

Rippers & Wars

the Horror



A Savage Worlds
Miniatures
Game

RIPPERS

THE HORROR WAR

A *Showdown* Miniatures Game By
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Inspired by: *Gothic Horror—Vampire Wars™* by West Wind Productions
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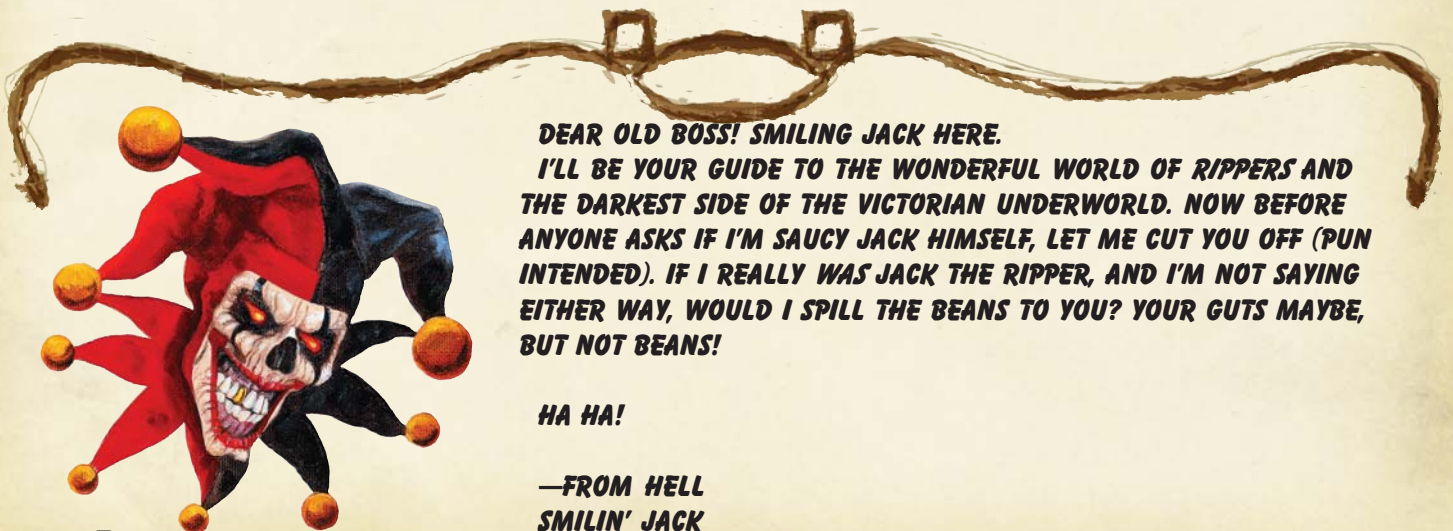


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**DEAR OLD BOSS! SMILING JACK HERE.
I'LL BE YOUR GUIDE TO THE WONDERFUL WORLD OF RIPPERS AND
THE DARKEST SIDE OF THE VICTORIAN UNDERWORLD. NOW BEFORE
ANYONE ASKS IF I'M SAUCY JACK HIMSELF, LET ME CUT YOU OFF (PUN
INTENDED). IF I REALLY WAS JACK THE RIPPER, AND I'M NOT SAYING
EITHER WAY, WOULD I SPILL THE BEANS TO YOU? YOUR GUTS MAYBE,
BUT NOT BEANS!**

HA HA!

**—FROM HELL
SMILIN' JACK**

3 October, 1888

London, England

Jack the Ripper was a hero. At first anyways. . .

When he was but a young man, "Jack" had a chance encounter with a werewolf. Against all odds, he killed the thing with his silver-tipped walking stick. Jack brought its body back to his lab for research, and after many months, began a bizarre experiment.

Jack and his associates grafted its nerve tissue onto the spinal cords of mice, and was amazed to find that the implant not only granted the mice increased agility, but cannibalistic ferocity as well.

Jack believed this incredible discovery would lead to miraculous cures for the world's sick and injured. Of course the only problem was that such creatures were rare, and capturing the things to "rip" their very essence was dangerous work.

