

CHEESE RIOT CARDS

YOU CAN GET DRUNK ON TUPPENCE: Use on a rival player model. They immediately go to the drinks stand and roll 1D6. On a 5 or 6 they are now drunk. Their movement loses 2 inches, and all other tests are at minus 1. They do however get the bottle weapon.

GIN MIGHT HELP: Use on one of your own models who is taken out of action. They recover one wound and stay in place.

RUDE BOYS: Use on your boy model. He taunts a townspeople up to 10 inches away. That townspeople moves 6 inches towards that rude boy.

STRAY SHOT: Use when you are shot at and hit by a Dragoon. Instead of being hit the shot strikes against the nearest other model from a rival player or townspeople.

MERCHANTS FROM LINCOLN: Use on a rival player when they pick up a cheese. That cheese is removed and placed next to the Lincoln Merchant who has purchased the cheese first.

I CALL IT POLYSTYRENE: Use on a rival player when they pick up a cheese. The cheese has gone off and is immediately removed from play.

MIGHTY FINE CHEESE: Use when you pick up a cheese. It is the finest of all cheeses and is worth 2 cheese points. This must be declared when the cheese is picked up so watch out for everyone else who might want a piece.

BUTTER UP: Use instead of starting a melee. The target has butter rubbed in their face and they immediately flee 6 inches away from your model.

I'VE BEEN GOOSED: The Goose Fair Geese immediately move into contact with the nearest player model and are wounded on a 1D6 roll of 5 or 6. Even if the roll failed the model must flee 6 inches away from the geese who remain where they are.

STENCH OF THE POOR: Use instead of starting a melee. The target is put off by your horrid stink and they immediately flee 6 inches away from your model. They are free to attack you in the future.

LACTOSE LOUT: Use on a rival player when they pick up a cheese. They have a reaction to the dairy product and must immediately roll it away. If the player has another model they are free to pick up the cheese later but not this model.

A SMALL DISCOUNT: Use on a rival player when they have a model in melee with a merchant. Instead of fighting they start haggling over the price. They must roll 1D6, on a 5-6 they can fight as normal after deciding just to steal the cheese like the thief they are. If they fail the roll they must wait until their next go and roll again. If they are unlucky they could be haggling for some time.

GET OUT OF THE STOCKS FREE: Use at the start of your turn to release one of your models from the stocks. They are free to move.

HARD CHEESE: Use when a model is hit by a rolling cheese. They are immediately knocked out of the game. If it is a player model they are placed in the stocks.

RIOT ACT: When the Dragoons arrive, you get to choose which edge of the market square they arrive on.

WET POWDER: Use when a Dragoon is about to shoot. Their gunpowder is wet and the shot as a misfire. The shot is an automatic failure.

RAUCOUS BEHAVIOUR: Use when one of your models is attempting to melee. Roll 2 dice instead of one and pick the highest score.

SLIPPERY CUSTOMER: One of your models slips in the mud and is placed prone for this turn, missing a go. They can stand back up next turn and act as normal.

HOWS YOUR GOUT: Use on one townspeople. That model is forced to sit down and can't move this turn. It can't defend a cheese while sitting down but is free to move again next turn.

