



Any character with the *Faction (The Vatican)* keyword may use this **Command Ability**:

### Heavenly Father Guide Us



### PULSE Command Ability

This character replenishes **2 Will Points** and every other friendly character within 3" replenishes **1 Will Point**.



Patriarch Bishop  
de Bernis

3	12	8	3	30	24
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Crosier	2"	-	-	-	-

## Keywords

- Faction (*The Vatican*)
- Leader
- Unique
- Discipline (*Divinity*, *Fateweaving*, *Wild Magic*)

## Character Abilities

- Expert Sorcerer (1)
- Mage (3)
- Universal Shielding (3)

He Will Strengthen You  
and Protect You

### AURA Command Ability

Until the end of the round, any friendly characters within 3" gain Universal Shielding (3).

## Patriarch Bishop

All friendly characters with the *Faction (*The Vatican*)* keyword gain **Companion (Leader)** while in line of sight of this character.



Father Cesta

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	3	3	3	3	4
Weapon	Range	Evasion	Damage	Penetration	Abilities
Divine Winds	0"	-	+1	-	Template

## Keywords

- Faction (*The Vatican*)
- Leader
- Invoker
- Unique
- Discipline (*Runes of Sovereignty*, *Wild Magic*)

## Character Abilities

- Flight
- Mage (2)
- Slippery
- Universal Shielding (3)

## Gates of Heaven

### PULSE Command Ability

Until the end of the round, whenever a friendly character with the *Construct* keyword in line of sight within 6" uses a **Will Point** to increase a roll, it instead counts as **2 Will Points**.

## Impart Will

At the start of the game, all friendly characters with the *Construct* keyword increase their starting **Will Points** by 1.

## Masterful Summoning

Friendly characters with the *Construct* keyword lose **Mindless** for the rest of the game, even if this character is killed.



## Keywords

- Faction (*The Vatican*)
- Leader

## Character Abilities

- Fear (-2)

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	4	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Divine Touch	0"	-	-	-	Stun

### Fear the Lord

#### PULSE Command Ability

Pick 1 enemy character within 6". Until the end of the round, whenever that character is hit by a Combat action, the attacker gains Fear (-2).

### Helm of Penitence

This character may attempt to Dispel magic spells as if it has Mage (3).

In addition, enemy characters may not use Will Points when within 3" of this character.

### Exorcism

When making a Combat action with Divine Touch, if it causes at least 1 Damage, the target loses 1 Will Point.

If the target has 0 Will Points remaining, the attack instead does +3 Damage.



Movement	Dexterity	Attack	Protection	Mind
4	5	3	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hands of God	0"	-	-	+1	-

## Keywords

- Faction (*The Vatican*)
- Leader
- Discipline (*Blood Rites*, *Runes of Sovereignty*, *Wild Magic*)

## Character Abilities

- Frenzied
- Mage (3)
- Universal Shielding (3)

### For the Glory of God

#### AURA Command Ability

Until the end of the round, any friendly characters within 3" gain Expert Offence (2).

### Stigmata

If this character uses one or more **Life Points** as **Will Points** (due to **Frenzied**) either to increase the dice pool or to perform an action (like casting spells), it may re-roll an equal number of dice (including the **Destiny Dice**) during that action.

If it does this on a **Combat** action, Hands of God instead has **Penetration -3** for that action.



## Knight Commander

### Keywords

- Faction (*The Vatican*)
- Leader
- Hospitaller

### Character Abilities

- Brave
- Expert Offence (2)
- Hunter
- Universal Shielding (4)

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	3	4	6	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Blade of Gozo	0"	-	+2	-1	-

### Fight Until the Last

#### PULSE Command Ability

This **Command Ability** is used out of sequence, at the start of the round before rolling initiative.

Pick 1 friendly character in line of sight within 6". If that character is reduced to **0 Life Points** before they take their turn, they are not removed from the board. Instead they are only removed after their turn is complete.

### Destined For Victory

All friendly characters with the *Hospitaller* keyword may choose to re-roll the **Destiny Dice** when making re-rolls as long as this character is on the board.

### Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



3 Actions      12 Life      2 Will

50 Size      20 Ducats

Movement	Dexterity	Attack	Protection	Mind
5	4	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Ahlspiess	2"	-	+1	-	Two-handed

## Keywords

- Faction (*The Vatican*)
- Hero
- Unique
- Hospitaller

## Character Abilities

- Flight
- Frenzied
- Universal Shielding (3)

### Born of Blood

Whenever any character (friendly or enemy) is killed within 3", this character replenishes **3 Life Points**.