Undaunted, Jack recruited those polite society had previously labeled as deranged or insane—those who claimed they hunted monsters!

Some of Jack's first volunteers—and Jack himself—began to test this new "ripping technology" on themselves. The results were amazing. The speed of a vampire, the ferocity of a werewolf, and even the ability to ignore pain as do the creatures of the night were all possible! The scientists who gathered around Jack also augmented their minds and used their new-found intelligence to create fantastic new technology. Dr. Jekyll devised a potion that could make a man instantly stronger! Dr. Griffin discovered the secret of invisibility! And Dr. Frankenstein—dare I say it?—even discovered the secret of creating life itself!

Jack and his companions became almost as gods upon Earth. And the horrors of the world trembled.

But something went wrong. The "Rippers" began to go mad. The blasphemous material they implanted in their own bodies began to taint their hearts and minds. Jack and the others desperately sought a solution. I had come to know these men by now, and had always refused their experiments due to my own religious convictions. Now they came to me for help as one of the few leaders of the Rippers who had not been augmented.

But it was too late. One by one, they began to turn. First Victor, then Jekyll, then Griffin. Then Jack himself went bad, and everything went to hell. . .

From Hell,

Dr. Abraham Van Helsing

CHAPTER I: THE RULES

RIPPERS

Rippers is a skirmish game of supernatural horror, where players lead Victorian-era monster hunters—the Rippers—or the forces of darkness they fight against—the Cabal.

Rippers are mortals, but they are far from helpless prey. Some wield arcane biotechnology “ripped” from the very creatures they hunt. Others invest in the latest technology—incredible devices of steam and steel. A rare few rely on nothing more than their own cunning and courage.

The Rippers are led by veteran monster slayer Dr. Abraham Van Helsing. It was Van Helsing who long ago took the fight to the monsters. He refused to go quietly into the dark night and took up stake and cross to destroy one of the greatest adversaries of the age—Dracula.

Van Helsing’s old bones are now better suited to leading the Rippers than fighting monsters in the field. He and a few allies founded the Rippers to carry on the fight.

And take back the night.

THE CABAL

The forces of darkness—the Cabal—are a loose alliance between the monsters of the world. Once the hunters, they have now become the hunted, and they don’t like it one bit. The Cabal is led by Jack the Ripper, one of the original founders of the Rippers themselves!

Numerous factions have allied themselves with the Cabal, from zombie lords to vampires and werewolves. Some can be reasoned with and made to realize they have common cause. Others can be bullied into fighting for evil. Still others must be bribed, paid, given ancient artifacts, or promised blood and souls.

The upper levels of the Cabal know they are fighting for survival against a deadly foe. The lower ranks—the feral werewolves and mindless zombies—fight for the old reasons—carnage and mayhem. It is a deadly combination. Their goal is nothing less than the complete destruction of the Rippers—and especially the hated Van Helsing.

BIRTH OF THE RIPPERS

The real story of the Rippers begins in 1582 when Doctor John Dee, court astrologer to Queen Elizabeth of England, had a chance encounter with a werewolf, accidentally slaying it with his silver-tipped walking stick. Horrified to see the corpse return to human form yet simultaneously intrigued, Dee brought the body back to his lab for study. Though Dee was content to do nothing more than dissect the werewolf, his research partner, sometime psychic and full-time con artist Edward Kelley, went much, much further. Kelley removed body parts from the werewolf and implanted them into other animals. These animals assumed many of the werewolf's characteristics, gaining strength, speed, and cannibalistic ferocity. Kelley christened his invention *rippen-transferre*, roughly meaning "tear and transfer."

Disgusted, Dee ordered Kelley to stop. But Kelley, charismatic as ever, convinced Dee that this discovery could provide them the money they needed to fund their research into angelic magic, which was Dee's primary field of interest.

Originally, the pair planned to sell their secrets to the Queen, giving England the ability to create "super soldiers." Queen Elizabeth found the whole idea repulsive, and dismissed the idea out of hand.

