

STEAMPUNK VICTORIA

**Queen Victoria,
armed and dangerous**



The sun never sets on the British Empire (Any time)

When Victoria loses her last life, play this ability and roll 1D6. On an even number she recovers one life and stays in the game.

Steampunk strike (Attack)

Vicky lets rip with her steam-powered ray gun! She gains a +1 dice modifier when attacking. However, if she scores 1, the thing explodes, and Victoria loses one life.

We are not amused (Any time)

No British characters may attack Victoria until after her **next** turn. How dare they strike their queen?!

NAPOLEON

**History's
greatest general**



In love, as in war (Action+)

Napoleon has found another mistress! After performing this ability, a female character of your choosing is banned from attacking Napoleon for the rest of the game, until he attacks her.

The return from Elba (Action)

Napoleon takes control of any one other character for this turn. Control that model as if it were your own, although Napoleon may not use any of their Special Abilities. Any Victory Points gained by that character this turn are awarded to Napoleon.

A whiff of grapeshot (Attack)

Napoleon orders his artillery to fire. Roll 1D6 for a ranged attack against any two models in adjacent hexes.

WARRIOR WOMAN

**Fiction's finest
female fighter**



“Don’t mock me!” (Attack response)

If another character tries and fails to hit the Warrior Woman, she gets an immediate ‘free’ attack back at them. Normal attack rules apply.

“Your crimes are past forgiveness”
(Attack)

The Warrior Woman gains a +2 dice modifier when attacking a character who has already taken a life from another character.

Oath keeper

At the beginning of the game, make an oath to kill one (any) rival character. Make a note of their name and keep it secret; if the Warrior Woman kills that character reveal your note and score double Victory Points for that kill.

JULIUS CAESAR

**I came, I saw,
I conquered**



“Et tu, Brute?”

Play this card when Caesar loses a life, even his last one, after being hit from the rear. The ‘assassin’ is now pursued by Caesar’s (unseen) supporters and must roll 1D6 at the beginning of each of its subsequent turns. On a score of 1, the character who injured Caesar immediately loses one life. Once one life is lost, the effect of this ability ends.

Crossing the Rubicon (Attack response)

Perform this ability when Caesar loses a life. He is not pushed back, and immediately gains one Victory Point.

The conqueror (Action+)

Choose any hex on the board. Note its location - e.g. two hexes from the right, five hexes up - Caesar gains a +2 dice modifier when attacking from, or into, that hex.

WELLINGTON

England's
finest soldier



Man of energy (Action)

Wellington has the uncanny ability to be anywhere and everywhere on the battlefield. As a move action, move to any unoccupied hex on the board.

Old adversary (Action)

Wellington gets a +3 dice modifier when attacking any French character.

The other side of the hill

(Attack response)

Use this action to evade any attack and suffer no hit. Both models remain in place until their next turns.

LORD KITCHENER

**No harder
taskmaster ever lived**



Your country needs you (Action)

Kitchener recruits another character to act for him in **their** next activation. Control the model as if it were your own, although Kitchener may not use any of their special abilities. No Victory Points can be gained by either character during this turn.

To the trenches (Action)

Kitchener cannot be attacked from the front after he plays this card, until he next moves.

Moving the drink cabinet (Action)

Kitchener makes a “gargantuan effort to move his drinks cabinet six inches closer to Berlin”. EVERY player must immediately roll a dice. On a score of 1 they are a casualty of ‘The Big Push’ and lose one life.

ALLAN QUATERMAIN

**The consummate
adventurer**



Macumazahn (Attack response)

Perform this ability when attacked. Quartermain's keen instincts allow him to evade the attack, moving two hexes to his right. He is allowed to pass over occupied hexes but there must be a vacant hex to 'land' in.

Big-game hunter (Attack response)

If attacked by a beast, Quartermain will kill it instantly. Remove it from the game and gain one Victory Point.

Lion tamer (Action)

Quartermain gains control of any beast on the board. Move the creature a maximum of two hexes and attack an opponent, per the normal beast attack rules. Quartermain gains no Victory Points from any kills by the beast.

