enough as to direct their own future or, at least, to elect those who will make the decisions for them. Del Alba has also declared himself as Interim Administrator and he leads and manages this crowd of outcasts all on his own.

If they were real patriots, as they claim to be, they would realize that the Old Regime is the only way to restore the empire from the ashes, the empire that men like Del Alba left to burn with their incompetence and disloyalty".

- Jose Carlos Rios Gutierrez of the Rios and Sarmientos, Duque of Fernando Nuñez and Twentyfour of Ysbilia -



Oficial

Pay 78

Incentive	3
Audacity	3
Defense	2/1
Vigour	10



● Tizona	-	3	4	-	4/6	Smashing(C)
● Vizcaina	-	4	3	-	3/5	Block(4)

Peculiarities: Leader (20), Ravage, Skillful and Close Viejoreino!



TERCIO CREATIVO

The Oficial is one of the New Order Faction's leaders and the Old Purple's best leader. A veteran soldier and skilled swordsman, he is one of the most dangerous pawns who occupy San Georgio castle

Suboficial

Pay 68

Incentive	3
Audacity	4
Defense	3/1
Vigour	10



● Rapier	-	4	5	-	4/6	
Buckler	-	-	4	-	-	Block(5)

Peculiarities: Leader (20), Skillful and Remember the Instruction!



The Suboficial is as competent a leader as the Oficial, but as he has dealt with the drilling of most of the Old Purples, he knows exactly to what extent he can push them and how to get the best of each of them

OLD PURPLES

Recio

Pay 50

Incentive	2
Audacity	5
Defense	2/2
Vigour	10



● Longsword - 4 6 - 5/7 Smashing, Panic

Peculiarities: Skillful, Ravage and Experienced



The Recio is one of the greatest veterans in the Old Purples. He is always covering his leader's back and is one of the pawns most wanted by the New Order Faction

Curtido

Pay 50

Incentive	2
Audacity	5
Defense	2/2
Vigour	10



● Rapier - 4 5 - 4/6
● Vizcaina - 5 4 - 3/5 Block(4)

Peculiarities: Skillful, Ravage and Experienced



The Curtido is as experienced as the Recio, and may even be prouder. He makes up for his lower vigor with a greater versatility thanks to the use of his two blades. With them, this pawn covers the back of the Oficial against any threat

Zurriago

Pay 50

Incentive	-----	1
Audacity	-----	6
Defense	-----	1/0
Vigour	-----	9



● Rapier	-	5	6	-	4/6	
● Musket	60	-	-	6	5/7	Piercing, Slow(1), Smoke(2), Tardy

Peculiarities: Quarrelsome and Experienced



The Old Purples prefer to fight face to face, but when the enemy won't engage in this manner, it is always good to have a Zurriago that makes them think it is better to deal with the Old Purples' rapiers than to die from the shots of an invisible attacker

Puyo

Pay 45

Incentive	-----	1
Audacity	-----	6
Defense	-----	1/0
Vigour	-----	9



● Rapier	-	5	6	-	4/6	
● Harquebus	40	-	-	6	5/7	Piercing, Slow(1), Smoke(2)

Peculiarities: Quarrelsome and Experienced



Many people forget that the tercio is the best trained and equipped military corps in Europe. And although they are delicate and hard to find, harquebuses have become one of the main tools to show their power

Bisoño

Pay 20

Incentive	-----	0
Audacity	-----	7
Defense	-----	1/1
Vigour	-----	8



● Rapier	-	5	6	-	4/6	
Buckler	-	-	5	-	-	Block(5)

Peculiarities: Haste



TERCIO CREAT.IV.O

As nobody is born knowing everything, it is logical to think that even among the veterans of the tercio there are pawns without much experience

Quinto

Pay 20

Incentive	-----	0
Audacity	-----	7
Defense	-----	1/1
Vigour	-----	8



● Pike	5	6	5	-	4/6	Ready
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Peculiarities: Haste



TERCIO CREAT.IV.O

Some young boys join the tercio due to poverty or because they are forced by law. The minority is born into and grows up in a camp, with no other focus in their lives but going from Mochilero to Quinto. In any case, to the Old Purples' leaders, the Quinto are the oil that keeps the army machinery in operation

