



# VIENNESE MAFIA

CHARACTER LIMIT: 12 TREASURY:

## GOODFELLAS

Draw a card whenever Elena, a Bandito or a Thug causes wounds to an enemy. Maximum twice per turn.

- \* You may not field lawful Characters.
- \* You may field a maximum of one good Character.
- \* You may not field Castigatore.

LEADER



ELENA

HEROES (3-6)



ANTONIO



LEONZIO



HARLEQUIN



JESTER



ARNOLD



MERCENARY



MERCENARY

COMMONERS (2-8)



BANDITO (CLUB)



BANDITO (CUTLASS)



BANDITO (CLUB)



BANDITO (CUTLASS)



LOCAL



LOCAL



LOCAL



LOCAL



LOCAL



LOCAL



LOCAL



LOCAL



Models from "Mercenaries II" set can be deployed as:

- Mercenary Characters in any faction (put them into the draft),
- Characters from their own faction (Monster Hunters or Viennese Mafia).

#### Faction deployment

**Viennese Mafia** faction includes characters of Elena, Antonio, Leonzio (Mercenaries I), Arnold, Harlequin and Jester (Mercenaries II). If you decide to play as this faction, exclude the characters with faction's coat of arms from the draft and add them to your characters' pool. Viennese Mafia is a group of criminals led by Elena di Mondragone. It includes mercenary freelancers and common cutthroats as well as 'Banditi' enforcers, picked by Elena herself. Due to Banditi special rule you can exclude up to 3 Thugs from the draft and add them to your characters' pool. Any additional Thugs which are needed to deploy this faction can be found in base game set or Thugs set.

**Ambush**—Before the game starts, during setup, you may choose not to deploy this character normally. Instead, you may deploy it during any Action Phase, after all other characters have been activated (including the last model of the player with fewer models, who may normally keep passing the opportunity to activate).

- This Character must be placed on a space that would be legal to enter (e.g. not blocked or deep water space). It must be outside enemy Line of Sight. For this deployment Characters (enemy, own and neutral) do not block LOS.
- The character can be placed in enemy LOS, but must be at least 12 spaces from the enemy. Each level of Stealth and Inconspicuous reduces this distance by one space. For example, a character with Inconspicuous: 1 and Stealth: 2 can be deployed in the LOS and a 9 spaces away from the enemy.
- A Character with this skill must be deployed at least 7 spaces from any space holding or marked as possibly holding a scenario item or scenario Character. This limitation is in force only regarding the space on which the given item or Character starts the game and remains in force even if the item/Character leaves this space. This distance is reduced by 1 every turn, this means that in the second turn the Character may be deployed 6 spaces from the scenario space; 5 spaces away in third turn and so on.

This character must then activate immediately. If several players has Characters with this skill then they deploy them alternately, starting with the player with Initiative. If any player decides not to deploy his Character (passes) then he may not deploy any Characters with this skill in this turn.

**Banditi**—Once per turn, after activating a Bandito, you may immediately activate another Bandito or Elena out of turn. If Elena is a mercenary, when placing her on the board, if there is an unoccupied space adjacent to her, you may immediately place a free Bandito in this space. If Elena is your Band leader, take 3 thugs into your Character pool before the draft. You may include one of them in your Band as a Bandito for free (not paying its connections or gold cost).

**Buckshot**—On a Triumph, increase the damage by 4 instead of 3.

**Connections**—This skill only applies before the game, during Band construction. It is explained

in the Playbook.

**Desperado**—This Character may perform a Desperado Full Action. The Character receives 2 Movement Points to spend. At any time during this movement (before, during, or after) the Character may perform up to two ranged attacks, suffering a -1 penalty on each of the Shooting Tests. The attacks do not have to be performed simultaneously, i.e. you may shoot once, move 1 MP, shoot, and move 1 MP. The Character must have equipped two reloaded pistols in order to be able to shoot.

**Double-barrelled**—This weapon is only considered unloaded if there are two Reloading counters on it. In other words, you may fire it twice, putting a single Reloading counter on it after each shot, perform the Reload Action twice to remove one of the counters, and then shoot once.

**Drug Dealer**—Elena has a small alchemy lab, where her minions concoct addictive potions from her recipes. She gives them to her select people to assure their loyalty. Without her, they can't get their fix. The potions give great courage. Before the game starts, put a universal counter on three chosen human Characters. They get +1 Fortitude and may reattempt any failed Fortitude test once. If the Character fails the reattempt, discard the marker, and count the test as a success after all.