THE ROSICRUCIANS

Rather than take their discovery to another monarch, Dee vowed to use his knowledge for the betterment of mankind. He went out and recruited like-minded individuals and organized them into a secret organization of wizards, alchemists, and astrologers. He named the organization "The Brotherhood of the Rosy Cross" to remind its members of their dedication to both peace (represented by the rose) and faith (represented by the cross).

Angered by what he viewed as weakness in Dee, Kelley abandoned the Rosicrucians, and later died under "mysterious circumstances."

Once Kelly passed on, Dee assumed full-time leadership of the Rosicrucian Brotherhood, and eventually discovered how to use *rippen-transferre* to extend his lifespan. He eventually faked his own death, and started going by the pseudonym "Dr. Jack." Over the years, he tried to move the Rosicrucians away from the study of magic and concentrate more on what he saw as the "scientific" discipline of *rippen-transferre*.

CLASSMATES FROM HELL

Jack brought a number of young scientists and wizards under his wing during this time. The list includes Doctors Victor Frankenstein, Henry Jekyll, Moreau, Griffin, and Abraham Van Helsing. All of these individuals, except for Van Helsing, eventually used *rippen-transferre*, now renamed "ripping technologie," to create frightening abominations.

Victor Frankenstein created an artificial life form from a combination of dead bodies and animal parts, and the creature ended up a serial killer. Dr. Henry Jekyll attempted to purge the evil from his body, but succeeded only in transforming himself into the sinister Mr. Hyde. Dr. Moreau became intrigued by the possibilities of plastic surgery, and mutilated normal animals into half-human hybrids who worshipped him as a god. Dr. Griffin discovered a method of using the luminiferous aether to achieve true invisibility, and used it for nothing more than common crime. Fortunately, Dr. Van Helsing seemed more interested in the theoretical underpinnings of "Rippertech"—as it has come to be called—than its practical applications, and managed to retain his ethical compass.

PSYCHOSIS

At this point, Van Helsing became convinced that Kelley's invention led toward inevitable corruption. Since science was a morally neutral pursuit, he argued, mixing it with magic seemed to degrade the ethical discipline necessary to prevent practitioners of magic from sliding down a path toward evil. He called this inevitable moral decay "ripping psychosis" and compared its effects to those of a serious mental disorder.

Convinced by Van Helsing's theories, Dr. Jack broke away from the Rosicrucians, leaving them to study magic without his intervention. However, he and Van Helsing created a new organization dedicated to exterminating the monsters brought forth by his former students. They named this new secret society, "the Rippers."

The Rippers first true challenge came in 1876, when Van Helsing and a team of amateur vampire slayers attempted to defeat the notorious Count Dracula. Dr. Helsing destroyed Erzsebet Bathory and Dracula's other concubines, while Dracula himself was nearly undone by Jonathan Harker and the American Quincy Morris. Unfortunately, the vampire had already performed ancient rituals to make him immune to decapitation and the destruction of his heart, just

as he could perform rituals rendering him invulnerable to the destructive powers of sunlight. Dracula transformed himself into a cloudy vapor, and his would-be slayers foolishly believed him destroyed.

JACK THE RIPPER

With Van Helsing doubting his own competence, he allowed Dr. Jack to assume a more active role in the organization. Jack did so, and urged the group to make use of Rippertech to give them an "edge" against the creations of Frankenstein and the other evil scientists. He assured them that by avoiding the use of magic, the dangers of Rippertech could be dramatically reduced. To prove his point, he had numerous implants installed, none of which seemed to harm him in the least.

In truth, these implants dramatically destabilized an already unstable mind, and sent him over the edge from being merely manipulative to completely psychotic. Worse yet, Jack started suffering from organ failure as the implants conflicted with each other and threatened to shut down his entire body. Somehow, he managed to keep all of this hidden

from the Rippers for years. Eventually though, he needed to obtain fresh body parts to replace his implants.

When a rampaging succubus presented an opportunity to go to London and mingle with prostitutes appeared, Dr. Jack jumped at the opportunity and slipped away from the Ripper's control. Once in London, he began killing "soiled doves" with abandon, then salvaged their body parts to replace his own failing internal organs.

