

Character Cards for Condottiere

by voidstate (feedback to ferg@voidstate.com)

Introduction

Not all heroes are equal. Character Cards add a new dimension to the game of Condottiere, granting an edge to each player – an ability which will open up new tactics and opportunities.

Each of these 16 additional cards represents a *condottiere* from the period, with their actual portrait used as illustration where possible. The character's ability is also based upon their real-life history or personality.

The Character Cards are sized to fit into the smaller Fantasy Flight Games box.

Using Character Cards

There are two ways to make use of these cards. Either have players select one card to use throughout the game or give them the option to swap Character Cards periodically.

Players as Condottiere

At the start of the game, deal an equal number of Character Cards to each player. Players choose one card and set it in front of them. They use the stated power of their *condottiere* throughout the game.

The rest are placed in the box – they won't be used.

Players as Lords

At the start of the game, deal one card at random to each player. This Character Card represents the *condottiere* they are currently employing.

After a battle, should a player choose to discard his hand, he may seek a new mercenary captain. Deal the player one more Character Card. He may choose to employ this new *condottiere* or stick with his existing one. Discarded Character Cards are shuffled back into the pile.

Characters who do not voluntarily discard their hand (keeping up to 2 cards from one season to the next or losing all their cards in battle) may not change the *condottiere* they employ.

Disclaimer

This fan-made, non-profit expansion in no way constitutes a threat to any existing copyright or trademark. Condottiere is a game by Dominique Ehrhard, published by Fantasy Flight Games. A copy of Condottiere is required to play.

Count Alberico da Barbiano of Conio

1344 – 1409



The first *condottiere* to embrace military science over chivalry, renovating the military tactics of the period with sharply improved cavalry armour and tactics and strong attention paid to training. Alberico rediscovered the Roman strategies of outmanœuvring opponents, fighting their ability to wage war, rather than risking defeat, capture or death on the battlefield.

When playing a Mercenary card into your battle line, you may remove a different Mercenary card of lower value from your battle line. The removed card is set aside and returned to your hand after the battle. If playing with the Hidden Cards optional rule, both card must be face up.

Godrisio Visconti

1280 – 1364



Master of the massive "Company of St. George" which featured cavalymen, not infantrymen, as the key fighting component. Following capture by the Lord of Milan, he was imprisoned with his son in an iron cage for ten years. After a new lord ascended, he was freed and served Milan loyally until his death.

Add +1 to the strength of your battle line for each mounted Mercenary (6 & 10) you have played. Drummers do not double this extra point, but it is retained during Winter (when these cards are worth 2, or 3 with a Drummer).



Braccio da Montone

1368 – 1424



The rapid movements of Braccio's troops became proverbial, and a new school of the condottieri's art, the Braccesca, was named after him. He led his bracceschi on a long campaign to recover the city of Perugia which had ousted him as a youth, eventually conquering it and surrounding Umbria at the age of 48, only for the Pope to send two armies against him and take the city from him once more.

You may use the Hidden Cards optional rule, even if not playing with it. If the hidden cards rule is in force, you may keep your two most recently-played cards face down. When forced to turn over a card due to playing another, turn over whichever card was played to your line of battle earliest.



Muzio Sforza

1369 – 1424



Nicknamed Sforza ("Strong") for his staunchness and his ability to suddenly reverse the fortunes of battle Muzio founded an entire dynasty of *condottiere*.

Provided you have at least one Mercenary card in your hand, you may discard you entire hand instead of playing a card to your battle line. This has the same effect as playing the Surrender card.



John Hawkwood

1320-1394



An Englishman and commander of the famous White Company, Hawkwood gained the nickname L'Acuto, "The Keen One". Known for exploiting the shifting allegiances and power politics of Italian factions for his own benefit he had a long career, serving almost all of the great Italian powers in turn.

When you pass in a battle, you may discard a Scarecrow card from your hand to remove one Mercenary card of your choice from an opponent's line of battle. The removed card is placed aside and not returned to the opponent's hand until after the battle.

If another player plays a Scarecrow card, you may immediately discard a Mercenary card from your hand to pick it up.



Giovanni dalle Bande Nere

1498 - 1526



Known as The Last Condottiere, Giovanni committed his first murder at 12 and was a mercenary captain by the age of 18. He added black stripes to his insignia to mourn the death of Pope Leo X, whence comes his nick-name, Giovanni dalle Bande Nere ("Giovanni of the Black Bands"). His company was mounted on light horses and specialized in fast but devastating skirmishes and ambushes.

Once per battle, you may play two Mercenary cards to your battle line in a single turn. If playing with the hidden cards optional rule, only one of these cards may be played face down.