JOAN OF ARC

A gift from above



Go forward bravely (Action)

Force any one character who is next to another character to immediately attack. The attack takes place out of turn, and both characters may take their next activations as normal. Any Victory Points gained are awarded to Joan.

Martyrdom

Joan gains two Victory Points if **she** is killed.

Act and God will act

Immediately repeat any action for a second time. Any combat dice involved must be used afresh.

DANTE

Descent into Hell



First Circle - Limbo (Action)

When a character of your choice (make a note of who they are) is killed, at any point during the game, perform this ability and transport them to Limbo. They lose one Victory Point.

Fifth Circle - Wrath (Action)

Dante conjures the swampy, sticky water of the river Styx. A hex of your choosing is rendered impassable and unenterable. If there is a character or beast already in the hex, they are stuck fast for their next activation, and must move out of the hex immediately after. Loot becomes permanently stuck and cannot be taken.

Seventh Circle - Violence (Action)

Arrows of the centaurs strike any character of Dante's choice. Roll 1D6; on an even number the victim loses one life.

ODA NOBUNAGA

The great unifier



Peace not war (Action response)

Oda performs this ability to stop any character attacking him. That character's activation is immediately over.

Deadly blade (Attack)

Oda uses his deadly katana and gains a +1 dice modifier when attacking.

Azuchi gold (Action)

Take one loot from anywhere on the table. It took Oda a long time to amass his fortune, so he may not take any further action in this turn **and** next turn.

PULP AGENT

"I know my value"



Kick ass! (Attack)

Perform this ability to gain a +1 dice modifier when attacking.

Super spy (Action)

Perform this ability and 'take' a Victory Point from any character within two hexes. The victim reduces their Victory Point tally by one (or hands over a token), and the Pulp Agent gains the Victory Point.

Powerful allies (Action)

An unseen (superhero) friend of the Pulp Agent hurls a deadly flying shield at any model on the board. Roll 1D6 - on a score of 5+ the victim takes a hit.

FLASH HARRY

**No better man to go
into the jungle with**



Malingering lucky coward

When an enemy model comes within one hex of Harry, he makes an immediate voluntary move backward, away from the (potential) impending fight.

The myth of bravery (Any time)

After performing this ability, Flash Harry cannot be attacked if he is within one hex of a stationary object or another character (he's hiding!). The character who tried to attack him wastes their turn trying to find him.

Whining or blustering (Action+)

Flash Harry convinces a character of his choosing to leave him be. They may not attack him for 1D6 turns.

OTTO VON BISMARCK

Iron Chancellor



Junker

The hex in which Bismarck begins the game is owned by him. Any character who goes into this hex, at any time during the game, must 'pay' Bismarck one Victory Point - they lose it, and Bismarck gains it. Declare this ability when the first character enters 'your' hex.

Unification without democracy

(Action+)

Bismarck suggests an alliance with another character. This other character cannot attack Bismarck for the rest of the game. Bismarck may end the alliance by attacking his (quickly former) ally.

Blood and iron (Action)

Move Bismarck to any hex occupied by another character. That character is pushed back - consult the normal Push Back rules.

JOHN CHURCHILL

**First Duke of
Malborough**



Siege master (Action+)

Churchill fixes any character he is about to attack in place. Churchill and his opponent will now fight using the normal attack rules - but the fight will continue (without push backs) until one of the combatants is dead.

“Irresistible to either man or woman” (Attack response)

After performing this ability Churchill’s assailant calls off their attack. The character who was going to attack Churchill may take another action instead.

Perquisites (Action)

After moving to a hex next to another character, take a ‘back-hander’ in the form of one of their Victory Points - they lose it, and Churchill gains it.

DJANGO

Mud and blood



Mitrailleuse volley (Action)

Django uses his Mitrailleuse volley gun against two opponents. Roll 1D6 for a ranged attack against any two characters in adjacent hexes. The targets can be one or two hexes away from Django.

Hungry for gold (Action)

Django will do anything to get his hands on loot. Perform this ability to move two hexes toward any loot.

Extreme violence (Action)

Every character in a hex adjacent to Django loses one life on roll of 4+. Django **does not** receive any Victory Points for taking these lives.