### Heavenly Vision

Whenever a friendly character in line of sight within 6" is instructed to replenish **Will Points**, increase the amount replenished by 1.



Felix Baumgartner

2	13	4	2	30	17
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	4
Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Instruments	0"	-	+1	-	-

## Keywords

- Faction (*The Vatican*)
- Hero
- Unique

## Character Abilities

- Brawler (1)
- Expert Offence (2)

Put it Through the Heart!

### PULSE Command Ability

Pick a friendly character in line of sight within 12". One of that character's weapons gains **-4 Penetration** until the end of the round.

Renewed Vigour

When this character kills an enemy character, he replenishes his full **Will Points**.



Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	3	4	6	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Greatsword	1"	-	+2	-	Two-handed

## Keywords

- *Faction (The Vatican)*
- *Hero*

## Character Abilities

- Brawler (1)
- Universal Shielding (4)

## Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



**Baptist**

## Keywords

- Faction (*The Vatican*)
- Hero
- Discipline (*Divinity*)

## Character Abilities

- Expert Sorcerer (1)
- Mage (2)
- Universal Shielding (3)

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

### Blessed Water - 1AP

Place the Blast marker in water in line of sight within 8".

The area under the Blast marker is treated as solid ground for friendly characters.

Enemy characters treat the area as water, and characters with the Water Creature rule can be drowned while at least partially on the marker.

Remove the marker at the end of the round.



## Burning Saint

**Actions** 2    **Life** 11    **Will** 3

**Size** 40    **Duels** 16

Movement	Dexterity	Attack	Protection	Mind	
4	3	4	6	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Blessed Sword	0"	-	+1	-1	-

### Keywords

- Faction (*The Vatican*)
- Hero
- Hospitaller

### Character Abilities

- Brave
- Expert Offence (2)
- Universal Shielding (6)

#### Walk Through The Fire And You Will Not Be Burned - 1AP

The Saint summons holy flame around her! At the end of the round, place the Blast marker over this character. Any enemy character at least partially touched by this template (and within 1" vertically of the Burning Saint) loses **3 Life Points**.

If the Burning Saint enters water after using this ability it is cancelled.

Characters may only be affected by this ability once per round, no matter how many times it's used by any number of Burning Saints!

#### Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



## Conventional Chaplain

### Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

2	11	2	4	30	13
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	4	

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

### Psychic Communion

Whenever this character or any other character with line of sight to this character uses the **ORDER** or **COUNTER** Commands, they ignore any other restrictions about line of sight.



## Cross-bearing Deacon

### Keywords

- *Faction (The Vatican)*
- *Hero*

### Character Abilities

- **Brave**
- **Universal Shielding (5)**

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Icon	2"	-	-	-	Two-handed

### Holy Relic

Any other friendly character (not including this one) that starts their turn within 6" of this character replenishes **1 Will Point**.

### Righteous Zeal

Every friendly character gains **Brave** while in line of sight of this character.



## Divine Seraphim

### Keywords

- Faction (*The Vatican*)
- Hero
- Construct

### Character Abilities

- Companion (*Invoker*)
- Fear (-1)
- Flight
- Universal Shielding (3)

	2		13		40		18
Actions		Life				Size	
MOVEMENT		DEXTERITY	ATTACK	PROTECTION	MIND		
5		4	3	4	1		
Weapon		Range	Evasion	Damage	Penetration	Abilities	
Divine Flame		0"	-2	-	-2	Template	

### Burn With The Fire of Charity

While within 6" of this character, friendly characters are immune to the **Stun**, **Poisoned**, and their own **Full Plate** abilities. At the end of each friendly character's turn, remove any **Stun** counters from friendly characters within 6" of this character.



## Executioner

### Keywords

- Faction (*The Vatican*)
- Hero

### Character Abilities

- Expert Offence (2)

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	1	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Executioner's Axe	0"	+1	+1	-	-

### Bifurcation

When this character makes a **Combat** action (not an Attack of Opportunity) with the Executioner's Axe against a target character with a Size of 40mm or less and rolls at least 4 Aces, they are bifurcated!

Instead of calculating Damage as normal, instead the target character loses half their remaining **Life Points** (rounding up).



