

# What Ho!

## **The Whole Boiling.**

A skirmish game of (largely) non-violent rural English conflicts.

What Ho! is a skirmish game of non-violent conflicts. It is set in the drawing rooms, ballrooms, village lanes and cottage gardens of a rural England of a past age. Players will involve themselves in the farces of P.G.Wodehouse or the investigations of Agatha Christie, or enter their favourite characters into them. Unlike many skirmish games which begin with many uninteresting choices and end with a few interesting ones as the game crystallises but combatants are removed, in What Ho! breadth of choice remains as their impact comes into view.

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## **Tales of Unusual Days in Usual lives.**

“It is a truth bally well universally acknowledged that a young man in possession of a fortune must be in want of a wife. Well, while I wasn’t as deep in the oof as some I had a pretty tolerable fortune and let me tell you, a wife was quite some distance from the front of my mind. I don’t know if the bird that said the aforementioned had met my aunt Agatha but if they had they’d know that what most young men are in want of is a quiet smoke on a veranda of their own without much blighted aunts casting shadows of suitable meetings onto their futures. I mention all this since a clear Tuesday afternoon found me enjoying just such a quiet smoke on a veranda not of my own but in the ownership of the fourth earl of Tilsbury and awaiting the approach of an aunt with someone in tow she wished me to meet, which was almost always clear warning of an intent to entangle me with an improving soul mate of some type.

“Bertie,” the call came from within as from the depths of Tartarus, I turned to see my Aunt Agatha next to an odd tubby looking cove with a waxed moustache and the expression that often comes with a waxed moustache when introduced to me.” This is Mr. Poirot. I wish you to accompany him this weekend.”

I was about to start listing the customary when the moustache spoke up.

“Monsieur Wooster, I beg apology but ‘Astings is taking ze air in Eastbourne and I am in dire need of an assistant for my investigation. Zere ‘as been a murder.”

“Well, I say, you know, don’t you know? Pipped to make your acquaintance and all that but bally jolly what very much ho, tinkety tonk and all that yes?” I hoped the funny cove’s accent wouldn’t affect communication too much, clarity is always so vital in these things.

## What's different about What Ho!

What Ho! is a skirmish game using miniatures, movement ranges and line of sight. However, models have no stat lines, dice are not used to randomise success and no model will be killed or incapacitated (except the corpse at the start of a murder mystery).

This is a miniatures skirmish game representing a non-violent conflict, as most conflict in life tends to be. Someone may get pasted on the jaw in Wodehouse or resist arrest in Christie but allowing players to beat their opponent to death would make accurately portraying such stories impossible. There are no stat lines or randomisation of abilities because they complicate and slow gameplay and without the hierarchy to keep a kill me/kill you exchange interesting they are unnecessary. Rather strategy in play will revolve around movement and line of sight, to attempt to achieve your goal while keeping an eye on your opponent achieving theirs. Gameplay will involve bluffing, pushing your luck and the resolution of complex overlapping plotlines.

## Winning ways.

During a game of What Ho! Players (or rather their models) will generate plots represented by **plot dice**. The various different genres will give means for scoring those plots at the end of the game (usually 3 turns). The player that scores the most plots will win the game.

During a **Farce** they will need to find trouble, picking up as many plots as possible in the first part of the game, while hopefully completing a few jobs they might have to do before getting them. Then once what they have to do is clear bomb about getting it all done while keeping enough of an eye on their opponent to stop them doing theirs.

In a **Murder Mystery** models generate plots at the start of the game, but each model may be a master detective or a criminal master mind, players can foil each other's plans, but only if they can read their opponent well enough to work out which is which.

## What you will need for play.

These rules.

3/6 miniatures per player. Miniatures can be of any size or type but should be consistent in size within themselves. They may be referred to as miniatures, models or characters in these rules.

A play area 12"/18"/24" square, and scenery. What Ho! Will invalidate many typical scenery collections, more about that in the "Setting the scene" section.

One character sheet, line of sight marker, opaque cup and 3 dice per miniature (standard six sided dice, referred to in these rules as dice or d6).