Astorre I Manfredi

1345 - 1405



Alternately imprisoning and being imprisoned by own brother, then having his son imprisoned and held hostage, Astorre suffered continual ill-luck. He was beheaded in square of his own city in 1405 after failing to recapture it from the Pope.

After being dealt a hand, you may choose to immediately discard your cards and be dealt another set. You may only do this once per season.



Niccolò Piccinino

1386 - 1444



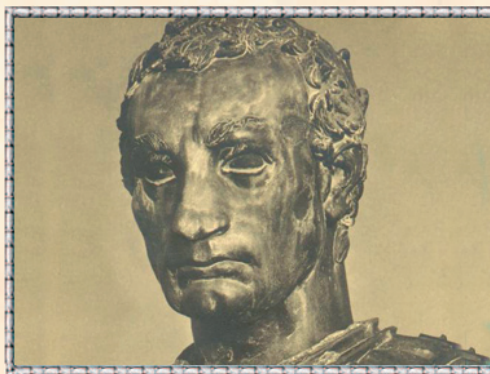
Known as "Tiny Nick", Piccinino was short of stature, lame and in weak health, but was also brave to the point of foolhardiness, wonderfully resourceful, and never overwhelmed by defeat. He was a cruel and treacherous adversary with no aim beyond his own aggrandizement.

At the end of any battle you have not won, you may return one Mercenary card with a strength of 1 or 2 from your line of battle to your hand.



Erasmus of Narni

1370 - 1443



Nicknamed Gattamelata ("The Honeyed Cat") for his refined manners and great cunning. Immortalised in a famous statue by the sculptor, Donatello.

You are always dealt one more card than usual. Of course a man of your refinement does not gloat at such a natural advantage.



Countess Caterina Sforza of Forlì

1463 - 1509



Daughter of the famous Sforze *condottiere* line and mother of the Last Condottiero, Giovanni dalle Bande Nere, Caterina was bold, impetuous and forthright, able to retain her holdings both militarily and through intricate political manoeuvrings.

All your Courtesan cards add +2 not +1 to your strength in battle.



Francesco Bussone da Carmagnola

1382 – 1432



Famed for dragging out campaigns so as to maximise his own pay, Bussone avoided decisive operations, liberated all prisoners quickly, made truces and peace treaties only for them to be broken, and otherwise made his wars drag on interminably.

You may place the Condottiere piece in regions occupied by another player. This functions in all ways as the Capturing Regions optional rule. If that rule is already in effect, the defender may only pass once before playing cards (although he still wins on a draw).



Cesare Borgia

1475 – 1507



Managing to fill the roles of cardinal, lord and *condottiere*, Cesare relied upon Papal patronage to carve out his name. Despite his holy backing, the Spaniard was famed for his cruelty.

When playing the Bishop card, you may discard another card from your hand to return the Bishop to your hand. If another player plays the Bishop, you may immediately discard a Mercenary card from your hand to pick it up.



Cosimo I de' Medici, Grand Duke of Tuscany

1519 – 1574



While not a *condottiere* himself, Cosimo was son of the famous *condottiere*, Giovanni dalle Bande Nere, and heir to the legacy of the mercenary captains. He came to rule over Florence, Venice and Siena, established permanent military structures and brought stability to Italy.

Whenever the Pope piece is placed, you may move it to a different adjacent territory if there is a legal one available.



Bartolomeo Colleoni

1400-1475



Fighting in the wars between Venice and Milan, Colleoni changed sides often, yet no act of treachery is imputed to him, nor did he subject the territories he passed through to the rapine and exactions common to other soldiers of fortune. In fact he busied himself during times of peace promoting agricultural reform and performing charitable works for the poor.

When choosing to pass in a battle, you may return your most recently-played card to your hand provided it is not a Mercenary.

Duke Werner of Urslingen

? - 1347



Founder of the first organised company and wearer of a silver hauberk bearing the inscription, "The enemy of God, of pity and of mercy", Werner's company differed from other mercenary companies because its code of military justice imposed discipline and an equal division of the contract's income.

If you win a battle, you may place the Condottiere piece, regardless of Courtesan cards played by your opponents. You may also place the Condottiere piece if you draw a battle.

Farinata degli Uberti

1344 - 1409



In 1260, after taking Florence against overwhelming odds, Farinata's allies voted to raze the city to the ground, following the example of Rome's ruthlessness towards its enemy Carthage. Refusing to allow the city of his birth to be destroyed, Farinata held all the enemy generals at sword point until they agreed to only strip the city of its defences, preserving its people and beautiful architecture.

When choosing to discard your entire hand after a battle, all opponents who do not also discard their hands must instead discard a single mercenary card from their hand. If they cannot do so, they must discard their entire hand.