## Galilean Priest

2	11	6	2	30	17
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

### Keywords

- Faction (*The Vatican*)
- Hero
- Invoker
- Discipline (*Fateweaving*, *Wild Magic*)

### Character Abilities

- Fast Swimmer (2)
- Mage (2)
- Universal Shielding (2)

### Water Affinity

This character always knows the magic spell **Waves of Force** in addition to its regular allowance, even if choosing to take spells from a different discipline.

This character may use the **Cast Spell** action while in water.



Golgotha

Actions	2	Life	20	Size	50	Ducats	18
Movement	4	Dexterity	3	Attack	6	Protection	0
Weapon	Range	Evasion	Damage	Penetration	Abilities		
Stone Fists	0"	+1	+2	-	-	-	-

## Keywords

- *Faction (The Vatican)*
- *Hero*
- *Construct*

## Character Abilities

- Bulky
- Companion (*Invoker*)
- Fear (0)
- Mindless
- Primitive

### Stoneskin

Whenever this character takes Damage, reduce the amount of Damage caused by 3 (to a minimum of 1).

In addition, if this character is hit by a **Poisoned** weapon, roll 2 dice and choose 1 to see if they shrug off the poison.



## Inquisition Commissioner

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	4

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

### Keywords

- Faction (*The Vatican*)
- Hero

### Character Abilities

- Expert Marksman (2)
- Expert Offence (2)

Look With Satisfaction Upon  
My Enemies

#### AURA Command Ability

Until the end of the round, any friendly characters within 3" gain Parry (2).



2	18	2	50	17	
Actions	Life	Command	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
6	3	4	6	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Flail	2"	+1	+2	-	-

## Keywords

- Faction (*The Vatican*)
- Hero

## Character Abilities

- Brawler (1)
- Frenzied
- Limited Movement
- Mindless
- Universal Shielding (4)

Hasten Your Steps, The Unfaithful Must Be Cleansed

### PULSE Command Ability

All other friendly characters within 3" gain +1 MOVEMENT until the end of the round.

### Full Plate

If this character event enters water, it receives a Stunned counter which is only removed if it ends its turn out of water.



## Paladin of St Lazarus

	2		14		2		1		40		16
Actions	Life	Will	Command	Size	Ducats						
Movement	Dexterity	Attack	Protection	Mind							
4	4	4	5	2							
Weapon	Range	Evasion	Damage	Penetration	Abilities						
Warhammer	1"	-	+1	-	Stun, Two-handed						

### Keywords

- Faction (*The Vatican*)
- Hero
- Hospitaller

### Character Abilities

- Expert Offence (1)
- Universal Shielding (3)

### Resurrection

When this character is killed, do not remove it from the board.

At the start of the next round, make a **Basic MIND Roll** (**Will Points** may be used as normal). If successful, this character comes back to life with **5 Life Points** and gains **Berserk** for the rest of the game.

If the MIND Roll is unsuccessful, the character is completely dead and removed from the board.



Actions	2	Life	12	Will	1	Size	30	Ducats	15
Movement	4	Dexterity	4	Attack	4	Protection	5	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Burning Longsword	1"	-	+1	-5	Two-handed				

## Keywords

- Faction (*The Vatican*)
- Hero

## Character Abilities

- Brave
- Bulky
- Expert Offence (2)
- Mindless

### Burning Aura

Any friendly characters **without** this ability within 3" gain **-2 Penetration** on their weapons.



## Scorpio Marksman

### Keywords

- *Faction (The Vatican)*
- *Hero*

### Character Abilities

- Expert Marksman (2)
- Universal Shielding (3)

Actions	2	Life	15	Will	2	Size	50	Ducats	15		
Movement	4	Dexterity	3	Attack	4	Protection	5	Mind	3		
Weapon	Scorpio	Range	18"	Evasion	+1	Damage	+2	Penetration	-2	Abilities	Knockback, Two-handed, Reload (1)

### Unwieldy

This character may only make Combat actions with the Scorpio as the **first** action of their turn (including using it for Attacks of Opportunity).



2  
Actions

13  
Life

30  
Size

15  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
5	3	3	5	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Flaming Mace	0"	-	+1	-2	Stun

## Keywords

- Faction (*The Vatican*)
- Hero

## Character Abilities

- Bodyguard (Leader, Hero)
- Expert Protection (3)
- Frenzied
- Mindless

I will guard against thee, Witch

This character may attempt to Dispel magic spells as if it has Mage (1). In addition, enemy characters may not use Will Points when in base contact with this character.