A handful of tokens to track suspicion and activation, and one to mark the first player.

## Choosing your story.

Each game will tell one of several types of story, before starting a game select your current story's **genre** and **reach**.

**Genre** - Each game of What Ho! will tell one of three different types of story; **Farce** or **Murder Mystery** (more modules for different genres may be added in the future). Each has slightly different rules, outlined in its own section, which will somewhat change the nature of the game.

**Farce** stories play out in the fashion of P. G. Wodehouse novels or short stories. They mostly revolve around model locations and positioning with relatively little player conflict and make a good choice for a first game.

**Murder mystery** stories play out in the world of Agatha Christie. These revolve around bluff and misdirection as the killer is tracked by a determined and brilliant detective.

A game of What Ho! Will also be of one of three levels of **Reach, Chapter, Novel** or **Library**, defining the length and size of the game.

In a **chapter** 2-3 players have 3 models each and play for 3 turns on a 12" square playing surface for a game running 30-60 mins.

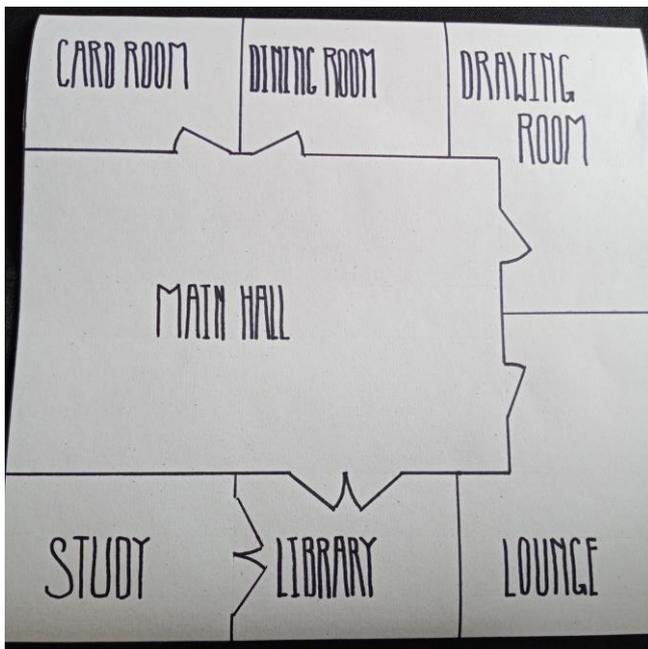
In a **novel** 2-3 players have 6 models each and play for 3 turns on an 18" square playing surface for a game running 60-90 mins.

In a **library** 3-4 players have 6 models each and play for 4 turns on a 24" square playing surface for a game running 90-120 mins.

Players should feel free to alter player numbers, number of models, turn length and playing surface size. Note that number of models must always be multiples of 3, more than 5 turns are likely to be pointless and that play is better when quarters are cramped. Players are recommended to play a Chapter length for their first game.

## Setting the Scene

Once a story genre and reach are chosen players set out their playing area. Within the area set by the game's reach scenery should be placed representing the interior of an English stately home. A series of rooms should be created. At least as many rooms as the total number of models and preferably more, if possible, with desks and bookcases within. Since What Ho! will invalidate most gamers' scenery collections for the first few games players will find it easier to play on a large piece of paper, wall paper roll is ideal, with drawn in walls and doors.



*This would form a perfectly good playing surface for a Chapter game.*

When playing a What Ho! farce a special model is employed, the **Maguffin**. The Maguffin is a small item of great and non-specific importance, a Maltese Falcon, solid silver cow creamer or purloined letter.

The Maguffin should be represented by a small miniature, it will not block viewpoints or movement, it will be placed by a player during game set-up.

## **So We Begin.**

Each player gathers a set of miniatures of the right number (3 or 6) depending on the game's reach and assign each one of three roles along with matching character sheets spread equally across their models (so either one or two of each depending on reach) – Protagonist, Antagonist or Facilitator.

