Fear and Faith

Horror Miniature Skirmish Rules

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INTRODUCTION

Fear and Faith (F&F) is a horror miniature game. It is a skirmish-scale game, in which every model in the game represents an individual creature or hero.

One player controls the forces of good, personified by witch hunters, clergymen, and helpless victims, a few good individuals seeking and fighting evil in all its manifestations. Such heroes come from all walks of life and are collectively known as "good" models or "good party" in these rules.

Their opponent plays witches, warlocks, devil-worshippers and other inhuman monsters such as vampires or werewolves. Evil takes many shapes and these Horrors are manifestations of it. From witches to fanatic cultists clad in black robes, winged demons, feral werewolves and man-made monsters – the list is nearly endless.

Both players may also employ "neutral" models-- such as animals or humans who are not morally aligned and will fight for both factions. When we refer to the "good" player or the "evil" player we are obviously referring to the type of models that the player is moving on the tabletop, and not to the player himself!

Another interesting option is to play battles between bands of monsters – vampires and werewolves struggling for control of an area, skirmishes between covens of witches belonging to different cults, and even mobs of zombies competing for food are possible. For example, in a scenario for three players, one player could run a group of survivors trying to get out of the tabletop while two other players could run competing zombie hordes trying to eat them!

Fear and Faith cannot keep house together; when one enters, the other departs.

—Vern McLellan

About the Rules

The rules of *F&F* are based on the *Song of Blades* engine, first seen in the fantasy game *Song of Blades and Heroes (SBH)*. Players of SBH should take note that there are more differences than is obvious on a first read. This stand-alone game can be played as it is, although with a bit of creativity players may easily integrate it with other games using the Song of Blades engine.

☻   *Baron Frankenstein's Tip: Throughout all the rulebook, Baron Frankenstein will give you play tips and suggest modeling possibilities. He'll also suggest rules variants and clarifications.*

HISTORICAL PERIODS

Horror scenarios can be played in many different historical eras. Classic periods for horror gaming include the Victorian Age, the Twenties (especially for scenarios inspired by pulp novels and H.P. Lovecraft's stories) and Modern/Near Future times. The basic rules are the same, but the types of models available and the equipment carried will be different. With a few modifications, players may even pit ancient Romans or Egyptians against these monsters. After all, the fear of the supernatural remains the same through all human history. All it takes is some agreement between players upon what weapons and character types would be available in the chosen historical setting.

☻   *Baron Frankenstein's Tip: With a bit of common sense, you can mix these rules with other sets by Ganesha Games, for example pitting a squad of Napoleonic soldiers from Song of Drums and Shakos against a coven of witches in central Europe or mummies in Egypt, or a band of werewolves in the bleak post holocaust world of Mutants and Death Ray Guns.*

OBJECTIVE OF THE GAME

F&F is played in scenarios. Every scenario has different rules for placing terrain and models on the tabletop, and different victory conditions. In the simplest form, the objective of the game is simple to wipe away the opposition by rendering all models helpless, killing them or driving them off the table.

☻   *Baron Frankenstein's Tip: Horror is heavily dependent on scenarios and needs a cooperative attitude between participants to recreate the "feel" of the genre. Battles can be one sided if the players don't agree beforehand on what kind of monsters will be used. For example, a battle between a force of werewolf hunters and a co-*

ven of vampires would advantage the vampires immensely, as the werewolf hunters would not be carrying the crosses, holy water and stakes needed to kill the vampires. Players should alternate designing scenarios, or a third player may act as a game master (a sort of "referee") and scenario designer. Download our free webzine "Free Hack" for more scenarios, battle reports and ideas.

PLAY SPACE

The scenarios are designed to be played on a square or rectangular surface. We recommend a 60x60cm (2'x2') playing surface for 15mm models and a 90x90cm (3'x3') playing surface for larger models. Most available horror models are in the 25-28mm scale, and these were used to playtest the game.

GAME MATERIALS NEEDED

You'll need a playing surface, at least three regular six-sided dice, models (5 to 10 models per player in an average game, although the number may go up with low-cost figures like zombies and civilians) and terrain. You'll also need to print out your force roster to have all your models stats available at a glance. You'll also need the three measuring sticks described below.

MEASURING STICKS

All distances and ranges are measured with three measurement sticks labeled Short, Medium or Long. To make these sticks, you can use balsa wood laths from any hobby store, wooden skewers or even drinking straws.

If you play with 20/25/28mm models, the sticks should be 75mm, 120mm and 180mm.

If you play with 15mm miniatures, they should be 50mm, 80mm and 120mm.

☻   *Baron Frankenstein's Tip: You actually need three sticks, and not a single stick marked at intervals. All our games use the same sticks. They should be in three different colors so you know which one to pick up at a glance. Alternatively, a printable measurement gauge can be downloaded from the Song of Blades yahoo group.*

SCALE

One figure (also called a model or character) represents one creature. One turn represents a few seconds. Pre-measuring (checking a range before declaring an attack or a movement) is always allowed and players may measure distances at any time.

BASING

These rules will work with any consistent basing method. The shape of the bases makes very little difference but players are encouraged to base all models the same way (we recommend round bases, we base all of our minis on metal washers, so they can be carried on magnetic sheet paper. However you could use coins too).

BASES AS MEASURING UNITS

Note that in some cases, a model's base is used as a measurement. For example, a model is said to recoil "one base away from its opponent". In this case, the actual size of the base is used to see how far the model must be moved away, so a model on a large base will recoil more than a model on a smaller base.

Some weapons hit models up to "one base away" or up to "two bases away" from the intended target (see Shotgun, for example). In this case, use a standard base size that you use for a man-sized figure.

CAMPAIGNS

The game can be played in campaigns – these are linked scenarios where the results of one battle will have consequences on the next. Simple advancement rules ensure that the party gets tougher as play progresses. Horror battles can be quite taxing on the nerves of monster hunters, so some models may become insane during a campaign.

BASIC RULES

Every model in F&F is described by a profile showing Point cost, Quality, Combat and Special Rules.

Points

This is the cost of the model. More powerful models cost more points. A powerful vampire will cost more points than a frightened villager.

☻   *Baron Frankenstein's Tip: to create your own models, download the Fear and Faith Javascript party builder from the Song of Blades yahoo group. The point system does not ensure game balance per se: an agreement between players on what lists from this book they use to build their forces is as important as the point values of the models themselves. The intent of the point formula is to let you create a monster we didn't think of or we didn't have space for, not to create super creatures to "win" the game. By using the point system alone, it is possible to create cheesy profiles that break the game. We suggest that any new profile is approved by the opponent.*

Quality

This is an overall indication of the model's willingness to fight, reaction speed, initiative and morale. It is the number to be rolled on a die to activate the model, so the lower the number, the better.

When it's your turn, you nominate the model that you're trying to activate. You can roll one, two or three activation dice – your choice. In other words, during each turn a player may roll up to three dice to activate any model that he controls. The dice are rolled against the model's Quality score.

Every roll that is equal to or greater than the model's Quality is a success, every roll that is lower is a failure. You get to take one action for every success you roll.

If you roll two or more failures, the turn passes to your opponent, but only after the model acts on its one success, if it scored one. Your opponent then gets to nominate one of his models and to activate it.

☻   *Baron Frankenstein's Tip: It is generally wise to start acting with the models with the best (i.e. lowest) Quality target numbers, but this is not a rule.*

Combat

This is a measure of how well the model fights. In a fight, this value is added to the roll of a die and compared to the opponent's Combat plus the roll of a die. The Combat score takes into account factors such as armor, weapons and raw skill. It may also be influenced by special rules (see below).

Combat is used to resolve hand-to-hand fighting with weapons or unarmed attacks, and also with ranged weapons such as pistols or shotguns. However, some weapons will have a Combat bonus to represent their increased lethality.

If a particular weapon confers a bonus, the bonus is added only when that particular weapon is used to attack.

Example: John Smith is C2. When he uses his AK-47 to shoot at a zombie, he is C4 (C2, +2 from the Assault Rifle). When the zombie later attempts to bite him, John is C2 as the Assault Rifle bonus is not used in hand-to-hand.

Special rules

This is a catch-all category that includes all the extra abilities and special powers of a model. Every special rule describes something that the creature can do in addition to its basic profile. While most special rules are an advantage, some special rules are detrimental (for example, Slow creatures do not move as frequently as others) and decrease the model's point value. Special rules can also describe equipment carried by the model (such as weapons, armor or other miscellaneous equipment).

Example: A model with the Holy Water rule carries a vial of Holy Water and will be able to use it against an approaching vampire. When special rules describe equipment, they also imply that the character can proficiently use that equipment, so in general you cannot "share" it with friendly models (weapons will be used at -1 by a model that didn't start the game with them because he won't be familiar with them).

"The remarkable thing about fearing God is that when you fear God, you fear nothing else, whereas if you do not fear God, you fear everything else."
—Oswald Chambers

BASIC RULES

CHOOSE YOUR MODELS

Both players select their models before play begins. This should be done after the players have agreed what kind of scenario or campaign to run. For example, if one player wants to play vampires, the other player may wish play a force of vampire hunters, a competing vampire family, or even an enemy werewolf clan. Classic match-ups are indicated in the sample scenarios.

In a standard game, the total point value of all models in each party must not exceed 300. Experienced players may opt to play with higher point totals. Scenarios with more points will require a longer playing time. At 300 points, a satisfactory battle can be played using 4-10 models per player (more in the case of cheap models like zombies or civilians).

Of these 300 points, up to 100 points can be spent on "personality" models.

Personality models are those possessing one or more of the following traits: Aura of Terror, Demon, Demonologist, Hard to Kill, Hero, Leader, Magic Weapon, Necromancer, Spiritual Leader, Tough, Unique, Warlock, and Witch. Alternatively, players may opt to have a single Personality model of any point value in their party.

DETERMINE ATTACKER AND DEFENDER

Both players roll a die. The player with the highest roll decides if he wants to be the attacker or the defender. In some cases, the role of the attacker and defender is determined by the scenario and not by the die roll.

LAY OUT THE TERRAIN

The defender lays out the terrain, preparing the tabletop and adding scenic features such as hills, woods or tombstones in a graveyard. The defender must abide by the scenario's rules on terrain placement.

☻   *Baron Frankenstein's Tip: For indoor battles, some players may use printed floor plans and add props for altars, coffins, furniture, stairs and other features. Other players will build complete, three-dimensional indoor scenery. It's up to you, depending on resources and time available, and you can always check the Song of Blades & Heroes Yahoo Group for more ideas.*

DETERMINE TIME

Roll a die, on a 1-3 the scenario will take place at twilight, on a 4-6 at dawn.

Twilight counts as daytime until the good player rolls two turnovers, after which night falls and the scenario counts as night time.

Dawn counts as night time, until the evil player rolls two turnovers and then dawn breaks and the game moves into daytime.

In both cases, keep a die on the side of the table to keep track of how many turnovers have been rolled.

☻   *Baron Frankenstein's Tip: a turn over happens when a player rolls two failures on the same activation roll, i.e. when the player opts to roll two or three dice to activate a model and at least two dice roll a failure.*

In daytime, vampires have -1 on their Quality rolls and can be killed by normal weapons. In addition, if the scenario takes place outdoors or if a large window is present (unless it is obscured by heavy curtains or has its glass painted black!), any vampire will instantly crumble to dust if it rolls two 1's on any activation or Morale roll.

If it is night, roll a die, on a 5 or 6 there is a Full moon. On a full moon, Werewolves have +1 on their Quality rolls in their first turn of the game.

Unless otherwise determined by the scenario, in less than ideal lighting conditions (moonlight, street lights, sources of light carried by the characters) ranged combat will be at -1 outdoors. No modifiers indoors unless the scenario states that there is insufficient light or someone shoots a light out! Most nocturnal creatures have a form of night vision, and those who fight them are equipped with night visors, flashlights, lanterns, torches etc as appropriate to the historical period.

WEATHER

Roll a die before any outdoor battle, on a 5 or 6 special weather conditions may be present. Roll a die again; on a 1 to 4 there's rain; on a 5 there's fog; on a 6 there's a storm. Rain gives -1 to all ranged attacks. Fog limits line of sight to Short. A storm combines the effects of Rain and Fog (-1 to ranged combat and maximum range of Short). Obviously, you can ignore the effects of weather during indoor battles.

RESULTS ROLLED	POSSIBLE ACTIONS
1 failure	Model performs no action; player may nominate another model and try to activate it;
1 success	Model performs one action, then player nominates another figure and rolls to activate it;
1 success, 1 failure	Model performs one action, then player nominates another figure and rolls to activate it;
1 success, 2 failures	Model performs one action, then play passes to the opponent;
2 or 3 failures	Model performs no actions, play passes to the opponent
2 successes	Model performs 2 actions, then player nominates another figure and rolls to activate it;
2 successes, 1 failure	Model performs 2 actions, then player nominates another figure and rolls to activate it;
3 successes	Model performs 3 actions, after that the player nominates another figure and rolls to activate it.

DEPLOY MODELS

Specific scenarios have set up and deployment rules. If none are indicated, you can use the following method. The attacker decides which side of the table he'll be entering from. The defender deploys his troops on the opposite side, within a short distance from the table edge. After the defender has deployed, the attacker does the same. After the attacker has deployed, the defender may switch the position of two models.

Example: If the attacker has placed a werewolf hunter in range of his werewolf, the defender may opt to switch the position of his werewolf and his vampire.

ACTIVATION

Both players roll a die. This is called "rolling for initiative". The high roller is said to have the initiative. This is done only at the beginning of the game, and on subsequent turns players simply alternate taking a turn, i.e. they do not roll for initiative during every turn.

The player with initiative takes the first turn, nominating one of his models, and rolling one, two or three dice to activate it. The player chooses how many dice to roll. The roll/s is/are made against the model's Quality: that is, any die that scores the model's Quality number or better is a success. A roll of 1 is always a failure and a roll of 6 is always a success.

The model can act according to the number of successes rolled, as per the following table:

Baron Frankenstein's Tip: The table is easier than it looks. Regardless of the number of dice you roll, you are entitled to one action per success rolled. But if at any point you roll two failures, play passes to the opponent. In all other cases, you can nominate another figure and try to activate it (unless all your figures have already been activated!)

When all of a player's models have been activated, on whenever the acting player rolls 2 or 3 failures on a single activation attempt, initiative passes to the opponent. In other words, you don't have to keep track of how many failures you roll with model A, then model B and C – but if you roll 2 or 3 failures with model A, for example, then your turn is over and B and C will not act this turn.

ENDING THE GAME

Play continues until one side is wiped out (all models are killed or run off the table) or until the specific scenario victory conditions are met. Alternatively, players may agree to play for a determined time and count the victory points when the time limit has been reached. This time limit can be a fixed number of turns (5-7 turns would be good in most scenarios for a one hour game), a random number of turns (such as 4 + 1d3 turns) or a number of real time minutes ("we play until eight and then we count our scores"). Often the winner of the scenario will be obvious even without counting victory points.

ACTION	COST
Move once (walk)	1 action
Move twice (sprint)	2 actions
Move three times (run)	3 actions
Short Move through dense terrain	2 actions
draw a weapon	1 action
Attack in hand-to-hand combat	1 action
Powerful attack in hand-to-hand combat	2 actions
Attack with a ranged weapon	1 action
Reloading a crossbow or a bow	1 action
Reloading a black powder weapon	2 actions
Perform an aimed shot with a weapon	2 actions (1 to aim, 1 to shoot)
Disengaging from hand-to-hand combat	2 actions (1 to break away, 1 to move)
Use of the Ban ability	1 action
Breaking a "transfix" spell	2 actions
Standing up after being knocked down	1 action
Standing up after a fall	2 actions
Casting a spell	1 to 3 actions
Pushing open a coffin	1 action

ACTIVATED FIGURES

An activated figure can perform one, two or three actions. Actions can be used to move or to attack, but no model can make more than one attack per turn (exception: models with firearms may perform multiple attacks in some cases).

Models may spend one extra action on an attack (hand-to-hand or ranged) to reduce their opponent's Combat score by 1. Think of this as taking a few extra seconds to aim the blow (this is called Aimed Shot) or using all of your strength in an all-out attack (this is called Powerful Attack).

Any figure can "spend" its actions as follows:

MOVEMENT

Most models have Medium move -- it means they can move from one end to the other of a Medium stick by spending one action. A few models will be unusually slow or or fast and be able to move less or more. These models will have the Short Movement or Long Movement special rules in their profile. Generally, mounted models and monsters running on all fours (e.g. werewolves) have Long movement.

A model can move less than the full distance if desired, or not move at all.

DIFFICULT TERRAIN

If movement passes through any sort of difficult ground, such as a marsh or a wooded area, the model's speed is reduced by one category (Medium movement becomes Short, Long becomes Medium, and Short needs two actions to move).

