



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

Mob Mentality

PULSE Command Ability

For every friendly character in line of sight to this character (including this character), add a re-roll to your **Mob Mentality Pool**.

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



Capodecina



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	6	4	2	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Twin Blades	0"	-	+1	-	-

Keywords

- *Faction (The Guild)*
- *Leader*
- *Trade*

Character Abilities

- **Aerial Attack**
- **Expert Offence (2)**
- **Infiltration**

Fight For the Guild!



One friendly character in line of sight with the *Trade* keyword replenishes **2 Will Points** instead of 1 from **Companion** until the end of the game.

Rise Up

All friendly characters with the *Trade* keyword gain **Companion (Trade)** as long as this character is on the board.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Clockwork Pistol	6"	+1	+1	-1	Black Powder, Reload (2)
Sailor's Knife	0"	-	-	-1	Aquatic

Keywords

- *Faction (The Guild)*
- *Leader*

Character Abilities

- **Fast Swimmer (2)**
- **Parry (2)**

Toughen Up



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

Born to Swim

All friendly characters add +1 to their **Fast Swimmer** number as long as this character is on the board. Characters without **Fast Swimmer** instead gain **Fast Swimmer (1)**.



King For a Day



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	4	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff of Credit	0"	-	-	-3	-

Keywords

- *Faction (The Guild)*
- *Leader*
- *End of Days*

Character Abilities

- **Brave**
- **Companion** (*End of Days*)
- **Mindless**

Start the Horrorshow!



Until the end of the round, any friendly characters with the *End of Days* keyword in line of sight gain +1 ATTACK.

Do As I Say, Not As I Do

All other friendly characters with the *End of Days* keyword lose **Mindless** for the entire game, even if this character is killed.

This character still keeps **Mindless**.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	3	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Garter Pistol	6"	-	-	-2	Black Powder, Reload (2)
Stiletto	0"	-	+1	+1	-

Keywords

- *Faction (The Guild)*
- *Leader*
- *House of Virtue*

Character Abilities

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

Don't Let Them Take You!

PULSE Command Ability

One other friendly character in line of sight within 3" (not including this one) gains **Parry (2)** until the end of the game.

Strike When They're Vulnerable

AURA Command Ability

Until the end of the round, any other friendly characters with the *House of Virtue* keyword in line of sight (not including this one) gain **Penetration -2** on their weapons.

My Girls & Boys

While this character is on the board, all characters with the *House of Virtue* keyword gain **Companion (House of Virtue)**.

In addition, if this character replenishes a **Will Point** from **Companion**, she also replenishes **1 Command Point**.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
7	4	4	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff of Credit	0"	-	-	-3	-

Keywords

- *Faction (The Guild)*
- *Leader*
- *End of Days*

Character Abilities

- **Bulky**
- **Companion (*End of Days*)**
- **First Strike (2)**
- **Limited Movement**
- **Mindless**
- **Slippery**

Full Tilt!



Until the end of the round, any friendly characters with the *End of Days* keyword in line of sight gain +1 MOVEMENT.

Do As I Say, Not As I Do

All other friendly characters with the *End of Days* keyword lose **Mindless** for the entire game, even if this character is killed.

This character still keeps **Mindless**.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	5	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Concealed Pistol	4"	-	+1	-	Black Powder, Reload (1) Knockback
Gilded Sword	0"	-	+1	-1	-

Keywords

- *Faction (The Guild)*
- *Leader*

Character Abilities

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

Thieves Guild Training



One friendly character within 6" gains **Pickpocket** until the end of the game.

Take it for the Guild!

Any friendly characters in line of sight replenish **2 Will Points** instead of 1 when **Pickpocketing**.



Baba-Yaga



2
Actions



13
Life



7
Will



40
Size



19
Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	3	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pestle	1"	-	+2	-	Knockback, Two-handed

Keywords

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

Character Abilities

- **Bulky**
- **Mage (3)**
- **Vampiric Attack (2)**



Blood Rights - 1AP

Pick one character within 3" (friendly or enemy). That character loses **1 Life Points**, and this character replenishes **1 Will Points**.



Black Lamp



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sharpened Dagger	0"	-	-	-1	-

Keywords

- *Faction (The Guild)*
- *Hero*
- *Unique*
- *Trade*

Character Abilities

- **Brave**
- **Universal Shielding (4)**



AURA Command Ability

Rally to the Light!

Until the end of the round, any friendly characters in line of sight gain **Companion (Black Lamp)** and **Brave**.

