



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

Heavenly Father Guide Us

PULSE Command Ability

This character replenishes **2 Will Points** and every other friendly character within 3" replenishes **1 Will Point**.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Crosier	2"	-	-	-	-

Keywords

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

Character Abilities

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

He Will Strengthen You and Protect You



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

Patriarch Bishop

All friendly characters with the *Faction (The Vatican)* keyword gain **Companion (Leader)** while in line of sight of this character.



Father Gesta



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Heavenly Host	0"	-	-	-4	Template

Keywords

- *Faction (The Vatican)*
- *Leader*
- *Invoker*
- *Unique*
- *Discipline (Blood Rites, Fateweaving, Runes of Sovereignty)*

Character Abilities

- **Flight**
- **Mage (3)**
- **Mindless**
- **Universal Shielding (4)**

Gates of Heaven



Until the end of the round, all friendly characters within 1" gain **Ethereal**.

Summoner

Any friendly character with the **Construct** keyword may use this character's **Will Points** as if they were their own.



Exorcist



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Divine Touch	0"	-	-	-	-

Keywords

- *Faction (The Vatican)*
- *Leader*

Character Abilities

- **Fear (-2)**

Fear the Lord



Pick 1 enemy character within 6".
Until the end of the round, whenever this character is hit by a Combat action, the attacker gains **Fear (-2)**.

Helm of Penitence

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

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

Exorcism

When making a **Combat** action with **Divine Touch**, if it causes at least **1 Damage**, the target loses **1 Will Point**.

If the target has **0 Will Points** remaining, the attack instead does **+3 Damage**.



Inquisitor

3

Actions

13

Life

2

Will

4

Command

30

Size

22

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hands of God	0"	-	-	+1	-

Keywords

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

Character Abilities

- **Frenzied**
- **Mage (3)**
- **Universal Shielding (3)**

For the Glory of God



Until the end of the round, any friendly characters within 3" gain **Expert Offence (2)**.

Stigmata

If this character uses one or more **Life Points** as **Will Points** (due to **Frenzied**) either to increase the dice pool or to perform an action (like casting spells), it may re-roll an equal number of dice (including the **Destiny Dice**) during that action.

If it does this on a **Combat** action, Hands of God instead has **Penetration -3** for that action.



Knight Commander



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	6	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Blade of Gozo	0"	-	+2	-1	-

Keywords

- *Faction (The Vatican)*
- *Leader*
- *Hospitaller*

Character Abilities

- **Brave**
- **Expert Offence (2)**
- **Hunter**
- **Universal Shielding (4)**

Fight Until the Last



This **Command Ability** is used out of sequence, at the start of the round before rolling initiative.

Pick 1 friendly character in line of sight within 6". If that character is reduced to **0 Life Points** before they take their turn, they are not removed from the board. Instead they are only removed after their turn is complete.

Destined For Victory

All friendly characters with the *Hospitaller* keyword may choose to re-roll the **Destiny Dice** when making re-rolls as long as this character is on the board.

Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



Angel of the Blooded Rose

3

Actions

12

Life

2

Will

50

Size

20

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	4	3	3

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

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Unique*
- *Hospitaller*

Character Abilities

- **Flight**
- **Frenzied**
- **Universal Shielding (3)**

Born of Blood

Whenever any character (friendly or enemy) is killed within 3", this character replenishes **3 Life Points**.

Heavenly Vision

Whenever a friendly character in line of sight within 6" is instructed to replenish **Will Points**, increase the amount replenished by **1**.



Felix Baumgartner



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Instruments	0"	-	+1	-	-

Keywords

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

Character Abilities

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

Put it Through the Heart!



Pick a friendly character in line of sight within 12". One of that character's weapons gains **-4 Penetration** until the end of the round.

Renewed Vigour

When this character kills an enemy character, he replenishes his full **Will Points**.