👽   *Baron Frankenstein's Tip: In games measuring with centimeters or inches, players "break" a model's movement in smaller steps: move two inches forward, then turn to the left, move two more inches forward and so on. In F&F this is not allowed. You can put the measuring stick down on the tabletop and move the model from where it is now to any point along the stick, and you can move less than the maximum distance if you want, but to do any changes of direction you must use another action. In practical play, this matters only when you need to run past a corner or a foe.*

MOVING THROUGH DOORS

Regardless of a model's movement, a move always stops when a model reaches a door or an opening, or when the model has to jump over an obstacle such as a pile of rubble or a fence. The model is assumed to stop at the door and open it, or to cautiously observe the situation before stepping through an opening.

BASHING DOWN DOORS

A scenario may feature locked or stuck doors. A model may try to bash down a door if he spends one action. This requires rolling a die. He has +1 on the roll if Big, +2 if Huge, -1 if the door is heavy, -2 if the door is a reinforced steel door, +1 if the model is armed with a heavy weapon or a chainsaw.

If the result is 5+, the door is smashed down.

If space allows, two models may cooperate in bashing down the door. They make a group action (a Leader is not necessary for this) and get a +1 on the die roll. Models with battering rams (even improvised ones) may cooperate in bashing down the door. Count the use of a battering ram as a group action, but add a further +1 to the roll.

If the roll is unsuccessful, the models may always try again later.

If an enemy model is standing on the opposite side of the door, after the door is successfully smashed down the model must also win a Combat with the model blocking the door. Make Combat rolls between the model pushing the door open and the model keeping the door shut. Big models get +1 on this roll, Huge models get +2 (assuming they fit in the door.) The winner decides if the door remains shut or opens. The loser recoils or falls if the door opens. Apply no other combat results (i.e., no model can die because the door he's holding is bashed down).

Bashing a door reveals a character's position and makes Stealth useless.

STAIRS

Stairs count as broken terrain when moving up, and as normal terrain when moving down. If a model does more than one move per turn on stairs, he must make a Quality roll on a die or fall at the end of the move or at the end of the stairs, whichever comes first.

LADDERS

Ladders count as broken terrain, unless the model has the Clinging special rule. If a model does more than one move per turn on a ladder, he must make a Quality roll on a die or fall.

Ladders are automatically destroyed if caught in the blast of a grenade.

CLIMBING

Some obstacles will have to be climbed. Climbing requires a Quality check on three dice.

On two or three successes, the model can climb up or down his whole movement rate.

On one success, his movement rate is reduced by one category.

On three failures, the model falls after reaching the top of the climb.

A climbing attempt, whether successful or otherwise, uses up all of a model's actions for that turn.

A model cannot fight while climbing and, if attacked, counts as Transfixed. A model attacked halfway during a climb can immediately declare he's letting go: he falls and potentially suffers falling damage, but counts as Fallen instead of Transfixed.

If a model fails any Fear Test or Morale roll during a climb, the model falls and then, if he survives the fall, completes any fleeing move caused by Morale failures, starting from the point where he fell.

Models with the Acrobat rule have +1 to Quality for climbing rolls. Models with the Clinging special rule do not need to make any climbing rolls and aren't restricted in their choice of actions. They can move and fight as normal while climbing. Models with Clinging do not take damage from falls.

Models with the Mindless special rule cannot climb at all.

Any model falling in an area occupied by enemies is automatically destroyed. This applies also to models with Clinging.

Four-legged creatures with hooves (horses, mules, etc) cannot climb any incline steeper than 30 degrees. Four-legged creatures with retractile claws (cats) can climb up trees, but not artificial obstacles such as pillars, doors or walls.

Snakes and creatures with tentacles can attempt to climb any vertical object they can coil around. A giant snake may coil around a pillar or a tree but cannot climb up a door or a wall.

Climbing models use the following modifiers to their rolls:

CONDITION	MODIFIER
Vertical wall	-1
Climber has Clinging	Automatic success
Model is Mindless	Cannot attempt to climb
Model is Acrobat	+1

FALLING DAMAGE

If a model falls while at the edge of a cliff, bridge or other elevated structure, he must make a Quality roll, on one die if the fallen distance is Short, two dice if Medium, three dice if Long.

On any failure, the model is out of action for the remainder of the scenario.

Complete success means that, on its next turn, the model will need two actions to stand up.

This is an exception to the standard "standing up" rule which requires only one action to stand up.

MOVING FLYING MODELS

If a flying model fails to activate, he is counted as being on the ground. If he does one, two or three flying moves, he is counted as on the ground before the movement and at the end of the last movement. To make things simple, all flying moves are treated as "leaps". The flying model lands at the end of the turn. If a model is activated for three actions, he flies for three actions and lands at the end of the third action. This may seem unnecessary to point out but think what happens when a flying model has to clear a burning building!

IMPASSABLE TERRAIN

Some terrain types will be impassable -- for example a pile of rubble or a large rock must be moved around or climbed. Scenarios may feature other types of terrain that are impassable for certain specific creatures. Garlic flowers, fresh or dried, and garlic bulbs, can be set on doors and windows as part of a scenario. A vampire wanting to cross such an entrance needs to pass a Quality roll to do so. In any case, a vampire will not stop at the entrance-- if the roll fails, the vampire will automatically recoil from it. Vampires often send their human servants to remove garlic from terrain features.

Demons and Vampires will need to make a Quality roll on one die to enter holy terrain like churches and temples of any "good" religion (they can freely walk in a unconsecrated church, or in any church that has been defiled by satanists or cultists). If they fail the roll, the terrain counts as an impassable obstacle for them, and they are destroyed if forced to recoil into it.

A Demon may also find a terrain Impassable because of a pentagram inscribed on the floor-- use the same mechanics as holy ground above. Any evil model may try to defile a holy ground. The model must spend three continuous actions doing so. Defiling cannot be attempted if there's a model with the Spiritual Leader rule in the good party.

HAND-TO-HAND COMBAT

A model must be adjacent (in base-to-base contact) with another model to fight. Combat is simultaneous: either model involved in the fight may kill, push away or knock down the other. Each model involved rolls one die and adds its Combat score. If the result is a tie, nothing happens -- the models parried or dodged each other's blows. Beating the opponent means that the opponent falls to the ground (if the winning die score is even) or retreats by one base width directly away from the attacker (if the winner's die score is odd).   If an attacker doubles his opponent's score, he has scored a kill. The opponent figure is removed from the tabletop and any friends within 1 Long and in line of sight to the kill must make a Fear test (see p.17). Trebling his score means a gruesome kill: any friends within 1 Long and in line of sight to the kill must make a Fear test at -1.

HAND-TO-HAND COMBAT MODIFIERS

- Fighting against more than one enemy: -1 per every adjacent model above the first
- Attacking a transfixed or fallen foe: +2 (and you kill him if you beat him by 1 or more)
- Performing a powerful attack (costing 2 actions): -1 on the opponent's score
- Ambush bonus: +1
- Mounted model attacking a non-mounted model: +1
- Defending an obstacle or fighting in elevated position: +1
- Big model against a normal model: +1
- using a chainsaw: +2
- using a heavy weapon: +0 but breaks skull on 6 if performing a Powerful Attack
- Razor:+0 but slits throat on a 6 if performing an Ambush attack
- Using an unfamiliar weapon: -1 to weapon bonus, if any

UNFAMILIAR WEAPON

An unfamiliar weapon is a weapon that wasn't in the model's possession at the start of the scenario (e.g., a gun that the character picked up from a dead opponent). In this case, the weapon's bonus, if any, will be reduced by 1 point until the end of the scenario. In a campaign, the character removes this penalty after a game (he is supposed to have trained with the weapon). Ignore the Unfamiliar Weapon modifier if the weapon doesn't give any bonus.

AMBUSH

An ambusher is a model that starts the turn hiding (completely hidden, not just protected by some cover) by woods or some other scenic feature. Ambushers have +1 on their Combat rolls if they shoot missiles from within cover. Ambushers also attack in close combat at +1 in any turn which they started hidden (they rush out of their hiding place to surprise their opponents). In an Ambush situation, Fear Tests performed by good models (one Fear test is made when the monster comes out of hiding and the results if any are applied immediately) will be at -1. See Fear Tests, p.17. Ambushers with the Razor special rule may slit the target's throat, see Razor p.28.

SIZE IN HAND-TO-HAND COMBAT

Some models are bigger than man-sized. They have the Big or Huge special rule. When a Big or Huge creature attacks a normal one in hand-to-hand combat, the larger model has +1 on its Combat score. Huge creatures are obviously bigger than Big creatures. Big and Huge creatures are hit at +1 by ranged attacks.

FALLEN MODELS

A model falls to the ground (you can place the miniature on its back) when its opponent wins a Combat with an even result on the die. In other words, you suffer a knockdown if you lose a Combat in which the opponent has rolled a 2, 4 or a 6. A fallen model is at the mercy of its enemies. The fallen model can attack normally in hand-to-hand any adjacent models. But the fallen model is attacked at +2 and, if it loses a combat (even by one point), it is killed. If a fallen model is doubled in combat, its opponent has scored a Gruesome Kill. A fallen model may be activated and spend one action to stand up. On some terrain types (e.g., snow) it takes two actions to stand up after a fall.

☻   *Baron Frankenstein's Tip: Some people find it arbitrary and unrealistic that a model falls 50% of the time when it loses a combat. Falling doesn't mean that the model literally fell – he may have just lost his balance for a second, or maybe his weapon turned in his hands or he just opened his guard too much. "Falling" just represents a moment in which the model is vulnerable, not necessarily a fall on the ground.*

RECOILING MODELS

A model must recoil when its opponent wins a Combat with an odd result on the die. In other words, you recoil if you lose a Combat in which the opponent has rolled a 1, 3 or a 5. Recoil can also be caused by a failed Fear test.

The recoiling model must be moved one base width directly away from the attacker. The owning player decides the exact direction of the recoil. If the recoil brings the model in contact with any active (i.e. not transfixed or dead) opponent, the enemy model gets one "free hack" attack against the recoiling model. This is rolled like a normal attack, but only the opponent can damage the recoiling model, and not vice versa.

NO SPACE TO RECOIL

If there is no space to recoil (for example, if the model is completely surrounded by enemies, or is at the table edge, or is with its back against an impassable scenic feature such as a tree or a wall), the recoiling model automatically falls to the ground. If the model is with his back to a bannister, standing on the edge of a cliff or on a window ledge etc, he will fall down. See falling damage, p.11.

☻   *Baron Frankenstein's Tip: Vampires recoiling in running water must make a Quality roll or be destroyed.*

☻   *Baron Frankenstein's Tip: Demons recoiling in holy ground (e.g., churches) or into a Pentagram must make a Quality roll or be destroyed.*

☻   *Friends do not block your recoil unless they are themselves blocked by impassable terrain; move your base through them.*

LEAVING HAND-TO-HAND COMBAT

A model who wants to leave a combat can do it freely if the opponent is fallen, bound, incapacitated or "transfixed" by a spell.

Disengaging from an active opponent is risky. The model must spend 2 actions to disengage (one to break away and another to move away) and receives one "free hack" attack from each adjacent opponent.

FREE HACKS

A Free Hack represents a knife in the back of a character who is running away or is distracted. The Free Hack is rolled as a normal attack, but only the opponent can damage the fleeing model, and not vice versa. If the disengaging model wins the die roll, he is free to move away from the opponent.

Exception: models with the Free Disengage special rule are not attacked when they leave a hand to hand combat, or when a recoil brings them in contact with an active enemy. In other words, models with Free Disengage are immune to Free Hacks. Mounted models have Free Disengage when disengaging from non-mounted opponents. Flying models have Free Disengage when disengaging from non-flying opponents. Immaterial models have Free Disengage against everyone else, unless their opponents have the Magic Weapon or the Immaterial special rules.

If a Free Hack is performed against a foe who is fleeing because of a failed Fear test or Morale roll, the attack is Lethal – that is, the fleeing model dies if beaten by 1 or more points.

RANGED COMBAT

A model armed with a ranged weapon is able to hit in ranged combat. Every weapon has a range (Short, Medium or Long) on its profile. The target must be within this range to attack. If it lies within double the range, the attack is at -1. If it lies at three times the range, the shot is at -2. If the target lies beyond three times the range, the shot is impossible. This reflects the fact that most horror battles will be fought in less than ideal lighting conditions, and especially that it is hard to keep your aim on a snarling werewolf!

RANGED WEAPONS TABLE

NAME	B	R	S	W	NOTES
Bow	0	M	Y	Y	Range penalty doubled. Requires two hands. One action to reload.
Crossbow	0	L	Y	Y	Range penalty doubled. Requires two hands. One action to reload.
Antique pistol	1	S	Y	N	Two consecutive actions to reload.
Musket	2	L	Y	N	Two consecutive actions to reload. Requires two hands.
Single chambered rifle	2	L	Y	N	One action to reload. Requires two hands.
Bolt action rifle	2	L	Y	N	Requires two hands.
Semi-automatic rifle	2	L	Y	N	Characters armed with a 'semi' can move and shoot as one action. Requires two hands.
Assault rifle	2	L	N	N	Select Fire. Characters with an assault rifle can move and shoot as one action. Assault rifles can also hit figures within two base widths of the target. Requires two hands.
Pistol	1	S	Y	N	
Machine pistol	1	S	Y	N	Auto Fire.
Sub machine gun	1	M	N	N	Character can move and shoot as one action. Requires two hands. Auto Fire.
Shotgun	2/1	M	Y	N	Bonus is +2 in first two range bands, +1 in third band. Shotguns also hit any characters within a two bases distance of the target. Roll separately for the intended target and for any other model within 2 infantry bases from him. Ignore this if the target is closer than one Short distance. Requires two hands.
Thrown weapon	0	S	Y	Y	Range penalty doubled. This may represent a thrown javelin, knife or a spear, or even objects thrown telekinetically.
Grenade	C4*	M	N	N	See grenade rules. Takes one action to prime and one to throw. Model is armed with ONE grenade.
Sun grenade	C4*	M	N	N	See grenade rules. Takes one action to prime and one to throw. Model is armed with ONE grenade. Lethal versus Vampires, has no effect on non-Vampires.
Holy Water Vial	C3	S	N	N	See grenade rules. Affects only Demons and Vampires
B - *Bonus*; **R** - *Range*; **S** - *Silver*; **W** - *Wood*					
* *Blast*					

Weapons with a Yes on the "Silver" column can be made of silver or loaded with silver bullets or pellets (See Silver Weapon). Weapons with a "Yes" on the Wood column can be made of wood, in that case they can be used to stake vampires through the heart (see Stakes) but are used at -1 against any non-vampire target. Muscle or torsion propelled ranged weapons like thrown spears and arrows double the range penalty-- so they are at -2 if firing over 2 range bands and -4 if firing at three range bands. When a note says that "two consecutive actions" must be used to reload, it means that the two actions must be spent in the same turn. It is not possible to start reloading spending one action in one turn, and then completing the reload spending another action later.

RESOLVING RANGED COMBAT

Ranged combat is resolved like regular combat although, obviously, only the shooter can affect the target. Roll a die for the shooter and a die for the target, adding their respective Combat scores. If the result is a tie, nothing happens. If the shooter wins, the target falls to the ground (if the winning die score is even) or retreats by one base width straight away from the attacker (if the winner's die score is odd).

If the shooter doubles the target's score, he has scored a kill. The target figure is removed from the tabletop and any friends within 1 Long and in line of sight of the kill must make a Fear test. Trebling the score means inflicting a gruesome kill. Any friends within 1 Long and in line of sight of the kill must make a Fear test at -1.

LINE OF SIGHT

The shooter must be able to trace a line of sight to his intended target. Draw a straight line from shooter to target and if this line goes through any solid obstacle or model, the shot is impossible. The only exception is when a shooter is adjacent (in base to base contact) with a friendly model. The friendly model does not obscure the shooter's line of sight.

TARGETING RESTRICTIONS

The shooter must always shoot at the closest enemy model, unless that enemy model's point value is less than half of the shooter's. Example: an hero worth 50 points might choose to ignore enemy "goons" worth 23 points each and save his bullets for the opponent's leader and special models.

The shooter can also ignore an enemy model who is hiding, fallen or protected by cover. A shooter can also always choose to ignore regular foes to shoot a Big or Huge model, as larger figures will often be considered more dangerous. A model may also ignore any models to shoot an enemy with Fearful, Very Fearful or Aura of Terror.

NO SHOOTING IN OR OUT OF HAND-TO-HAND COMBAT

Neither the target nor the shooter may be engaged in hand to hand combat. You can't shoot if someone is hitting you in hand-to-hand, and you can't shoot someone who is in hand-to-hand combat with one of your friends, because you might hit your friend.

If the shooter is in hand-to-hand combat with only a fallen foe, the shooter can fire missiles as normal, including shooting at the fallen foe in contact with him. A shooter cannot shoot an enemy who is in contact with a fallen friend though, as the risk of hitting his friend remains.