Mochilero

Pay 8

Incentive	-----	0
Audacity	-----	7
Defense	-----	1/1
Vigour	-----	7



● Dagger	-	6	7	-	2/4	Block(4)
● Sling	20	-	-	7	1/4	

Peculiarities: Assistant, Haste, Inexperienced and Insignificant



TERCIO CREATIVO

These little "soldiers" will soon become full members of the tercio, but until this happens, they will be treated as pack mules by the adults

Zapador

Pay 53

Incentive	-----	1
Audacity	-----	6
Defense	-----	3/1
Vigour	-----	9



● Hacheta	-	5	6	-	4/6	
Gunpowder Grenade	15	-	-	6	5/7	Grenade, Piercing, Beating, Smoke(3)

Peculiarities: Quarrelsome, Experienced and Stealthy



TERCIO CREATIVO

It is said that only a madman would make gunpowder his job but, in that case, where does that leave the Zapadores, who use the unpredictable devices created with that volatile powder to smash the enemy's defenses to smithereens?

PECULIARITIES

Assistant: If this pawn is within 5 cm of a fellow who has a distance weapon with the "Slow" Special Rule, it will be able to reload automatically if it beats an *Audacity* roll, instead of needing a complete turn, as usual.

This Special Rule is not applicable if there is an enemy pawn within 15 cm from the fellow team member who has the distance weapon.

Close Viejoreino! You can use this Peculiarity at any time, investing 1 Maravedi for every pawn in your band within 20 cm from this pawn that you want to be affected by this Peculiarity. If you want, you can even interrupt your opponent to do so.

Pawns affected by this Peculiarity will be able to use this pawn's Audacity when determining who the attacking and the responding pawns are in the clashes they are involved in. In addition, they can be *activated* to fight every time they are attacked by an enemy, even if they had already been *activated* during the turn.

This Peculiarity's effect lasts until the end of the turn in which it was used.

Experienced: This pawn can invest 1 Maravedi to use the Official and Subofficial's Peculiarities: "Close Viejoreino!" and "Remember the Instruction!" respectively. To use this Peculiarity, this pawn must be within 20 cm from the pawn whose Peculiarity it wants to profit from.

When using this Peculiarity, the effects of the selected Peculiarity will be applied to this pawn.

Haste: Once per turn, you can repeat one of the rolls to charge for this pawn if you were not satisfied with the first result. You will have to accept the second result, even if it is worse than the first one.

Inexperienced: This pawn cannot profit from the "Leader" Peculiarity or from any of your band Leader's Peculiarities.

Insignificant: None of the pawns from your band will make *Audacity* rolls if this pawn is eliminated.

Leader (X): Any pawn from your band within X cm from this pawn will be able to use its Incentive and Audacity values.

You can only include a pawn with this Peculiarity for every 250 Maravedies in your band.

Quarrelsome: This pawn can use Common Dexterity Cards.

Ravage: This pawn can re-roll one *Attack* roll per turn by investing 1 Maravedi.

This Peculiarity even allows the player to roll one of the dice again in a roll which they used Maravedies to roll an additional dice.

Remember the Instruction! You can use this Peculiarity at any time, investing 1 Maravedi for every pawn in your band within 20 cm of this pawn that you want to be affected by this Peculiarity. If you want, you can even interrupt your opponent to do so.

Pawns affected by this Peculiarity will be able to *activate* again, but only for moving immediately. Once they have moved, their *activation* is finished.

Pawns which has been *activated* during the turn, will be able to be *activated* again by using this Peculiarity. And those pawns which haven't been *activated* yet, will be able to *activate* again, as usual, during the turn.

This Peculiarity can only be used once on each pawn, during the same turn.

Skillful: This pawn can use Common and Real Dexterity Cards.

Stealthy: During Conflicts held at nighttime, this pawn will always be the last to deploy, once the pawns from both bands have been deployed.

If there is an enemy pawn with this Peculiarity, each player must roll 1D10. The player who has the lowest dice roll will deploy its pawn first.

And if there is an enemy pawn with the "Scout" Peculiarity, this pawn will deploy first.

This pawn can be placed anywhere on the table area, except in the enemy's deployment area, and it must be more than 30 cm away from any enemy pawn.

Swift: This pawn ignores *opportunity attacks* when going in, through and out of enemy pawns' Action Areas. In addition, enemies who carry out *opportunity attacks* against this pawn when it retreats from a clash, will apply a modifier of -2 to their *Reply* roll.