GENGHIS KHAN

Punishment of God



Power struggle (Action)

After performing this ability Genghis fixes any character he is about to attack in place. Genghis and his opponent will now fight using the normal attack rules - **but** the fight will continue (without push backs) until one of the combatants is dead.

Call the horde (Attack)

Genghis attacks an opponent using the normal attack rules; however, he is joined by a horde of (unseen) Mongol followers, giving him a +2 dice modifier.

Tengri destiny (Any time)

Genghis believes it is his destiny to win the game, but destiny can be misleading. Roll 1D6. 1 - 2: lose one Victory Point. 3+: gain one Victory Point.

ALEXANDER THE GREAT

Undefeated in battle



Undefeated (Attack response)

After suffering a hit from a successful attack, Alexander forces his opponent to reroll the attack. The result of the first attack is ignored.

Adapting to his opponent's style
(Attack response)

Any character who attacks Alexander and causes him to lose a life must roll 1D6. On a score of 1 - 4 they also lose a life.

Ruler of the world (Action)

Move Alexander to any hex occupied by another character. The character currently occupying that hex is moved to a (vacant) hex of Alexander's choosing.

TROTSKY

Verbose revolutionary



Counter-revolutionary (Action)

Trotsky accuses another character (any) of being a counter-revolutionary. Roll 1D6. On a score of 5+ the accused is guilty and loses a life. Trotsky gains one Victory Point. On a score of 1 Trotsky must perform Exile (see below) on his next turn.

Exile (Any time)

Trotsky can avoid another character who is within one space of him. Perform this ability any time (even if it is not his activation) and move Trotsky anywhere on the board. After being moved, roll 1D6. On a score of 1 (oops!) Trotsky has been assassinated - lose one life.

Red Terror (Attack)

“The Red Terror hastens the destruction of the bourgeoisie”. Trotsky gains a +1 dice modifier when attacking any bourgeoisie character. (**You** decide who is bourgeois/e.)

ROMMEL

Desert Fox



Tank commander (Attack)

Perform this ability to fire a tank shell at any character within three hexes. Roll 2D6 for the attack.

Desert Fox (Action)

This sandy arena suits the Desert Fox. He can move four hexes when this ability is performed.

War without hate

Rommel gains +2 Victory Points for killing an opponent in the same turn that this ability is performed.

GREAT DARCY OF THE PALE

Decay of Ireland



Visible to all (Attack)

Darcy lifts an opponent character onto his shoulders, then drops them from a great height. He gains a +1 dice modifier when attacking. There is no push back with this attack.

Swing of the axe (Attack)

Darcy gains a +1 dice modifier when attacking from the front.

The aid of John Nangle
(Attack response)

Any character who attacks Great Darcy must roll 1D6. On a score of 1 - 4 they are attacked by Darcy's ally and immediately lose a life. Darcy does not gain any Victory Points.

MAKHNO

Anarchist insurgent



Tachanka attack (Attack)

Makhno attacks using his horse-drawn, machine-gun-carrying wagon. He gains a +2 dice modifier. If the attack is unsuccessful, the Tachanka is destroyed, and Makhno misses his next turn.

Zapozhian Cossack (Action+)

Makhno uses his expert horse-riding skills to move two hexes during this activation.

Hero or villain? (Action+)

Roll 1D6. 1 - 2: The next character to attack Makhno hates him with a passion and gains +1 dice modifier to hit him. 3+: The character nearest to Makhno loves him and gives you one Victory Point - they lose it, and Makhno gains it.

SHAKA ZULU

Zulu King



Iklwa attack (Attack)

Using his short stabbing spear, Shaka gains a +1 dice modifier when attacking.

Horns of the buffalo (Attack)

Shaka gains a +1 dice modifier when attacking from the two hexes to each side of an opponent.

Insufficient grieving (Any time)

After the next character is killed, Shaka punishes any other character of his choosing. The target character immediately loses one life. Note: This ability may not be played on any characters who only have one life remaining. Shaka gains no Victory Point.

PRINCE RUPERT

Cavalier



Dashing (Action+)

Rupert can move up to three hexes in a forward direction.

Impatience followed by maturity

Before Rupert takes his next action, roll 1D6. 1 - 2: Rupert fails to carry out the action and can do nothing more this turn. 3+: Rupert may repeat the action a second time. Any combat dice involved must be used afresh.

