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Thankyou! Peter (Universal Head)

v1.1

Sep 2021

Game: **PUPPET WARS UNSTITCHED**

Publisher: **Wyrd Miniatures (2013)**

Page 1-15: **Redesigned reference cards**

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



Master SEAMUS

ANIMATION REQUIREMENT

2



2 6 1 3
Move Defense Combat Upgrade Limit

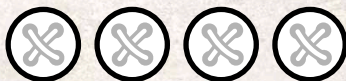
Abilities

Resurrectionist Master Ignore 1 in the Animation Requirement of all puppets you control.

Hide and Seek Enemy puppets with 1 or more Exhausted tokens may not *dodge* while within **Range 3** and **LoS** of this puppet.

Scary Face When another puppet within **Range 3** and **LoS** would suffer Rips, you may discard 1 to ignore 1 Rip before they are applied. You may discard multiple in this way.

Stitches



Sidekick, Rotten BETE NOIRE

ANIMATION REQUIREMENT

6



2 6 4 2
Move Defense Combat Upgrade Limit

Abilities

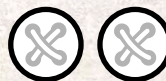
Under the Bed When this puppet has the opportunity to *dodge*, you may discard a to place this puppet back into the Toy Box.

Actions

Sense Stuffing (4 + discard a card)

Rg Self Effect Make an attack against a puppet with an Exhausted token. If successful *tear apart* that puppet.

Stitches



YOUR MASTER
PUPPET IS DEAD



GAME OVER

ATTACHMENT DIFFICULTY



Upgrade

EXTRA THREAD



Actions

Stitched to the Floor ()

Rg Self Effect All enemy puppets in **Range 2** and **LoS** gain an Exhausted token.



Pawn, Rotten
ROTTEN BELLE



2 **6** **1** **2**
Move Defense Combat Upgrade Limit

Stitches



Pawn, Rotten
ROTTEN BELLE



2 **6** **1** **2**
Move Defense Combat Upgrade Limit

Stitches



Pawn, Rotten
ROTTEN BELLE



2 **6** **1** **2**
Move Defense Combat Upgrade Limit

Stitches



ATTACHMENT DIFFICULTY



Upgrade
MOLDY STUFFING



No Master

Abilities

Infested Whenever any other puppet within **Range 2** dodges, that puppet immediately gains an Exhausted token. No **LoS** required.



ATTACHMENT DIFFICULTY



Upgrade
MOLDY STUFFING



No Master

Abilities

Infested Whenever any other puppet within **Range 2** dodges, that puppet immediately gains an Exhausted token. No **LoS** required.



ATTACHMENT DIFFICULTY



Upgrade
MOLDY STUFFING



No Master

Abilities

Infested Whenever any other puppet within **Range 2** dodges, that puppet immediately gains an Exhausted token. No **LoS** required.



Pawn, Rotten
PUNK ZOMBIE

ANIMATION REQUIREMENT



2 **6** **2** **1**
Move Defense Combat Upgrade Limit

Abilities

He Started It! After this puppet suffers a Rip during another puppet's animation, this puppet may immediately perform an attack.

Stitches



Pawn, Rotten
PUNK ZOMBIE

ANIMATION REQUIREMENT



2 **6** **2** **1**
Move Defense Combat Upgrade Limit

Abilities

He Started It! After this puppet suffers a Rip during another puppet's animation, this puppet may immediately perform an attack.

Stitches



Pawn, Rotten
PUNK ZOMBIE

ANIMATION REQUIREMENT



2 **6** **2** **1**
Move Defense Combat Upgrade Limit

Abilities

He Started It! After this puppet suffers a Rip during another puppet's animation, this puppet may immediately perform an attack.

Stitches



ATTACHMENT DIFFICULTY



Upgrade

SUGAR AND SPICE



No Master

Abilities

Built of Strong Stuff This puppet cannot suffer more than 1 Rip from a single attack.

ATTACHMENT DIFFICULTY



Upgrade

SUGAR AND SPICE



No Master

Abilities

Built of Strong Stuff This puppet cannot suffer more than 1 Rip from a single attack.

ATTACHMENT DIFFICULTY



Upgrade

SUGAR AND SPICE



No Master

Abilities

Built of Strong Stuff This puppet cannot suffer more than 1 Rip from a single attack.

