



V.H.

Blood Watch

level 3
AP 8

DAMAGE



NIMBLE, COUNTERATTACK 1, BLITZER 1, LEADER 1

V.H.



HUNTER TRAINING* (🔪 / AP 1):

FOR THE REST OF THE ROUND, EVERY TIME V.H. IS THE TARGET OF A HOSTILE OPPOSED ROLL, INCREASE HER AP ALLOWANCE FOR THIS ROUND BY 1.

BLEEDING (🔪 VS. 🩸 / AP 2):

IF DAMAGED, THE TARGET TAKES 1 MORE POINT OF DAMAGE FROM EVERY ADDITIONAL ATTACK THAT SUCCESSFULLY DAMAGES IT UNTIL THE END OF THE ROUND.

WARDING (SBL7 🌀 VS. 🔪 / AP 3):

THIS ACTION DEALS NO DAMAGE. ALL NON-LIVING AND/OR VILLAIN MODELS THAT ARE WITHIN THE RANGE ARE MOVED DIRECTLY AWAY FROM V.H. UNTIL THEIR BASE IS FULLY OUT OF THE SELF-BLAST AREA AS IF THEY HAD BLINK SKILL. IF SUCH MOVEMENT IS NOT POSSIBLE, THE MODEL'S CONTROLLER MUST MOVE IT OUT USING THE SHORTEST ROUTE POSSIBLE. MODELS MAY NOT BE MOVED OFF THE BOARD THIS WAY.

EXORCISM (AU4 🔪 / AP 2):

ALL FRIENDLY MODELS IN THE AURA ADD +1 TO OPPOSED ROLLS AGAINST MYSTERY VILLAINS. OPPOSED ROLLS ARE MADE AT ADDITIONAL +2 IF THEY ARE AGAINST MODELS THAT ARE SUBJECT TO EXORCISM AS NOTED ON THEIR CARDS. EXORCISM LASTS UNTIL THE END OF THE ROUND.

TEAM POWER - BLOOD OF THE HUNTER:

V.H. WINS ALL TIES AGAINST VIL-LAINS, OVERRIDING THE ORIGINS RULE. WHEN TWO MODELS HAVE A SIMILAR RULE, ROLL A DIE TO EACH TIME TO RANDOMLY DECIDE WHO WINS.

BLOOD WATCH TEAM POWER - HUNTER PACK:

WHEN AN ACTION BY A BLOOD WATCH SUPREME IN AN ALL-BLOOD WATCH TEAM REDUCES A HOSTILE VILLAIN SUPREME/MINION TO 0 DAMAGE, PLACE 1 AP IN THE BLOOD WATCH ACTION POOL. THE SUPREME THAT PERFORMED THIS ACTION HAS ITS AP ALLOWANCE INCREASED BY 1 UNTIL THE END OF THE ROUND.

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