2

Actions

15

Life

2

Will

40

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	6	3

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

Avignon Guard

Keywords

- *Faction (The Vatican)*
- *Hero*

Character Abilities

- **Brawler (1)**
- **Universal Shielding (4)**

Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



Baptist

2

Actions

11

Life

4

Will

30

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	5

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

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Discipline (Divinity)*

Character Abilities

- **Expert Sorcerer (1)**
- **Mage (2)**
- **Universal Shielding (3)**

Blessed Water - 1AP

Place the Blast marker in water in line of sight within 8".

The area under the Blast marker is treated as solid ground for friendly characters.

Enemy characters treat the area as water, and characters with the Water Creature rule can be drowned while at least partially on the marker.

Remove the marker at the end of the round.



2
Actions

11
Life

3
Will

40
Size

16
Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	6	4

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

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

Character Abilities

- **Brave**
- **Expert Offence (2)**
- **Universal Shielding (6)**

Walk Through The Fire And You Will Not Be Burned - 1AP

The Saint summons holy flame around her! Until the end of the round any enemy character that is within 3" at any point in their turn loses **3 Life Points** immediately.

At the end of the round, any enemy characters within 3" lose a further **3 Life Points** before the fire dissipates.

This ability may only be used on solid ground, and anyone in water is unaffected.

Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



Conventual Chaplain



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	4

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

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

Psychic Communion

Whenever this character or any other character with line of sight to this character uses the **ORDER** or **COUNTER** Commands, they ignore any other restrictions about line of sight.



Cross-bearing Deacon

2

Actions

12

Life

2

Will

30

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Icon	2"	-	-	-	Two-handed

Keywords

- *Faction (The Vatican)*
- *Hero*

Character Abilities

- **Brave**
- **Universal Shielding (5)**

Holy Relic

Any other friendly character (not including this one) that starts their turn within 6" of this character replenishes **1 Will Point**.

Righteous Zeal

Every friendly character gains **Brave** while in line of sight of this character.



2

Actions

13

Life

2

Will

30

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	1	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Executioner's Axe	0"	+1	+1	-	-

Keywords

- *Faction (The Vatican)*
- *Hero*

Character Abilities

- **Expert Offence (2)**

Bifurcation

When this character makes a **Combat** action (**not** an Attack of Opportunity) with the Executioner's Axe against a target character with a Size of 40mm or less and rolls **at least 4 Aces**, they are bifurcated!

Instead of calculating Damage as normal, instead the target character loses half their remaining **Life Points** (rounding up).



Galilean Priest

2

Actions

11

Life

6

Will

2

Command

30

Size

16

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	4

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

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Human*
- *Invoker*
- *Discipline (Divinity, Fateweaving, Wild Magic)*

Character Abilities

- **Mage (2)**
- **Universal Shielding (2)**

Water Affinity

This character always treats water as solid ground. It cannot be drowned, but can drown others that are in water. In addition, it always knows the magic spell **Waves of Force** in addition to its regular allowance, even if choosing to take spells from a different discipline.



2

Actions

20

Life

50

Size

18

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	6	0	1

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

Golgotha

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Construct*

Character Abilities

- **Bulky**
- **Companion (Invoker)**
- **Fear (0)**
- **Mindless**
- **Primitive**

Stoneskin

Whenever this character takes Damage, reduce the amount of Damage caused by 3 (to a minimum of 1).

In addition, if this character is hit by a **Poisoned** weapon, roll 2 dice and choose 1 to see if they shrug off the poison.



Inquisition Commissioner



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

Keywords

- *Faction (The Vatican)*
- *Hero*

Character Abilities

- Expert Marksman (2)
- Expert Offence (2)

Look With Satisfaction Upon My Enemies

AURA Command Ability

Until the end of the round, any friendly characters within 3" gain Parry (2).



2
Actions

14
Life

2
Will

1
Command

40
Size

16
Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Warhammer	1"	-	+1	-	Stun, Two-handed

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

Character Abilities

- **Expert Offence (1)**
- **Universal Shielding (3)**

Resurrection

When this character is killed, do not remove it from the board.

At the start of the next round, make a **Basic MIND Roll** (**Will Points** may be used as normal). If successful, this character comes back to life with **5 Life Points** and gains **Berserk** for the rest of the game.