Master

POKEY VIKTORIA

ANIMATION REQUIREMENT

6



3 8 4 3
Move Defense Combat Upgrade Limit

Abilities

Outcast Master Reduce the Animation Requirement of other friendly puppets with no suit printed in their Animation Requirement by 2.

Stab Happy This puppet may perform an additional attack action during its animation.

Catch! Other friendly puppets in **Range 2** and **LoS** of this puppet gain **Ranged Weapon 2**.

Stitches



Sidekick

MISAKI

ANIMATION REQUIREMENT

2



3 9 2 2
Move Defense Combat Upgrade Limit

Abilities

Magical Weapon This puppet ignores any suits in a puppet's Defense when attacking.

Leap This puppet may move through – but not end on – occupied spaces.

Stitches



Sidekick, Metal

THE HOODED RIDER

ANIMATION REQUIREMENT

11



3 10 2 2
Move Defense Combat Upgrade Limit

Abilities

Can't Hear You! This puppet's Animation Requirement cannot be changed except by upgrades attached to it.

Momentum This puppet gains **Powerful +1** (increase the number of Rips inflicted by this puppet's attacks by 1) for each space moved during its current animation for the remainder of this animation.

Stitches



YOUR MASTER
PUPPET IS DEAD



GAME OVER

ATTACHMENT DIFFICULTY

6

Upgrade

MAGIC SLIPPERS



Abilities

Magical Weapon

This puppet ignores any suits in a puppet's Defense when attacking.

Shopping Spree

When this puppet moves or is placed onto a workbench, make than workbench **friendly** to you.

ATTACHMENT DIFFICULTY

3

Upgrade

GIANT GLOWY SWORD



Abilities

Momentum

This puppet gains **Powerful +1** (increase the number of Rips inflicted by this puppet's attacks by 1) for each space moved during its current animation for the remainder of this animation.

Pawn
RONIN

ANIMATION REQUIREMENT

3



3 **6** **1** **2**
Move Defense Combat Upgrade Limit

Stitches



Pawn
RONIN

ANIMATION REQUIREMENT

3



3 **6** **1** **2**
Move Defense Combat Upgrade Limit

Stitches



Pawn
RONIN

ANIMATION REQUIREMENT

3



3 **6** **1** **2**
Move Defense Combat Upgrade Limit

Stitches



ATTACHMENT DIFFICULTY

9

Upgrade
RAD SWORD



Abilities

Flurry of Pointy Things

During this puppet's animation, instead of moving, it may perform an additional action.

Versatile

This puppet may ignore any suits in its Animation Requirement while animating.

ATTACHMENT DIFFICULTY

9

Upgrade
RAD SWORD



Abilities

Flurry of Pointy Things

During this puppet's animation, instead of moving, it may perform an additional action.

Versatile

This puppet may ignore any suits in its Animation Requirement while animating.

ATTACHMENT DIFFICULTY

9

Upgrade
RAD SWORD



Abilities

Flurry of Pointy Things

During this puppet's animation, instead of moving, it may perform an additional action.

Versatile

This puppet may ignore any suits in its Animation Requirement while animating.

Pawn

CONVICT GUNSLINGER

ANIMATION REQUIREMENT

8

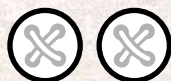


2 8 3 1
Move Defense Combat Upgrade Limit

Abilities

Puppet Roulette After this puppet hits with an attack, you may choose to flip a card from your deck. If the card is **even**, *tear apart* the target of the attack; if the card is **odd**, *tear apart* this puppet.

Stitches



Pawn

CONVICT GUNSLINGER

ANIMATION REQUIREMENT

8



2 8 3 1
Move Defense Combat Upgrade Limit

Abilities

Puppet Roulette After this puppet hits with an attack, you may choose to flip a card from your deck. If the card is **even**, *tear apart* the target of the attack; if the card is **odd**, *tear apart* this puppet.

Stitches



Pawn

CONVICT GUNSLINGER

ANIMATION REQUIREMENT

8



2 8 3 1
Move Defense Combat Upgrade Limit

Abilities

Puppet Roulette After this puppet hits with an attack, you may choose to flip a card from your deck. If the card is **even**, *tear apart* the target of the attack; if the card is **odd**, *tear apart* this puppet.