PISTOLS IN HAND-TO-HAND

Firing a small hand-held gun (pistol or SMG) while engaged in hand-to-hand combat is possible but risky. The model makes a Quality roll on one die and if it is successful, he can shoot using the weapon's normal bonus. If the Quality roll fails, he can't fire and all adjacent opponents get a Free Hack at him. Heroes automatically pass this roll.

This roll is not needed if the pistol-armed model is adjacent to fallen or transfixed models only.

FIRING AT A CHARGING FOE

When a foe moves in contact with a model armed with a firearm, the model can drop the firearm and automatically draw his hand-to-hand weapon (all models are assumed to be armed with a knife or the like). Alternatively, the charged model may attempt to shoot the charger. If the player wishes to do so, make a Quality roll on one die for the charged. If successful, the model gets a free shot (or even multiple shots for weapons capable of automatic fire) at the charger when he is one Short stick away from him. If the Quality roll is unsuccessful, the charged model is stunned and fights at -1 in the first turn of the ensuing melee. Heroes automatically pass this check.

MOVE AND FIRE WEAPONS

Some weapons allow to move and fire as one action. In this case, you can fire at any moment of the character's movement. In other words, you can spend one action, using it to move, and shoot from any point of the character's path.

AUTO FIRE

Weapons with the 'auto fire' rule may make a single attack or fire a burst. A burst allows additional attacks against other targets within 1 Short distance of the original target. This represents the weapon sweeping or tracking targets. However for each further target the firer is at -1 to his Combat value. This is cumulative, so the second target is at -1, the third at -2, etc. The next target is deemed to be the next nearest character. An aimed shot with an auto fire weapon only affects the first target.

If the player chooses to use a burst, anyone within 1 Short of the target is attacked, even friendly characters. If a model is killed by friendly fire, all models within 1 Long with a line of sight to the killed model must make a Morale roll.

SELECT FIRE

When firing a select fire weapon the player can choose to fire it at one target at the normal modifier OR use it as an auto fire weapon.

However, if used as an auto fire weapon the range band is reduced by one class – e.g. from Long to Medium.

COVER

If a target is visible but partially obscured by a scenic item, the model is said to be under cover and the ranged attack is at -1. A model completely obscured by a scenic feature is not a valid target.

WOODED AREAS

Wooded areas represent a particular class of terrain. They always count as broken terrain, reducing movement by one category. In addition, a model outside a wood cannot shoot a model inside the wood. A model inside the wood can shoot out of it if it is adjacent to the internal edge of the wooded area. A model adjacent to the external edge of a wood AND to a model inside the wood can shoot the model inside the wood at -1 (cover modifier).

Two models that are both inside the wooded area can target each other only at Short range and at -1 (cover modifier).

MISSILE EXPENDITURE

Whenever a shooter rolls an unmodified 1, roll again; on another 1, the shooter has run out of bullets (in the case of a revolver), or his weapon jammed (in the case of an automatic weapon). In game terms the result is the same: the character will have to spend one action to bring back the weapon to full efficiency. Reloading or unjamming a firearm requires one action, that can be performed in the same turn the weapon jams or runs out of ammo (example: model has three actions, uses the first two to perform an aimed shot, but he rolls a 1 followed by another 1 and the weapon jams; he now can opt to use his third action to unjam it).

In the case of weapons that need to be reloaded anyway (muskets, antique pistols, bows, obsolete firearms, crossbows etc) and in the case of weapons loaded with silver bullets, this result means that the model ran out of projectiles/bullets for the remainder of the game. A model with thrown weapons who rolls this result has strained a shoulder and will not throw weapons anymore for the remainder of the game.

SIZE IN RANGED COMBAT

If a model attacks in ranged combat any Big or Huge model, the attack gets +1 on the die roll.

RANGED COMBAT MODIFIERS

• Target behind cover: -1
• Target Big or Huge: +1
• Using unfamiliar weapon: -1
• Night: -1
• Ambush bonus: +1

GRENADES

Grenades have a maximum throwing distance of 3x Medium. The player nominates the exact point on the board he wants the grenade to land. Then he makes a Quality roll on the number of dice corresponding to the distance that the aim point is away (e.g., if it is 3 Medium away, roll on three dice). If all the rolls are successful the grenade is placed exactly in the point chosen by the player. If the Quality Check is failed with one die, the opponent gets to place the grenade up to 1 Short away from the intended point of impact. If it is failed by 2 dice then the opponent can place it a Medium away. Three failures means he can place it up to a Long away.

Any non-Immaterial model within 1 Short diameter of the point of impact is automatically knocked down and receives a Combat 4 attack (at +2 if in an enclosed space). Any model out of the 1 Short diameter but within 1 Medium diameter receives a Combat 3 attack. Any model out of the 1 Medium diameter range but within 1 Long diameter range receives a Combat 1 attack.

Grenades thrown into enclosed spaces will automatically knock open any non-reinforced door and shatter all glass and frames on windows. Any model standing adjacent to a door or window when the grenade goes off receives an attack at Combat 2 from the flying debris.

Grenades are Lethal against Zombies. Sun Grenades are Lethal against Vampires and have no effect on other models. Sun Grenades do not cause any effect on scenic items. It takes one action to prime and one action to throw a grenade.

FEAR TESTS

Even the bravest heroes can falter when confronting the horrors of the supernatural. To represent this, we use a mechanic called Fear test. A good character must make a Fear test when:

1) he is charged by a monster; in other words, when a member of the evil party has enough movement to get in close combat (adjacent) with the model and declares his intention to do so; if the monster comes out of hiding and gets an Ambush bonus, the Fear test is at -1;

2) when the good character sees a friend die within 1 x Long; in other words, when a friendly model is killed in line of sight of the character and within 1 Long measuring stick; if the kill was a "gruesome kill" (that is, the victim's score was trebled in combat), the Fear test is at -1;

3) when a good model kills another good model even if this is more than 1x Long away (for example by misplacing a grenade toss, or shooting down a friend who is turning into a zombie, vampire, or the like); if this was a gruesome kill and within 1 x Long, the Fear Test is at -1;

4) in any case indicated by the scenario.

MODIFIERS TO FEAR TESTS

- Monster charging the model is Fearful: -1
- Monster charging the model has an Ambush bonus: -1
- Monster charging the model is Very Fearful: -2
- Monster charging the model has Aura of Terror: -2 and any failure causes a roll on the Insanity table
- Model is a Hero: automatically pass one die
- Model is Strongwilled: +1
- Model is Very Strongwilled: +2
- Test caused by Gruesome Death: -1
- Model is within 1 Long of a Spiritual Leader: +1
- Model is on holy ground (e.g. inside a church): +1

MECHANICS OF THE FEAR TEST

To perform the Fear test, the model must make a Quality roll on three dice with the above modifiers. If the model is a Hero, he rolls only two dice and automatically succeeds on one (treat as if one of his dice always rolls a 6). As per any Quality roll, a 1 is always a failure and a 6 is always a success. If the character scores three successes, nothing happens. He's got nerves of steel!

If the character fails on one die, he must **recoil** one base directly away from the monster or event that caused the Fear test. This represents the character "recoiling in shock". The player decides the exact

direction of the recoil. If the recoil brings the model in contact with any active enemy, the enemy gets a Free Hack at him.

If the character fails on two dice, he is **scared**: he must make a recoil move as above. In addition, roll a d6 on the "Scared" table ADDING the modifiers of the Fear test, and immediately apply the effect, if any (example: if the Fear test was at -2, the roll is at +2).

SCARED TABLE

RESULT	ACTION
0-2	Recoil.
3	One Short fleeing move.
4-5	One Short fleeing move, model is at -1 C for a full turn.
6	Model recoils, trips and falls down.
7	Recoil, + Quality test on a single die or Transfixed. Heroes automatically pass this test.
8+	Transfixed by fear - spend one action (not two as usual) to break the transfix.

If the character fails all three dice, he is **panicking**: he must immediately make a fleeing move towards his Spiritual Leader of his party (if any) or the nearest cover or the nearest table edge (player's choice of either). This is a fleeing move just like the ones caused by a Morale roll failure, and the same rules apply (see Morale). Models moving out of the table cannot return in this game but can do so in the next game of a campaign. For the current game and for victory points purposes, they count as killed.

In addition, when a character fails three dice on a Fear Test, **roll a d6 on the Insanity table** adding the same modifiers applied to the Fear test.
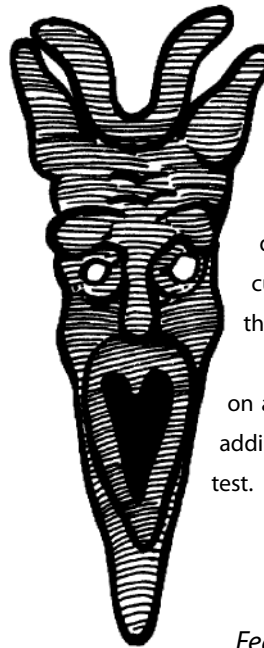
Fear makes the wolf bigger than he is.
—German proverb.

INSANITY TABLE

RESULT	ACTION
1	Model is Transfixed by fear – spend two actions to break the Transfix effect.
2	Model is shaky and nervous, and has -1 on any ranged attacks for the remainder of the game. This modifier is cumulative if rolled again.
3	The model is paranoid and will not take part to any group moves for the remainder of the game.
4	Manic. Model has +1 to Quality rolls until he rolls any failure on any one activation die. After that, he becomes Depressive as 5, below.
5	Depressive. Model has -1 to all Quality rolls for the remainder of the game.
6	Frightened. Model has -1 to any Fear tests or Morale rolls for the remainder of the game. Exorcism (use of the Ban ability) becomes impossible. Model must make a Quality test on one die to move into hand-to-hand contact with any creature with Fearful, Very Fearful or Aura of Terror.
7	Model is on the verge of collapse and will pass out the first time it rolls two 1's on any activation roll. The model will not be able to fight after he collapses.
8	Model is on the verge of collapse and will pass out the first time it rolls two failures on any activation roll. The model will not be able to fight after he collapses.
9	Model passes out. The model will not be able to fight after he collapses.
10+	Model passes out. The model will not be able to fight after he collapses. Make a Quality roll on three dice, and on two or three failures, the model dies of an heart attack.

Insanity lasts for the whole scenario. At the end of the scenario, the model makes a Quality roll on one die (Heroes pass this test automatically). If he passes the roll, the insanity is cured, if it fails the insanity is permanent. Permanent insanity can be healed only in a party containing at least one Spiritual Leader model spending 10 victory points to do so.

Models that begin the game with the Insane special rule cannot be cured under any circumstances. This represents the really hard cases like psychos and complete paranoids. When an Insane model is deployed on the tabletop, roll one die on the table to see the details of his affliction.

Mindless models cannot be Insane. A model can have only one form of Insanity at any given time. If a model who is already Insane must make a roll, he applies the result only if it is worse than his current condition ("worse" means that he rolled higher on the Insanity table and has nothing to do with what the player thinks is better or worse for the character!)

MONSTERS AND FEAR TESTS

Monsters make Fear tests when confronting a model with the Ban special rule. See "Ban" p.23.

FEAR VERSUS FEAR

In certain scenarios, monsters will fight other monsters. A Fear test in this case is resolved as normal (most modifiers won't apply) but the only results will be a recoil or Scared.

WITCHCRAFT

Models with the Witch, Demonologist, Necromancer or Warlock special rules (collectively known as "magic users") can cast spells. The player declares his intention to cast a spell when activating the model and rolls one, two or three dice as normal.

The number of successes rolled is the number of magic power points he has to cast the spell. So with 2 successes you can cast a power 2 spell, for example.

Not all the successes rolled need be used in the spell – for example, a magic user who rolled three successes may use one success to move and two to cast a power 2 spell. Or he may move twice and cast a power 1 spell. Alternatively, he may abort the spell and move three times.

The reasons why the magic user must announce he's casting a spell when dicing for activation is because of the possibility of spell failures (see below).

ROLLING FAILURES ON SPELLS

Spell casting works like any other form of activation but you must declare that you are casting a spell as part of that activation.

If you roll two failures, play passes to the opponent.

If a magic user ever rolls 3 failures when casting a spell, something bad happens:

- A Warlock rolling three failures is out of power – he can't cast any more spells for the duration of the game.
- A Witch rolling three failures is Cursed (see below).
- A Demonologist rolling three failures summons a minor demon (Q3+ C3 Flying, Fearful, Demon), but the demon is controlled by the opponent. The opponent controlling the demon may opt for it to fly off board and if this happens the demon will not return on the board. In any case, the Demon will not move adjacent to any good model.
- A Necromancer rolling three failures must make a Quality roll on one die or pass out (counts as killed for victory points purposes).

RESTRICTIONS IN SPELL CASTING

Spell cannot be cast if the magic user is engaged in hand-to-hand combat (exception: spells CAN be cast if the foe is Fallen or Transfixed).

Spells cannot be cast if the magic user cannot trace a line of sight to the target (if the spell needs a target).

MODIFIERS TO SPELL CASTING

Black magic thrives on fear. In the same turn that a good model run by your opponent fails a Fear test, any spell Quality roll made by the evil player is at +1. Fear test failures are not cumulative – the magic user will either have a +1 or no modifier.

Note that this modifier applies even if the model failing the Fear test is killed, removed from the table or otherwise incapacitated. The modifier is removed at the end of turn.

SPELL RANGE

The range of the spell depends on the power used. A power 1 spell has Short range, a power 2 has Medium range and a power 3 has Long range.

SPELLS AS RANGED ATTACKS

Warlocks can use spells as ranged attacks, attacking with a Combat score equal to the power of the spell, with a range of Short if power 1, Medium if power 2, and Long if power 3.

If used as ranged attacks, all normal targeting restrictions apply. So you can't cast a spell on someone who is engaged in hand-to-hand, for example. Spells can be cast at double range at -1 and at triple range at -2. Using spells as attacks is almost a desperate maneuver and generally a modern mage would be better off using a gun. In some cases, a spell will be the only thing that can hurt an opponent such as a vampire, werewolf or ghost.

Spells used as ranged attacks can affect normally all creatures in the game and can kill them, regardless of any special abilities the creatures might possess.

TRANSFIX

A spell can also be used to Transfix a creature, pin him to the ground, distracting him with swarms of bugs, materialize his nightmares or obsessions, etc.

Transfixing has the same range as regular magic attacks – Short for power 1, Medium for power 2, Long for power 3. Any model within range can be targeted as long as the magic user has a line of sight to him – even if the target is already engaged in hand-to-hand combat.

The magic user nominates a target and makes his spell casting roll (against Quality). The targeted model must make a Quality roll, on one die per point of power of the spell. So if the spell was cast with 3 successes, the target must resist on 3 dice.

If the targeted creature rolls any failure, it is Transfixed.

A Transfixed model must spend 2 actions to break free of the spell. Until he does so, he still counts as Transfixed. So, every turn, at activation, the player may nominate the Transfixed model and roll to activate it with 2 or 3 dice. On two successes, the model breaks free of the spell (activating the Transfixed model on only one die is a moot point as at the models needs at least two actions to break free).

Transfixed models are attacked at +2 in melee and ranged combat and cannot move. They count as helpless – they are killed if beaten even by just one point in hand-to-hand or ranged combat. They automatically break free of the spell if the magic user is killed. A Transfixed model is automatically destroyed if it fails a Morale roll or a Fear Test.

CURSE

Witches may use spells to curse an opponent. The casting works as a Transfix spell, but the model instead of being Transfixed is Cursed (place a marker upon the model – a bit of black plasticine does the trick). The model's Quality worsens by one (e.g., he becomes Quality 4+ if he originally was Quality 3+). No model can have more than one Curse marker at any time. The curse is broken, and the marker is immediately removed, if the witch is killed or runs off the tabletop.

A model with the Spiritual Leader rule can remove one Curse marker by spending one action when in base contact with the Cursed model.

A witch is Cursed herself, if she rolls three failures when casting a Curse.

DYING CURSE

When a Witch is killed (but not Gruesomely Killed) in combat, she can curse the closest foe. However, the only effect of the Dying Curse is that the target must make an immediate Fear test.

HUMAN SACRIFICE

Magic users can power their spells by human sacrifice. To perform a sacrifice, a magic user must be adjacent to a friendly living model (who must not be Artificial, animal or an undead like a zombie, ghost or vampire) to use this ability. The model is removed from play (the warlock is assumed to have some sort of mind control or psychological command over the creature, so the creature can't run away). Performing the sacrifice takes one action. On his next turn after the sacrifice, the magic user has a +1 on his Quality rolls if the sacrificed model was worth at least 30 points, +2 if the model was worth 50+ points. This bonus lasts until the end of the turn – the magic user cannot save it for later. When a sacrifice takes place, friendly good models within Long distance must test as per a gruesome death. Monsters and models that do not test for gruesome deaths are immune to this effect.

Models sacrificed by a magic user are ignored for the purposes of calculating victory points.