If the MIND Roll is unsuccessful, the character is completely dead and removed from the board.



Prelate of the
Flaming Sword

2

Actions

12

Life

1

Will

30

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	2

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

Keywords

- *Faction (The Vatican)*
- *Hero*

Character Abilities

- Brave
- Bulky
- Expert Offence (2)
- Mindless

Burning Aura

Any friendly characters **without** this ability within 3" gain **-2 Penetration** on their weapons.



2

Actions

15

Life

2

Will

50

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	5	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Scorpio	18"	+1	+2	-2	Knockback, Two-handed, Reload (1)

Scorpio Marksman

Keywords

- *Faction (The Vatican)*
- *Hero*

Character Abilities

- **Expert Marksman (2)**
- **Universal Shielding (3)**

Unwieldy

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



Seraph

2

Actions

15

Life

1

Will

40

Size

17

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	4	6	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Angelic Touch	0"	-	+1	-	-

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Construct*

Character Abilities

- **Companion (Invoker)**
- **Fear (0)**
- **Flight**
- **Mindless**
- **Primitive**

Holy Grace

Whenever this character makes a successful **Combat** action (before **Protection** rolls), the target loses **1 Will Point** and this character gains **1 Will Point**. This can take this character above its starting **Will Points**.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hands of God	0"	-	+1	+1	-

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Discipline (Blood Rites)*

Character Abilities

- **Frenzied**
- **Mage (2)**

Stigmata

If this character uses one or more **Life Points** as **Will Points** (due to **Frenzied**) either to increase the dice pool or to perform an action (like casting spells), it may re-roll an equal number of dice (including the **Destiny Dice**) during that action.

If it does this on a **Combat** action, Hands of God instead has **Penetration -3** for that action.



Summoner Priest



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	4

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

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Invoker*
- *Discipline (Fateweaving, Runes of Sovereignty)*

Character Abilities

- **Mage (2)**
- **Universal Shielding (3)**

Come Let Us Make Bricks and Burn Them Thoroughly

PULSE Command Ability

Remove 1 friendly character with the *Construct* keyword from the board. Place it within 3" of this character (with no changes to its **Life Points**).



Venator of Devotion

2

Actions

14

Life

4

Will

40

Size

16

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	6	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Zweihänder	2"	+1	+3	-	Knockback, Two-handed
Sword	0"	-	+1	-	-

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

Character Abilities

- **Expert Offence (1)**
- **Hunter**
- **Universal Shielding (4)**

Killing Blow

If this character causes an enemy character to lose more **Life Points** than they have left (ie. they'd go to minus numbers), this character replenishes all of its **Will Points**.

Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



2

Actions

12

Life

3

Will

30

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Crossbow	30"	-	-	-	Reload (1), Two-handed
Sword	0"	-	+1	-	-

Keywords

- *Faction (The Vatican)*
- *Hero*
- *Hospitaller*

Character Abilities

- **Engage**
- **Expert Marksman (1)**
- **Expert Offence (1)**
- **Universal Shielding (3)**



Thomas Thieme

2

Actions

11

Life

4

Will

30

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	3	3	3

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

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Unique*

Character Abilities

- **Brave**
- **Bodyguard (Felix Baumgartner)**
- **Hunter**

Vampire Hunter

When making a **Combat** action against a character with **0 Will Points** remaining, Thomas may re-roll all dice, including the **Destiny Dice**.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	2	2

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

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Concealment (+2)**

Spurring Incense - 1AP

Until the end of the round, any friendly character that starts its action within 3" gains **First Strike (2)** for that action and any subsequent Attacks of Opportunity.

Note that a character may only be affected by this rule once at a time.

Censer Bearer

Any friendly character that starts its turn within 6" and in line of sight of this character replenishes **1 Will Point**.

Characters with the Censer Bearer rule cannot be affected by this rule (from their own or other Censer Bearers). Characters cannot be affected by multiple instances of this rule in one turn.