**Protagonist** – The hero of your story, your protagonist will pro-actively achieve scoring goals. Bertie Wooster or Hercule Poirot.

**Antagonist** – The individual creating the problems protagonists overcome to generate your story. They will also make life harder for your opponent. Aunt Agatha or Moriarty.

**Facilitator** – The character supporting your hero in their task with abilities that will allow them to manipulate others. Jeeves or Watson.

Ensure that each model has a specific **viewpoint** marker assigned to them that can be identified apart from all other markers. Then assign an opaque cup to each model these cups are the model's **Plot Pots**.

Players roll off and the highest scoring becomes the first player, hand them a suitable marker to represent this fact, all turns pass left from the first player. The first player places the **Maguffin**. Starting with the first player and passing around players take turns placing their miniatures anywhere within the playing area such that no two character miniatures can have a line drawn between them that does not cross a piece of scenery or another miniature.

If all players have agreed they may upgrade their character's abilities as outlined in "A collection of Individuals".

## **Everybody Listen.**

The following base rules are used whatever genre you are playing.

### **Turns**

A turn lasts until each model has activated 3 times. Players may activate their models in any order, use the character sheets activation counter to keep track. The player with the first player marker activates first each turn.

### **Movement**

When a model is activated it may move up to 6". If it moves only up to 2" it has **Stepped**, up to 4" **Walked**, up to 6" **Ran** (A model will only have done only one of Stepped, Walked or Ran). To move a model push it across the playing surface such that no part of its base overlaps any scenery or other bases at any point or travels further than 6". Distances are measured from the model's starting to its final position via the shortest possible path the model could have travelled down (so no running in circles). Whenever a model touching the Maguffin moves it may move the Maguffin to touch it after completing the movement, this movement counts as **carrying the Maguffin**.

Note that if a model moves in one direction to interact with an object (such as picking up the Maguffin) and then doubles back in another direction then the shortest possible route to complete the action they took will include the double back (in other words they cannot pick up a Maguffin 2" from their starting position, then return to their starting position and then travel 6" in the opposite direction claiming the shortest possible route to be the 6" from start position to end position).

## Viewpoints

In What Ho! markers are used to track where a model is looking at any given moment. Each model should have their own unique viewpoint marker, there is a space on their character sheet to note what makes their marker unique.

**Placing Viewpoints** - If a model **Walked** or **Ran** during their activation then their player places a **viewpoint** token anywhere after they have completed movement (at the edge of the playing surface is usual). If a model **Stepped** they may remove any viewpoint token matching their character card from play.

**Using Viewpoints** - A model with a viewpoint marker can see or has seen anything that crosses a line that can be drawn between their base and the first piece of scenery or miniature base that the line hits, provided that the line also crosses their viewpoint marker.

A model without a viewpoint marker can see or has seen anything that crosses any line that can be drawn from its base to the first piece of scenery or miniature base that the line crosses.

A model that is in the process of moving does not count as seeing anything until it finishes movement and places its new viewpoint marker, models can only count as seeing things at the start and end of their activation, not during.

## Alone Together

At various points models will wish to discuss matters unobserved in conspiratorial whispers. To do so they must be alone, together. Two or more models are considered **Alone Together** if no straight line that could be drawn from any of their bases crosses the base of another non-scenery model (aside from the models that are being Alone Together) before hitting a wall, door or other piece of scenery.

## Scenery

All walls, scenery or objects, along with miniatures and their bases in What Ho! block movement and viewpoints. The only exceptions are doors which block viewpoints but not movement. In polite society doors are closed but not locked.

## Suspicion

Within the strictures of polite society, it is often impossible to act until an individual's levels of impropriety become intolerable. Similarly, relatively innocuous acts can bring unwanted attention and pressure. Whenever a model is seen **Acting Suspicious** by an enemy model place a suspicion token on it. Each instance of the model being seen generates a separate possible suspicion token, as does each suspicious act (so if a model is seen **running** while **carrying the maguffin** by two separate models it could generate 4 suspicion tokens).

