



BOHUN'S REBELS

CHARACTER LIMIT: **11** TREASURY:

NOISY

Draw a card, when a friendly Character shoots a Firearm. Maximum once per turn.

- * You may not field both good and evil Characters simultaneously.
- * You may not field lawful Characters.
- * You may not field more Mercenaries than faction Heroes.

LEADER



JURKO BOHUN



HEROES (3-7)



HORPYNA



CZEREMIS



ESAU ANTON



KMICIC



AZYA



MERCENARY



MERCENARY



MERCENARY



COMMONERS (2-7)



MOLOIETS



MOLOIETS



MOLOIETS



MOLOIETS



MOLOIETS



MOLOIETS



LOCAL



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All Out Attack –If this character is the attacker in Close Combat, you may flip one Fencing token before any cards are played for this combat. If you do, the weapon being used receives the Mighty Blow special rule and +1 bonus to damage for the duration of this attack.


Ambidextrous –If the character has two one-handed weapons equipped simultaneously (shields and other non-weapon items do not count), it receives +1 to the Combat Total if both the character's and the opponent's Original Cards for the test are the same colour (red or black).

Berserker –This character always counts as the attacker in Close Combat. This character may not avoid combat in the Combat Phase. If two characters with this special rule fight each other, the effects cancel out, and the active character is the attacker as per the normal rules. When two Berserkers fight in Close Combat, the result may not be a draw. Treat draws as Ripostes. This does not use Fencing tokens.

Divination –Divination is a Full Action. The Divining character may not be Prone, Unconscious, or engaged. The controlling player draws the number of Magic Cards equal to the Character's Divination rating, picks one of them, checks its value in the Divination table, and applies the given effect. The other drawn Magic cards are discarded. Resolving exactly one card is mandatory. "The Cards are Silent" may only be picked if all drawn cards have this effect. Additionally, the character receives 2 MP to spend. Drawing and resolving the Divination may be performed at any moment – before, after, or during the movement.

Fatal Attraction [Character]–This Character is in love with the other [Character]. If it dies, this character is considered to have the Battle Frenzy special rule.

Leadership–Friendly Commoners within Line of Sight and 6 spaces of this Character gets +1 to their Fortitude value. Modifiers may not raise Fortitude above 2.

Low Cut–During a Close Combat Test, if this character's Original Card is a , it receives +1 to the Combat Total, and his opponent gets -1 to Parry this attack.

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.

Multiple Shots–This weapon may be shot multiple times per activation (for example, by taking two Quick Shot actions).

Mute–May only participate in talking if it's the direct target of a [talking] skill. Therefore may not initiate [talking] or support on neither "offense" or "defense".

Quick Reload–When this character takes a Reload action, make an Unopposed Fortitude Test with the DL indicated on the Weapon. On a failure, resolve the Reload Action normally. On a success, if the Reload counter was on the 2-pip side, you may discard it.

Scolding Gaze–Friendly models within 6 spaces and with line of sight to this character receive +1 to their Fortitude and Wits Tests.

Shield–The Character gains a Fencing token when using both the shield and a one hand weapon in combat. The Character

in possession of the shield gains the skill Huge, even if the shield is not currently equipped.

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

Switch Hands–Put a generic counter on this Character's card. In Close Combat, after both players have played all their cards, you may discard the counter. If you do, discard all your cards played in this combat. Play a new original card (from the hand or the deck). You may reinforce it normally. The opponent is left with their original card and reinforcing cards, and may not reinforce further. Whenever you shuffle your deck, replace the generic counter (you may not have more than one).

Touch of the Unknown–If this character is the target of a skill or attack of another Character with the Demon or Beast rule, or attempting to recognize an Inconspicuous character with one of these rules, this Character's Wits, Intelligence and Fortitude are all considered 1 higher. If this character is involved in an opposed test against a Character with the Demon or Beast rule, this character receives +1 to the test total.

Unwieldy–The Character using this weapon receives -1 to combat total during Ripostes (regardless of who parried).

Instead of standard divination table from rulebook, Horypyna uses Witch Divination table.

WITCH DIVINATION

I-II Evil Eye	Put a generic counter on the Divinating Character's card. You may discard it before any enemy Character within line of sight takes a test (including opposed tests). They suffer a -2 penalty to the result.
III Bring Misfortune	Look at the three top cards of the opposing player's Player Deck, discard one and put the others back in any order.
IV Profound prophecy	Immediately draw two Player Cards into your hand. If you go over the card limit, you must discard down to the limit. You may discard the cards you just drew.
V Control Fate	Look at the three top cards of the opposing player's Player Deck. Put one of them back on top, and the other two at the bottom of their deck.
VI-VII Bad Luck	Look at the three top cards of the opposing player's Player Deck and put them back in any order.
VIII Foiled	Look at the cards in the opposing Player's hand. You may discard one chosen card.
IX Shadows of the Past	Search your opponent's discard pile, choose one card and put in on top of their deck.
X Recurring Fate	Search your opponent's discard pile, choose two cards and shuffle them into their Player Deck. Shuffle only the deck and the two extra cards, not the discard pile and hand.
XI-XII Prophecy	Immediately draw an extra Player Card into your hand. If you go over the card limit, you must discard one. It may be the card you just drew.
XIII Vision of Own Death	The Divinating Character must pass a DL7 Fortitude test or passes out (is Unconscious). If at least one of the drawn effects is the "Vision of Own Death", then you may not choose "The Cards are Silent" effect.
XIV-XV Mind Reading	Put a generic counter on the Divining Character's card. You may use (discard) it at any moment. The opponent must then declare which Character will he or she activate next. This decision is binding –if the chosen model dies, the activation is lost.
XVI Chaos	Both players shuffle their Player Decks as if their discard piles contained four 8-value and Joker cards.
XVII-XXIV The Cards are Silent	Nothing happens.