

DOGS OF WAR – KSE CHARACTER SCREENS

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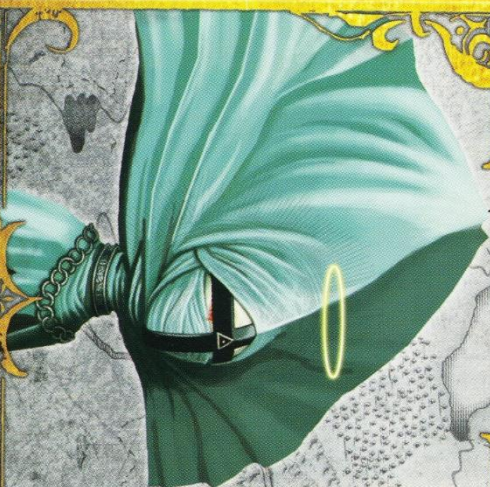
Printing instructions:

- Print on card, A4 size, single-sided, at 100% scaling;
- Cut along the outer borders of the 2 sides of each screen;
- Fold along the line between the 2 sides; and glue together

Hand of God

When she wins
a Tactic card,
she draws 3 and
chooses 1 to keep,
discarding the others.

Mother Apollonia



Hand of God

When she wins
a Tactic card,
she draws 3 and
chooses 1 to keep,
discarding the others.

END GAME

Add your Victory Point tokens.
Each Influence token's value
is equal to the position of the
House on the Victory Track.

Leftover resources are worth:
Soldier cards: 1 VP each
Tactic cards: 1 VP each
Coins: 1 VP for every 2



Mother
Apollonia

Hand of God

When you win a Tactic card,
draw 3 and choose 1 to keep,
discarding the others.

	FOOTMAN	+1
	ARQUEBUSER	+3
	KNIGHT	+5
	WAR MACHINE	+7

*He may discard
Tactic cards in exchange
of 2 coins each,
at any point.*



Count Iago

*He may discard
Tactic cards in exchange
of 2 coins each,
at any point.*

*Add your Victory Point tokens.
Each Influence token's value
is equal to the position of the
House on the Victory Track.*

Leftover resources are worth:

Soldier cards: 1 VP each

Tactic cards: 1 VP each

Coins: 1 VP for every 2

Informer

*You may discard
Tactic cards
in exchange of
2 coins each,
at any point*



Count Jaco

	FOOTMAN	+1
	ARQUEBUSER	+3
	KNIGHT	+5
	WAR MACHINE	+7

Glory
 Gets 3 extra Victory Points if the House wins with 15 points.

Viscount Percival d'Hiver



Glory
 Gets 3 extra Victory Points if the House wins with 15 points.

END GAME

Add your Victory Point tokens.
 Each Influence token's value is equal to the position of the House on the Victory Track.

Leftover resources are worth:

Soldier cards: 1 VP each

Tactic cards: 1 VP each

Coins: 1 VP for every 2

Viscount
 Percival
 d'Hiver



Glory

Get 3 extra Victory Points if the House you support in battle wins with 15 points.

	FOOTMAN	+1
	ARQUEBUSER	+3
	KNIGHT	+5
	WAR MACHINE	+7