Stitches



ATTACHMENT DIFFICULTY

6

Upgrade

BAD ATTITUDE



Abilities

Spiteful
After this puppet is *torn apart*, all adjacent puppets suffer 1 Rip.

Actions

If I Can't Have It ... Neither Can You!
(0 + *tear apart* this upgrade)
Rg 2 Effect *Tear apart* target upgrade.

ATTACHMENT DIFFICULTY

6

Upgrade

BAD ATTITUDE



Abilities

Spiteful
After this puppet is *torn apart*, all adjacent puppets suffer 1 Rip.

Actions

If I Can't Have It ... Neither Can You!
(0 + *tear apart* this upgrade)
Rg 2 Effect *Tear apart* target upgrade.

ATTACHMENT DIFFICULTY

6

Upgrade

BAD ATTITUDE



Abilities

Spiteful
After this puppet is *torn apart*, all adjacent puppets suffer 1 Rip.

Actions

If I Can't Have It ... Neither Can You!
(0 + *tear apart* this upgrade)
Rg 2 Effect *Tear apart* target upgrade.

Sidekick, Metal
RUSTY ALICE

ANIMATION REQUIREMENT

9



2 8 2 2
Move Defense Combat Upgrade Limit

Abilities

Disassemble If this puppet causes a Rip to a puppet you may discard a card. If you do, *tear apart* any upgrade on that puppet. If it has no upgrades, *tear apart* the puppet.

Janky Fashion Sense This puppet ignores the Attachment Difficulty when it attaches enemy upgrades.

Stitches



Master
LADY JUSTICE

ANIMATION REQUIREMENT

4



2 7 3 3
Move Defense Combat Upgrade Limit

Abilities

Guild Master Ignore 1-4 in the Animation Requirement of all puppets you control.

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

Actions

Pep Talk (0)

Rg Self Effect For the rest of the turn other friendly puppets in **Range 2** and **LoS** of Lady Justice gain **Powerful +1** (increase the number of Rips inflicted by this puppet's attacks by 1).

Stitches



Sidekick
JUDGE

ANIMATION REQUIREMENT

5



2 8 3 2
Move Defense Combat Upgrade Limit

Abilities

Stay Dead When this puppet *tears apart* another puppet, unless the Judge attaches its upgrade, the upgrade is removed from play instead of being placed in the Scrap Heap.

Actions

Pins and Needles (4P)

Rg Self Effect Make 2 attacks against a target puppet in **Range 2**.

Stitches



ATTACHMENT DIFFICULTY

9

Upgrade

TATTERED SKIRT



Abilities

Animation Requirement -4

Actions

Funky Smell (10)

Rg 1 Effect Place target puppet into any unoccupied space within **Range 2** of this puppet, then the target puppet suffers 1 Rip.

ATTACHMENT DIFFICULTY

4

Upgrade

TORN BANDANA



Abilities

Combat +2

Actions

Who Was That Masked Puppet? (4P, 4P)

Rg 1 Effect Place target Impassable token into any unoccupied space within **Range 2** of this puppet. All puppets adjacent to the token's new location suffer 1 Rip.

YOUR MASTER
PUPPET IS DEAD



GAME OVER

Pawn
**GUILD
ASTRINGER**

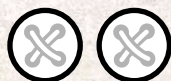


2 **5** **1** **0**
Move Defense Combat Upgrade
Limit

Abilities

Range Weapon 3 This puppet may make attacks at **Range 3**.
Birds Eye View This puppet ignores **LoS** for attacks.

Stitches



Pawn
**GUILD
ASTRINGER**



2 **5** **1** **0**
Move Defense Combat Upgrade
Limit

Abilities

Range Weapon 3 This puppet may make attacks at **Range 3**.
Birds Eye View This puppet ignores **LoS** for attacks.

Stitches



Pawn
**GUILD
ASTRINGER**



2 **5** **1** **0**
Move Defense Combat Upgrade
Limit

Abilities

Range Weapon 3 This puppet may make attacks at **Range 3**.
Birds Eye View This puppet ignores **LoS** for attacks.

Stitches



ATTACHMENT DIFFICULTY



Upgrade
**THAT DARN
PIGEON**



Abilities

Fly in the Face Enemy puppets in **Range 2** and **LoS** may not *dodge*.

