

## The Artisan

Pedro is a Spanish sculptor moved to Rome in search of lucrative contracts. However he and his apprentices resent paying protection money to the Orsini and often clash with their goons. Luca is dragging the pilgrim off to an Orsini safe-house for further "questioning". Pedro figures he'd rather have anyone bold enough to fight Luca single handedly by his side than subjected to Luca's torture chambers.



### Choose 1 of the following



You have the choice between attacking during the height of the day or waiting and putting on the apprentice's heavy armour.

Blazing Sun will strongly disadvantage your opponent's heavy troops like knights and will slow down their progress in dragging the pilgrim towards Luca's Villa.

The heavy armour will allow your mercenaries to go toe-to-toe with your enemies.

# Force of Virtue

**STRATEGIC CARD**  
**CAPO** **3**  
**COMMAND RANGE**

**FAITH** 4

**ACTIONS** 2

**TO HIT** 4+

**ARMOUR** 6+

**WOUND** 5+

**AUDACITY** 2

**VIGILANTE ARTISAN**

**SLEDGE HAMMER** **ENEMY ARMOUR SAVE +2**  
**REACH 0**

UNWILDY: WHEN USING THIS WEAPON THIS MODEL MAY NOT PUT DICE INTO DEFENCE DURING FIGHT ACTIONS

"I HEAR YOU HAVE AN OPINION ON THE QUALITY OF THAT LAST COMMISSION PIECE I DID FOR YOU?"

**MODELS PER CARD**  
**1**

Scipio the mastiff is one of your best assets as he will be able to force opponents to burn virtue with Audacity crit successes. Luckily Scipio's master has a lot of Audacity to use.

Your apprentices are veterans due to their many skirmishes with Orsini goons and loyalty to Pedro. This means that they can move independently of Pedro and can activate themselves unlike the Orsini mercenaries who need a close eye from their master..

Remember also that you can burn a virtue off a nearby Capo to re-roll a failed wound save on one of your models, especially useful with Scipio's 3+ Wound Save. Pedro's sledge hammer will come in handy on taking out heavy troops, but considering Pedro's lack of armour best saved until their target has expended their actions on a different target

**VIRTUE CARD**  
**CUORE**

**AUDACITY** 3

**VIRTUE**

Attach to a Capo card to give them the following points of Virtue:

**3** **Audacity**

By Atabak Madani - Flickr, Public Domain. <https://commons.wikimedia.org/wiki/File:Cuore.jpg>

**LOGISTICS CARD**  
**TROOP**

**FAITH** X

**ACTIONS** 3

**TO HIT** 3+

**ARMOUR** 6+

**WOUND** 3+

**MASTIFF**

**ARMED WITH THE FOLLOWING:**

**TEETH** **ENEMY WOUND SAVE +1**  
**RANGE 0**

Attach to a Capo before the game: it always has the same Faith as that Capo. When that Capo is removed then this model must be removed as well. You cannot attach any further cards to this card.

This model Crit-Fails with Audacity on 1s and 2s and Crit-Succeeds with Audacity on 5s and 6s

**MODELS PER CARD**  
**1**

Antonio Mor, Public domain, via Wikimedia Commons

**LOGISTICS CARD**  
**TROOP**

**FAITH** 3

**ACTIONS** 2

**TO HIT** 4+

**ARMOUR** 5+

**WOUND** 5+

**PIKEMEN**

**CHOOSE 1 OF THE FOLLOWING WEAPON OPTIONS**

**HALBERDS** **ENEMY WOUND SAVE +1**  
**REACH 1**

OR

**PIKES** **REACH 2**

**MODELS PER CARD**  
**3**

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**VETERANS CARD**  
**CUORE**

**PRUDENCE** 2

**SPEED** 1

**VETERANS**

Attach to a Troop Card. They may Activate themselves and Rally. They do not count as Capos otherwise.

**2** **Prudence**

**1** **Speed**

[https://upload.wikimedia.org/wikipedia/commons/5/50/Jan\\_de\\_Saenwylde\\_00040000.jpg](https://upload.wikimedia.org/wikipedia/commons/5/50/Jan_de_Saenwylde_00040000.jpg)

# Forze of Virtue

## Luca Orsini

The unstable and wrathful giant, Luca Orsini is not used to taking criticism from vagabonds!

The Condottieri knight Luca Orsini can use **Beast Among Men** to land devastating blows, and also cruel insanity to help increase the probability of rolling crit successes.

