

COLUMN SHEET

CONGO

CULTURE



CHARACTER	SHOOTING	COMBAT	BRAVERY	WEAPONS	POINTS	STARS	SPECIAL RULES
	D	D	D				
	D	D	D				
	D	D	D				
AUXILIARY	SHOOTING	COMBAT	BRAVERY	WEAPONS	POINTS		SPECIAL RULES
	D	D	D				
GROUP	SHOOTING	COMBAT	BRAVERY	WEAPONS	POINTS		SPECIAL RULES
	D	D	D				
	D	D	D				
	D	D	D				
	D	D	D				
	D	D	D				
	D	D	D				
	D	D	D				
	D	D	D				

FOREST TRIBE RITUALS

☉ BULL'S BREATH RITUAL

One success: One enemy group within **L** of the Witchdoctor's group must take a Terror test.

Two successes: One enemy group within **L** of the Witchdoctor's group must draw one Stress token then take a Terror test.

At least three successes: One enemy group within **L** of the Witchdoctor's group must lose a figure of its owner's choice, draw one Stress token then take a Terror test.

☉ RITUAL OF THE MANDRILL'S DANCE

One success: Draw a Totem card.

Two successes: Draw three Totem cards, choose one of them to add to your hand, and shuffle the other two back into your Totem deck.

At least three successes: Choose two Totem cards in your Totem deck, add them to your hand then shuffle your Totem deck.

☉ RITUAL OF THE WILD HUNT

One success: Choose an enemy group in line of sight of the Witchdoctor's group and within a dangerous terrain zone. Some angry monkeys starts to rain down coconuts and their droppings upon the enemy. Resolve a shooting action against the group, rolling 4D6.

Two successes: Choose an enemy group in line of sight of the Witchdoctor's group and within a dangerous terrain zone. A black shape jumps from a nearby tree and dashes through the group, raking them with its claws. The group must draw a Stress token, then resolve a shooting action against it, rolling 2D8 plus one extra D8 for each Stress token that the group has.

At least three successes: Choose an enemy group in line of sight of the Witchdoctor's group and within a dangerous terrain zone. They are attacked by giant ants! That group must draw enough Stress tokens to bring the group up to the four Stress token limit, then resolve a shooting action against that group, rolling 6D8.

AFRICAN KINGDOMS RITUALS

☉ RITUAL OF THE BLOODY HAND

One success: Choose a character in a group in line of sight of the Witchdoctor's group and roll 1D6. On a success, the character is eliminated unless their group draws two Stress tokens.

Two successes: Choose a character in a group in line of sight of the Witchdoctor's group and roll 1D8. On a success, the character is eliminated unless their group draws two Stress tokens. On a failure, the targeted character's group draws one Stress token.

At least three successes: Choose a character in a group in line of sight of the Witchdoctor's group and roll 1D10. On a success, the character is eliminated and his group draws one Stress token. On a failure, the targeted character's group draws one Stress token.

☉ RITUAL OF THE MAD HYENA

One Success: Choose a group (friendly or enemy) in line of sight of the Witchdoctor's group. Move that group **S**. If that group engages an enemy group in melee with this movement, it gets an extra D8 to roll in the ensuing melee.

Two Successes: Choose a group (friendly or enemy) in line of sight of the Witchdoctor's group. Move that group normally. If that group engages an enemy group in melee, it gets two extra D8s to roll in the ensuing melee.

At least three successes: Choose a group (friendly or enemy) in line of sight of the Witchdoctor's group. Move that group normally or give it a Panic Stress token. If that group engages an enemy group in melee with this movement, it gets four extra D6s to roll in the ensuing melee.

☉ RITUAL OF THE MACABRE BLESSING

One Success: Choose a group within **M** of the Witchdoctor's group and remove one of its Stress tokens.

Two Successes: Choose up to three groups within **L** of the Witchdoctor's group and remove one Stress token from each of these groups.

At least three successes: Remove all Stress tokens from all groups in your Column.