FAMILIARS

Witches may have a cat or other animal (as agreed by the players and possibly represented on the miniature) as a familiar. A list of typical familiars is on p. 31. A Witch may have only one Familiar, and the point cost for it must be payed by the player as normal. If it is killed it cannot be replaced until the next scenario. A Familiar has the Minion rule to represent its bond with the witch and as long as the Familiar is within 1 Short distance of the witch, the Witch gains the Danger Sense and Fearful special rules.

If the Familiar is killed, the Witch receives a Combat 2 free hack (this counts as a magical attack and represents the severing of the bond between the witch's and the familiar's souls).

MORALE

A Morale check is a special kind of Quality check, rolled on three dice.

On one failure, the model must immediately make one move towards the closest table edge; on two failures, it must make two moves; on three failures, it automatically runs away or surrenders (the model is removed from play).

A fleeing model must run towards the closest table edge but while doing so he must stay at least one Short move away from any active enemy (fallen or dead enemies do not count!). If this is impossible, the fleeing model is destroyed. Exception: this does not apply if the fleeing model is passing by an enemy who couldn't hurt him (for example, a fleeing werewolf wouldn't be automatically killed by proximity with a hunter who hasn't got at least a silver blade).

A fallen model with no enemies in base contact will use the first of his compulsive movements to stand up. So if the model rolled one failure it will just stand up. If it rolls two failures it will stand up and make one fleeing move. If it rolls three failures, the model is automatically out of action (killed).

In all other cases (transfixed, fallen with adjacent enemies, etc) a model failing any Morale check is out of action (killed).

When a fleeing models movement takes it off the table, it counts as killed for victory points purposes unless the scenario states otherwise.

Zombies and other creatures with the Mindless rule never make any Morale check. Zombies and artificial models never cause any Gruesome Death checks on friendly models when they die.

WHEN TO MAKE MORALE CHECKS

- All models in a party must make a Morale check when a friendly model with the Leader or Spiritual Leader special rule is killed.
- All models in a party must make a Morale check when their original number is first halved, rounding fractions down. For example, a party of 9 creatures will test when reduced to 4 or fewer creatures. If the number is halved again, the models need not to make another Morale roll.

GROUP ACTIONS

A character with the Leader special rule may give an order to 2-5 models to move as a group.

The models must be in base-to-base contact with each other and be within Long distance of the Leader.

The Leader must roll for his own activation dice before moving the group. The Leader pays one action to give the group move order. Giving the order ends the Leader's actions for this turn, so if you want to move your Leader, you need to move him before doing a group action with his followers.

The grouped figures may move and act in any way the player chooses. However, the group makes only one activation roll – on one, two or three dice as normal –using the worst Quality score in the group.

For example, if you have a group of three models with Q3+ and one with Q4+, you must roll 4+.

If the rolls are successful, all the models in the group are entitled to move, attack etc as normal. It is NOT mandatory that all models in a group perform the same action.

MOBS

Mobs are a special kind of group that can make group moves without a Leader, but must always move towards their enemies (i.e. at the end of any move, the models in the Mob must be at the same distance or closer to at least one opponent than they were before the Mob began to move).

Mobs get one free Short move BEFORE dicing for activation, and can perform a maximum of two moves in their activation. See the Mob special rule for details.

REGROUP

A special case of group move is the REGROUP order. The leader can give this order to any number of models within Long distance from him. Giving the Regroup order costs the Leader one action and there is no need for the models to be adjacent when the order is issued.

All models, that are part of the regroup order, act as a group move and must end their move in base-to-base contact with at least one other allied model.

During a Regroup, models cannot attack, shoot or cast spells.

CONCENTRATED FIRE

A group of shooters may concentrate fire against a target to increase their chances of bringing him down. A Leader must spend an action to give the concentrated shooting order. The shooters must be within the Leader's Long command radius. Up to five models may participate in a Concentrated Shooting. Instead of making a single combat roll for every shooter, make a single die roll, using the worst Combat score out of the group. The target receives -1 on its Combat score for every shooter beyond the first.

The Aimed Shot bonus cannot be applied to concentrated shooting.

All modifiers apply as normal. If a modifier applies to any one model in the group, it applies to the concentrated shooting attack roll as well. Example: If the target counts as under cover for one of the shooters, it counts as under cover for the concentrated fire as well.

Note that if the target is immune to one or more weapons used in the concentrated fire, the attacking model does not count towards the concentrated fire roll.

GROUP PRAYER

See Spiritual Leader, p.28.

SPECIAL RULES

Special rules are things that make one model different from another – such as a skill with ranged weapons or a natural power. Advantageous ones increase the cost of a model, disadvantageous ones decrease it.

ACROBAT

The model receives +1 to Climbing rolls. Ranged attacks against the model are at -1 unless it is Transfixed.

AMPHIBIOUS

Amphibious models may cross any kind of water terrain with no movement or combat penalty. Examples of Amphibious creatures include fish-men and other freshwater and saltwater monstrosities.

ANIMAL

Animal models do not receive advances in campaigns. No more than 50% of the members of a party may be animals. Animals cannot use magic items or weapons. Animals automatically flee (remove them from the table) when the last non-animal model in their party is killed. Example of Animal models include the familiars of witches and the dogs used by some monster hunters.

ANTIQUE PISTOL

The model is armed with a black powder gun. This requires one hand to use, two actions to reload. See the weapon tables for more details.

ARTIFICIAL

Artificial models include non-living creatures such as elementals, automatons, golems or robots. They are immune to poison and to gruesome kills (treat a gruesome kill as a normal kill). They do not make Fear tests. They make normal Morale rolls for the loss of a leader or if the party is reduced to 50% – their "programming" kicks in and tells them that in some cases it is better to run away and "live to fight another day".

ASSAULT RIFLE

The model is equipped with an assault rifle. See weapon table on p.14.

AURA OF TERROR

This rule can be assigned only to a personality model and is meant to represent demons from the abyss or evil divinities from other dimensions. The model exudes an aura of powerful, tangible evil. Every model within one Medium of the model must make a Fear Test at -2. If he fails the roll, in addition to any result of the Fear test, he must roll on the Insanity table and immediately apply the effect.

BAN

The model can repel, exorcise or otherwise scare away one type of monster. This represents a character armed with holy symbols, garlic, wolfsbane etc playing on the weaknesses of the monster. The mechanic of the Ban is always the same: the character must spend one action attempting the Ban, and the monster (who must be in line of sight and within 1 Short distance) must make a Fear test, applying the results immediately. Ban can be attempted multiple times but a monster that passes his Fear test entirely is immune to Ban for the remainder of the scenario. A monster that is moved out of the board by Ban effects cannot return. Ban is available in many flavors: Ban Vampires (model is equipped with holy symbols and garlic), Ban Werewolves (a bunch of aconite flowers), Ban Ghosts (force of will and knowledge of the spirit's nature), Ban Demons (exorcism ritual). Of course the model can use the Ban ability only against the appropriate monster type.

💀 *Baron Frankenstein's Tip: Players may agree on other Ban types as part of a scenario, for example they could play a battle in an ancient Egyptian setting struggling over the control of a scarab with the power to Ban Mummies.*

BAT FORM

Model may transform into a big bat. It takes one action to tun into a bat and one action to revert to the model's original shape. If a Fallen model transforms into a bat, he does not need to spend an action to stand up. A bat has Q3+, C0, Difficult Target and Flying rules. The model in bat form cannot use any other power or weapon, and cannot cast spells. All equipment carried by the character is absorbed by the bat form and is available again when the character reverts to his original shape. Vampires in Bat Form can safely cross water terrain but are still eligible targets for the Ban Vampires ability.

BIG

Big creatures (any creature over two meter tall) have +1 in hand-to-hand versus smaller folk, but are targeted at +1 by ranged attacks. See Huge for even bigger models.

CHAINSAW

A model armed with a chainsaw has +2 to Combat in hand-to-hand. The model must roll two differently colored dice for an attack. A die is

used for the combat score, and the other is the malfunction die. If the two dice roll the same odd number, the chainsaw stops and must be restarted (taking one action). If both dice roll the same even score, the chainsaw stops and cannot be used for the whole duration of the scenario. In all other cases, the result of the malfunction die is ignored.

When a model with a chainsaw is adjacent to more than one opponent and kills a target, he is entitled to make another chainsaw attack for free at -1 against another adjacent opponent. This represents the chainsaw cutting a swath of destruction and lopping off heads, arms and even cutting torsos in half. Needless to say, any kill by a chainsaw is a gruesome kill. Chainsaws are favored by maniacs but also by zombie hunters as they are Lethal versus zombies: the limited re-action abilities of zombies make them un-able to dodge out of a chainsaw's swath and their rotting flesh is easily cut. Models armed with chainsaws cannot use Stealth.

A chainsaw is a rare, unusual weapon – only one every 300 points of models in the party is allowed.
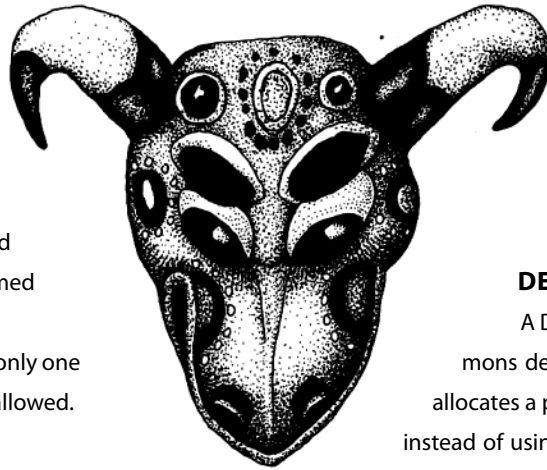
CLINGING

Models with this special rule can walk on walls, ceilings and trees. Examples include giant lizards, centipedes, spiders and some vampires. Models with Clinging do not take damage from falls. A model on a wall counts as in higher elevation versus an adjacent creature on the ground, and therefore attacks at +1 in hand-to-hand. A clinging model that suffers a knock down result in combat falls. If it falls against an active enemy it is killed, if the enemy possesses an attack able to kill it.

DANGER SENSE

Attacks against the model do not enjoy any Ambush bonus. This DOES NOT make the model immune to the Razor special rule, it just negates the +1 modifier for Ambush.

DEMON

The model is a living embodiment of Evil. The model takes damage from Holy Water and must make a Quality roll to step in churches, holy ground and beyond magical pentagrams. Demons are affected by all weapons but they cannot truly be killed – when their physical form is destroyed (doubled or trebled in combat) they disappear but in campaigns they always come back unhurt in the following game. They can be banished by exorcists using the Ban Demons ability.

Demons can possess mortals and corrupt good models. A demon wishing to possess a mortal must make a roll as if he were casting Trans-fix upon the mortal, and if the target fails to resist the Demon's body disappears and the evil player takes control of the possessed target. Possession lasts until the host body is destroyed (if this happens, the demon reappears at any point of the tabletop chosen by its controller when the good player rolls any result of 1 on any activation roll). Another option is to exorcize the demon using the Ban Demons ability. In this case, if the Demon fails any Fear test caused by the Ban Demons ability, the demon is banished until the end of the game and the possessed individual comes back to his senses. After a possession, the mortal will be extremely fatigued and will collapse whenever he rolls two failures on any activation roll.

DEMONOLOGIST

A Demonologist is a type of Magic-User who summons demonic creatures to do his bidding. The player allocates a part of his points in a special "summoning pool" instead of using them to buy models. The points in the pool are doubled, so if the player allocates 25 points, he has 50 points to use. The player can use them during the game to summon creatures from the Demons roster. If a player has multiple Demonologists, all of them can summon creatures from the same summoning pool.

To summon a demon, the Summoner must cast a spell just like a normal Magic-User. With one success he summons a creature costing up to 35 points. With two successes, he can summon a creature costing up to 100 points. With three successes, he can summon any creature from the demons list. In all cases, the cost for the creature must be paid by the player with the points in the pool. If the pool doesn't contain enough points, the creature cannot be summoned. The player can choose what creature he wants after rolling for activation.

The summoned creature will appear within Short distance from the Summoner. The creature will be stunned by the summoning for a few seconds, being at -1 on its Quality rolls in the turn it is summoned. After that, it can act normally, being controlled by the player who controls the summoner. If the Demonologist dies or moves off the table, the summoned creature will immediately disappear.

If the Demonologist rolls three failures on his Summoning spell roll, he is not out of power – a 120 points or less creature chosen by the opponent appears, and it is controlled by the opponent for the remainder of the game! For purposes of victory points, the summoned model is ignored.

DIFFICULT TARGET

Any ranged attacks made against the model are at -1. Attacks from shotguns and grenades do not suffer this modifier.

EASY TARGET

The model does not get any advantage from cover. As long as the opponent can trace a line of sight to him, no cover modifier is applied. This may represent civilians with no combat experience or military training, or beings with slow reflexes or simply monsters that are so big and oblivious that they just don't care.

ENTANGLE

The Entangle special rule represents the ability to shoot spiderwebs or any other attack that could glue an opponent on the spot or hinder his movement. Entangle works just like the ability to cast Transfix spells (so range is Short if one action is used, Medium if two are used, and Long if three are used). The entangle is not automatically broken if the entangler is killed.
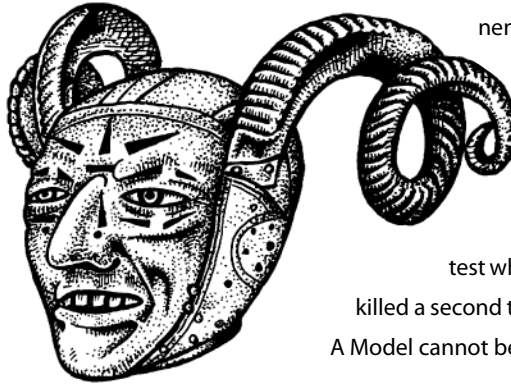
FEARFUL

Fear tests caused by the model are at -1.

FLYING

Flying models can freely move above obstacles such as trees, boulders etc. Flying models always land at the end of their move. Combat between flying and ground models is conducted as normal. Since they land to fight, a flying model takes no special damage when he falls during combat, even when the combat is between two aerial combatants – the models are assumed to have means to stop the fall. A flying model gets Free Disengage when leaving a combat engagement unless one or more of the enemies that he is in contact with are Flying.

FORESTER

A Forester is trained to move across wooded areas. Foresters suffer no movement reduction when crossing woods of any kind. Some Werewolves, animals and hunters will be Foresters.

FREE DISENGAGE

A model with the Free Disengage special rule doesn't receive a free hack when it is leaving a hand-to-hand combat engagement. This rep-

resents trained martial artists or very fast creatures who can leap out of combat in a split second.

GRENADE

The model with this special rule is equipped with ONE grenade. Only in special military operations models will be carrying multiple grenades.

HARD TO KILL

When a model with this rule is doubled in combat for the first time in a scenario, he falls down, apparently dead. The model looks dead and cannot be attacked while in this state. As soon as the opponent rolls a turn over, or any enemy model fails at least one die on a Fear check, the model can be revived and activated again. Note that the player controlling the Hard to Kill model may decide to "play possum" until the moment is right. All enemies within 1 Short of the Hard to Kill model must make a Fear test when the model is revived and stands up. If the model is killed a second time, or if he suffers a gruesome death, he stays dead. A Model cannot be both Tough and Hard to Kill at the same time.

HAUNT

A monster with the Haunt rule is a spirit, genius loci or demon linked to some object or locale, and cannot move around on the battlefield. A Haunt can affect the battle only causing Fear tests and casting Spells from the "haunted" terrain. Unless both players agree, the Haunted Terrain is limited to a maximum of one Long x Long area, or a single room of any size if indoors. A Haunted House scenario can of course be played with multiple Haunts. A Haunt that is forced to move out of the edge of its terrain by a failed Morale roll is removed from the game.

HEAVY WEAPON

The model is armed with a heavy weapon like a shovel, baseball bat, hockey club, hammer or the like. When the model performs a Power attack with the weapon and rolls a 6, the target is automatically out of action regardless of his Combat result (even if he rolled high enough to kill the model with the Heavy Weapon -- both models die in that case).. Of course, this does not apply to models immune to that attack form. In the case of a zombie, a 6 means that the skull has been crushed and the creature destroyed.

HERO

Heroes always roll one automatic success, regardless of their Quality. So if you activate a Hero on two dice, you roll only one and assume that the other die rolled a 6. In addition, once per game, a Hero model can re-roll one die roll, be it a Combat or Quality roll. The result of the second die roll is final, even if it is worse than the previous one. Note that Heroes automatically pass die checks made on a single die.

HOLY WATER

The model is equipped with a flask or vial of Holy Water that can be thrown as a grenade (range Short, blast radius Short). Any vampire or demon caught in the "blast" receives a C3 attack that can potentially kill them. Holy Water has no effect on other targets.

HUNTER

When the model is deployed, the player must nominate a single personality target model who is his prey. Against that model, the Hunter has +1 on Combat. If the Hunter kills his prey in single combat, his player gains one more victory point.