Seraph

2  
Actions      15  
Life      1  
Will

40  
Size      17  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
5	4	4	6	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Angelic Touch	0"	-	+1	-	-

## Keywords

- Faction (*The Vatican*)
- Hero
- Construct

## Character Abilities

- Companion (Invoker)
- Fear (0)
- Flight
- Mindless
- Primitive

### Holy Grace

Whenever this character makes a successful **Combat** action (before **Protection** rolls), the target loses **1 Will Point** and this character gains **1 Will Point**. This can take this character above its starting **Will Points**.



2 12 3

Actions Life Will

30 16

Size Ducats

Movement	Dexterity	Attack	Protection	Mind
4	3	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fire of Persecution	0"	-	+1	-1	-

## Keywords

- Faction (*The Vatican*)
- Hero
- Discipline (*Fateweaving, Runes of Sovereignty*)

## Character Abilities

- Mage (1)
- Universal Shielding (2)

## Keeper of the Fire of the Persecution

Any friendly characters without this ability within 3" gain +1 Damage on their weapons.



Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	2	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Hands of God	0"	-	+1	+1	-

## Keywords

- Faction (*The Vatican*)
- Hero
- Discipline (*Blood Rites*)

## Character Abilities

- Frenzied
- Mage (2)

### Stigmata

If this character uses one or more **Life Points** as **Will Points** (due to **Frenzied**) either to increase the dice pool or to perform an action (like casting spells), it may re-roll an equal number of dice (including the **Destiny Dice**) during that action.

If it does this on a **Combat** action, Hands of God instead has **Penetration -3** for that action.



## Summoner Priest

### Keywords

- Faction (*The Vatican*)
- Hero
- Invoker
- Discipline (*Fateweaving*, *Runes of Sovereignty*)

### Character Abilities

- Mage (2)
- Universal Shielding (3)

2	11	4	2	30	15
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Come Let Us Make Bricks  
and Burn Them Thoroughly

### PULSE Command Ability

Remove 1 friendly character with the *Construct* keyword from the board.  
Place it within 3" of this character  
(with no changes to its  
**Life Points**).



**Templar Marshal**

2 Actions      12 Life      3 Will

30 Size      14 Ducats

Movement	Dexterity	Attack	Protection	Mind
5	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Crossbow	30"	-	-	-1	Reload (1), Two-handed
Sword	0"	-	+1	-	-

## Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

## Character Abilities

- Engage
- Expert Marksman (1)
- Expert Offence (1)
- Universal Shielding (3)



2	16	1	50	22	
Actions	Life	Command	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
6	3	4	4	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Divine Justice	0"	-	+1	-	Knockback, Stun

## Keywords

- Faction (*The Vatican*)
- Hero
- Construct

## Character Abilities

- Companion (*Invoker*)
- Fear (-2)
- Flight
- Universal Shielding (3)

### Be Thou Afraid?

If an enemy character would roll no Aces on its basic MIND roll due to this character's **Fear** ability, that character loses **1 Will Point**.

### Cosmic Harmony

At the start of this character's turn, choose a friendly character within 6" and in line of sight. This character and the chosen character both replenish **1 Command Point**.



## Venator of Devotion

### Keywords

- Faction (*The Vatican*)
- Hero
- Hospitaller

### Character Abilities

- Expert Offence (1)
- Hunter
- Universal Shielding (4)

Actions	2	Life	14	Will	2	Size	40	Ducats	17
Movement	4	Dexterity	3	Attack	4	Protection	6	Mind	4
Weapon	Range	Evasion	Damage	Penetration		Abilities			
Zweihänder	2"	+1	+3	-		Knockback, Two-handed			
Sword	0"	-	+1	-					-

### Killing Blow

If this character causes an enemy character to lose more **Life Points** than they have left (ie. they'd go to minus numbers), this character replenishes all of its **Will Points**.

### Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



Thomas Thieme

2 11 4  
Actions Life Will

30 13  
Size Ducats

Movement	Dexterity	Attack	Protection	Mind
5	5	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hammer & Stake	0"	-	+1	-	Two-handed

## Keywords

- Faction (*The Vatican*)
- Henchman
- Unique

## Character Abilities

- Brave
- Bodyguard (Felix Baumgartner)
- Hunter

## Vampire Hunter

When making a **Combat** action against a character with **0 Will Points** remaining, Thomas may re-roll all dice, including the **Destiny Dice**.