The Lamp

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

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



Rialto Assassin



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	5	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Balanced Throwing Knife	6"	-	-1	-4	-
Smoke Bomb	6"	+1	-	-	Blast, Harmless, Smoke, Reload (1)

Keywords

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

Character Abilities

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



Barber



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Straight Razor	0"	-	-	-3	-

Keywords

- *Faction (The Guild)*
- *Hero*
- *Trade*

Character Abilities

- **Expert Offence (1)**
- **Engage**



Baroni



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Duelling Pistol	8"	-	-	-1	Black Powder, Reload (2)
Twin Duelling Pistols	8"	-	+3	-1	Black Powder, Reload (1)

Keywords

- *Faction (The Guild)*
- *Hero*

Character Abilities

- **Expert Marksman (2)**
- **Pickpocket**

Intimidation



Until the end of the round, any friendly characters within 3" gain **First Strike (1)**.

Twin Pistols

This character's weapons share the **Reload** ability - you may make 2 Combat actions with the Single Duelling Pistol or 1 with Twin Duelling Pistols in one round.

Unwieldy

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



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Bottles	6"	-	-	-	-
Flaming Bottles	6"	-	-	-5	Black Powder

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*

Character Abilities

- *Companion (End of Days)*
- *Mindless*

Fancy a Tipple?



Until the end of the round, any friendly characters within 3" gain **Brave** and **First Strike (1)**.

Keep it Flowing

Any enemy character in base contact with this character can be the target of a **Drown** action, regardless of whether they're in water.

Flambé

This character may only use Flaming Bottles when within 3" of a Pulcinella Firebreather.



Brute



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Big Club	1"	-	+1	-	Knockback

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*

Character Abilities

- *Companion (End of Days)*
- *Mindless*

Thick Skull

This character cannot receive Stunned counters.



Butcher

2

Actions

13

Life

3

Will

30

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Butcher's Knives	0"	-	+1	-	-

Keywords

- *Faction (The Guild)*
- *Hero*
- *Trade*

Character Abilities

- **Brawler (1)**
- **Expert Grappler (2)**



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	6	3	2	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Poisoned Needle	0"	-1	-	+1	Poisoned

Dancer

Keywords

- *Faction (The Guild)*
- *Hero*
- *House of Virtue*

- **Character Abilities**
- **Slippery**

Communicative Dance



Pick one friendly character within 3" and one different friendly character with the *House of Virtue* keyword within line of sight.

Both of those characters make an immediate **Run/Climb** action. This movement cannot be used to charge, but can be used to disengage.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pole Spear & Net	0"	-1	+1	-	Aquatic
OR					
Harpoon Gun	12"	+1	+1	-	Reload, Two-handed

Keywords

- *Faction (The Guild)*
- *Hero*

Character Abilities

- **Expert Offence (1)**
- **Fast Swimmer (2)**
- **Hunter**

Bring it Down!



One friendly character within 6" gains **Hunter** until the end of the game.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Handbow	15"	-	-	-1	Reload (2)

Recruiter

Keywords

- *Faction (The Guild)*
- *Hero*
- *Trade*

Extortion



Until the end of the round, any friendly characters with the *Henchman* keyword within 6" gain **Bodyguard (Hero)**.

Instigator

All friendly characters with **Companion(Trade)** gain +1 **ATTACK** while within 6" of one or more characters with this special rule. Characters with the Instigator rule are unaffected.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dual Stiletos	-	-1	+1	+1	-

Keywords

- *Faction (The Guild)*
- *Hero*
- *House of Virtue*

Character Abilities

- **Slippery**



Fade to the Shadow - 2AP

If the character is within 1" of a building, they can be removed from the board and then placed back down within 1" of another building on ground level, at least 6" away from enemy characters.



Smuggler

2

Actions

12

Life

2

Will

30

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Blunderbuss	0"	-1	+2	+1	Black Powder, Reload (1), Template

Keywords

- *Faction (The Guild)*
- *Hero*



Smuggling - 1AP

One character within 3" replenishes

1 Command Point.

Character Abilities

- **Boat Crew**
- **Concealment (+1)**



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	+1	+1	-
Smoke Bomb	6"	+1	0	-	Blast, Harmless, Smoke, Reload (1)

Keywords

- *Faction (The Guild)*
- *Hero*

Character Abilities

- **Aerial Attack**
- **Infiltration**
- **Pickpocket**

Get to the Roof



One friendly character with the *Henchman* keyword within 6" gains **Acrobatic (3)** until the end of the game.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
7	4	3	2	1

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

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*

Character Abilities

- **Bulky**
- **Companion** (*End of Days*)
- **First Strike** (2)
- **Limited Movement**
- **Mindless**
- **Slippery**

Toot Toot Toot... Charge!



