

Ratcatcher



Madam Cage



IT'S A TRAP:

This Ratcatcher may discard one Attack die to re-roll any dice rolled in a Trap Attack.



UPGRADE: Traps Gain +1



3




4+



4




DRAGNET:

Place a single  token on any adjacent zone. All Rats in this zone (including any entering this zone) suffer -2 Movement Points.



TOXIC RUSE:

Place a  token on the Township Card you occupy. Common Rats treat this token as Magic Cheese, and any Common Rats that consume this token are return to the Rat Sack.





Ratcatcher

Madam Cage



The resident trap master of the Ratcatcher's Guild is only known as "Cage". As a masterful engineer and tinkerer, she is famous for her contraptions, designed to catch rodents of all shapes and sizes. Thus, it is hardly surprising she is eager to test her latest innovations in Brie. The plague infested city gives her an excellent opportunity to unleash even her wildest designs and prove the Guild to those outside and in need.

"Cage" is one of the most capable Ratcatcher's and senior members of the guild, but she prefers to observe the effectiveness of her traps from nearby. If she arrives first, lays down her mean surprises and makes her inventions work, the rats are in for some trouble.


Madam Cage

Ratcatcher


The Pied Piper



MUSIC BOX:

This Trap's  is equal to the number of Common Rats in this Trap's zone (max 10)



UPGRADE: Common Rats in a Trap's Zone suffer -1 .



3







4+



X




HAUNTING MELODY:

Spend one  Cube to perform a single  2 Attack with  4+. Apply the results of this Attack to your currently occupied & all adjacent Zones. Zones with Traps inflict  results of 5 or 6.



SOOTHING LULLABY:

Place a  Cube on the Township Card you occupy. The cost to enter any Zone on this Card is increased by +1 for all Rats.

4+

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Ratcatcher

The Pied Piper

A mysterious gentleman and rat charmer of some renown. Thanks to his jaunty tunes, the Pied Piper has already freed several townships and cities from their rat infestations and made a considerable fortune in the process.

What he does with the rats he captures, however, nobody knows for sure. Most people don't care that much as long as the plague disappears from their neighborhood(s).

The flute, or rather the different melodies he is able to elicit from it, is the Pied Piper's secret mysterious trump/ace - the more rats, the greater the effect. Either the soothing or haunting tunes give him his edge.

He really needs it, because as a gentleman he does not think much of an open fight. His fine attire also offers little to no protection against biting rats, and his flute tends to be rather inadequate as a blunt weapon.

Pied Piper.





Ratcatcher

Miss Black



RAT SNATCHER:

For each Common Rat captured during a Trap Attack you may boost this Attack by rolling an additional Die.



3




4+



D6





PERSEVERANCE:

Spend one  Cube to add 1D6 Attack Dice to your Character Board.



RISE TO THE TOP:

Place a  Cube on the Township Card you occupy. Any Attack Dice result of 5 or 6 on this Card inflicts a .





Ratcatcher

Miss Black



She is the royal family's most trusted Ratcatcher. Among the upper class, Miss Black is renowned for her talent to get rid of pesky rodents. Contrary to what would befit a high lady, she is not squeamish in her dealings.

Some might be fooled by her fancy clothes, but below the surface Miss Black is relentless: Her sole aim is to ascend through the social ranks. She has no problem getting her hands dirty, as long as it increases her esteem in the eyes of the royal court.

Her methods are tenacious and ruthless when it comes to work. Every captured rat brings her a little closer to her goal, and who could be more in the Queen's favor than the heroine who liberated the city? If all it takes is a few dead Nemesis rats, Miss Black is more than up for the task.

Miss Black

Ratcatcher



Professor Fume

**GAS MINE:**Trap Attacks gain +1  for each other, adjacent trap.





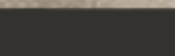
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5+

UPGRADE: +1 ; Traps Attacks gain +1 .