**Altar Boy**

## Keywords

- Faction (*The Vatican*)
- Henchman

## Character Abilities

- Concealment (+2)

Actions	Life	Will	Size	Duckets	
Movement	Dexterity	Attack	Protection	Mind	
4	5	2	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

### Spurring Incense - 1AP

Until the end of the round, any friendly character that starts its action within 6" and in line of sight of this character gains **First Strike (2)** for that action and any subsequent Attacks of Opportunity.

### Censer Bearer

Any friendly character that starts its turn within 6" and in line of sight of this character replenishes **1 Will Point**.

Characters with the Censer Bearer rule cannot be affected by this rule (from their own or other Censer Bearers). Characters cannot be affected by multiple instances of this rule in one turn.



**Bishop Guard**

Actions 2 Life 12 Will 1

Size 30 Ducats 11

Movement	Dexterity	Attack	Protection	Mind
4	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Halberd (swing)	2"	-	+1	-	Two-handed
Halberd (thrust)	2"	-	-	-2	-

## Keywords

- *Faction (The Vatican)*
- *Henchman*

## Character Abilities

- *Bodyguard (Leader)*
- *Expert Protection (1)*



## Celestial Congregation

### Keywords

- Faction (*The Vatican*)
- Henchman
- Construct

### Character Abilities

- Companion (*Invoker*)
- Ethereal
- Fear (-1)
- Mindless

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	3	4	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Heavenly Clamour	0"	-	-	-3	-

### Heart Ensoul - 3LP

One other friendly character with the *Construct* keyword without this ability replenishes **3 Life Points**. This ability can only be used once in each of its turns, but can be used even if it would kill this character. If this character uses its last **Life Points** on this ability, the target replenishes **5 Life Points** instead.



## Celestial Spirit

### Keywords

- Faction (*The Vatican*)
- Henchman
- Construct

### Character Abilities

- Companion (Invoker)
- Ethereal
- Fear (0)
- Mindless

Actions	2	Life	8	Will	1	Size	30	Ducats	10		
Movement	4	Dexterity	5	Attack	3	Protection	3	Mind	1		
Weapon	Heavenly Grasp	Range	0"	Evasion	-	Damage	-	Penetration	-1	Abilities	-

### Enspirit - 4LP

This character may use the ORDER command on friendly characters with the *Construct* Keyword, consuming 4 Life Points instead of 1 Command Point.

This can be used even if it would kill this character. If this character uses its last Life Points on this ability, the target replenishes 1 Will Point.



## Cherubim

Actions	8	Will	30	Size	8	Ducats
Movement	Dexterity	Attack	Protection	Mind		
4	3	2	2	2		

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Feathers of Holy Light	6"	-1	-	-1	-

### Keywords

- Faction (*The Vatican*)
- Henchman
- Construct

### Living Proof of God's Majesty

Friendly characters with the Companion ability also have Companion (*Cherubim*).

### Character Abilities

- Fear (-1)
- Mindless
- Limited Movement
- Universal Shielding (2)



Chevaleresse

Actions 2 Life 10 Will 2

Size 30 Ducats 11

Movement	Dexterity	Attack	Protection	Mind
4	4	3	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

## Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Hospitaller*

## Character Abilities

- Bodyguard (*Henchman*)
- Parry (1)



**Crucifier**

## Keywords

- *Faction (The Vatican)*
- *Henchman*

## Character Abilities

- *Companion (Leader)*

<b>Actions</b>	<b>Life</b>	<b>Will</b>	<b>Size</b>	<b>Duels</b>	
2	11	1	30	10	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Hammer & Nails	0"	-	-	-2	Two-handed

## Crucifixion

When this character makes a Combat action with the Hammer & Nails and rolls **at least 3 Aces**, change its **Penetration** to **-4**.



## French Infantryman

Actions	2	Life	11	Will	1	Size	30	Ducats	9	
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	2	
<b>Abilities</b>										
Weapon	Corseque	Range	2"	Evasion	-	Damage	-	Penetration	-	Knockback, Two-handed

### Keywords

- *Faction (The Vatican)*
- *Henchman*

### Character Abilities

- Mindless



## Inquisitorial Spy

### Keywords

- Faction (*The Vatican*)
- Henchman

### Character Abilities

- Infiltration
- Pickpocket

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	5	3	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sharpened Dagger	0"	-	-	-1	-

### Illicit Information

For every friendly character with this ability in your gang at the start of the round, add a re-roll to your **Illicit Information Pool**.

Until the end of the round, any friendly character may use these re-rolls on any roll - one re-roll per dice.