Models that **Carried the Maguffin**, **Ran** or **Stepped** are **Acting Suspicious**.

Note that a model that eventually moves 3" was not Stepping until it moved more than 2" and that a model that moves 5" was running during its whole movement. Each activation will consist only of a single movement type.

A player may spend suspicion tokens from enemy models during their activations for certain effects, they may spend these tokens at any point during their movement and then continue on their way:

**Restrain** – From a model with 4+ suspicion tokens with a base touching the base of one of your models, discard 2 to stop them from moving more than 3” in their activation.

**Get Him** – From a model with 3+ suspicion tokens discard 1, movement towards that model cannot generate suspicion tokens.

**Don't trust him** – From a model with 2+ suspicion tokens discard 1, that mode's viewpoint cannot be used to place suspicion tokens during the current turn.

Each genre will have other specific uses for suspicion.

The Different Genres will have additional actions for spending suspicion tokens on, some of which may require a model to gain suspicion tokens, but these actions are available in all genres.

## Picking Plots

The driving factor for a model's actions and the manner by which players will win the game are a model's **Plot Dice**. Each model has an opaque cup or container with at least one dice in it assigned to them during set-up, this is their **Plot Pot**. Each genre will have slightly different rules for setting up a model's Plot Pot.

The first time a model with an un-shook plot pot activates each turn before activating, its controller may shake their plot pot and place it upside down. Unless clearly specified once a plot pot has been shaken it cannot be re-shaken or have any more dice added for the rest of the game. Some models will be forced to shake their Plot Pot during set-up of certain genres, in that case all the same rules apply. After a player shakes their plot pot, they should check their dice secretly, and **Adjust** them if necessary.

**Adjusting** – If any shook dice in the same pot have the same score the controlling player states that they are “adjusting” and turns each dice to the lowest available unique facing, they do not need to state how many dice they are doing this for or what they are adjusting to.

Genres may allow other adjustments

## A collection of individuals

If players wish they may choose to upgrade their models with any number of the following abilities, so long as each player spends the same number of points on abilities. Ideally 3 points are suitable for a chapter, 6 for a novel, 9 for a library. Abilities only refer to the model that they are purchased for.

Name	Cost	Ability
Quick	– 3 –	Add 1” to any move ranges (1-3 Sneak, 4-5 Walk 6-7 Run)
Hawkeye	– 2 –	If placing viewpoint tokens place two, count both, when removing them remove both
Bully	– 2 –	You may restrain models with 3 or more suspicion tokens on them
Sporty	– 1 –	Running movement by this model does not generate suspicion
Big Brain	– 3 –	Once per game you may re-roll the contents of 1 plot pot

Each genre section will have additional abilities available.

# Farce

Life appears first as tragedy, then as farce.

I had long hoped that the estimable Mr. Collins would turn his attention from me to my dear friend Charlotte. They would make such a delightful match, so plain and sweet as companions as to offer each other so many long evenings without need of worry or complaint. Since he had professed his love to me upon a carriage ride two weeks previously love notes cross written and double folded had arrived every day. Having selected one such note written without direct mention of my own name but with his and filled with the wonderful sentiments that the three volume novels Charlotte so enjoyed were simply laden with I felt sure that by leaving the note in her private quarters I would lead her to suggest a path to Mr. Collins that he would, I had no doubt, take.

Having passed the note then to a maid of the house with clear instructions, and a few coins, I had good reason to expect it would be well delivered. The sentiment was clearly too much for she chose to express it, much simplified for retention, to her sweetheart the footman. Who, it transpired, had formed a fellow feeling with Mr. Collins thanks to that gentleman's singular habit of learning just every single servant's name, leading him to express the idea to Mr. Collins that I had carried this note long next to my heart and now finally wished to make my feelings public by revealing it to my good friend. This would form the actual explanation as to why, as Charlotte was playing piano forte and I was praising her to Mr. Collins so that Mr. Darcy could see how happy I was as to their match Mr. Collins chose to publicly express the strength of his affection for me, emboldened by my note and my evening of conversation so selflessly praising my closest friend.