IMMATERIAL

An Immaterial model is made of gas or ectoplasm. He can move through obstacles and suffers no movement reduction of any kind. He automatically has the Free Disengage rule (it's already worked into the point cost) and must not stop when he comes into contact with another model's base. An Immaterial model must not spend an action to move away from hand-to-hand combat unless his foe is another Immaterial model. Immaterial models cannot affect the physical world, they cannot perform hand-to-hand or ranged attacks of any kind. They can only cause Fear tests in opponents. They are immune to all physical attacks unless the attacks are performed by other Immaterial models (treat combat between two immaterial models as a regular combat between physical models). Immaterial models can be hit normally by magic weapons or spells and they can be exorcised: if an Immaterial model fails any Fear test, he is removed from the game.

Immaterial targets do not block line of sight. Ranged attacks can be fired through them at -1 at any target behind them

◉ *Baron Frankenstein's Tip: The immaterial rule can also be used to represent astral bodies (the physical body of the creature is assumed to be hidden in safety, somewhere off table) or manifestation of good spirits or ghosts. In some scenarios, the players may rule that the Immaterial creature's existence on the material plane is linked to an object (like a possession of the creature when*

he was alive) and that the spirit cannot be exorcised until the object is found.

Vampires with the Immaterial rule can become immaterial at will by spending one action. They can go back to material form as a free action.

INSANE

The model is a nut case. See Insanity, p.18.

LEADER

Leaders influence models' quality and morale. Any friendly model within Long distance from a Leader has its Quality rolls (including Morale rolls) increased by one. When a Leader dies, though, all friendly models must make a Morale roll. The effects of multiple leaders are not cumulative -- so if a model lies in the range of two Leaders, its Quality is adjusted by 1, not 2. Note that models with the Leader special rule are not mandatory in a party.

The leader's bonus does not count if the leader is on the ground or if the model cannot see the leader (the model cannot trace a line of sight to the leader). Enemy models do not obstruct line of sight from a model to his leader (thus you count your bonus even if you can't see your leader because he is surrounded by enemies). See also Minion and Spiritual Leader.

LETHAL

Lethal attacks kill an opponent of a certain type just by beating him in Combat (no need to double his score).

MAGIC WEAPON

A magic weapon can affect Immaterial foes as if they were physical. This is a rare weapon and only one personality model per 300 points in your party can be equipped with it. The magic weapon will lose its powers if its owner is killed.

MINDLESS

Mindless models must never make Fear tests or Morale rolls. They cannot open doors, climb obstacles, pick up weapons, cast spells or use any ranged attack. Mindless models cannot do any group moves (exception: they can move in a Mob formation if they have the Mob special rule) and never enjoy the bonus from a Leader.

MINION

Models with the Minion rule are servants of another model, which is called Master in game terms. Minions within 1L of the Master receive +1

to their activation rolls. When the Master dies, though, all minions must make a Quality roll on one die or be removed from play. The Master must cost more points than the minion. Vampires frequently employ human minions to do errands for them and protect their graves during the day. A player can deploy Minions only if their Master is on the table. The +1 to activation is not cumulative with the Leader bonus and is applied only if there is a line of sight between Master and Minion.

MOB

Models with Mob tend to move in groups and take advantage of superior numbers to bring down foes. A typical example is zombies who gang up against enemies to feed on them.

To use the Mob rule, a model must be within 1 Short of at least another model with the Mob rule. Members of a Mob can always perform a Short move for free, but can never perform more than two moves in any turn. A mob is basically a leaderless group of AT LEAST four models that gets a free move BEFORE dicing for its activation. It can roll turnovers as usual. IMPORTANT: at the end of ANY move, including the free one, a Mob member must be closer or at the same distance it was before from "meat" (a living target). If for any reason this is not possible, the model must remain stationary.

If the models in a Mob have different Quality scores, use the worst Quality in the Mob. Example: a Mob of two Zombies with Quality 5+ and three Zombies with Quality 4+ activates on a 5+.

The player can move the models in any way he sees fit, although it is advised to keep the mob formation if he plans to continue using the Mob rule in the following turns. Of course, it is possible to break up a Mob in more Mobs – for example, if a group of ten zombies only 5 move, and the player moves the models in a way that they remain in Mob formation, on the following turn the player will have two 5-zombie Mobs.

If members of a Mob are killed, left behind or removed from the game in any way, and this brings the Mob under 4 strong, the models can no longer be activated as a group. Anyway, at any moment any other friendly models with the Mob rule come within 1 Short of them, the "stray" models can join the other Mob or form a new Mob as the player sees fit. This is instantaneous but MUST be announced to your opponent (as in "these two zombies from Mob B join the zombies left over from Mob A and form a new Mob now").

☻ *Baron Frankenstein's Tip: Some advice for you zombie players out there. Remember that Mindless creatures do not enjoy any leader bonus so zombies are Q4 and stay like that, and they cannot climb or cross obstacles nor open doors (they can bash doors tho').*

Pay a lot of attention to the terrain, especially if you are designing the scenario, as it's possible to get your models stuck in places where they will not be able to harm anyone.

A "twitcher" (a zombie who is a bit faster than other zombies) can be hidden in a mob and it will behave as a regular walking dead until the player reveals it as a twitcher. Mark the underside of the figure's base with a sticker or number your figures, whatever works for you.

MOUNTED

Mounted models ride some sort of steed -- be it a horse (for good models) or a demonic or undead steed (for Evil models). Mounted figures have +1 on their Combat score in hand-to-hand versus any non-mounted figure their size or smaller. Mounted models typically have Long Move but this must be paid for separately.

MUSKET

The model is armed with a musket. This requires two hands to use, two consecutive turns to reload. See Musket in the weapon tables for more details.

NECROMANCER

A Necromancer is a magic user who can resurrect the dead. To attempt a resurrection, the Necromancer must be adjacent to a dead model and roll two or three successes on his Quality roll. This counts as a spell use so the intention to raise a dead model must be announced before dicing for activation. A Necromancer rolling three failures on this ritual must make a Quality roll on one die or pass out for the remainder of the scenario.

The resurrected model will fight for the necromancer's side. It will take two actions for him to stand up. Raised dead have the stats of Walking Dead (see p.32) Immaterial models, models who were Very Strong Willed, zombies, vampires and mummies cannot be resurrected. A model can be raised only once – if it is killed again while in undead form, it can't rise again.

A Necromancer can also cast Transfix spells.

☻ *Baron Frankenstein's Tip: If a Necromancer is in play, dead models should not be removed from the tabletop – you need to know where the corpse to be resurrected is. Players of Song of Blades and Heroes should note that this version of the Necromancer is different from its fantasy counterpart.*

POISON

Models with the Poison special ability have a venomous natural attack or use poisoned weapons. Roll a die every time a poison attack hits; on a 6 the target's Quality number goes up by 1, if it ever reaches 7 the model dies. Poison does not work against models with the Immaterial, Vampire, Zombie, Demon, Artificial or Werewolf rule.

RAVENOUS

When a Ravenous model kills a foe in hand-to-hand combat, the model will remain adjacent to the dead foe and start to feed on it (or do other horrible things in the case of a mad slasher). The model will have to spend one action to snap out of this condition on his next activation. Any friends of the victim within 1 Long will have to make a Fear test. The Ravenous model will automatically recover if attacked before he gets a chance to spend one action on the corpse.

RAZOR

A model with the Razor rule is armed with sharp blade like a straight razor or long claws (natural or mounted on a gauntlet). If the Razor-armed model attacks with an Ambush bonus and rolls a 6, regardless of what the opponent has rolled, he has slit the target's throat or caused a deep wound that bleeds profusely. If the attack is insufficient to kill the target (because he rolled high enough that the attack didn't double his score), mark the model with a bit of red plasticine to remember he's bleeding. The model collapses out of action (counts as killed in game terms) when rolling one or more 1's on any activation roll. Only living targets can be affected by the Razor ability. It will not work on artificial models, demons or zombies. It will work on Vampires only during the day (this is how Dracula dies in the novel). It will work on werewolves only if the blade is a Silver Weapon.

SAVAGE

A Savage model inflicts a gruesome kill in hand-to-hand combat just by doubling the opponent's score (i.e. they don't need to treble it-- every kill counts as gruesome). This may represent monsters who rend their opponents.

SHORT MOVE

A model with the Short Move rule uses the Short measuring stick when moving. A model with Short move that has to cross a difficult terrain will need TWO actions to perform a Short move.

SILVER WEAPON

The model is armed with silver weapons (silver bullets for a revolver, shotgun or antique firearm, or silver tipped cane/silver blade for hand-to-hand weapons). Silver weapons are Lethal against Werewolves. Silver has no special effect against vampires. See the Combat section for details.

Baron Frankenstein's Tip: Heavy Weapons cannot be made of silver. Semiautomatic and full automatic firearms cannot use silver bullets. Some werewolf hunters use assault rifles to bring the werewolves down and then a revolver loaded with silver bullets to give them the coup de grace. Check the ranged weapons table to see what weapons can use silver bullets.

SLOW
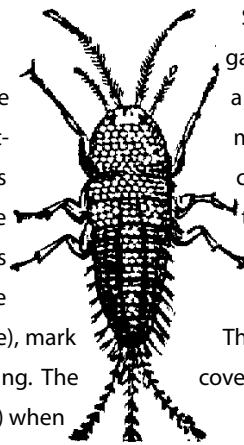
Slow models can only make one movement per turn, regardless of how many activation successes they roll. Note that a huge model may be Slow but be capable of Long movement -- slow reactions, long legs! The only time a Slow model can make two movements in a turn is when it is fleeing due to a failed Morale roll.

SNOW WALK

The model's movement is not reduced when crossing snow-covered terrain.

SPIRITUAL LEADER

All friendly models within 1 Medium of a Spiritual Leader will have +1 to Fear tests. If the Spiritual Leader fails a Morale or Fear check, the bonus is lost until the end of the game. If the Spiritual Leader is killed, all the models in the group must make a Morale test.

Spiritual Leaders can order a Group Prayer – up to 5 models within 1 Long of the Spiritual Leader and in base to base contact with at least another can be activated as a group. The actions generated by this Group activation can be used only to cause Fear tests in evil models within 1 Short of any group member (1 action per Fear test per target).

STAKES

The model is armed with wooden stakes. A wooden stake is not an ideal weapon, and has a -1 to hand-to-hand Combat if used against any creature than a vampire. When used on a Fallen or Transfixed vampire, a Stake is Lethal. It takes one action to ready a wooden stake and one action (and winning the Combat roll) to drive it though the monster's heart. This action takes two hands, one hand is placing the stake and

another using a mallet or hammer to drive it through his heart. Two adjacent models both with the Stakes rule can cooperate in doing this, spending one action each (use the Combat value of the model with the lowest Combat value if this happens). The stake is used at -1 by a model without the Stakes rule. See also the rules on vampires.

☻ *Baron Frankenstein's Tip: in some legends and movies, driving a stake through the heart is not enough to kill a vampire. The monster must be decapitated and either set on fire, dissolved with holy water or decapitated and his mouth filled with garlic flowers or holy wafers. If you decide to play with this variant, the stake Transfixes the vampire, and the vampire cannot break the Transfix until a friendly model spends one action adjacent to him and removes the stake. The "staked" vampire can be given a coup de grace by any model who is adjacent to him and has a Stake or a dose of Holy Water.*

STEADFAST

Steadfast models have +1 on Morale checks dice rolls. This rule is typical of models with some level of military training.

STEALTH

A model with Stealth can move silently across the battlefield, using available cover to its advantage. As long as the model is adjacent to any scenic feature that counts as cover, the model cannot be targeted by any ranged attacks or spells. Note that there is no need for the cover to be between the Stealthy model and potential shooters -- as long as the Stealthy model's base is in contact with a scenic item, he can't be targeted.

STRONGWILLED

Strongwilled models have +1 to Quality for purposes of any Fear test.

SUN GRENADE

The model is equipped with a sun grenade, a high-tech weapon that explodes in a ball of light . The attack is Lethal versus Vampires and has no effect on other character types.

SWAMPWALK

Models with Swampwalk are not slowed down when crossing bogs, marshes and the like.

SWARM

Swarm models count as Animal models. A Swarm "base" represents tens or even thousands of creatures. A complete Swarm is represented by two or more swarm bases. All Swarm models OF THE SAME TYPE on the tabletop must keep adjacent to at least another swarm model during play. If a swarm model is killed in a way that a hole in the "formation" appears, as a free action the player can tighten the formation, bringing all Swarm bases in contact again. The tightening must happen in the easiest way, i.e. by moving the MINIMUM number of models possible to retain swarm coherency.

Swarms are affected at -2 by ranged attacks. Swarms can be Transfixed as normal. Spells used as ranged attacks against them do not suffer the -2 modifier. When a Swarm Falls, it means that the queen bee (or the leader of a pack of rats, or whatever...) has been crushed and the Swarm risks being dispersed. A killed swarm is not actually dead – just dispersed. When a Swarm suffers a gruesome death, all other swarm models of the same type on the table must test Morale. Other models, or even swarms of a different type, do not make Morale rolls for a Swarm suffering a gruesome death.

TAILSLAP

The model has a vicious tail attack that can knock enemies down. Every time an enemy recoils from a model with the Tailslap special rule, roll one die. On a 1, the model falls instead of recoiling. Use this rule only if the recoiling model is the same size or smaller as the model with Tailslap.

TELEPORT

A model with the Teleport ability can disappear from his current location and reappear at another. The teleporter can move over any obstacle, and also appear in a location not in his line of sight (for example, a model may teleport to a safe area behind a wood). To use Teleport, the model makes a Quality roll on one, two or three dice as the player sees fit. With one success, he can teleport over Medium distance. With two successes, he can teleport over a Long distance. With three successes, he can teleport anywhere on the game board – even adjacent to an enemy! With three failures, though, the model arrives stunned (treat as Transfixed). In the case of three failures, the model must move a minimum of a Long distance to a point chosen by the opponent. If for some reason this is not possible, the model teleports into a solid object and is removed from play (in a Campaign, he cannot return).

A Teleporter may use his special ability to leave a hand-to-hand Combat, but he is subject to Free Hacks as normal unless he has the Free Disengage rule.

THICK SKIN

When the model loses a combat roll by 1 point, treat as a tie. Ignore this ability if the model is attacked with a weapon that is Lethal against him.

TOUGH

When a Tough model receives a Gruesome Kill, it is treated as a normal kill -- the model dies but there is no Morale effect. When he receives a normal kill result, the model is just wounded -- the model is not removed but his Quality target roll goes up by one. For example when a monster with Quality 3+ is killed, it stays alive and becomes a Quality 4+ model. When Quality becomes 7+, the model dies. As reminders of a model's wounds, you can place wound markers shaped like drops of blood or red plastic rings on the model.

TRANSFORMATION

The model transforms into an horrible version of himself, with monstrous features such as fangs, red eyes or claws. The Transformation takes one action. In his transformed state, the model becomes Fearful (or Very Fearful if he was already Fearful) and gains +1 on Combat (up to a maximum score of 6). Any good models within 1 Short must make a Fear test. In addition, the Transformed state may gain Tough and Savage abilities, or better his Movement by one category, by sacrificing one point of Quality. You must choose the effects of transformation before play begins, but in a campaign you can change them as you see fit.

VAMPIRE

Vampires in their natural form, and vampires in wolf form, must pass a Quality roll on one die before they cross running water. They must stop at the edge of the river or stream if they fail. A Vampire must make this roll if forced to flee or recoil through running water or holy terrain, and is destroyed if the roll fails. Vampires can move safely over bridges and fords. Flying vampires, vampires in bat form and vampires in mist form can safely cross water.

Vampires are repelled by the Ban Vampires ability. They are at-1 on Quality in daylight and during the day they can be killed by normal weapons. In addition, any vampire rolling two 1s on any activation dice in full sunlight instantly crumbles to dust.

Vampires are affected by explosives, silver or regular weapons, but the maximum result that such attacks can score on them is a knockdown. A model armed with a wooden stake can drive it through the creature's heart and destroy the vampire (see Stakes). Fire affects vampires normally – they can be killed by it as humans. Poison doesn't affect them.

Spells, holy water and sun-grenades may kill them.

Vampires are immune to Transfix and Curse effects unless cast by another vampire or by a Demon.

VERY FEARFUL

Fear tests caused by the model are at -2.

VERY STRONGWILLED

Very Strongwilled models have +2 to Quality for purposes of Fear tests.

WARLOCK

Warlocks can cast spells by making a Q check. Spell effects can scare, transfix or curse the opponent, or can be used as ranged attacks..

WEREWOLF

The model is a werewolf. The model can be killed only by fire, magic (including claw attacks from other monster types but not from zombies) or silver weapons. All other attack forms can score a recoil or knockback result only, and treat kill results as knock down. Poison has no effect.

WITCH

Witches can cast transfix or curse spells, and they can have a Familiar. When a Witch is killed she can cast a Dying Curse. See the Magic section.