## Knight of Malta

Actions	2	Life	12	Will	2	Size	30	Ducats	14
Movement	4	Dexterity	4	Attack	4	Protection	4	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Sword	0"	-	+1	-	-				-

### Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Hospitaller*

### Character Abilities

- Brave
- Companion (*Hospitaller*)
- Expert Protection (2)



Lacrimosa

Actions	Life	Will	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- Faction (*The Vatican*)
- Henchman
- Discipline (*Divinity*)

## Character Abilities

- Mage (2)
- Universal Shielding (3)
- Frenzied

### Candid Soul

For every **Life Point** this character uses as a **Will Point** due to **Frenzied**, all other friendly characters without this rule within 3" replenish **1 Life Point**.



## Maltese Squire

Actions	2	Life	10	Will	2	Size	30	Duels	10
Movement	4	Dexterity	5	Attack	3	Protection	3	Mind	2
<b>Abilities</b>									
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Crossbow	30"	-	-	-1	Reload (1), Two-handed				

## Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Hospitaller*

## Character Abilities

- *Companion (Leader)*



Martyr

Actions	2	Life	11	Size	30	Ducats	8
Movement	DEXTERITY	ATTACK	PROTECTION	MIND			
4	4	3	3	1			

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Tools of Penance	0"	-	-	-	-

## Keywords

- Faction (*The Vatican*)
- Henchman

## Character Abilities

- Frenzied
- Limited Movement
- Mindless



Priest

Actions	2	Life	11	Will	2	Size	30	Ducats	10		
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	2		
Weapon	Club	Range	0"	Evasion	-	Damage	-	Penetration	-	Abilities	Stun

## Keywords

- Faction (*The Vatican*)
- Henchman

## Character Abilities

- Expert Offence (1)



## Redemptionist

Actions 2 Life 11

Size 30 Ducats 12

Movement	Dexterity	Attack	Protection	Mind
5	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Short Sword	0"	-	-	-	-

## Keywords

- Faction (*The Vatican*)
- Henchman

## Character Abilities

- First Strike (1)
- Frenzied



**Stalker**

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Handbow	15"	-	-	-1	Reload (2)

## Keywords

- *Faction (The Vatican)*
- *Henchman*

## Character Abilities

- Concealment (+1)
- Infiltration

## Pursuit

When using a **COUNTER**

Command on this character, it does not cost a **Command Point** (although still counts as a use of the Command for all other purposes).



## Thalassic Messenger

### Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Construct*

### Character Abilities

- Companion (*Invoker*)
- Fast Swimmer (3)
- Primitive
- Universal Shielding (4)
- Water Creature

2  
Actions      12  
Life

50  
Size      18  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
3	4	4	5	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Angelic Touch	0"	-	+1	-	-

### Living Tide

This character can re-roll any failed dice rolls when making **Drown** and **Dive** actions.



**Theophant of Sinai**

## Keywords

- Faction (*The Vatican*)
- Henchman
- Construct

## Character Abilities

- Companion (*Invoker*)
- Mindless
- Primitive
- Universal Shielding (2)

<b>Actions</b>		<b>Life</b>			
<b>Movement</b>		<b>Dexterity</b>	<b>Attack</b>		
4	4	3	3		
<b>Weapon</b>		<b>Range</b>	<b>Evasion</b>	<b>Damage</b>	<b>Penetration</b>
Hellfire	8"	-	+3	-2	Black Powder, Reload (1)
<b>Abilities</b>					

### Living Flame

This character loses double **Life Points** from **Drown** actions.

### Infernal Ally

While this character is on solid ground, enemy characters that end their turn in base contact with this character lose **1 Life Point**.



## Witch Finder

### Keywords

- *Faction (The Vatican)*
- *Henchman*

### Character Abilities

- Expert Grappler (2)
- Engage

Actions	2	Life	9	Will	3	Size	30	Ducats	12		
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	4		
Weapon	Snare	Range	2"	Evasion	-	Damage	-	Penetration	-	Abilities	Two-handed

### Suffer Not a Witch

This character may attempt to **Dispel** magic spells as if it has **Mage (2)**.

In addition, enemy characters may not use **Will Points** when base contact with this character.



## Reliquary Page

### Keywords

- *Faction (The Vatican)*
- *Henchman*

### Character Abilities

- Slippery

Actions	Life	Will	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind
4	5	2	3	2

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

### Relics of Malta

Once per each of their turns, any friendly character within 6" and line of sight of a friendly character with this rule may re-roll 1 single dice on any roll they make. This character is affected by its own **Relics of Malta** rule.