Not that it would be my explanation of events to Mr Darcy. Just at that moment an excellent solution presented itself. I needed only to have Charlotte's foolish dog introduced to Mr. Collins' quarters while both were unaware and I was called upon to play duet with Mr. Darcy.

All I had to do now was to decide what to say right, this, moment.



*Bertie knew one of the books had the combination in it, somewhere. This could take a while.*

## Starting Tales

During set up drop 1 dice into each model's plot pot.

## Suspicion

During a Farce whenever a miniature is seen during a movement where it **carried the Maguffin** it is **Acting Suspicious**.

In addition models have the following options during their activation:

**Distraction** – If their controlling player wishes Facilitators can gain up to 1 suspicion during their activation to move one model that can see them up to 3”.

**Explanation** – If their controlling player wishes Facilitators can take up to 1 suspicion during their activation from a model they can see onto themselves.

## Farcical Plots

If a model with an unshook plot pot ends movement during their activation in one of the following situations add a dice to their plot pot:

If a **Protagonist** ends movement **Alone Together** with a **friendly Antagonist**.

If a **Facilitator** ends movement **Alone Together** with a **friendly Protagonist**.

If an **Antagonist** ends movement **Alone Together** with a **friendly Facilitator**.

No Plot Pot may have more than 3 dice.

Within a Farce plot dice require specific acts or actions in order to score. Whenever a character performs one of the actions listed on their character sheet or the listed condition becomes true for that character (during the character's activation or not) tick it off. At the end of the game all players reveal their plot dice. For each action the character has ticked off matching one of their dice they score 1 point, the player with the most points wins.

The Plots are:

### Protagonist

- 1 Run without generating suspicion
- 2 Have 5 suspicion
- 3 Lose at least 2 suspicion during any model's activation
- 4 Move the Maguffin without generating suspicion
- 5 Be Alone Together with opposing Protagonist
- 6 Be the only model able to see the Maguffin

### Antagonist

- 1 Restrain a Protagonist
- 2 Discard 4+ suspicion during a single activation (from any number of models)
- 3 Have 0 suspicion on this model at the end of the game
- 4 Run without generating suspicion while seen due to "Get Him"

- 5 Be Alone Together with opposing Antagonist
- 6 Be the only model able to see the Maguffin.

#### Facilitator

- 1 Clear all of a protagonist's suspicion during this model's activation
- 2 Use Distraction to move a model that cannot be seen to a place where it is currently seen
- 3 Use Don't Trust Him and have it avoid the placement of 3+ suspicion
- 4 Gain 2+ suspicion tokens due to carrying the Maguffin in a single activation
- 5 Be Alone Together with opposing Protagonist
- 6 Be the only model able to see the Maguffin

### A collection of individuals

If players wish they may choose to upgrade their models with any number of the following abilities, so long as each player spends the same number of points on abilities. Ideally 3 points are suitable for a chapter, 6 for a novel, 9 for a library. Abilities only refer to the model that they are purchased for. The following abilities are only available during Farce games:

Name	Cost	Ability
Private Collector	– 3 –	Once per activation if touching the Maguffin move 1 model this model can see up to 3" in a straight line without overlapping other scenery or models
Hiding	– 1 –	This model is not Acting Suspicious due to carrying the Maguffin
Already busy	– 2 –	Add a plot dice to this models's plot pot during set up
Multi talking	– 2 –	This model's plot pot can take up to 4 dice

### Short stories

Players may find using the following rules to spice up their games of What Ho!, select one at a time.

**Empress of Blandings** – The last player to activate a model each turn can move the Maguffin up to 3", if they do so and no models are within 3" after the movement all of that player's models gain 1 suspicion.

**Clicking of Cuthbert** – During set-up each player designates a model, it counts as the Maguffin for their opponent, they may now be carried (dragged) as the Maguffin by other models.

# Murder Mystery

There are two certainties in life, Death and Taxes.

