

AUTOMATON'S CHARACTERS SKILLS

NOTE: Some Automaton's character abilities work slightly different than when they are used by characters controlled by players. Some skills that „normal“ characters have, are not available to the Automaton at all.

For the convenience of players, we present below all the rules of the Automaton's characters, those that have been modified, comparing to the standard rules, are marked with an asterisk (*).

Alarm!* - A Character with this rule has a horn, a whistle, or other item that allows him to sound the alarm. Once per turn, if he has line of sight to an enemy figure, he may perform a short action to sound the alarm. Treat it as if it made a noise like firing (discard 1 Alarm counter). If You use alarm board, instead of discarding Alarm counter, move Noise marker by 2 spaces. A character cannot raise an alarm while in Close Combat. If Automaton character has this skill treat character as if it always have firearm ready to shoot (i.e. character would make noise if archetype says it would shoot).



Ailing - This Character may not perform the Sprint action. When taking the Full Movement action, this character only receives 3 MP to spend. When taking the Partial Movement Actions, this Character only receives 1 MP to spend.



Assujettissement - This Character receives +1 to Combat Total during Ripostes (regardless of who was Parrying).

Battle Shooting - When shooting at an engaged Character, do not check if a friendly Character was hit. This Character does not receive the -1 penalty for Defensive Shot.

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. If the skill is used by Automaton character it counts as attacker, but plays his card as second.


Call me uncle* - Zagłoba has a natural talent for meeting new people and getting them drunk. Before the game begins, your opponent must choose either two Human Commoners, or one Human Hero from their band. The Character or Characters receive one generic counter each (you may place one counter of the same colour on Zagłoba as a reminder of its effect, but he is unaffected). Models with a counter have a -1 modifier to all tests for the duration of the game (except for Fortitude tests, which receive a +1 modifier). This effect lasts until the end of the game (it does not end if Zagłoba dies). In addition, Zagłoba and the affected character treat each other as friendly regardless whether Zagłoba still has his Inconspicuous marker. Zagłoba may end this effect at any time. If Zagłoba is controlled by Automaton, he treats characters with said counter as enemies for purposes of archetype (for example he will attack them).

Charmer - When using a Talking skill against a character of the opposite gender (♀/♂), and when the character's Original Card for the test is , gain +1 to the total. If the Original Card was  gain +2 instead.

Clever defense - When this character is defending in Close Combat, if the Original Card is ( or ) , receive +1 to the combat total.

Crack shot - When making a ranged attack, this character inflicts +1 extra damage if the attack hits if value of the Original Card for the Shooting Test was even.

Demonic Fencer - This Character counts as Demon for the purposes of special rules etc, but is immune to Exorcisms and may not move to Netherworld. May not use the Master Fencer and Duelist Special Skills when fighting an enemy with Faith of 2 or more.

Disarm - If this Character causes at least 1 Wound to the hands location () of a Commoner, the opponent must make a DL: 6 Agility Test. If it fails, it has been disarmed. Remove the Weapon card used by this Character in this combat from the game. If the Character has no more close combat weapons, it gives up immediately. It is considered killed. Remove it from the game as if it received enough Wounds to match the Death Threshold. If the Character still has one or more close combat weapons, it stays in the game using one of the remaining weapons.

Distraction - As a Partial Action, this character may attempt an Opposed Charisma vs Intelligence test against an enemy character within Line of Sight and up to 6 spaces range. If successful, the enemy receives a generic "Distracted" counter. As long as the character has the counter, it may not initiate Combat (it may be attacked, but may not attack itself). In the Action Phase the character must perform a Partial Action in order to remove the marker. The other Partial action may be taken normally. This effect has priority over Battle Rage.

Duelist - If this Character is engaged by only a single enemy, and has both Rapier and Main Gauche equipped, gain +1 to the Combat Total on all Combat Tests.

Exorcisms: 1-3* - The Character may perform one of the two possible actions each turn:

1. Banishment. No action required, this may be performed for free in the Interaction Phase as long as the Character has not performed Exorcism in the Action phase. Carry out spiritual combat against any non-Inconspicuous Demon or Vampire within line of sight and 6 spaces range. If the Exorcist wins, in addition to suffering Wounds, the losing Demon must retreat to either the Shadowlands or the Domain (Demon's choice). A losing Vampire must retreat to the Shadowlands or fall prone (Vampire's choice).
2. Exorcism. Full Action, receive 2 MP to spend. Carry out spiritual combat against any Demon or Vampire in the Shadowlands. If the Exorcist wins against a Demon, it must retreat to the Domain.

During all spiritual combat the Character may add the Exorcism score to Fortitude (or any other ability used for the spiritual combat).

In addition, while the Character is on the board (in the material world) receives only half damage (rounding down) when losing spiritual combat. Automaton never performs Banishment or Exorcism. It uses this skill only passively.

Faith* - Faith has two effects:

1. Put a generic counter on this Character. You may discard it before attempting any test to use the Faith value instead of the tested skill or ability's value. Replace the counter whenever you reshuffle your deck.
2. Prayer: partial action. If an enemy is currently casting a magic spell, draw as many magic cards as your Faith value and add them towards the spell's failure or discard them. Automaton characters with this skill use them only passively - when they are targets of skills etc. that works differently against characters with Faith.

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 Ω.

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.

Huge - This character may not perform the Climb through a Window Maneuver.

Iron Parry - May ignore the opponent's Mighty Blow rule.

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

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.

Living Barricade - This Character's Zone of Control may not be ignored for the purposes of movement even if it is engaged by other characters.

Master Fencer - When fighting this character the opponent's successful Parry is ignored and must be attempted once again (with all modifiers). This extra attempt does not require flipping extra Parry tokens.

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.

Quick reload - When this character takes a Reload action, make a DL: 7 Fortitude unopposed test. On a failure, nothing happens. On a success, if the Reload counter was on the 2-pip side, you may discard it.

Quick slash - When this character is the attacker in Close Combat, gain +1 to the Combat Total, but if you win, reduce the inflicted damage by -1.

Parrying Master - This Character receives +1 on all Parry tests.

Persistent* - Receives +1 to the Combat Total during Ripostes. If the result of a Close Combat is a draw, this character may force a Riposte to be played. Automaton characters use this skill whenever they can.

Sentiment du Fer - During Close Combat Tests, if this Character's and the opponent's Original Cards are the same suit, this Character gains +2 to the Combat Total. If they are not the same suit, but the same colour (red or black), gain +1 instead. Additionally may ignore the opponent's Mighty Blow rule.

Sweeping Attack* - If this character wins a close combat and deals at least 1 damage, you may immediately attack another enemy this character is engaged with. Do not play a new combat card for this character, use the Original Card (any reinforcing cards carry over too) used for the first combat. The new enemy must play a new combat card. You may keep attacking subsequent enemies for as long as you keep winning the combats while inflicting at least 1 damage, or your attack is successfully Parried (even if you win the Riposte). Each subsequent combat suffers a cumulative -1 penalty. Each enemy may only be attacked once per Combat Phase. Automaton characters use this skill whenever they can.

Tiny - This Character's Strength counts as 1 lower than the printed value (possibly being negative). When attempting the Climbing through a window Movement Action, the Action automatically succeeds without performing the test (the cost in Movement Points must still be paid).

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.

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

Unswerving* - During Fortitude tests (both opposed and unopposed), after revealing the cards, you may play an extra card from the deck. You may use it instead of your original card. Automaton characters use this skill whenever they can.

Watch out! - If Wołodjowski is adjacent to Baśka or her opponent in Close Combat, and is not Prone or Unconscious, Baśka may use his Parry counters instead of hers.