COMMON FAMILIARS		
Cat Familiar		
Points 22	Quality 3+	Combat 1
Special Rules	Acrobat, Animal, Danger Sense, Stealth, Minion	
Small Dog Familiar		
Points 14	Quality 3+	Combat 2
Special Rules	Animal, Minion	
Large Dog Familiar		
Points 34	Quality 3+	Combat 2
Special Rules	Animal, Long Move, Minion	
Raven Familiar		
Points 20	Quality 3+	Combat 0
Special Rules	Animal, Difficult Target, Flying, Minion	
Snake Familiar		
Points 5	Quality 4+	Combat 1
Special Rules	Animal, Poison, Short Move, Swampwalk, Minion	

WOLF FORM

The model can spend one action to transform into a large wolf (Q3+ C3, Long Move, Forester). In wolf form, he retains the same weaknesses, vulnerabilities and invulnerabilities that he had in his original state (for example, a vampire in Wolf Form may still be repelled by the Ban Vampires ability and may take damage from Holy Water). The model may return to his original form as a free action during his controller's turn. Any equipment, clothes or magic items carried become part of the wolf form and reappear when the model goes back to his original shape.

ZOMBIE

Zombies can only be killed by normal attacks that crush their brain or decapitate them. Any attack against a zombie will score a knockdown or recoil result at a maximum UNLESS it is a power attack with a heavy weapon, or an aimed shot with a firearm or a spell. Power attacks with heavy weapons automatically kill a zombie on the die roll of a 6 just like any other target. Aimed shot with firearms automatically kill a zombie on the die roll of a 6 (a hit to the brain). Zombies are unaffected by Poison.

Any aimed attack with a pistol is Lethal against a zombie if the zombie is knocked down or transfixed and the shooter is adjacent. Attacks with explosives and chainsaws are Lethal against zombies.

Baron Frankenstein's Tip: to kill a zombie you either: roll a 6 or double him on an aimed shot with a firearm; roll a 6 or double him in HTH with an heavy weapon during a power attack; beat him with a chainsaw or grenade (both are Lethal vs zombies); pop him in the heawith a firearm when he's down (you must be adjacent to a fallen zombie and perform an aimed attack).

PROFILES

ZOMBIE HUNTERS AND SURVIVORS				
Zombie Hunter with rifle and heavy HTH weapon				
Points	44	Quality	3+	Combat	2
Special Rules		Assault Rifle, Heavy Weapon		
Zombie Hunter with rifle				
Points	34	Quality	3+	Combat	2
Special Rules		Rifle		
Zombie Hunter with heavy HTH weapon				
Points	36	Quality	3+	Combat	3
Special Rules		Heavy Weapon		
Zombie Hunter with chainsaw				
Points	52	Quality	3+	Combat	2
Special Rules		Chainsaw		
Zombie Survivor with baseball bat				
Points	20	Quality	4+	Combat	2
Special Rules		Heavy Weapon		
Zombie Survivor with baseball bat and revolver				
Points	26	Quality	4+	Combat	2
Special Rules		Heavy Weapon, Pistol		
Zombie Survivor with shotgun				
Points	23	Quality	4+	Combat	2
Special Rules		Shotgun		
Zombie Survivor with SMG				
Points	24	Quality	4+	Combat	2
Special Rules		SMG		
Zombie Hunter with chainsaw and grenade				
Points	66	Quality	3+	Combat	2
Special Rules		Chainsaw, Grenade		
Zombie Bait with roller blades or skateboard				
Points	36	Quality	3+	Combat	1
Special Rules		Danger Sense, Long Move		
Zombie Survivor (kid with knife)				
Points	5	Quality	5+	Combat	1
Special Rules		None		
Zombie Survivor Leader – Personality				
Points	80	Quality	3+	Combat	2
Special Rules		Strong-willed, Heavy Weapon, Leader, Rifle		
Zombie Survivor (Cop)				
Points	38	Quality	3+	Combat	2
Special Rules		Pistol, Shotgun		

SWAT member/Special Operations Soldier				
Points	68	Quality	3+	Combat	3
Special Rules		Assault Rifle, Pistol, Steadfast, Stealth		

ZOMBIES				
Zombie Dog				
Points	24	Quality	5+	Combat	3
Special Rules		Mindless, Zombie		
Zombie Housecat				
Points	14	Quality	5+	Combat	1
Special Rules		Mindless, Zombie		
Zombie Bird				
Points	4	Quality	5+	Combat	0
Special Rules		Mindless, Zombie, Short Move		
Animated Severed Hand				
Points	14	Quality	4+	Combat	1
Special Rules		Clinging, Difficult target, Short Move, Stealth		
Walking Dead				
Points	21	Quality	4+	Combat	2
Special Rules		Mindless, Short Move, Zombie		
Grouped Walking Dead				
Points	29	Quality	4+	Combat	2
Special Rules		Mindless, Mob, Short Move, Zombie		
Huge Fat Zombie				
Points	17	Quality	5+	Combat	2
Special Rules		Big, Mindless, Short Move, Zombie		
Twitcher (Running Zombie)				
Points	39	Quality	4+	Combat	2
Special Rules		Fearful, Mindless, Zombie		
Child Zombie				
Points	9	Quality	5+	Combat	1
Special Rules		Mindless, Short Move, Zombie		
Teenage Zombie				
Points	21	Quality	4+	Combat	2
Special Rules		Mindless, Short Move, Zombie		
Teenage Zombie on Rollerblades				
Points	21	Quality	4+	Combat	1
Special Rules		Mindless, Zombie		
Zombie Horse				
Points	32	Quality	5+	Combat	2
Special Rules		Big, Long Move, Mindless, Zombie		

ZOMBIES					
Hungry Zombie					
Points	18	Quality	4+	Combat	2
Special Rules		Mindless, Ravenous, Short Move, Zombie			
Zombie Cop/Military with kevlar vest and helmet					
Points	29	Quality	4+	Combat	3
Special Rules		Mindless, Short Move, Zombie			
Zombie Elephant escaped from zoo – Personality					
Points	53	Quality	5+	Combat	4
Special Rules		Big, Fearful, Mindless, Short Move, Thick Skin, Tough, Zombie			

WEREWOLVES					
Greater Werewolf Leader – Personality					
Points	164	Quality	3+	Combat	4
Special Rules		Danger Sense, Very Fearful, Leader, Long Move, Savage, Werewolf			
Werewolf Pack Leader – Personality					
Points	148	Quality	3+	Combat	4
Special Rules		Fearful, Leader, Long Move, Savage, Werewolf			
Werewolf Champion					
Points	124	Quality	3+	Combat	4
Special Rules		Fearful, Forester, Long Move, Savage, Werewolf			
Werewolf					
Points	90	Quality	3+	Combat	4
Special Rules		Long Move, Werewolf			
Lesser Werewolf					
Points	60	Quality	4+	Combat	3
Special Rules		Long Move, Werewolf			
Wolf					
Points	50	Quality	3+	Combat	3
Special Rules		Animal, Forester, Long Move			

FRANKENSTEIN					
Baron Frankenstein – Personality					
Points	56	Quality	3+	Combat	2
Special Rules		Antique Pistol, Leader, Unique			
Frankenstein's Monster – Personality					
Points	71	Quality	4+	Combat	4
Special Rules		Artificial, Fearful, Steadfast, Slow, Thick Skin, Tough, Unique			
Frankenstein's Hunchback Assistant					
Points	16	Quality	3+	Combat	1
Special Rules		Antique Pistol, Minion			
Bride of Frankenstein's Monster					
Points	44	Quality	3+	Combat	3
Special Rules		Artificial, Thick Skin			
Frankenstein's Failed Experiment Creature					
Points	14	Quality	4+	Combat	2
Special Rules		Artificial, Mindless, Short Move, Slow, Thick Skin			
Frankenstein's Grave Diggers					
Points	24	Quality	4+	Combat	2
Special Rules		Antique Pistol, Heavy Weapon, Minion			

TRANSYLVANIAN VILLAGERS

Angry Villager with heavy weapon

Points	27	Quality	4+	Combat	2
Special Rules		Heavy Weapon, Mob			

Angry Villager with knife and improvised weapons

Points	26	Quality	4+	Combat	2
Special Rules		Mob, Thrown Weapon			

Village Leader

Points	44	Quality	3+	Combat	2
Special Rules		Heavy Weapon, Musket, Strongwilled			

Village Priest - Personality

Points	60	Quality	4+	Combat	1
Special Rules		Ban (choose), Holy Water, Spiritual Leader, Strongwilled			

Hunter

Points	30	Quality	4+	Combat	2
Special Rules		Forester, Musket, Stealth			

Drunkard

Points	11	Quality	4+	Combat	2
Special Rules		Mindless, Slow			

Hunter on Horse

Points	58	Quality	3+	Combat	2
Special Rules		Bow, Long Move, Mounted			

Hunter on Horseback with Carbine

Points	66	Quality	3+	Combat	2
Special Rules		Long Move, Mounted, Musket			

Village Madman

Points	9	Quality	5+	Combat	2
Special Rules		Insane, Thrown Weapon			

Village Madman with sharp knife

Points	10	Quality	5+	Combat	2
Special Rules		Insane, Razor			

Street Entertainer

Points	30	Quality	3+	Combat	2
Special Rules		Acrobat, Thrown Weapon			

VICTORIAN HUNTERS

Travelling Monster Hunter – Personality

Points	84	Quality	3+	Combat	2
Special Rules		Antique Pistol, Hero, Silver Weapon, Stakes, Strongwilled			

Professional Vampire Hunter

Points	50	Quality	3+	Combat	2
Special Rules		Crossbow, Stakes, Steadfast, Strongwilled			

Young Abraham Van Helsing – Personality

Points	128	Quality	3+	Combat	3
Special Rules		Acrobat, Antique Pistol, Crossbow, Danger Sense, Hero, Stakes, Steadfast, Stealth, Unique, Very Strongwilled			

Older Abraham Van Helsing – Personality

Points	119	Quality	4+	Combat	3
Special Rules		Antique Pistol, Ban, Crossbow, Danger Sense, Hero, Holy Water, Stakes, Steadfast, Stealth, Unique, Very Strongwilled			

Quincey Morris – Personality

Points	108	Quality	3+	Combat	3
Special Rules		Forester, Hero, Razor, Stakes, Steadfast, Stealth, Strongwilled, Thick Skin, Unique			

Quincey Morris on horseback – Personality

Points	108	Quality	3+	Combat	3
Special Rules		Hero, Long Move, Mounted, Razor, Stakes, Steadfast, Strongwilled, Thick Skin, Unique			

Mina Harker

Points	20	Quality	3+	Combat	1
Special Rules		Strongwilled, Unique			

Mina Harker after being bitten by Dracula

Points	26	Quality	3+	Combat	1
Special Rules		Danger Sense, Strongwilled, Unique			

Typical Victorian Lady

Points	3	Quality	4+	Combat	1
Special Rules		Easy Target			

SLASHERS, LUNATICS AND SERIAL KILLERS

Slasher with knife, straight razor etc

Points	42	Quality	3+	Combat	3
Special Rules		Razor, Stealth			

Slasher with baseball bat, hammer etc

Points	42	Quality	3+	Combat	3
Special Rules		Heavy Weapon, Stealth			

Supernatural Slasher with machete or claws – Personality

Points	92	Quality	3+	Combat	3
Special Rules		Fearful, Hard to Kill, Heavy Weapon, Razor, Stealth			

Slasher with chainsaw

Points	70	Quality	3+	Combat	3
Special Rules		Chainsaw, Thick Skin			

Zodiac (The Zodiac Killer) - Personality

Points	44	Quality	3+	Combat	3
Special Rules		Insane, Pistol, Razor, Stealth, Unique			

Jack The Ripper (Victorian)- Personality

Points	53	Quality	2+	Combat	3
Special Rules		Difficult Target, Insane, Razor, Stealth, Unique			

Modern Cannibal

Points	12	Quality	4+	Combat	2
Special Rules		Ravenous			

INVESTIGATORS AND HUNTERS

Cop

Points	38	Quality	3+	Combat	3
Special Rules		Pistol			

Cop with shotgun

Points	38	Quality	3+	Combat	2
Special Rules		Pistol, Shotgun			

Investigator (modern)

Points	34	Quality	3+	Combat	2
Special Rules		Pistol, Stealth			

Occult Investigator (modern)

Points	44	Quality	3+	Combat	2
Special Rules		Danger Sense, Strong-willed, Pistol			

Rookie Occult Investigator (modern)

Points	21	Quality	4+	Combat	2
Special Rules		Pistol			

Vampire Hunter (modern or Victorian)

Points	68	Quality	3+	Combat	2
Special Rules		Crossbow, Strong-willed, Stakes, Ban Vampires			

Vampire Hunter with holy water

Points	56	Quality	3+	Combat	2
Special Rules		Crossbow, Strong-willed, Holy Water, Stakes			

Ultra Tech Vampire Hunter (modern)

Points	96	Quality	3+	Combat	2
Special Rules		Assault Rifle, Ban Vampires, Stakes, Strongwilled, Sun Grenade			

Ultra Tech Vampire Hunter Hero - Personality

Points	170	Quality	3+	Combat	3
Special Rules		Assault Rifle, Ban Vampires, Crossbow, Hero, Holy Water, Stakes, Sun Grenade, Very Strongwilled			

OTHER MONSTERS

Animated Wax Statue

Points	15	Quality	4+	Combat	2
Special Rules		Artificial, Mindless, Slow			

Bigfoot

Points	56	Quality	3+	Combat	3
Special Rules		Acrobat, Big, Forester, Thick Skin			

Yeti (Abominable Snowman)

Points	50	Quality	3+	Combat	3
Special Rules		Big, Snow Walk, Thick Skin			

Large Rabid Dog

Points	40	Quality	3+	Combat	3
Special Rules		Animal, Long Move, Ravenous			

Small Rabid Dog

Points	10	Quality	3+	Combat	2
Special Rules		Animal, Ravenous			

Disembodied Brain with mental powers – Personality

Points	85	Quality	2+	Combat	0
Special Rules		Fearful, Haunt, Leader, Warlock			

Chupacabras

Points	30	Quality	3+	Combat	2
Special Rules		Ravenous, Animal, Fearful, Stealth			

Golem - Personality

Points	86	Quality	3+	Combat	5
Special Rules		Artificial, Mindless, Slow, Big, Tough			

OCCULT INVESTIGATORS & GHOST HUNTERS

Paranormal Researcher (Victorian)

Points	66	Quality	3+	Combat	2
Special Rules		Antique Pistol, Danger Sense, Strong-willed, Ban Ghosts			

Paranormal Researcher (modern)

Points	68	Quality	3+	Combat	2
Special Rules		Danger Sense, Strong-willed, Ban Ghosts, Pistol			

Paranormal Researcher Leader (modern) – Personality

Points	106	Quality	3+	Combat	2
Special Rules		Danger Sense, Very Strong-willed, Ban (choose), Pistol, Spiritual Leader			

Exorcist

Points	94	Quality	3+	Combat	1
Special Rules		Ban Demons, Very Strong-willed, Ban Vampires, Holy Water			

Assistant Exorcist

Points	42	Quality	4+	Combat	1
Special Rules		Strong-willed, Ban Demons, Holy Water			

Heroic Investigator – Personality

Points	84	Quality	3+	Combat	3
Special Rules		Acrobat, Strong-willed, Hero, Pistol			

Heroic Investigator with Shotgun – Personality

Points	88	Quality	3+	Combat	3
Special Rules		Strong-willed, Hero, Pistol, Shotgun			

Occultist – Personality

Points	88	Quality	3+	Combat	0
Special Rules		Strong-willed, Ban (choose), Spiritual Leader, Warlock			
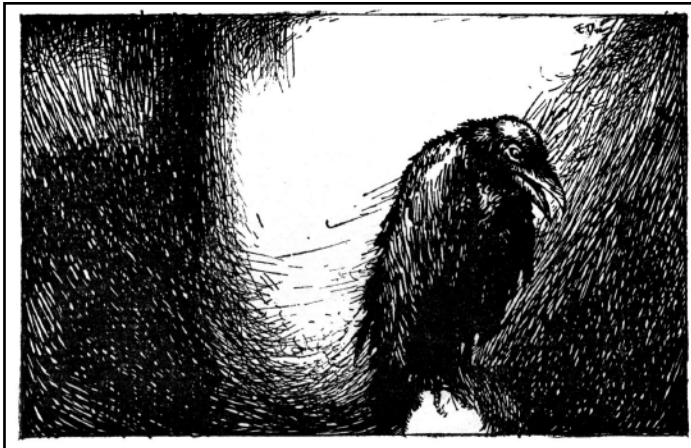
GHOSTS AND SPIRITS

Ghost

Points	78	Quality	3+	Combat	0
Special Rules		Fearful, Immaterial, Stealth, Teleport			

Ghost (Minor)

Points	54	Quality	4+	Combat	0
Special Rules		Fearful, Immaterial, Teleport			

Poltergeist

Points	54	Quality	4+	Combat	2
Special Rules		Difficult target, Fearful, Haunt, Immaterial, Thrown Weapon			