I'd been getting outside some lunch over a long weekend at the country estate of the good old fourth earl, it had been a quiet morning but since I was only there to make up the numbers I was glad of the chance to let the constitution repair after a trying few weeks. That was until Mrs. Agatha Gregson, one of the more fearsome of my herd of aunts, sailed into the dining room. I was much chagrined that her eyes shone with a hunger not for food.

"I'm glad to see that you're finally dressed, as far as that goes, though I would have forgone the experience of seeing you barbarously shovelling down the food of finer folk.

"Now see here," I was about to respond with witty alacrity, vim and manly force, but a stray piece of ham dragged me down before I could really start swinging.

"Don't speak with your mouth full disgusting child. Now listen, I'm here to talk to you about Susan Throckmorton. I just left the ridiculous girl crying in the drawing room because I disabused her of the notion that she would be marrying that idiot son of mine. She blithered something about letters sufficient to bring a breach of promise case, so deal with it." I'd not been hoping for much but an ending like that brings a fellow up short. She took hesitation as ascent and turned to leave.

"Any good old advice on how, aunt of my heart?"

"You're the associate of loose morals, not me, use it to some purpose for once. Talk her around, pay her off, steal the letters. Just do one tiny thing with your aimless life for once.

So, with my weekend's peace officially shattered she, having writ, moved on. I finished a lunch grown as ashes in the whatnot and drifted off into the drawing room to make contact with the Susan situation only to realise things had got rather stickier than anticipated.

She was lying on the floor, a knife in her back, quite, quite dead.



*Poirot called them all to the denouement lounge.*

## Starting Tales

During set up drop 3 dice into each model's plot pot and shake each of them. Players must **adjust** dice so that one of either the Protagonist or the Antagonist has a dice showing a 1 (representing the villain) and one a dice showing a 6 (representing the hero). A player may only adjust a 1 or 6 if they have at least one other 1 or 6 on a Protagonist or Antagonist, the model with the 6 should consider the 1 already selected for the adjustment rule, otherwise they follow the normal adjustment rules. They must adjust their Facilitator's dice so that at least one shows a 1 (representing the villain's henchman) or a 6 (representing the hero's sidekick). They may only adjust a 1 or 6 if at least one of their other dice reads 1 or 6, if they have a 6 they should consider the 1 already selected for the adjustment rule, otherwise they follow the normal adjustment rules. No model may have dice showing both a 1 and a 6.

In short, one Protagonist or Antagonist only per side must be a villain (with a 1), one must be a hero (with a 6) and facilitators may be either. All other dice follow normal What Ho! rules.

## Suspicion

During a Murder Mystery whenever a miniature is seen during a movement where it **carried the Maguffin** it is **Acting Suspicious**.

As usual a player may spend suspicion tokens from enemy models during their activations for certain effects:

**Shove** – From a model with 5+ suspicion tokens with a base touching the base of one of your models, discard 3 to move them 3”.

In addition models have the following options during their activation:

**No Entry** – A model may gain a suspicion token during its activation, if it does no other model may come within 1” of it during movement until it next activates.

**Detection** – A may model may remove one suspicion from a model it can see at the start of its activation, if it does it may place one suspicion onto a model it can see at the end of its activation.

## Murderous Plots

Within a murder mystery plot dice require specific acts or actions in order to score. Whenever a condition listed on a character sheet is fulfilled for a model tick it off. At the end of the game all players reveal their plot dice. Models with dice showing 1 score 1 point for actions **not** ticked off, models with dice showing 6 score 1 point for actions ticked off, the player with the most points wins.

