

# King Pulcinella



Actions



Life



Will



Command



Size



Dueats

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.

# Madame



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	5	4	3	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Garter Pistol	6"	+1	-	-1	Black Powder, Reload (1)
Stiletto	0"	-	-	-1	

## Keywords

Faction (*The Guild*), Leader, Human

## Character Abilities

- Concealment (+1)
- Parry (2)
- Slippery (3)

### Command Ability: *Don't Let Them Take You!*

All friendly characters within 6" gain Parry (2) until the end of the round.

### Command Ability: *Strike When They're Vulnerable*

All friendly Harlots gain Penetration -2 on their weapons until the end of the round.

# Ostrich Riding Pulcinella



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
7	4	4	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun

## Keywords

Faction (*The Guild*), Hero, Human,  
Pulcinella

## Character Abilities

- Limited Movement
- Mindless
- Slippery (3)

## 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.

# Pilferer



Actions 2 Life 9 Will 4

Size 30 Duats 10

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	6	2	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Dagger	0"	-	-	+1	-

## Keywords

Faction (*The Guild*), Henchman,  
Human

## Character Abilities

- Concealment (+1)
- Pickpocket
- Slippery (3)

# Prince of Thieves



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	4	5	5	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Gilded Sword	0"	-	+1	-1	-
Concealed Pistol	6"	+1	+1	-2	Black Powder, Reload (1)

## Keywords

Faction (*The Guild*), Leader, Human

## Character Abilities

- Acrobatic (2)
- Expert Marksman (2)
- Infiltration
- Pickpocket
- Slippery (2)

**Command Ability:** *Take it for the Guild!*

All friendly characters within 3"  
gain Pickpocket until the end of the  
round.

# Pulcinella



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun

## Keywords

Faction (*The Guild*), Henchman, Human, Pulcinella

## Character Abilities

- Mindless

## 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.

# Recruiter



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Crossbow	15"	-	-	-	Two-handed, Reload (1)

## Keywords

Faction (*The Guild*), Hero, Human

## Character Abilities

- Expert Marksman (1)

### Command Ability: *Extortion*

All friendly characters with the Henchman keyword within 3" gain Bodyguard (Leader, Hero) until the end of the round.

### Instigator

Any character within 6" with Union adds +2 ATT instead of +1 ATT.

# Rialto Assassin



3 13 4

Actions

Life

Will

30 19

Size

Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	5	6	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Balanced Throwing Knife	6"	-	-1	-4	-

## Keywords

Faction (*The Guild*), Hero, Human,  
Unique

## Character Abilities

- Expert Marksman (3)
- Infiltration
- Slippery (2)

# Black Lamp



Actions

Life

Will

Command

Size

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sharpened Dagger	0"	-	-	-	-

## Keywords

Faction (*The Guild*), Hero, Human,  
Unique

## Character Abilities

- Brave
- Brawler (1)
- Parry (2)
- Universal Shielding (3)

### Command Ability: Rally to the Light!

All friendly characters within 6" gain Companion (Black Lamp) until the end of the round.

### The Lamp

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

# Butcher



Actions 2 Life 13 Will 3

Size 30 Ducats 14

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	5	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Bucher's Knives	0"	-	+1	-	-

## Keywords

Faction (*The Guild*), Hero, Human

## Character Abilities

- Brawler (1)
- Expert Protection (2)

# Capodecina



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	6	5	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Twin Blades	0"	-	+1	-	-

## Keywords

Faction (*The Guild*), Leader, Human

## Character Abilities

- Acrobatic (2)
- Expert Offence (2)
- Infiltration
- Pickpocket

### Command Ability: Thieves Guild

#### Training

All friendly characters within 6" gain the Slippery (3) special rule until the end of the round.

# Citizen



2	11	3	30	10
Actions	Life	Will	Size	Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Improvised Weapon	0"	-	-	-	-

## Keywords

Faction (*The Guild*), Henchman,  
Human

## Character Abilities

### Union

When a character with this special rule attacks an enemy who is in base contact with at least 2 other friendly characters, it receives +1 ATTACK.

# Dog Keeper



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Training Whip	3"	+2	-	-	-

## Keywords

Faction (*The Guild*), Henchman,  
Human

## Character Abilities

- Engage (2)

## Dog Master

When this character uses a Command Point, it must have a Dog as the target.

# Dog



2	8	6	30	10
Actions	Life	Will	Size	Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Teeth	0"	-	-	-	-

## Keywords

Faction (*The Guild*), Henchman,  
Animal

## Character Abilities

- Companion (Dog Keeper)

# Fisherman



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pole Spear	2"	-	+1	-	Aquatic
OR					
Harpoon Gun	8"	+1	+1	-	Reload (1), Two-handed

## Keywords

Faction (*The Guild*), Hero, Human

## Character Abilities

- Expert Offence (1)
- Fast Swimmer (1)
- Hunter

### Command Ability: Bring It Down!

One friendly character within 6"  
gains the Hunter special rule until  
the end of its next activation.

## Gondolier



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Bladed Oar	2"	-	+1	-1	Two-handed

### Keywords

Faction (*The Guild*), Henchman,  
Human

### Character Abilities

- Brave
- Fast Swimmer (1)

### Sculler

For each character with this rule, you may purchase 1 extra gondola from the Equipment list. This character may be deployed in water or on a gondola and may also re-roll failed dice rolls when making Row actions.

# Harlot



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	-	-1	-

## Keywords

Faction (*The Guild*), Henchman,  
Human

## Character Abilities

- Concealment (+1)
- Companion (Madame)
- Parry (1)

# Baba-Yaga



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	4	2	4	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pestle	1"	+1	-	-3	-

## Keywords

Faction (*The Guild*), Hero, Human,  
Unique, Discipline (*Blood Rites*, *Wild Magic*)

## Character Abilities

- Concealment (-1)
- Mage (3)
- Vampiric Attack (2)

### Command Ability: *Blood Rights*

Pick a friendly character within 6".  
That character loses 2 Life Points  
and this character replenishes 3 Will  
Points.

# Barber



2

Actions

11

Life

4

Will

30

Size

15

Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	5	4	4	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Straight Razor	0"	-	-	-2	-

## Keywords

Faction (*The Guild*), Hero, Human

## Character Abilities

- Expert Offence (2)
- First Strike (1)
- Engage (2)

# Baroni



4	4	4	6	4	
MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
Duelling Pistols	8"	+1	-	-1	Black Powder, Reload (2)
Weapon	Range	Evasion	Damage	Penetration	Abilities

## Keywords

Faction (*The Guild*), Hero, Human

## Character Abilities

- Brawler (1)
- Expert Marksman (2)
- Pickpocket

### Command Ability: *Intimidation*

All friendly characters within 3" gain First Strike (1) until the end of the round.