

King Pulcinella



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	5	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff of Credit	0"	-	-	-1	Stun

Keywords

Faction (The Guild), Leader, Human

Character Abilities

- Brave
- Mindless

Command Ability: *Start the Horrorshow!*

All friendly Pulcinellas and Ostrich Rider Pulcinellas gain First Strike (2) until the end of the round.

King For A Day

If this character is the only character with the Leader keyword in your gang, all friendly Pulcinellas with the Henchman keyword lose Mindless for the entire game.

Mob Rule

When this character makes a Combat action, they gain +1 ATT for every other friendly character with Mob Rule who is in base contact with that enemy.