

Tier 4

# Cinderella



6  
4  
3+  
-  
9+

**SKILLS & TRAITS**  
Block, Dauntless, Jump Up, Animosity (any other princess)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Kitchen Sink: Once per game, when Cinderella successfully uses her Dauntless Skill, she may increase her strength to be double that of her nominated target as she throws the kitchen sink at them.

210K

Tier 4

# Aurora



6  
3  
3+  
-  
9+

**SKILLS & TRAITS**  
Chainsaw, Pro, Secret Weapon, Stand Firm, Animosity (any other princess)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Rev it up: Once per game, when Aurora Knocks down an opposition player with a strength of 5 or more, she may apply an additional +1 modifier to either the Armour roll or injury roll as she gets stuck in gardening. This modifier may be applied after the roll has been made.

140K

Tier 4

# Belle



5  
4  
4+  
-  
9+

**SKILLS & TRAITS**  
Block, Claw, Grab, Juggernaut, Stand Firm, Animosity (any other princess)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Don't insult my Taste in Men: Once per game when Belle performs a blitz action, she may gain the Frenzy Skill. This must be declared when she is activated, she may not use the Grab skill during a turn when this special rule is used.

195K

Tier 4

# Rapunzel



3  
7  
3+  
5+  
8+

**SKILLS & TRAITS**  
Ball and Chain, Secret Weapon, Animosity (any other princess)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
I still have hands: Rapunzel may pick up the ball and throw it, however once she has done this she may not use the Ball and Chain Skill/trait until she has passed/handed off/dropped the ball. If she decides to use the Ball and chain trait whilst holding the ball, she automatically drops the ball.

70K

Tier 4

# Princess Winnifred the Woe Begone



4  
6  
5+  
-  
10+

**SKILLS & TRAITS**  
Break Tackle, Dirty Player (+2), Juggernaut, Mighty Blow(+1), Secret Weapon, Animosity (any other princess), Stand Firm

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
I still have hands but: Winnifred may pick up the ball and throw it, however once she has done this she may not move until she has passed/handed off/dropped the ball. If she decides to Do anything except Pass/handoff or drop the ball, she will fumble the ball.

150K

Tier 4

# Snow White



4  
6  
5+  
-  
10+

**SKILLS & TRAITS**  
Break Tackle, Dirty Player (+2), Juggernaut, Mighty Blow(+1), Secret Weapon, Animosity (any other princess), Stand Firm

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
I still have hands but: Winnifred may pick up the ball and throw it, however once she has done this she may not move until she has passed/handed off/dropped the ball. If she decides to Do anything except Pass/handoff or drop the ball, she will fumble the ball.

150K

Tier 4

# Gretal



5  
2  
3+  
4+  
7+

**SKILLS & TRAITS**  
Dirty Player (+2), Right Stuff, Dodge, Stunty

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
But I'm Just a child: If your team includes Gretal, she is able to distract the Ref with her childish whims and you can commit 2 fouls a turn.

70K

Tier 4

# Queen of Hearts



6  
3  
3+  
4+  
8+

**SKILLS & TRAITS**  
Break Tackle, Dirty Player (+2), Scythe (Prehensile tail), Mighty Blow (+1), Stab, Animosity (all team mates)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
The Scythe carried by the Queen of Hearts allows her to have both the abilities of a Prehensile Tail and also perform the Stab attack. Only one or the other can be used in any one turn.

150K

Tier 4

# Princess Sissi



6  
3  
3+  
4+  
8+

**SKILLS & TRAITS**  
whip (tentacles), Animosity (any other princess)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Stop Right There: Once per game Sissi may use here whip perform the Grab ability.

70K

Tier 4

# Merryweather



6  
3  
3+  
5+  
8+

**SKILLS & TRAITS**

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**

40K

Tier 4

# Fauna



6  
3  
3+  
5+  
8+

**SKILLS & TRAITS**

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**

40K

Tier 4

# Flora



6  
3  
3+  
5+  
8+

**SKILLS & TRAITS**

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**

40K

Tier 4

# Tiana



6  
3  
3+  
3+  
8+

**SKILLS & TRAITS**  
Bombadier, Dodge, Side step, Sneaky Git

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Throw it away: Once per game when Tiana performs a pass action, she may gain the Hail Mary Pass skill. You must declare use of this special rule when she is activated.

150K

Tier 4

# Goldilocks



6  
3  
3+  
5+  
8+

**SKILLS & TRAITS**  
Trap (counts as Tackle), Right Stuff, Stunty

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Just right: Once per game Goldilocks may use her just right skill to reroll a single roll up to 3 times. In keeping with the story once she choses to try the next option the current one is no longer available.

80K

Tier 4

# Red Riding Hood



6  
3  
3+  
4+  
8+

**SKILLS & TRAITS**  
Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Animosity (Bears)

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**

70K

Tier 4

# Isabella - The little match girl



6  
3  
3+  
5+  
8+

**SKILLS & TRAITS**  
Right Stuff, Secret Weapon, Stunty

**PLAYS FOR**  
Angry Princesses

**SPECIAL RULES**  
Bring the light: Once per game Isabella may light a match and cause a disturbing presence which will last until she blocks or the half ends, or a try is scored, Whilst this is active she cannot block. Once she has activated the match secret weapon kicks in.

70K

Tier 4

# Ursula



6  
 3  
 3+  
 5+  
 8+

**SKILLS & TRAITS**  
Hypnotic Gaze, Tentacles

**PLAYS FOR**  
**Angry Princesses**

**SPECIAL RULES**  
Transformation: Once per game Ursula may transform into Vanessa and auto hypnotic gaze all opposing players within 1 square of her.

90K

Tier 4

# Alice



6  
 3  
 3+  
 4+  
 8+

**SKILLS & TRAITS**

**PLAYS FOR**  
**Angry Princesses**

**SPECIAL RULES**  
Drink me: Once per game Alice may count as being Stunty and Titchy for 1 turn.  
Eat me: Once per game Alice may count as being enlarged and have Throw Team-mate, Kick Team Mate, Stand Firm, Strong Arm, Juggernaut and Hail mary pass for 1 turn.

130K

Tier 4

# Snow White



6  
 3  
 3+  
 5+  
 8+

**SKILLS & TRAITS**  
Leader, Brawler, Stand Firm

**PLAYS FOR**  
**Angry Princesses**

**SPECIAL RULES**  
Dwarf sense: once per game Snow White when injured may use the Thick skull skill to only be KO'd on a roll of 9. This may be used after the die has been rolled.

90K