ATTACHMENT DIFFICULTY



Upgrade
**THAT DARN
PIGEON**



Abilities

Fly in the Face Enemy puppets in **Range 2** and **LoS** may not *dodge*.

ATTACHMENT DIFFICULTY



Upgrade
**THAT DARN
PIGEON**



Abilities

Fly in the Face Enemy puppets in **Range 2** and **LoS** may not *dodge*.

Pawn
**DEATH
MARSHAL**

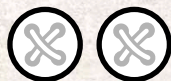


2 **6** **1** **2**
Move Defense Combat Upgrade
Limit

Abilities

Range Weapon 2 This puppet may make attacks at **Range 2**.

Stitches



Pawn
**DEATH
MARSHAL**

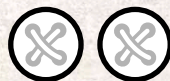


2 **6** **1** **2**
Move Defense Combat Upgrade
Limit

Abilities

Range Weapon 2 This puppet may make attacks at **Range 2**.

Stitches



Pawn
**DEATH
MARSHAL**

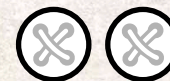


2 **6** **1** **2**
Move Defense Combat Upgrade
Limit

Abilities

Range Weapon 2 This puppet may make attacks at **Range 2**.

Stitches



ATTACHMENT DIFFICULTY



Upgrade
CORK GUN



Abilities

Range Weapon 2 This puppet may make attacks at **Range 2**.

ATTACHMENT DIFFICULTY



Upgrade
CORK GUN



Abilities

Range Weapon 2 This puppet may make attacks at **Range 2**.

ATTACHMENT DIFFICULTY



Upgrade
CORK GUN



Abilities

Range Weapon 2 This puppet may make attacks at **Range 2**.

Pawn, Metal
EXECUTIONER

ANIMATION REQUIREMENT



1 Move
4 Defense
3 Combat
1 Upgrade Limit

Abilities

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

Not So Fast! Whenever an enemy puppet is about to leave a space adjacent to this puppet, this puppet immediately makes an attack against the enemy puppet.

Stitches



Pawn, Metal
EXECUTIONER

ANIMATION REQUIREMENT



1 Move
4 Defense
3 Combat
1 Upgrade Limit

Abilities

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

Not So Fast! Whenever an enemy puppet is about to leave a space adjacent to this puppet, this puppet immediately makes an attack against the enemy puppet.

Stitches



Pawn, Metal
EXECUTIONER

ANIMATION REQUIREMENT



1 Move
4 Defense
3 Combat
1 Upgrade Limit

Abilities

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

Not So Fast! Whenever an enemy puppet is about to leave a space adjacent to this puppet, this puppet immediately makes an attack against the enemy puppet.

Stitches



ATTACHMENT DIFFICULTY



Upgrade

GLOWY CLAWS



Abilities

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

ATTACHMENT DIFFICULTY



Upgrade

GLOWY CLAWS



Abilities

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

ATTACHMENT DIFFICULTY



Upgrade

GLOWY CLAWS



Abilities

Powerful +1 Increase the number of Rips inflicted by this puppet's attacks by 1.

Pawn
SILURID

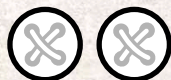


3 **11** **2** **1**
Move Defense Combat Upgrade Limit

Abilities

Leap This puppet may move through – but not end on – occupied spaces.

Stitches



Pawn
SILURID



3 **11** **2** **1**
Move Defense Combat Upgrade Limit

Abilities

Leap This puppet may move through – but not end on – occupied spaces.

Stitches



Pawn
SILURID

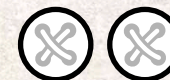


3 **11** **2** **1**
Move Defense Combat Upgrade Limit

Abilities

Leap This puppet may move through – but not end on – occupied spaces.

Stitches



ATTACHMENT DIFFICULTY



Upgrade
FROGS LEGS



Abilities

Leap This puppet may move through – but not end on – occupied spaces.

Movement +1

ATTACHMENT DIFFICULTY



Upgrade
FROGS LEGS



Abilities

Leap This puppet may move through – but not end on – occupied spaces.