Privateer

The next item of loot Rupert captures is worth 3 Victory Points, rather than 2.

HANNIBAL

Not the cannibal



Cannae

When Hannibal kills a character (any), his victory is so devastating that all other characters within two hexes must roll 1D6. 1 - 4: They are safe. 5+: They lose a life. Hannibal gains no Victory Points for any additional lives lost.

March of elephants (Action+)

Hannibal may pass through to the other side of any occupied hex on the board.

Ksour Essef cuirass (Attack response)

When Hannibal performs this ability, any character attacking him gains no dice modifiers, regardless of any ability they may perform.

LORD FLASHHEART

“Woof!”



Headbutt

Flashheart headbutts his opponent in combat. He gains a +1 dice modifier if attacking **from the front**.

“I’ve got such a crush on him”

Perform this ability at the beginning of another character’s activation - move that character two hexes towards Lord Flashheart - they can do nothing else this turn.

“Come here baby”

Any character who tries to attack Lord Flashheart will instead be smothered by his tight embrace and can do nothing else this turn.

LAKSHMI BAI

Rani of Jhansi



Pay off (Attack response)

Give one Victory Point to anyone who attacks Lakshmi; they call off their attack and must choose a different action this turn.

Legendary leap (Action+)

Lakshmi performs this ability to leap over any occupied hex, landing on the other side, facing whatever direction she chooses.

“Look out mother!”

(Attack response)

Lakshmi can turn to face any attack from behind **for the rest of the game.**

HAWKWOOD

Condottiero



Protection racket (Attack)

In response to Hawkwood's threatened attack, his opponent must hand over one Victory Point. Hawkwood takes no further action this activation.

Dark arts

Perform this ability after Hawkwood has been hit by an opponent. His opponent has been tricked - they didn't hit him after all, and the effects of this combat are nullified; Hawkwood doesn't lose a life.

Fragile alliance (Action)

Hawkwood forms an alliance with another player of his choosing. All Victory Points gained by that player are shared between the two allies. The alliance ends if any character controlled by the allied player attacks Hawkwood. Note: Hawkwood does not share his Victory Points with the other player.

BEOWULF

Epic hero



First battle: Awesome grasp (Attack)

When Beowulf wins an attack, perform this ability. He tears his opponent's arm from their body! **For the rest of the game** the armless character must roll 1D6 at the beginning of their turn. 1: They lose another life from their wounds. 2+: They struggle on with no ill effect (... yet). Note: Beowulf gains no additional Victory Points for further lives lost by his victim.

Second battle: Hrunting

Beowulf's weapon is unpredictable. After taking a life from an opponent during an attack, perform this ability, and roll 1D6. 1 - 2: the weapon fails and no life is lost. 3+: The weapon causes Beowulf's opponent to lose **two** lives.

Final Battle: Wiglaf (Attack)

Aided by his friend, Wiglaf, Beowulf gains a +1 dice modifier after performing this ability.

SGT. STRYKER

Marion Morrison



“Get off your horse, pilgrim”

(Attack Response)

Rather than be attacked, Sgt. Stryker pushes his assailant back one hex. See Push Back rules.

Tough as nails (Attack Response)

When Stryker loses a life in combat, roll 1D6. 1 - 3: Stryker loses a life but is not pushed back. 4+: Stryker does not lose a life, and is not pushed back.

Rigorous training, rich rewards

(Any time)

Any character who inflicts a hit on another character within two hexes of Stryker credits Stryker with the success. The Victory Points earned go to Stryker, rather than the character who would ordinarily have won them.

PIERRE CHAHUT

Ruckus captain



“You tardy knave!”

Perform this ability in response to any ability performed by another player. They may not perform their planned ability this turn, and their activation is over.

Blessed by providence

(Attack Response)

When the captain loses a life in combat, perform this ability to cancel the effect of the attack. No life is lost.

Ouch! Ooof!

Perform this ability when any character of the captain's choosing is about to move or move and attack. Instead of moving, they trip, and must roll 1D6. 1 - 3: Their turn is over. 4+: They may have injured themselves - roll for an attack against them, then their turn is over. The captain gains no Victory Points for any lives lost through this.