

## Patriarch Bishop de Bernis



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

### Keywords

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

### Character Abilities

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

#### Command Ability: *Blessings From On High*

All friendly characters within 3 inches gain Universal Shielding (3) until the end of the round.

#### Patriarch Bishop

All friendly characters within 6" gain Companion (Leader). If this character is removed from play as a casualty, all friendly characters within 6" replenish 3 Will Points.

## Prelate of the Flaming Sword



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Burning Greatsword	1"	+1	+1	-5	Two-handed

### Keywords

Faction (*The Vatican*), Hero, Human

### Character Abilities

- Brave
- Expert Offence (2)
- Concealment (-1)
- Mindless

### Burning Aura

Any other friendly characters within 3" gain -2 Penetration on their weapons.

# Priest



Actions 2 Life 11 Will 3

Size 30 Dueats 11

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

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

## Keywords

Faction (*The Vatican*), Henchman,  
Human

## Character Abilities

- Expert Offence (1)

# Summoner Priest



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	2	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	Aquatic

## Keywords

Faction (*The Vatican*), Hero, Human,  
Discipline (*Fateweaving*)

## Character Abilities

- Mage (1)
- Universal Shielding (3)

**Command Ability:** *Come Let Us  
Make Bricks and Burn Them Thoroughly*  
One friendly Golgotha within 3"  
gains Berserk until the end of the  
game.

### Summoner

Any friendly Golgotha may use this  
character's Will Points as if they were  
their own.

# Thomas Thieme



2

Actions

12

Life

4

Will

30

Size

15

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	4	3

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

## Keywords

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

## Character Abilities

- Brave
- Bodyguard (Felix Baumgartner)
- First Strike (1)
- Hunter
- Slippery (2)

## Vampire Hunter

This character gains Expert Offence (3) when targeting enemies with the Mage ability or Undead keyword.

# Martyr



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	3	1

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

## Keywords

Faction (*The Vatican*), Henchman,  
Human

## Character Abilities

- Berserk
- First Strike (1)
- Limited Movement
- Mindless

## Inquisition Commissioner



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	4

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

### Keywords

Faction (*The Vatican*), Hero, Human

### Character Abilities

- Bodyguard (Inquisitor)
- Expert Marksman (2)

#### Command Ability: Look With Satisfaction Upon My Enemies

All friendly characters within 6" gain Parry (1) until the end of the round.

# Inquisitor



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	5	3	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Hands of God	0"	-	-	-2	-

## Keywords

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

## Character Abilities

- Mage (3)
- Universal Shielding (3)

### Command Ability: *For the Glory of God*

All friendly characters within 3" gain Expert Offence (2) until the end of the round.

### Stigmata

If an attack with the Hands of God causes any Damage (before making Protection rolls), the target suffers -3 PRO until the end of the round. A character can only be affected by Stigmata once per round.

# Knight of Malta



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	6	3

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

## Keywords

Faction (*The Vatican*), Hero, Human

## Character Abilities

- Berserk
- Bodyguard (Leader, Hero)
- Brave
- Expert Protection (2)

# Lacrimosa



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

## Keywords

Faction (*The Vatican*), Henchman, Human, Discipline (Divinity)

## Character Abilities

- Mage (1)
- Universal Shielding (3)
- Vampiric Attack (2)

## Candid Soul

When this character casts or Dispels a Magic Spell, it loses 1 Life Point after the effects of the spell are carried out. This character cannot recover Life Points from its own Magic Spells.

# Altar Boy



Actions

Life

Will

Command

Size

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	2	2

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

## Keywords

Faction (*The Vatican*), Henchman, Human

## Character Abilities

- Concealment (+2)
- Slippery (3)

### Command Ability: Spurring Incense

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

### Censer Bearer

All friendly characters within 6" gain Brave. This character may only use its Command Points on its own Command Ability.

# Bishop Guard



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	3

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

## Keywords

Faction (*The Vatican*), Henchman,  
Human

## Character Abilities

- Bodyguard (Leader)
- Expert Protection (1)

# Cross-bearing Deacon



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Icon	2"	+1	+1	-	Two-handed

## Keywords

Faction (*The Vatican*), Hero, Human

## Character Abilities

- Brawler (1)
- Fear (0)
- Universal Shielding (5)

**Command Ability:** *You Have Redeemed Me, O Lord God of Truth*  
All friendly characters within 12"  
gain Brave until the end of the round.

### Holy Relic

Any friendly character within 6" may  
use this character's Will Points as if  
they were their own. If this character  
is removed from play as a casualty, all  
friendly characters within 3" receive a  
Stunned counter.

# Executioner



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Executioner's Axe	1"	+1	+1	-	-

## Keywords

Faction (*The Vatican*), Hero, Human

## Character Abilities

- Brawler (1)
- Expert Offence (1)

## Beheading

When this character rolls a Critical on a combat action, the opponent loses 2 additional Life Points.

# Exorcist



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	5	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Divine Touch	0"	-	-	-	Aquatic, Stun

## Keywords

Faction (*The Vatican*), Leader, Human

## Character Abilities

- Fear (1)
- Universal Shielding (3)
- Vampiric Attack (1)

### Command Ability: Fear the Lord

All friendly characters within 6" gain Fear (0) until the end of the round.

### Exorcism

If attacking a character with the Mage ability or Undead keyword, Divine Touch gains -7 Penetration.

### Helm of Penitence

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

# Felix Baumgartner



Actions

Life

Will

Command

Size

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Instruments	0"	-	-	-	-

## Keywords

Faction (*The Vatican*), Leader, Human,  
Unique

## Character Abilities

- Brawler (1)
- Expert Offence (2)
- Hunter
- Universal Shielding (2)

### Command Ability: Holy Water

Pick a friendly character within 6". That character's weapon gains -7 Penetration until the end of the round.

### Undead Quarry

All friendly characters within 6" gain +2 ATT when targeting enemies with the Mage ability or Undead keyword.

# French Guard



2

Actions

11

Life

2

Will

30

Size

10

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

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

## Keywords

Faction (*The Vatican*), Henchman,  
Human

## Character Abilities

- Mindless

# Golgotha



2

Actions

24

Life

5

Will

50

Size

20

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	6	7	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Stone Fists	0"	+1	+2	-	Aquatic

## Keywords

Faction (*The Vatican*), Hero, Monster

## Character Abilities

- Companion (Summoner Priest)
- Concealment (-1)
- Fear (2)
- Mindless
- Primitive