5

**JUST A SPRITZ:**Spend one  Cube to target a Zone adjacent to your character. Perform a single  3 Attack with  4+ in that Zone.**FUMIGATION:**Place a  Cube on the Township Card you occupy. All Dice showing results of 5 and 6 during Attacks on the affected Card are returned to your Character Board after resolution.

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Ratcatcher

Professor Fume

A chemist with a rather morbid understanding of problem solving. For the professor, the end justifies the means and the end in this case simply is the rat problem. City and people are of lesser importance.

Adorned with cloak and mask, this paver of poison carries toxins and caustic concoctions to save Brie from the infestation. Highly effective these substances may be, but will there still be a city left for people to live in once the professor has finished his work?

His most recent experiment, called "Fumigation", promises to deliver unprecedented results. Mixed together correctly, the mixtures stored inside the large tanks on his back could create an almost infinite toxic fume, no rat could survive. Collateral damage caused by this is of no concern to the professor. Science first.

Prof. Fume.



Ratcatcher



Sister Constantine



HOLY GURD:

Trap Attacks gain +2 and +2 when in a Zone with a Magic Cheese Token.



UPGRADE: Deployment costs are reduced by -1 .



2



2



5+



3



CHEESY MIGHT:

Spend one Cube to perform a single 3 Attack with 4+ in your currently occupied or any other, adjacent Zone. Dice results of 4+ inflict . Rats hit by this Attack are returned to the Rat Sack.



DIVINE SHIELD:

Place a Cube on the Township Card you occupy. You gain +2 while on this Card. Common Rats cannot consume Magic Cheese from this Card.



4+

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Ratcatcher

Sister Constantine



The Church of the 7 Cheeses has created a new militant arm to combat the continuing infestation of rats threatening the city and the sacred cheese. It is too obvious there are dark forces at work for the Church to leave the fight solely in the hands of the mundane Ratcatcher's. This is where the new sisterhood steps onto the scene, strong in faith and not shy to use even tangible measures.

Among them, Sister Constantine is the most zealous, fervent in the fight against evil and always with the protective hand of a higher power over her. Praying on the battlefield, she confronts the never-ending horde as a beacon of hope that the people of Brie have long yearned for.

With the aid of her gods she is also able to transform the sacred cheese into something new and fight the rodents and their monstrous nemesis rats. She strongly believes to persist as long as it pleases her gods. And what could please Them more than making her Their instrument in the obliteration of evil?

Sister Constantine

Ratcatcher

Guild Master Horace



4+





1


















3










RAT TOTEM:  Reroll Dice results of 1 from each initial Trap Attack roll.  3

UPGRADE: Trap Attacks gain +1 , deployment costs are reduced by -1 .  4+  3

AVATAR OF FEAR:  Spend one  Cube to perform a single  3 Attack with  5+. Distribute scored hits to Rats in any Zone of the currently occupied Township Card.   

RAT SLAYER:  Place a  Cube on the Township Card you occupy. Any Attack Dice result of 2+ on this Card scores a hit.  

Ratcatcher

Guild Master Horace



When the Great War ended, Horace returned to Brie as a veteran. His fall was steep and henceforth he had to work as a Ratcatcher. Resolve and tactical approach made him an quite unique character within the guild and gained him some notoriety.

However, the simple work was far from exhausting Horace capacities and it wasn't long before he made it to Guild Master of Brie.

With strict leadership the bunch of lowlifes developed into a powerful and organized force that can stand up to the Rats.

Horaces' military mind and firm command proved to be the key reason why the guild is now in the vanguard fighting the infestation.

By now, the guild master is taking a more active role, which is no good news for the Rats. Although Horace does not rely as much on contraptions and gimmicks, he is battle-hardened and where he strikes, the hordes are quickly thinned out. Combined with the dark knowledge that the guild master possesses, Horace can make the difference. The veteran is ready and armed for a last stand.

G.M. Horace