Major Poltergeist

Points	82	Quality	3+	Combat	3
Special Rules		Difficult target, Fearful, Haunt, Immaterial, Thrown Weapon			

Fear Spirit – Personality

Points	98	Quality	3+	Combat	1
Special Rules		Aura of Terror, Immaterial, Long Move, Thrown Weapon			

Spirit – Personality

Points	108	Quality	3+	Combat	1
Special Rules		Fearful, Immaterial, Long Move, Warlock			

DEMONS

Possessed Car – Personality

Points	108	Quality	3+	Combat	4
Special Rules		Artificial, Big, Easy Target, Long Move, Mindless, Thick Skin, Tough			

Possessed Child – Personality

Points	65	Quality	4+	Combat	1
Special Rules		Danger Sense, Demon, Warlock			

Possessed Doll – Personality

Points	47	Quality	4+	Combat	2
Special Rules		Demon, Difficult target, Short Move, Stealth			

The Antichrist – Personality

Points	194	Quality	3+	Combat	4
Special Rules		Aura of Terror, Demon, Demonologist, Leader, Teleport, Unique			

Four Horsemen – Pestilence – Personality

Points	298	Quality	2+	Combat	4
Special Rules		Aura of Terror, Demon, Hero, Long Move, Mounted, Poison, Unique, Witch			

DEMONS					
Four Horsemen – War – Personality					
Points	285	Quality	2+	Combat	6
Special Rules		Aura of Terror, Demon, Heavy Weapon, Hero, Leader, Long Move, Mounted, Unique			
Four Horsemen – Famine – Personality					
Points	162	Quality	3+	Combat	3
Special Rules		Aura of Terror, Demon, Hero, Long Move, Mounted, Unique			
Four Horsemen – Death – Personality					
Points	244	Quality	3+	Combat	3
Special Rules		Aura of Terror, Demon, Hero, Immaterial, Long Move, Mounted, Necromancer, Teleport, Unique			
Demonic Dog – Personality					
Points	84	Quality	3+	Combat	3
Special Rules		Animal, Demon, Long Move			
Demonic Dog (teleporting) – Personality					
Points	108	Quality	3+	Combat	3
Special Rules		Animal, Demon, Long Move, Teleport			
Succubus – Personality					
Points	112	Quality	3+	Combat	2
Special Rules		Demon, Difficult target, Flying, Long Move, Stealth			
Incubus – Personality					
Points	70	Quality	3+	Combat	3
Special Rules		Demon			

VAMPIRES					
Rookie Vampire					
Points	41	Quality	4+	Combat	2
Special Rules		Pistol, Ravenous, Vampire			
Minor Vampire with handgun					
Points	68	Quality	3+	Combat	3
Special Rules		Pistol, Vampire			
Mature Vampire					
Points	138	Quality	3+	Combat	3
Special Rules		Bat Form, Fearful, Immaterial, Vampire			
Old Vampire					
Points	148	Quality	3+	Combat	4
Special Rules		Bat Form, Fearful, Immaterial, Vampire			
Ancient Vampire					
Points	170	Quality	3+	Combat	4
Special Rules		Bat Form, Clinging, Danger Sense, Very Fearful, Immaterial, Vampire			
Count Dracula – Personality					
Points	252	Quality	2+	Combat	5
Special Rules		Bat Form, Clinging, Danger Sense, Difficult target, Very Fearful, Immaterial, Leader, Razor, Stealth, Thick Skin, Unique, Vampire, Wolf Form			

VAMPIRE MINIONS					
Modern Vampire Minion with handgun					
Points	14	Quality	5+	Combat	2
Special Rules		Pistol, Minion			
Victorian Vampire Minion with antique pistol					
Points	13	Quality	5+	Combat	2
Special Rules		Antique Pistol, Vampire			
Vampire Minion with heavy hand-to-hand weapon					
Points	27	Quality	4+	Combat	3
Special Rules		Minion, Heavy Weapon			
Ensorcelled "Cattle"					
Points	2	Quality	5+	Combat	1
Special Rules		Mindless, Slow			

THINGS FROM BEYOND

Minor Creature from Beyond – Personality

Points	78	Quality	4+	Combat	4
Special Rules		Aura of Terror, Big, Clinging, Savage, Thick Skin			

Creature from Beyond – Personality

Points	174	Quality	3+	Combat	5
Special Rules		Aura of Terror, Flying, Huge, Savage, Tailslap, Thick Skin, Tough			

Creature from Beyond (Amphibious God) – Personality

Points	214	Quality	3+	Combat	6
Special Rules		Amphibious, Aura of Terror, Danger Sense, Easy Target, Huge, Leader, Savage, Tailslap, Thick Skin, Tough			

Avatar of a Mindless Space God – Personality

Points	258	Quality	2+	Combat	6
Special Rules		Aura of Terror, Flying, Huge, Mindless, Savage, Tailslap, Thick Skin, Teleport, Tough, Unique			

Cultist with knife

Points	18	Quality	4+	Combat	2
Special Rules		Insane, Minion, Mob			

Cultist with pistol

Points	17	Quality	4+	Combat	2
Special Rules		Insane, Minion, Pistol			

Priest of the Space Gods – Personality

Points	44	Quality	3+	Combat	1
Special Rules		Demonologist, Magic Weapon, Insane, Minion			

Ensorcelled Victim

Points	7	Quality	5+	Combat	1
Special Rules		Easy Target, Mob			

Fanatic Cultist with knife

Points	20	Quality	4+	Combat	2
Special Rules		Steadfast			
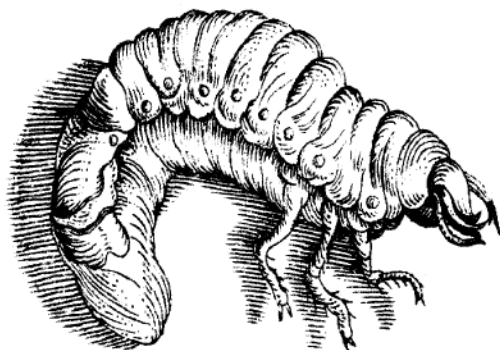
MUMMIES

Ancient Mummy – Personality

Points	102	Quality	3+	Combat	3
Special Rules		Fearful, Slow, Thick Skin, Tough, Leader			

Resurrected Egyptian Mage – Personality

Points	78	Quality	3+	Combat	2
Special Rules		Hard to Kill, Warlock			

Resurrected Egyptian Warrior

Points	26	Quality	4+	Combat	3
Special Rules		Thrown Weapon			

Scorpion Warrior

Points	36	Quality	4+	Combat	3
Special Rules		Heavy Weapon, Poison, Tailslap, Thick Skin			

Jackal-headed Warrior

Points	36	Quality	4+	Combat	3
Special Rules		Savage, Thrown Weapon			

SWARMS

Swarm of Killer Bees

Points	27	Quality	4+	Combat	1
Special Rules		Flying, Swarm			

Swarm of Vampire Bats

Points	35	Quality	4+	Combat	2
Special Rules		Flying, Swarm			

Swarm of Scorpions

Points	14	Quality	4+	Combat	1
Special Rules		Clinging, Poison, Short Move, Swarm			

Swarm of Mutant Piranhas

Points	21	Quality	4+	Combat	2
Special Rules		Amphibious, Ravenous, Short Move, Swarm			

Swarm of Rats

Points	17	Quality	4+	Combat	2
Special Rules		Ravenous, Swarm			

Swarm of Zombie Rats

Points	20	Quality	5+	Combat	2
Special Rules		Mindless, Ravenous, Swarm			

SAMPLE SCENARIOS

Here are a few scenarios to get you started. We kept them generic enough so that they can be played multiple times; at the same time, we made each scenario specific to one kind of horror menace.

SCENARIO 1: ZOMBIE INFESTATION

This scenario pits a 300 point squad of zombie hunters against a large (400 point) zombie horde. The Zombie player sets up the terrain (an outdoor urban scene or a wilderness setting). The board must contain four to eight terrain features that provide cover such as buildings, large rocks, cars or ruins, and each terrain feature must be at least one Short across. A terrain feature should not be adjacent to another one, i.e. there must be a gap equivalent to at least two model bases. Roll randomly for time of day and possible weather effects as per p.7. At least half of the zombie force must be composed of basic zombies (Walking Dead profile). The Good force can use any models from the Zombie Hunters list, but is limited to a single grenade and chainsaw armed model.

The Good player decides which side of the table his squad will enter from, and then the Evil player deploys half his Zombies anywhere on the board but at least 2 Long sticks from the hunter's side. Finally, the Good player deploys his models, initiative is rolled and play begins. On any of his turns, or any time a firearm is fired or a grenade explodes, the zombie player may roll for reinforcements. Roll a die, and on a 5+ the Evil player may place d6 of his remaining models on any board edge. The models may act immediately if they arrive at the beginning of the Evil force's turn. If they arrive during the Good player's turn (because he used a firearm or an explosive), they are placed at the board edge but cannot be activated until the zombie player's turn begins.

The game ends with a victory for the Good player if at any point of the scenario there are no more zombies on the table. Any other result is a Zombie victory. Winner gains 1 victory point per 30 points of eliminated opponents.

SCENARIO 2: VAMPIRE HUNT

This scenario is played with 300 points of vampires and minions against 300 points of hunters. A party of hunters just discovered the hideout of a vampire gang; they decide to rush in before nightfall. The vampires are asleep with the minions guarding them.

The vampire player sets up the table as a single large square room, with one coffin per vampire in the middle. Each coffin must be at least 1 Short from any other coffin. There must be four doors to the room, each on a different side of the tabletop. There are no windows. The vampire player deploys first: vampires must be in their coffins, minions should be placed within 1 Short of as many different coffins as possible. After the vampire player has deployed, the hunter player gets initiative and deploys on any table edge (getting in the room from the four doors). It is daytime but night will fall as soon as the hunter player rolls a turn-over.

Vampires may wake up during the fight. Each time that a kill result is scored in the room, and every time a gun is fired, roll a die for each sleeping vampire, and on a 5+ he wakes up. Minions may also try to wake up a vampire by moving adjacent to a coffin and spending one action to remove the lid. In this case, the vampire will wake up on the roll of a 4+. If a vampire wakes up in daytime, he will be Transfixed unless he makes a Quality roll at -1 on one die.

If a vampire wakes up before nightfall, all hunters within 1 Medium must make a Fear test immediately when the vampire sits up in the coffin or turns into a mist and moves out of the coffin.

This is an all-out battle, and players score 1 victory point per 20 points of killed enemies. Vampires that leave the table in daytime count as destroyed for victory point purposes. In other cases, escaped enemies do not count.

SCENARIO 3: THE CHAINSAW MASSACRE, OR THESE HAMBURGERS TASTE FUNNY

Helpless civilians (e.g. tourists, teenagers etc) are trapped in an enclosed area (represented by the board) with a group (or family) of sadistic cannibals and lunatics. The Good player's forces must resist until the police (or FBI, military, etc) arrives to rescue them. Around 30% to 80% of the Good player's points must be spent on civilian models with maximum Combat 2 and equipped with improvised weapons only (no firearms or explosives). The remaining points can be spent to buy police agents, military types and so on.

The Evil player's force must be composed of any profiles taken from the slashers and lunatics section, including mad scientists and their henchmen, but not their creatures.

The scenario takes place at night, it can be set indoors or outdoors as the Evil player prefers. If indoors, no door is locked. The evil players sets up the board in a way that there are at least 6 scenic items; at least two should be big enough to offer complete concealment to two or more characters.

The civilians start in a 1 Long diameter area in the center of the board. The lunatics must be divided as evenly as possible on the four sides of the board, with at least one lunatic per table edge. The evil player also places (without looking at them) three markers on three corners of the board. Two markers are dummies, and the third marker is a cell phone that any civilian may pick up (one action) and use to call the authorities. Unfortunately the model will be nervous and will manage to do so only on the d6 roll of a 5+. After three attempts, each taking one action, the phone battery runs out and the authorities cannot be called anymore. The police are trying to contact the civilians – if and when the evil player rolls a second turnover in the game, the cell phone rings and all markers in play are revealed.

If the authorities are called, they will enter the board three turns later. In other words, after the phone call is made, two turns must pass, and then at the beginning of the good player's turn they are placed on a random board edge and can be activated.

The lunatics win by killing all the civilians. The good player wins by having at least one civilian alive on the board when the scenario ends.

SCENARIO 4: HAUNTED HOUSE

A team of ghost hunters is cleaning up a haunted house. The ghost player sets up the board to represent the house where the battle between the humans and the spirits is taking place. The house must be divided into 4 to 6 rooms, each with at least one opening or door. On one side of the board there is a main door through which the hunters can enter after the ghost player has secretly written on a piece of paper where each of his models is hiding within the rooms. Whenever a hunter enters a room, the ghost player deploys all of his models within that room, keeping them at least 1 Short away from the hunter if possible. The hunters must make a Fear test every time a ghost is revealed (or enters) in their room and every time a ghost moves through a hunter.

Both parties are built on 300 points. The ghost player must have only models with the Immaterial rule. One of the hunters may have a Magic Weapon. The ghosts are immune to any exorcism (use of the Ban ability) until the hunters find an object (you decide what it is, it could be a lucky charm or a rag doll) which is hidden in the house. To represent the object, the ghost player places six counters (five dummies and a real one) anywhere on the board. After a hunter model has picked up the

object (one action) and moved adjacent to a figure with the Immaterial rule, ghosts lose their immunity to Ban.

Hunters that leave the table or become Insane count as defeated for purposes of this scenario. Ghosts that leave the table or are killed count as defeated. Players score 1 point per 15 points of defeated opponents.

SCENARIO 5: HUMAN CATTLE

In this scenario a band of vampires and a band of werewolves (both built on 400 points from the appropriate lists) try to steal each other's food. Players dice to see who will be the Defender and Attacker. The Defender sets up the terrain. If the terrain is a werewolf den, it will contain one small river or brook that crosses the whole board. The river will be of shallow water and must feature at least a ford or a small bridge, wide enough that two models bases can fit on it.

If the scenario takes place in a vampire hideout, it will contain one grave per vampire in the force, placed by the vampire player as he sees fit.

In both cases, in the center of the board there will be four captive humans kept as food (werewolves keep them in a fence, vampires keep them drugged and bound with chains).

The scenario takes place in the middle of the night with no chance of dawn breaking. The human cattle cannot move unless an active model moves adjacent to it (a single active model can move up to two cattle models). The cattle models cannot be attacked. They are Q5+ C0, and have Short move.

Players score 1 VP per human model carried off board, and 1 VP per 25 points of killed/routed opponents. Models moving off board cannot re-enter.

SCENARIO 6: WOLVES IN THE MIST

This scenario pits a group of werewolf hunters against a pack of werewolves. Both parties must be built on 300 points from the appropriate lists. The werewolf player sets up the terrain, either as a moorland or a forest. In both cases, it is night – dawn will break after the werewolf player has rolled TWO turnovers (use a die beside the play area to keep track of this).
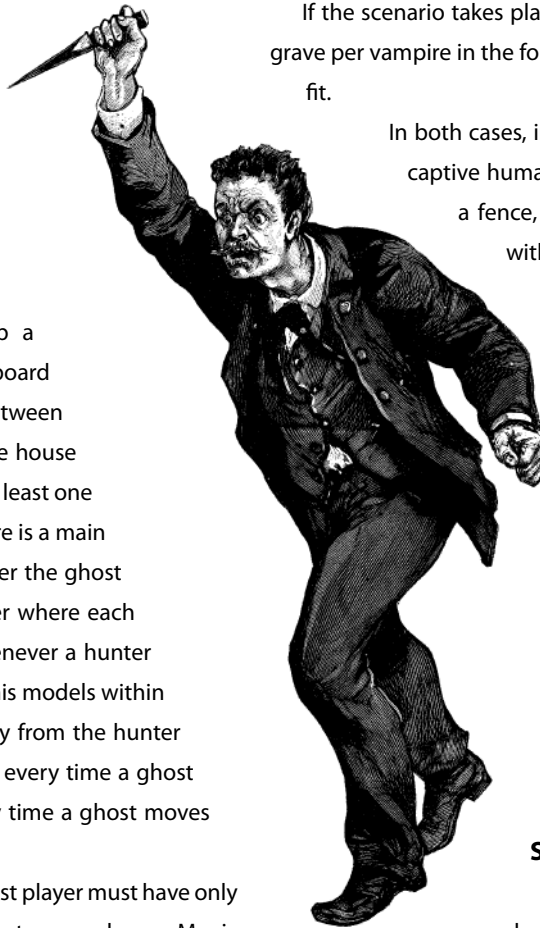
The moorland can contain 2d6 bushes, one Short across, which counts as broken terrain for humans but not for animals or werewolves. If the scenario is played on the moorland, a thick fog covers the battlefield, restricting Line of Sight to one Short. The fog immediately disappears at the break of dawn.