Up to 2 friendly characters within 3" may make an immediate **Run/Climb** action, but this movement *must* be used to charge an enemy (doesn't have to be the same enemy!).

Doot

Whenever this character makes a Combat action with its Trumpet weapon, all friendly characters within 3" cheer and replenish **1 Will Point**.



Whaler



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Whaling Lance	6"	+1	+3	-	Knockback, Two-handed

Keywords

- *Faction (The Guild)*
- *Hero*

Character Abilities

- **Boat Crew**
- **Hunter**
- **Fast Swimmer (2)**

Get Over Here

A Whaling Lance's **Knockback** can move the target in any direction.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	5

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

Witch

Keywords

- *Faction (The Guild)*
- *Hero*
- *House of Virtue*
- *Discipline (Blood Rites, Runes of Sovereignty, Wild Magic)*

Character Abilities

- **Mage (2)**
- **Slippery**



Blood Rights - 1AP

Pick one character within 3" (friendly or enemy). That character loses **1 Life Points** and this character replenishes **1 Will Points**.



Arbalest



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

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

Keywords

- *Faction (The Guild)*
- *Henchman*
- *Trade*

Character Abilities

- *Companion (Trade)*



2

Actions

10

Life

30

Size

6

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	3	2

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

Beggar

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Concealment (+2)**

Whispers on the Street

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

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

Hidden in Plain Sight

This character can be deployed anywhere on the board at ground level, at least 6" away from any enemy characters or objectives.



2

Actions

10

Life

30

Size

5

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	1	1

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

Blooded

Keywords

- Faction (*The Guild*)
- Henchman

Character Abilities

- Mindless
- Limited Movement

Living Sacrifice

Any character with the *House of Virtue* keyword within 6" and line of sight may use this character's **Life Points** as if they were their own **Will Points**.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

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

Keywords

- *Faction (The Guild)*
- *Henchman*
- *Trade*

Character Abilities

- *Companion (Trade)*



Dog Keeper



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Training Whip	3"	-1	-	-	-

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Companion (Dog)**
- **Engage**

"Encouragement"

This character may only use the **ORDER** or **COUNTER** Commands on characters with the *Henchman* keyword.



2

Actions

6

Life

30

Size

5

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	2	1	1

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

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Engage**
- **Limited Movement**
- **Mindless**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

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

Keywords

- *Faction (The Guild)*
- *Henchman*
- *House of Virtue*

• Character Abilities

- **Bodyguard (Hero, Henchman)**
- **Expert Grappler (1)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fire Breath	0"	-	-	-3	Black Powder, Template, Two-handed, Reload (1)

Keywords

- *Faction (The Guild)*
- *Henchman*
- *End of Days*

Character Abilities

- *Companion (End of Days)*
- *Mindless*



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

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

Gondolier

Keywords

- *Faction (The Guild)*
- *Henchman*
- *Trade*

Character Abilities

- **Brave**
- **Fast Swimmer (1)**

Sculler

For each character with this ability, 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.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	3

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

Harlot

Keywords

- *Faction (The Guild)*
- *Henchman*
- *House of Virtue*

• Character Abilities

- **Concealment (+1)**
- **Slippery**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dive Knife	0"	-	-	-	Aquatic

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Boat Crew**
- **Fast Swimmer (2)**



Ostrich Rider

2

Actions

13

Life

2

Will

40

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
7	4	3	2	1

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

Keywords

- *Faction (The Guild)*
- *Henchman*
- *End of Days*

Character Abilities

- **Bulky**
- **Companion** (*End of Days*)
- **First Strike** (2)
- **Limited Movement**
- **Mindless**
- **Slippery**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	6	2	2	2

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

Pilferer

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Concealment (+1)**
- **Pickpocket**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Short Bow	12"	-	-	-	Reload (3), Two-handed

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Concealment (+1)**
- **Infiltration**



Rope Arrow - 2AP

Pick a point on a piece of vertical terrain within 12" at least 1" below this character.

Move the character to that point as if moving down a zipline.



Pulcinella



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	1

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

Keywords

- *Faction (The Guild)*
- *Henchman*
- *End of Days*

Character Abilities

- *Companion (End of Days)*
- *Mindless*



2

Actions

13

Life

1

Will

40

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Riveting Hammer	0"	-	+2	-	Two-handed

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- **Expert Offence (2)**