Movement +1

ATTACHMENT DIFFICULTY



Upgrade
FROGS LEGS

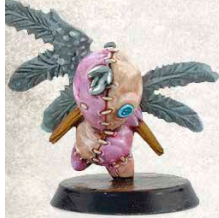


Abilities

Leap This puppet may move through – but not end on – occupied spaces.

Movement +1

Pawn
**MALIFAUZ
CHERUB**



3 ANIMATION REQUIREMENTS

3 Move **6** Defense **1** Combat **1** Upgrade Limit

Abilities

Can't Say No To You ( )

Rg 1 Effect Target other puppet immediately performs an action. You control the target puppet for the duration of the action. Pay all costs of the action as normal.

Stitches



Pawn
**MALIFAUZ
CHERUB**



3 ANIMATION REQUIREMENTS

3 Move **6** Defense **1** Combat **1** Upgrade Limit

Abilities

Can't Say No To You (🎀🎀)

Rg 1 Effect Target other puppet immediately performs an action. You control the target puppet for the duration of the action. Pay all costs of the action as normal.

Stitches



Pawn
**MALIFAUZ
CHERUB**



3

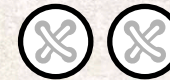
3 Move **6** Defense **1** Combat **1** Upgrade Limit

Abilities

Can't Say No To You (🎭🎭)

Rg 1 Effect Target other puppet immediately performs an action. You control the target puppet for the duration of the action. Pay all costs of the action as normal.

Stitches



ATTACHMENT DIFFICULTY

Upgrade

FAIRY WINGS



Abilities

Flutter During this puppet's animation, instead of moving, you may place this puppet in an unoccupied space adjacent to your **Master**.

ATTACHMENT DIFFICULTY

Upgrade

FAIRY WINGS



Abilities

Flutter During this puppet's animation, instead of moving, you may place this puppet in an unoccupied space adjacent to your **Master**.

ATTACHMENT DIFFICULTY

3

Upgrade

FAIRY WINGS



Abilities

Flutter During this puppet's animation, instead of moving, you may place this puppet in an unoccupied space adjacent to your **Master**.

<p>Pawn</p> <p>DECEMBER ACOLYTE</p> <p>ANIMATION REQUIREMENT</p> <p>5</p>  <p>2 5 2 2</p> <p>Move Defense Combat Upgrade Limit</p> <p>Abilities</p> <p>Check Behind the Cushions (0 + discard a card) Rg - Effect Drawn 2 cards.</p> <p>Filled With Needles (+ tear apart this puppet) Rg 1 Effect All adjacent puppets suffer 2 Rips.</p> <p>Stitches</p>  	<p>Pawn</p> <p>DECEMBER ACOLYTE</p> <p>ANIMATION REQUIREMENT</p> <p>5</p>  <p>2 5 2 2</p> <p>Move Defense Combat Upgrade Limit</p> <p>Abilities</p> <p>Check Behind the Cushions (0 + discard a card) Rg - Effect Drawn 2 cards.</p> <p>Filled With Needles (+ tear apart this puppet) Rg 1 Effect All adjacent puppets suffer 2 Rips.</p> <p>Stitches</p>  	<p>Pawn</p> <p>DECEMBER ACOLYTE</p> <p>ANIMATION REQUIREMENT</p> <p>5</p>  <p>2 5 2 2</p> <p>Move Defense Combat Upgrade Limit</p> <p>Abilities</p> <p>Check Behind the Cushions (0 + discard a card) Rg - Effect Drawn 2 cards.</p> <p>Filled With Needles (+ tear apart this puppet) Rg 1 Effect All adjacent puppets suffer 2 Rips.</p> <p>Stitches</p>  
<p>ATTACHMENT DIFFICULTY</p> <p>4</p> <p>Upgrade</p> <p>ICE CUBES</p>  <p>Abilities</p> <p>Numb Each time this puppet deals at least 1 Rip to an enemy puppet, that puppet gains Paralyzed (the puppet may not move or perform any actions when it animates) until the end of the turn.</p> <p>Igloo Only adjacent puppets may target this puppet with the attack action.</p>	<p>ATTACHMENT DIFFICULTY</p> <p>4</p> <p>Upgrade</p> <p>ICE CUBES</p>  <p>Abilities</p> <p>Numb Each time this puppet deals at least 1 Rip to an enemy puppet, that puppet gains Paralyzed (the puppet may not move or perform any actions when it animates) until the end of the turn.</p> <p>Igloo Only adjacent puppets may target this puppet with the attack action.</p>	<p>ATTACHMENT DIFFICULTY</p> <p>4</p> <p>Upgrade</p> <p>ICE CUBES</p>  <p>Abilities</p> <p>Numb Each time this puppet deals at least 1 Rip to an enemy puppet, that puppet gains Paralyzed (the puppet may not move or perform any actions when it animates) until the end of the turn.</p> <p>Igloo Only adjacent puppets may target this puppet with the attack action.</p>