If the werewolf player opts to play in a forest, the fog will be a thinner mist and the line of sight is limited to 1 Long. The player can place as many trees he likes, as long as each tree is more than one Long away from any other tree. Each tree should be big enough to provide cover to at least one character. A model with Stealth adjacent to a tree cannot be attacked in ranged combat until he gives away his position by shooting with a firearm.

The werewolf player receives two markers per model in his band, and places them anywhere on the board. Half of these markers will be dummies and the other half will be his real models (write the name of model or the word "dummy" under each marker).

After the werewolf player has deployed, the Good player deploys within one Medium from the board edge of his choice. All of his models must start within one Short from at least another model in the hunting party.

All markers activate on a 3+. The Leader bonus, if any, cannot be used until the leader (a great werewolf pack leader) reveals his position by howling. The player can reveal the position of a werewolf at any time as a free action, even if the model has not been activated this turn. The player MUST reveal if a marker is a dummy or a real model every time an opponent comes within Line of Sight (one long away because of the mist) UNLESS the marker is adjacent to a tree. The marker's true nature is anyway revealed whenever an opponent comes within one Short of it.

Players score 1 victory point per every 20 points of killed opponents. Models that move off the table count as only half their point value for purposes of calculating victory points, as the goal of the scenario is to kill the opponents and not to send them away.

Variants of this scenario could be set in pulp-style India with white hunters and natives against weretigers, or in Africa against Leopard Men.

CAMPAIGN RULES

Fear and Faith can be played as a single, standalone scenario or as a series of connected scenarios called a campaign. The goal of a campaign is to see your characters improve. To keep track of their progression, we note down the Victory Points gained after each battle and we use them to purchase advances for the whole party or for single characters. These admittedly simplistic rules are suitable for short campaigns of 3-6 games. We will publish campaigns with more detailed rules, on our free webzine Free Hack or as supplements.

VICTORY POINTS GUIDELINES

When you are designing your own scenarios, use the following guidelines for assigning Victory points:

1)   reaching a major objective in a scenario (such as stealing a magical artifact) will be worth 3 to 5 VP;

2)   killing or routing opponents off the table will be worth 1 VP per 25 points of killed/routed opponents (for example, killing a vampire built on 36 points is worth 1 VP). Total all the point values of killed/routed opponents, divide by 25 and round down;

3)   Total all the VP scored by both players. The loser gains 0 VP and the winner gains the difference in VP (for example, if player A totaled 20 VP and player B totaled 8, at the end of the scenario A gains 12 VP and B gains 0).

Of course, not all scenarios will be balanced battles with equal chances of winning. As a general rule, if a player is advantaged in a scenario, gaining VP should be harder. For example, a party who is defending a castle has all the advantages of terrain and would score 1 VP per 35 points of killed/routed opponents.

KILLED MODELS

Models killed in one scenario will be replaced in the next by an identical model unless they are Unique. Unique characters cannot be replaced when they die. This means you have only one count Dracula or Jack the Ripper in a given campaign – once he's killed, he's gone forever. You can replace the model with another creature (or more) from the same roster worth the same number of points.

WOUNDED MODELS

Models whose scores are reduced during the game go back to full efficiency in the next game. The same thing applies to models who were transfixed, fallen etc at the end of the last scenario. This assumes that some time goes by between scenarios.

BUYING NEW MODELS

Players may spend VP to buy new models from the same rosters their party was originally created, or from other rosters with the opponent's agreement. Per every VP spent you get 3 points to purchase new models (for example, spending 15 VP you can purchase a model costing up to 45 points).

INFECTIOUS CURSE

When a good model is knocked down by a zombie, vampire, werewolf or mummy, mark his profile. If he survives the game, the model must make a Quality roll on one die. If he makes the roll, all is good. If he fails, he contracts the curse. On the following scenario, the owning player MUST use the infected model. The first time the model rolls a 1 on any activation roll, he turns into a monster of the same type as the one who passed the curse on him. The transformation is instantaneous. The new monster is controlled by the opponent for the remainder of the campaign. If the new monster is killed, the opponent does NOT get a replacement for it!

Players should agree which creatures have the power to infect humans before the campaign begins. As a default, use this rule for zombies, mummies, werewolves and vampires. A model infected by vampire becomes a minor vampire, a model infected by a werewolf becomes a minor werewolf, and a model infected by a zombie becomes a walking dead or a twitcher (roll a die, on a 1-5 he's a walking dead, on a 6 he's a twitcher).

If a good player with a newly cursed model wins a game, he may burn 10 victory points to stop the curse. A model infected by a zombie will die. A model infected by any other monster will be healed and return to his original form.

Friends will sometimes shoot down a model when it turns into a monster. That's very much in keeping with the horror genre (*"I had to shoot down Alice – she was... turning... into one of THOSE THINGS!"*). The good model who does so may suffer from post-traumatic shock. Make a Fear test to represent this.

☻   *Baron Frankenstein's Tip: For one off games, it could be fun to have a model who has been downed by a monster turn into a monster during the game when he rolls two or three 1s on any activation roll. There are other monsters who might be "instantly infectious", just take inspiration from cheesy cinema: shapeless Blobs, Fungus-men infecting people with their spores, and so on.*

ADVANCES

Players may spend 10 Victory points between games to give the following advances to their parties. Generic Advances can be used by any party, Good advances can be used only by Good parties and Evil advances can be used only by Evil parties.

GENERIC ADVANCES

Combat Masters

You get a +2 bonus to any one Combat die roll. Use once per game. You can buy this advance up to 3 times.

Courageous

Once per game you can re-roll one Morale roll. You must re-roll all three dice and the result of the re-roll is final, even if it is worse. You can buy this advance only once.

Dirty Tricks

Once per game and for the duration of a turn, you can negate the effects of one special ability on a model controlled by the opponent. You can buy this advance only once. You cannot negate the Zombie, Vampire, Werewolf or Immaterial rules.

Like the Back of my Hand

Once per game you can ignore the effect of rough terrain (reduced movement) with a single model.

Retaining the Initiative

Once per game, when you roll two failures while activating a model, play does not pass to the opponent. You decide when, and if, to use this ability. Note that this doesn't prevent any other effect caused by the turnover in the scenario rules (for example, in the scenarios where day breaks or night falls when a player rolls a turnover, these things will still happen). You can buy this advance only once.

Strategical Bonus

You get a +1 on your initial die roll to determine which player is the defender and which is the attacker.

Unpredictable

Once per game, you can switch two models' Quality values before rolling for

their activation. This lasts until the end of your turn and is used for all Quality rolls in that turn, including Morale rolls, and not only for purposes of activation. You can buy this advance only once.

Blitzkrieg

Your models get +1 on their activation roll on the first turn of a game. You can buy this advance only once.

GOOD PARTY ADVANCES

Act of Heroism

Once per game, you can give the Hero rule to one of your models for the duration of one turn. Models already possessing the Hero rule cannot benefit from this. You can purchase this advance multiple times, but you can apply it only once per character per game.

Angelic Help

The player can negate the effect of one spell or re-roll one Fear test once per game.

Break Curse

See Infectious Curse above. Each use of this costs 10 VP.

Perfect Aim

Once per game, one of your models can make a ranged attack ignoring the modifiers for range, cover or for shooting at a Difficult Target. You can purchase this advance multiple times, but you can apply it only once per character per game.

Secret Weapon

Once per game, the good player can declare one of his models to be armed with a single silver bullet, a silver knife, a wooden stake, a single

grenade (if allowed by the period of the campaign), garlic (enough for one use of the Ban Vampires ability) or a vial of holy water. Choose what is your secret weapon at any point of the game during your turn, before rolling for the model's activation. You can purchase this advance multiple times, but you can apply it only once per character per game.

Magic Weapon

One of your character finds a magic hand-to-hand weapon that can affect Immaterial models as though they were physical. Only a Personality model can be given a Magic Weapon and the weapon becomes useless if the model dies.

Unshakable Faith

The player has one die he can use to re-roll a failed die in any Fear Test. The result of the second die is final and cannot be re-rolled. This rule cannot be used in conjunction with other rules that allow a re-roll.

EVIL PARTY ADVANCES

Psychic Vampirism

Every time the opponent's party fails a Fear test, you gain one Victory point.

Blood Demon

Roll a die every time you inflict a gruesome death. On a 5 or 6, a minor vampire appears at a random table edge and joins your party until the end of the scenario. A maximum of one vampire per scenario will appear.

Clouds of Evil

Once per game, you can declare that the sky is suddenly covered by thick clouds. This negates the effects of the sun, if any. The clouds disappear as soon as you roll one or more 1s on any activation roll.

Combat Demon

You may increase the Combat score of one of your models by 1. This modifier is permanent. No model can be assigned this advance more than once.

Corruption

Through magic or mind control, you corrupt one of your opponent's models and bring him to the Dark Side. Write down the name of the model before the game starts without showing it to the opponent. Whenever that model rolls a turn over (two failures on an activation roll), you may reveal your card. The opponent retains the initiative but starting from next turn, the model joins your party! Models with the Hero, Leader or Spiritual Leader rules cannot be Corrupted. The Corrupted model must make a Quality roll on three dice every time he kills a good model. On three failures, he goes back under the good player's control. You can buy this advance only once.

Zombie Horde

Only players running all-zombie forces may take this advance. Every time a model uses a gun or a grenade or a chainsaw roll a die, on a 5 or 6 you can deploy a zombie (use the walking dead profile) on a random board edge. You control the zombie until the end of the game. The zombie counts for victory points purposes. You can purchase this advance up to three times, and you roll one reinforcement die per advance.

Example: If you purchased this advance three times and your opponent fires a gun, you roll 3 dice and for every 5 or 6 you get, you can place one walking dead on a random board edge. The starting board edge of all zombies must be randomized.

☻ *Baron Frankenstein's Tip: In certain scenarios, you might agree with your opponent that zombie have "entry points" on the board. Reinforcements for the zombie player will appear from a randomly determined entry point. Use your imagination or just dig out your zombie-movie DVDs to decide what would be an entry point.*

APPENDIX A

SOME MANUFACTURERS OF HORROR MINIATURES

- www.bluemoonmanufacturing.com
- www.cold-war.co.uk
- www.hasslefreeminiatures.co.uk
- www.monolithdesigns.co.uk
- www.missminiatures.com
- www.westwindproductions.co.uk
- www.wyrd-games.net
- www.wizkidsgames.com
- www.zombiesmith.com
- www.wargamesfactory.com
- www.haunteddimensions.raykeim.com
- www.onemonk.com
- www.worldworksgames.com
- www.zombiesmith.com
- www.wargamesfactory.com
- www.comfychairgames.com
- www.blackcatbases.com
- heresyminiatures.com
- www.megaminis.com
- www.games-workshop.com
- www.recreationalconflict.com
- www.reapermini.com
- www.rafm.com
- www.mirliton.it
- www.copplestonecastings.co.uk
- www.em4miniatures.com
- www.splinteredlightminis.com
- www.whattheminiatures.com
- www.minifigs.com
- www.fantization.com
- www.blackorc.com
- kingzombie.com
- www.eurekaminusa.com
- eurekamin.com.au
- www.brigadegames.com
- www.artizandesigns.com
- www.rebelminis.com
- www.studiominiatures.com
- www.pulpfigures.com

FEAR AND FAITH QUICK REFERENCE SHEETS

Activation procedure

Roll Q or more on 1,2 or 3 dice. Every success= one action.

Two failures = turn over. 1 always fails. 6 always succeeds.

Action costs

1 move = 1 action

1 attack= 1 action

1 power attack or aimed shot= 2 actions

leaving HTH combat= 2 actions

standing up= 1 action

HTH Combat procedure

Adjacent models roll 1d+Combat factor.

HTH Combat modifiers

Fighting multiple enemies:-1 per extra enemy

Mounted vs non-mounted: +1

Big or Huge vs normal: +1

Huge vs Big or normal: +1

Attacking Transfixed or Fallen: +2 with quick kill

Defending obstacle/higher ground: +1

Power attack: -1 on opponent's C (2 actions)

Ambush bonus: +1

RANGED COMBAT PROCEDURE

Shooter and target roll 1d+Combat factor + weapon bonus

Only shooter can affect target

Main Ranged Combat Modifiers

Distance to target = -1 per extra range band

Target Big or Huge= +1

Target is Swarm= -2 unless attack is Spell

Target Transfixed= +2

Target is Acrobat= -1 unless Transfixed

Target is Difficult Target: -1

Target Fallen= -1 unless firer at 1xS or less

Aimed shot= -1 on Target's C (2 actions)

Combat results

Beaten with odd number on die= recoil.

Beaten with even number on die= knocked down

Doubled= killed

Trebled= Gruesome Death

Beaten by Lethal= killed

When to Make Fear Tests

Seen friend die

Killed a friend

Charged by a monster

Results of Failed Fear Test

1 failure= recoil, 2 failures=scared, 3 failures=panic and insanity

Modifiers to Fear Tests

• Monster charging the model is Fearful: -1

• Monster charging the model has an Ambush bonus: -1

• Monster charging the model is Very Fearful: -2

• Monster charging the model has Aura of Terror: -2, any failure causes a roll on the Insanity table

• Model is a Hero: automatically pass one die

• Model is Strongwilled: +1

• Model is Very Strongwilled: +2

• Test caused by Gruesome Death: -1

• Model is within 1 Long of a Spiritual Leader: +1

• Model is on holy ground (e.g. inside a church): +1

When to test Morale

Loss of a Leader or Spiritual Leader

Party reduced to 50%

Morale test procedure

Roll Q+ on 3 dice; 3 successes= model stands

1 failure= 1 fleeing move, 2 failures= 2 fleeing moves,

3 failures = destroyed

Spellcasting Procedure

Roll Q or more on 1,2, or 3 dice. Every success= 1 point of power. Power is used as C in ranged combat.

Spell Ranges

Power 1= Short, Power 2= Medium, Power 3= Long

RANGED WEAPONS TABLE

NAME	B	R	S	W	NOTES
Bow	0	M	Y	Y	Range penalty doubled. Requires two hands. One action to reload.
Crossbow	0	L	Y	Y	Range penalty doubled. Requires two hands. One action to reload.
Antique pistol	1	S	Y	N	Two consecutive actions to reload.
Musket	2	L	Y	N	Two consecutive actions to reload. Requires two hands.
Single chambered rifle	2	L	Y	N	One action to reload. Requires two hands.
Bolt action rifle	2	L	Y	N	Requires two hands.
Semi-automatic rifle	2	L	Y	N	Characters armed with a 'semi' can move and shoot as one action. Requires two hands.
Assault rifle	2	L	N	N	Select Fire. Characters with an assault rifle can move and shoot as one action. Assault rifles can also hit figures within two base widths of the target. Requires two hands.
Pistol	1	S	Y	N	
Machine pistol	1	S	Y	N	Auto Fire.
Sub machine gun	1	M	N	N	Character can move and shoot as one action. Requires two hands. Auto Fire.
Shotgun	2/1	M	Y	N	Bonus is +2 in first two range bands, +1 in third band. Shotguns also hit any characters within a two bases distance of the target. Roll separately for the intended target and for any other model within 2 infantry bases from him. Ignore this if the target is closer than one Short distance. Requires two hands.
Thrown weapon	0	S	Y	Y	Range penalty doubled. This may represent a thrown javelin, knife or a spear, or even objects thrown telekinetically.
Grenade	C4*	M	N	N	See grenade rules. Takes one action to prime and one to throw. Model is armed with ONE grenade.
Sun grenade	C4*	M	N	N	See grenade rules. Takes one action to prime and one to throw. Model is armed with ONE grenade. Lethal versus Vampires, has no effect on non-Vampires.
Holy Water Vial	C3	S	N	N	See grenade rules. Affects only Demons and Vampires
B - *Bonus*; **R** - *Range*; **S** - *Silver*; **W** - *Wood*					
* *Blast*					

Weapons with a Yes on the "Silver" column can be made of silver or loaded with silver bullets or pellets (See Silver Weapon).

Weapons with a "Yes" on the Wood column can be made of wood, in that case they can be used to stake vampires through the heart (see Stakes) but are used at -1 against any non-vampire target.

Muscle or torsion propelled ranged weapons like thrown spears and arrows double the range penalty-- so they are at -2 if firing over 2 range bands and -4 if firing at three range bands.

When a note says that "two consecutive actions" must be used to reload, it means that the two actions must be spent in the same turn. It is not possible to start reloading spending one action in one turn, and then completing the reload spending another action later.

FEAR AND FAITH PARTY RECORD SHEET

- *Player:*

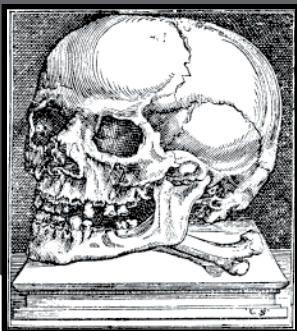- *Personality Points:*

- *Member Points:*

- *Total Points:*

- *Victory Points:*

- *Notes:*

- *Party Advances:*

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules					

Points		Quality		Combat	
Special Rules		None			

Points		Quality		Combat	
Special Rules					