Beware however, it is probably best to invest more than one dice into an action since you also crit fail on 1s and

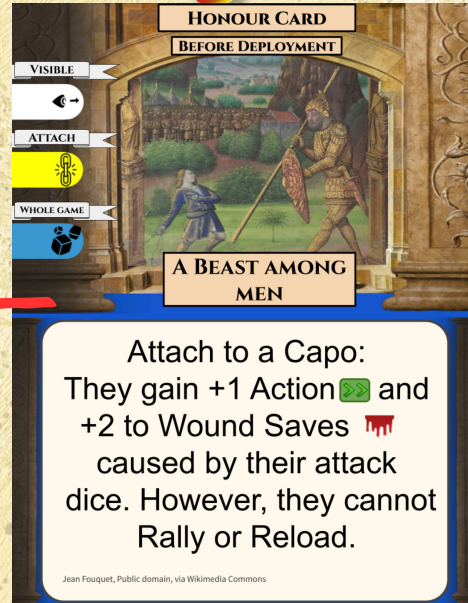
2s






**LOGISTICS CARD**  
**CAPO**  **3**   
**KNIGHT**

**FAITH** 4   
**ACTIONS** 3   
**TO HIT** 3+   
**ARMOUR** 2+   
**WOUND** 5+   
**COMMAND RANGE** 3"   
**MODELS PER CARD** 1 



CHOOSE 1 OF THE FOLLOWING WEAPON OPTIONS:  
**ARMING SWORD** REACH 0 **DEFENCE DICE** CRIT SUCCEEDED ON 5+  
 OR  
**MACE** REACH 0 **ENEMY ARMOUR SAVE** +1 



**HONOUR CARD**  
**BEFORE DEPLOYMENT**

**VISIBLE**   
**ATTACH**   
**WHOLE GAME** 

**A BEAST AMONG MEN**

Attach to a Capo:  
 They gain +1 Action  and +2 to Wound Saves  caused by their attack dice. However, they cannot Rally or Reload.

Jean Fouquet, Public domain, via Wikimedia Commons



**VIRTUE CARD**  
**CUORE**   
**VIRTUE**

**SPEED** 2   
**PRUDENCE** 1 

Attach to a Capo card to give them the following points of Virtue

2  **Speed**  
 1  **Prudence**

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**HONOUR CARD**  
**BEFORE DEPLOYMENT**

**VISIBLE**   
**ATTACH**   
**WHOLE GAME** 

**CRUEL INSANITY**

Attach to a friendly Capo before deployment: This Capo Crit-fails with all Virtues in Melee on 1 and 2 and Crit-succeeds with all Virtues in Melee on 5 and 6

Gerard David, Public domain, via Wikimedia Commons

# Force of Virtue

You have the option of either equipping Guido with a special weapon or outfitting your two cards of mercenaries with light armour. The special weapon will help Guido get stuck in and take out crucial enemies or fend off attackers, however remember that a Capo can't rally in combat so any Virtue will remain burnt.

With Guido as your only Capo if he dies you lose the game, but as killing such an opponent Orsini family member brings consequences your opponent may think twice about attacking him. If you plan to let the mercenaries take the brunt of things you might want to give them light armour to better stop Virtue burn and getting picked off.



## Hidden

**HONOUR CARD**  
BEFORE DEPLOYMENT

VISIBLE

ATTACH

WHOLE GAME

**I'LL TAN YOUR SKINS FOR BOOTS!**

Attach to a Capo before deployment: This Capo may Burn a Virtue once a Round to Re-Roll 1 die on any Activation that they initiated with their own virtue.

(Wound and Armour rolls do not take Virtue and cannot be re-rolled with this card)

https://data.onb.ac.at/rec/AC1399719

## Choose 1 of the following

**LOGISTICS CARD**  
EQUIPMENT  
SPECIAL WEAPONS

REPLACE THE WEAPON ON ONE OF YOUR LOGISTIC CARDS WITH ONE OF THE FOLLOWING WEAPON OPTIONS

LONGSWORD REACH 0	ATTACK AND DEFENSE DICE CRIT SUCCEED ON FOR FIGHT ACTIVATIONS <b>5+</b>
POLEAXE REACH 0	ENEMY ARMOUR SAVE <b>+2</b>
SWORD AND DAGGER REACH 0	IN FIGHT ACTIVATIONS CHOOSE EITHER: -ONE FREE DEFENCE DICE -REMOVE ONE ENEMY DEFENCE DICE

**LOGISTICS CARD**  
EQUIPMENT  
LIGHT ARMOUR

REPLACE THE ARMOUR SAVE ON TWO OF YOUR LOGISTICS CARDS WITH A 4+ ARMOUR SAVE

LIGHT ARMOUR	REPLACE ARMOUR SAVE <b>4+</b>
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