Pawn, Metal, Stuffed Animal

RAZORSPINE RATTLER



ANIMATION REQUIREMENT



2

Move

7

Defense

2

Combat

2

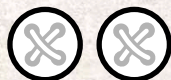
Upgrade
Limit

Abilities

Chomp! (🦷)

Rg 2 Effect Target puppet gains **Paralyzed** (the puppet may not move or perform any actions when it animates) until the end of the turn.

Stitches



Pawn, Metal, Stuffed Animal

RAZORSPINE RATTLER



ANIMATION REQUIREMENT



2

Move

7

Defense

2

Combat

2

Upgrade
Limit

Abilities

Chomp! (🦷)

Rg 2 Effect Target puppet gains **Paralyzed** (the puppet may not move or perform any actions when it animates) until the end of the turn.

Stitches



Pawn, Metal, Stuffed Animal

RAZORSPINE RATTLER



ANIMATION REQUIREMENT



2

Move

7

Defense

2

Combat

2

Upgrade
Limit

Abilities

Chomp! (🦷)

Rg 2 Effect Target puppet gains **Paralyzed** (the puppet may not move or perform any actions when it animates) until the end of the turn.

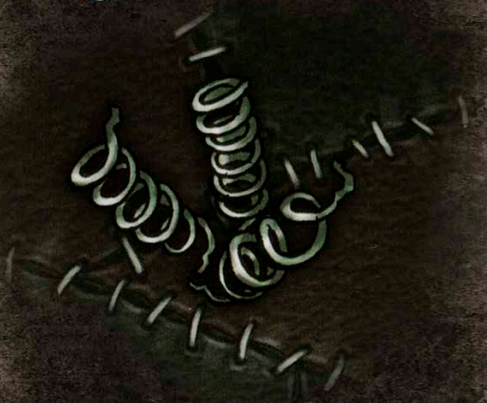
Stitches



ATTACHMENT DIFFICULTY



Upgrade
COILS



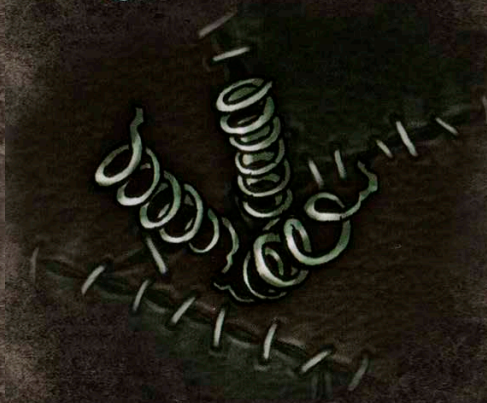
Abilities

Snag Adjacent enemy puppets may not move.

ATTACHMENT DIFFICULTY



Upgrade
COILS



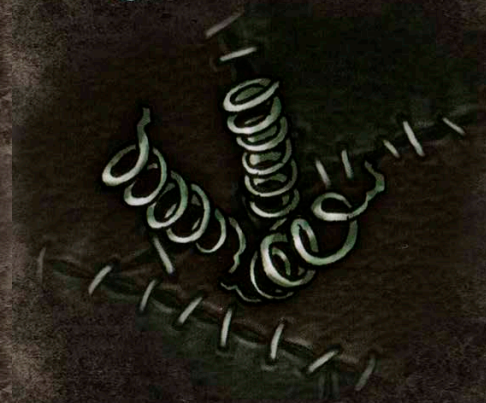
Abilities

Snag Adjacent enemy puppets may not move.

ATTACHMENT DIFFICULTY



Upgrade
COILS



Abilities

Snag Adjacent enemy puppets may not move.