**El Mariachi**—Place a Universal Marker on a Character. Discard the Universal Marker at any time to immediately gain one of the following:

- Halfmusket
- Hunting Arquebus
- Blunderbuss


This may be performed at any time and is not considered an action. The weapon gained follows normal rules and will cause the Character to lose the Inconspicuous marker normally. The weapon gained is reloaded.

**Eristic**—Before the game begins, put two generic counters on this Character. Once per turn, after resolving a [talking] test that this Character participated in (as the lead or supporting Character), you may discard one counter to ignore the result and make the test again. All participants must play new cards.

**Fast**—This Weapon's user receives +1 Combat Total during ripostes (regardless of who parried).

**Frenzied Attack**—When this Character is the Attacker in Close Combat, receive +1 to the Combat Total if this Character's Original Card is  or .

**Frigid**—This Character may not be the target of the Seduction special skill. When this character is involved in an Opposed Test required by a [talking] skill, opponents may not gain any positive modifiers to their totals.

**Granade [A, B or C]**—The grenade uses the rules of AoE weapons (spread and number of squares hit). Grenade damage does not increase in the event of a Triumph. On grenades that have two damage values (type B and C), the first value is damage on the hit square and the second one on the adjacent square (in the firing zone). Misfortune in the shooting test means that the grenade explodes in the hands or in the barrel. Discard the weapon and deal damage as if the user were hit in .

**Inconspicuous**—This Character starts the game with the Inconspicuous marker. He loses it when attacks enemy model, or is spotted by an Enemy Character within 6 spaces with Wits or Intelligence equal to or higher than the Inconspicuous rating. Any Character within 6 spaces and line of sight may attempt to recognize the

Inconspicuous Character by taking a full action and making an opposed Wits or Intelligence vs target's Charisma test. As long as it has marked the Character counts as friendly to all other Characters (including opponent-controlled Characters), therefore ignores their Zones of Control (and vice versa). For more rules see *Rulebook*. **Short Stature** This Character may never receive positive Superiority modifiers in Close Combat. This Character suffers -1 penalty on Sprint tests.

**Jostling**—During Close Combat Tests, the opponent's bonus for supporting characters is decreased by the character's Strength (but not lower than 0).

**Left-handed**—In Close Combat Tests, if this character's Original Card's value is odd, gain +1 bonus to the Combat Total.

**Mighty Blow**—If you are using this Weapon in Close Combat your opponent may not Parry if your Strength is greater than theirs. If this is a skill of a model than it applies to any CC weapon it uses.

**Secret Armour**—When this character is hit in this Armour's location for the first time in the game, this item's armour value counts as 1 higher than printed (e.g. instead of 1/0 it becomes 2/1).

**Short stature**—This Character may never receive positive Superiority modifiers in Close Combat. This Character suffers -1 penalty on Sprint tests.


**Slow firing**—The weapon requires preparation to fire. It cannot take Defensive shot Action, nor can it react with a Quick shot while on Overwatch. A Quick shot on a character's turn can be performed normally.

**Sneaking**—Once per turn this Character may perform an Unopposed Stealth Test DL: 6. If successful, the Character may move out of a space in enemy Zone of Control (even if more than one enemy has Zone of Control in this space).

**Stealth: X**—Enemies with Wits lower than the Character's Stealth rating may not use their Overwatch counters to interrupt their activation if the movement started outside their line of sight. This Character's activations do not end Peace if the movement begins and ends outside enemy line of sight, and the Character passed an opposed Stealth vs Wits test when entering their line of sight.

**Tactician**—Each turn you may choose one of the following effects:

- Once per Initiative phase, after playing a card for the Initiative you may play an additional card from the deck and use it instead. Discard both cards after the Initiative Phase.
- Once per Action Phase this Character perform a Partial Action to draw 2 player cards to your hand. You must then discard one (or 2 if you have more than 7).

**Thrust in the heart**—In Close Combat Tests, if this character's Original Card is a , gain +1 to combat total, and then extra +1 to inflicted damage.

**Uncanny dodge**—If the character loses a Close Combat test by a difference equal to or lower than the character's Agility, and there is a legal space the character can retreat to, the character retreats without suffering any damage. This retreat is legal even if the character is engaged by an enemy that hasn't yet been activated in this Combat Phase. The character is still the loser of the combat, but the attack does not count as a hit.