It was Van Helsing who unraveled this mystery, but he could not reveal Jack's identity without exposing the whole organization. This price was too high to pay, for without the Rippers the many evils of the world would reign free. So the aging doctor put strict safeguards in place to prevent the overuse of Rippertech, then assigned his best agents to hunt down Jack the Ripper. As yet, none of these agents have proven successful, and many of them have simply vanished.

Jack himself, in league with Dracula and other rogue agents such as Dr. Moreau and Dr. Jekyll, continue to experiment.

And murder.



GETTING STARTED

Now you know the origin of the “Horror War” and who the major players are. It’s time to strap on your Ripper Claws, drink a little vampire blood, and head out into the night. The Cabal is waiting for you.

Here’s what you need to start playing *Rippers*.

A FRIEND OR THREE

Rippers is a game for 2 or more players. Each side—the Rippers and the Cabal—has a certain number of points with which to recruit their forces. If there are more than two players, simply form teams.

DICE

Rippers uses all 6 of the traditional gaming dice: 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and occasionally 20-sided dice. All these dice are available from your local gaming store or online directly from Great White Games. The dice are abbreviated as d4, d6, d8, d10, d12, and d20. If you see a notation like 2d6, it means roll 2 six-sided dice and add them up. If you see a notation like 2d6+1, it means roll 2 six-sided dice, add them together, and add 1 to the total. Each player needs one set of dice, though extra sets make rolling multiple dice easier.

PLAYING DECK

Rippers uses one standard deck of 54 playing cards with both Jokers left in. All units, both good and evil, are dealt from this one deck, and it is shuffled after every game turn. The cards are used to determine which unit’s turn it is. You’ll even find an official set of *Savage Worlds* oversized cards wherever you found this book!

UNIT CARDS

Every character or creature available in the game must be recorded on “Unit Cards.” Blank cards are found on page 80 and on our website at www.greatwhitegames.com. You’ll also find premade Unit Cards there.

Unit cards show which units you’ve recruited and how many of them are present. Once you’ve picked your forces and recorded them on Unit Cards, place the cards along your edge of the table. Besides being a handy reference, deal your army’s Action Cards for initiative directly onto each Unit Card.

FIGURES

Figures are essential for running *Rippers* games. We’ve made purchasing your miniatures easy by grouping them in boxed sets that are purchased as “warbands.” Check our website for information on purchasing individual blister packs as well.

GAME SURFACE AND SCENERY

The battle takes place on a terrain board, battle map, or a simple table-top. (Covering it in green cloth adds a lot to the atmosphere.)

You can purchase scenery for your game where you found this book, at stores that carry model railroading supplies, or online (search for gaming terrain).

Several companies make paper scenery you can download, print, and build as well.

THE SHOWDOWN RULES

Rippers uses a streamlined version of the *Savage Worlds* roleplaying game rules called *Showdown*. These rules are included in the next chapter. They’re quick, simple, and best of all are completely compatible with our other games such as *Dragon Kings* and *Deadlands*.

YOUR FORCES

Units are already created for you, and can be found on pages 50 through 70 of this book. One side chooses from the various Ripper factions, while the other chooses from the Cabal.

You can purchase any mix of troops you want, though you must have at least one Wild Card to serve as your army’s leader.

A good-size starting force is about 1000 points. Once you’ve played a few times, you can easily double or triple that number.

THAT’S IT!

That’s the basics. Now let’s get you going on the game itself. Don’t worry—the rules are short and sweet, so don’t be intimidated. There are really only about 8 pages of core rules. The rest of the booklet contains advanced rules for things like magic, then goes right into descriptions of the stout-hearted heroes or nefarious villains under your command!

TABLETOP RULES

Once you've built your force, you need to know how to actually play the game. Don't sweat it—the *Showdown* rules couldn't be simpler.

TURN SEQUENCE

Grab a deck of standard playing cards (make sure to leave both Jokers in!) and place one on every Unit Card on the table. You only need one deck for everyone unless you have more than 54 units on the table. Make sure you shuffle the deck after every turn.