Bishop Guard

2

Actions

12

Life

1

Will

30

Size

11

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Halberd (swing)	2"	-	+1	-	Two-handed
Halberd (thrust)	2"	-	-	-2	-

Keywords

- Faction (*The Vatican*)
- Henchman

Character Abilities

- Bodyguard (*Leader*)
- Expert Protection (1)



2

Actions

15

Life

50

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Heavenly Clamour	0"	-	-	-4	-

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Construct*

Character Abilities

- **Bodyguard** (*Invoker*)
- **Companion** (*Invoker*)
- **Ethereal**
- **Mindless**
- **Primitive**
- **Universal Shielding** (3)



2

Actions

8

Life

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Heavenly Grasp	0"	-	-	-2	-

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Construct*

Character Abilities

- **Companion (Invoker)**
- **Ethereal**
- **Mindless**
- **Universal Shielding (2)**
- **Vampiric Attack (1)**



Chevaleresse



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

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

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Hospitaller*

Character Abilities

- *Bodyguard (Henchman)*
- *Parry (1)*



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hammer & Nails	0"	-	-	-2	Two-handed

Crucifier

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- *Companion (Leader)*

Crucifixion

When this character makes a Combat action with the Hammer & Nails and rolls **at least 3 Aces**, change its **Penetration to -4**.



French Infantryman

2

Actions

11

Life

1

Will

30

Size

9

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

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

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Mindless**



Inquisitorial Spy



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	3	4

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

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Infiltration**
- **Pickpocket**

Illicit Information

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

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



Knight of Malta

2

Actions

12

Life

2

Will

30

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	3

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

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Hospitaller*

Character Abilities

- **Brave**
- **Companion (*Hospitaller*)**
- **Expert Protection (2)**



Laerimosa



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	4

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

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Discipline (Divinity)*

Character Abilities

- **Mage (2)**
- **Universal Shielding (3)**
- **Frenzied**

Candid Soul

For every **Life Point** this character uses as a **Will Point** due to **Frenzied**, all other friendly characters within 3" replenish **1 Life Point**.



Maltese Squire



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	3	2

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

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Hospitaller*

Character Abilities

- *Companion (Leader)*



Martyr

2

Actions

11

Life

30

Size

8

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Tools of Penance	0"	-	-	-	-

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Frenzied**
- **Limited Movement**
- **Mindless**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

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

Priest

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Expert Offence (1)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	3	3

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

Stalker

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

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

Pursuit

When using a **COUNTER** Command on this character, it does not cost a **Command Point** (although still counts as a use of the Command for all other purposes).



2

Actions

12

Life

50

Size

18

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	4	5	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Angelic Touch	0"	-	+1	-	-

Thalassic Messenger

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Construct*

Character Abilities

- **Companion (Invoker)**
- **Fast Swimmer (3)**
- **Primitive**
- **Universal Shielding (4)**
- **Water Creature**

Living Tide

This character can re-roll any failed dice rolls when making **Drown** and **Dive** actions.



2

Actions

13

Life

40

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hellfire	8"	-	+2	-2	Black Powder, Reload (1)

Theophant of Sinai

Keywords

- *Faction (The Vatican)*
- *Henchman*
- *Construct*

Character Abilities

- **Berserk**
- **Companion (Invoker)**
- **Mindless**
- **Primitive**
- **Universal Shielding (2)**

Living Flame

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water. In addition, this character loses double **Life Points** from **Drown** actions.

Infernal Ally

While this character is on solid ground, enemy characters that end their activation in base contact with this character lose **1 Life Point**.



Witch Finder



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Snare	2"	-	-	-	Two-handed

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Expert Grappler (2)**
- **Engage**

Suffer Not a Witch

This character may attempt to **Dispel** magic spells as if it has **Mage (2)**.

In addition, enemy characters may not use **Will Points** when base contact with this character.



Reliquary Page



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	3	2

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

Keywords

- *Faction (The Vatican)*
- *Henchman*

Character Abilities

- **Slippery**

Relics of Malta

Once per turn, any friendly character (including this character) may re-roll 1 single dice on any roll if they are in line of sight within 6" of this character.