The Plots are:

Protagonist

2 Be the target of a Don't Trust Him or target a model with Don't Trust Him

3 Be the target of a Get Him or target a model with Get Him

4 Be the target of a Restrain or Restrain a model

5 Be the target of a Shove or Shove a model

### Antagonist

- 2 Be able to see or be seen by no enemy models at the end of this model's activation
- 3 Be able to see or be seen by an enemy model at the end of this model's activation
- 4 Be alone together with an enemy model at the end of this model's activation
- 5 Be alone together with all enemy models at the end of this model's activation

### Facilitator

- 2 Be able to see the Maguffin with 0 Suspicion on this model
- 3 Be seen touching the Maguffin with 2+ Suspicion on this model
- 4 Be alone together with the Maguffin with 4+ Suspicion on this model
- 5 Start an activation touching the Maguffin with 6+ Suspicion on this model

## A collection of individuals

If players wish they may choose to upgrade their models with any number of the following abilities, so long as each player spends the same number of points on abilities. Ideally 3 points are suitable for a chapter, 6 for a novel, 9 for a library. Abilities only refer to the model that they are purchased for. The following abilities are only available during Murder Mystery games:

Name	Cost	Ability
Master Thief	– 1 –	Move the Maguffin up to 3" before this model's activation
Henchman	– 3 –	Count the range <b>No Entry</b> as 2" and may <b>Shove</b> models with 4+ Suspicion tokens

## Short stories

Players may find using the following rules to spice up their games of What Ho!, select one at a time.

**The Valley of Fear** – Each player has two facilitator and spends 6 points on abilities from A Collection of Individuals. Player's facilitators must have dice adjusted so that they have one each of a 1 and a 6 on their plot dice during set up.

**Ordeal by innocence** – During set-up add a total of 5 dice to each plot pot (instead of 3 not as well as).



*Spade had tracked down the Maltese Maguffin.*

# Character Sheets

Character sheets (Farce):

Note that all plot action descriptions listed on these sheets are reminders only, in the case of apparent contradiction with the description in the main rules the main rules always take precedence.

Name:	Protagonist	Farce Actions
Suspicion Tokens		1: Run without suspicion
	Abilities:	2: Have 5 suspicion
		3: Lose 2 suspicion
Viewpoint Token Identifier:		4: Carry Maguffin without suspicion
		5: Alone Together with Protagonist
		6: Only 1 to see Maguffin
Activation Count:	1      2      3	

Name:	Antagonist	Farce Actions
Suspicion Tokens		1: Restrain Protagonist
	Abilities:	2: Discard 4+ suspicion
		3: 0 suspicion at game end
Viewpoint Token Identifier:		4: "Get Him" avoids suspicion
		5: Alone Together with Antagonist
		6: Only 1 to see Maguffin
Activation Count:	1      2      3	

Name:	Facilitator	Farce Actions
Suspicion Tokens		1: Clear Protagonist's suspicion
	Abilities:	2: Distraction moves model to seen
		3: Don't Listen to avoid 3 suspicion
Viewpoint Token Identifier:		4: Gain 2+ from Maguffin
		5: Alone Together with Protagonist
		6: Only 1 to see Maguffin
Activation Count:	1      2      3	

Character Sheets (Murder Mystery):

Note that all plot action descriptions listed on these sheets are reminders only, in the case of apparent contradiction with the description in the main rules the main rules always take precedence.

Name:	Protagonist	Murder Mystery Actions
Suspicion Tokens		1: Villain – Score non-ticked
	Abilities:	2: Don't Trust Him target or action
		3: Get Him target or action
Viewpoint Token Identifier:		4: Restrain target or action
		5: Shove target or action
		6: Hero – Score ticked
Activation Count:	1      2      3	

Name:	Antagonist	Murder Mystery Actions
Suspicion Tokens		1: Villain – Score non-ticked
	Abilities:	2: See/seen by no enemy
		3: See/seen an enemy
Viewpoint Token Identifier:		4: Alone together with enemy
		5: Alone together with all enemy
		6: Hero – Score ticked
Activation Count:	1      2      3	

Name:	Facilitator	Murder Mystery Actions
Suspicion Tokens		1: Villain – Score non-ticked
	Abilities:	2: See Maguffin with 0 Suspicion
		3: Seen Touching Maguffin with 2+ Suspicion
Viewpoint Token Identifier:		4: Alone together with Maguffin with 4+ Suspicion
		5: Touch Maguffin with 6+ Suspicion
		6: Hero – Score ticked
Activation Count:	1      2      3	