Now count down from the Joker, then the Ace, and all the way down to the Two. When a unit's card comes up, that's when it gets to act. Ties are reserved in suit order—Spades, Hearts, Diamonds, then Clubs.

Joker: A unit with a Joker can go whenever it wants—even automatically interrupting another unit if it wants (roll Agility between two Jokers). Better still, it adds +2 to its trait and damage rolls this turn!

One more thing. When a Joker is drawn, a random event, stroke of good luck, or other weird happening occurs. Each player who drew a Joker rolls on the Fortune table on page 9 and applies the result. Note that two of the results on the Fortune & Calamity Table are Freak Events. You'll find a list of such occurrences in Appendix II, and you can create your own as well!

Hold: A unit may choose to wait and see what happens by taking a Hold action. Flip its card face-down to show its status. It may then go later in the round, and can take its action normally. A Held action lasts until it's used. If a unit has a Held card when a new round starts, it's not dealt in.

Units must go on Hold together. You can't have some of the figures in a unit stay on Hold while the rest take other actions.

Interrupting Actions: If a unit on Hold wants to interrupt an action, it and the opposing unit make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

UNIT ACTIONS

So what can units do each turn? The simple answer is move and make an attack of some sort (close combat or ranged). Some might cast spells or use a special ability as well.

We'll cover these in more detail right after we explain to you the basics of making trait tests and damage rolls.

COHESION

Figures within a unit must be within 5" of any one other figure in their unit. This is important because it keeps units organized so you know which troops have acted and which haven't. Should a figure ever get separated from its companions for some reason, it must use its full movement each round to get back in cohesion (the character doesn't have to run, however).

Shaken Figures (see below): It often happens that some figures in a unit are Shaken while others aren't. When this occurs, those who aren't Shaken may act normally. Those who are Shaken must try to keep up as best they can (moving half their Pace toward the rest of the unit).

TRAIT TESTS

Every character or creature is made up of traits—attributes and skills that define his particular abilities. Each trait is rated from a d4 to a d12, with a d6 being the human average.

When you want a figure to do something, such as attack, you simply roll that die. If it's equal to or greater than 4 (the standard Target Number, or TN), plus or minus any modifiers, you're successful. (Attacking with the Fighting skill uses the defender's Parry instead.)

Untrained: If a figure doesn't have a skill for an action it's attempting, roll 1d4 and subtract 2 from the total. Some skills can never be used untrained, such as casting a spell. Use this when a model that doesn't have Riding hops on a horse, tries to swim without the Swimming skill, and so on.

Animal Intelligence: Some creatures have an (A) after their Smarts score, like this: d6(A). That means the creature is of "animal intelligence." It may be crafty and cunning, but still doesn't have the mental faculties of a normal human. It can't read books or carry out complex instructions.

The effects of animal intelligence often come up in scenarios in events. Animals can't normally serve as Guardians to the Innocent, for example (see Appendix III). Nor can they search for treasure, use artifacts, or transport items around the battlefield.

MULTIPLE ACTIONS

Figures may perform multiple actions such as running and Fighting, attacking with a weapon in each hand, and so on. A weapon can't be fired over its rate of fire in a round, however, and characters may not make more than one Fighting attack with the same weapon in a round. A figure could make a Fighting and a Shooting attack if he had a gun in one hand and a knife in the other, and could even issue a Taunt at the same time if he had that ability. He could only make two Fighting attacks if he had a knife in each hand, however.

Each additional action attempted in a round subtracts 2 from all the figure's rolls. If an adventurer wants to fire a gun with one hand and slice at an adjacent foe with a knife in his other hand, for instance, he subtracts 2 from both rolls. If he also wanted to Taunt someone at the same time, he subtracts 4 from all three rolls.

Wild Cards get their Wild Die on each action as usual (see below).

ACES

Trait tests and damage rolls in *Savage Worlds* are "open-ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

OPPOSED ROLLS

Sometimes rolls are "opposed" by an opponent. If a Royal Mummy targets a foe with a resisted spell, for example, the mummy makes a Spellcasting roll and the target rolls its Spirit.

The acting character gets his trait total first, followed by whoever is opposing him. The highest total wins. The winner of an opposed roll must still get a normal success (4 or better) to succeed.

RAISES

Sometimes it's important to know *how* successful a trait test is. Every 4 points over the TN is called a "raise." For most things, you only need to figure out if there is a single raise or not. Only when figuring damage against Wild Cards (see below) will you need to count multiple raises.

FORTUNE & CALAMITY

Fortune represents minor but important events that happen to your forces in the field. They cause something good to happen to your side, or something bad to happen to your foe.

2 Freak Event! Roll on the Freak Event Table in Appendix II.

3 Twist of Fate: Take a benny from your opponent. If he does not have one, he must immediately remove any one figure from play.

4 The Quick and the Dead: Swap one of your opponent's cards for any one of yours.

5 Rally: Pick any one unit on the board with Shaken figures. All those figures recover automatically.

6-8 Hand of Fate: Gain one extra benny.

9 Close Call: Any one of your opponent's units stumbles, becomes confused, or is otherwise disrupted. All its members suffer -2 to their trait rolls this round.

10 Teamwork: Pick any one other friendly unit within 12" of this one. Discard its Action Card. It acts on the Joker along with this unit, and gains the usual bonuses as well.

11 Out of Ammo: Pick any one enemy unit. It's out of ammo or Power Points (your choice). If this result cannot be applied, you gain a benny instead.

12 Freak Event! Roll on the Freak Event Table in Appendix II.

WILD CARDS

Heroes (player characters), and unique villains and monsters are collectively called "Wild Cards". These beings have a better chance at trait tests, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys.

Wild Cards are noted with the picture of Smiling Jack by their name, like this:



JOHANN VAN HELSING

THE WILD DIE

When making any sort of trait test, Wild Cards roll an extra d6 and take the best of their normal trait die or their "Wild Die." Aces apply to Wild Dice as well.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing full-auto, they roll only one Wild Die. A monster hunter who fires three bursts from a Gatling pistol, for instance, rolls three Shooting dice and one Wild Die. The Wild Die can replace any of the three Shooting Dice if he chooses.

BENNIES

Each side starts the game with three "bennies," gaming stones or other tokens that signify a little bit of good luck or fate. Each Wild Card also gets two bennies you may use only for that hero. A Wild Card with Luck gets an extra benny, and Great Luck grants two.

Bennies can be used to reroll any trait test. You can even keep spending them until you get the result you want or you run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies cannot be spent on ranged damage rolls, rolls on tables, or anything besides trait rolls (but see the Soak rules).

Sharing Bennies: Miniatures games are often more fun with lots of players, and *Rippers* is no exception. If you have two players on each side, each person gets one of the "common bennies" and dices for the extra. With three players, each person gets one benny. With four or more players per side, everyone should roll a d20. The three highest rollers get the common bennies.

In any event, Wild Cards always retain their personal bennies.

UNIT CARDS

Blank Unit Cards are included on page 80 for you to fill out. We also have pre-made full-color Unit Cards for all the units in this book on our website as well!

Name: The unit's name. If the name is followed by a number, there are that many figures in the unit. If it says Hero or Villain, it's a single Wild Card character.

Traits: Every character or creature is made up of traits rated from a d4 to a d12, with a d6 being average. The first line lists the unit's Agility, Smarts, Spirit, Strength, and Vigor. The second line lists the skills relevant to this game. (In the roleplaying version of *Savage Worlds*, characters have many more skills.)

Secondary Statistics: Each unit also has several derived traits. Specifically, these are:

Pace: How many inches the unit may move in a turn without penalty. Humans may also run an extra d6 inches, though this subtracts 2 from other actions that round.

Parry: The number needed to hit the unit in hand-to-hand combat (using Fighting).

Toughness: The unit's total Toughness, including Armor and other bonuses.

Gear: This line lists the figure's armor, weapons, and any other gear carried.

Abilities: Some units have special abilities that allow them to do special things. These are explained under Abilities in Appendix III. Any Abilities that alter the unit's statistics have already been figured in for you, but are listed here anyway for completeness.

Cost: In the bottom right is the unit's cost. If Smiling Jack is there, it means he's a Wild Card as well.

SLAYER (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d8

Pace: 6; **Parry:** 8; **Toughness:** 7

Gear: Leather Armor (+1), Ripper claws (Str+3; Parry +1); mini-crossbow.

Abilities: Block, Combat Reflexes, Quick.



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COMBAT

The heart of any good skirmish game is combat! Let's get right to it.

MOVEMENT

Characters, creatures, and vehicles all have a statistic called "Pace." This is how many inches they can move in a single turn. Most humans have a Pace of 6".

Difficult Ground: Count every inch moved as 2" in rough terrain such as shallow water or steep hills. You and your friends should decide what counts as difficult ground given your particular table and terrain.

Running: Figures may also run. This gives them an additional 1d6" of movement (if human) but inflicts a -2 penalty to any trait tests performed that round. Roll a single die for units with multiple figures.

CLOSE COMBAT ATTACKS

A figure may make one hand attack per round using his Fighting skill. The TN to hit is equal to the opponent's Parry.

Withdrawing From Close Combat: Whenever an adjacent foe moves away from an opponent, all adjacent opponents get an immediate free attack (but only one—no extra attacks for Frenzy or foes with two weapons).

RANGED ATTACKS

The Shooting skill covers everything from pistols to crossbows. You'll notice ranged weapons have a set of numbers under "Range." This is their Short, Medium, and Long range brackets, in inches. Hitting a target at Short range is a standard Shooting roll. Shooting a target at Medium range subtracts 2 from this roll, and Long range subtracts 4.

Cover: Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush or a split rail fence), and -4 if the defender has substantial cover (at least 2/3rds cover behind something substantial like a wall or a wagon).

DAMAGE

After a successful hit, the attacker rolls damage. Ranged weapons do fixed damage. Hand weapons do the attacker's Strength plus a

bonus depending on the weapon. A broad sword, for instance, is Str+3. In the hands of someone with a d12+2 Strength, the weapon would cause d12+5 damage.

Note that melee attacks are actually Strength rolls, so Wild Cards get their Wild Die and may spend bennies on them. Ranged attacks are not trait rolls, however, so bennies may not be spent.

After hitting, your damage is compared to the opponent's Toughness. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no visible game effect. If the damage is equal to or higher than the victim's Toughness, he's Shaken (see below). Place the figure on its back or mark it with a red gaming stone to show its status.

A raise on the damage roll means the victim is wounded. Non-Wild Cards are simply taken off the table—they're injured badly enough to quit the fight, and may even be dead.

Damage is calculated one strike at a time. If a frenzied Werewolf with two attacks hits a figure twice and both hits cause a Shaken result (see below), the figure is wounded (and removed from play if not a Wild Card).

BONUS DAMAGE

Well-placed attacks are more likely to hit vital areas, and so do more damage. An attack that hits with a raise grants the attacker an extra d6 when rolling damage. A character with a damage value of Str+1 and a Strength of d6, for instance, rolls 2d6+1 if he hit with a raise.

A Wild Card still gets his Wild Die on Strength-based damage rolls. It's easiest if you make the Strength roll first, then roll the extra d6 (which can also Ace)!

SHAKEN

Shaken characters are rattled and temporarily rendered ineffective. Figures can become Shaken by tests of will results, fear, and most commonly, damage.

Shaken characters may only move half their Pace and can perform no other actions (including running).

If a Shaken character is Shaken again by a damaging attack (not by a Test of Wills, fear, suppression, or similar non-damaging effect), he suffers a wound instead.

A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. Failure means he remains Shaken (though he may move half his Pace as

stated above). With a success, the recovery check consumes the action but the figure can remove his Shaken counter. With a raise, the character recovers instantly and may act normally.

WILD CARDS AND WOUNDS

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. The hero is automatically Shaken whenever he suffers a wound and incurs a -1 penalty per wound to all further trait tests. A hero with 2 wounds, for example, suffers a -2 penalty to all trait tests.

Wild Cards can take 3 wounds before they're removed from play. Remove the character when he takes his 4th or greater wound.

THE SOAK ROLL

A player can spend a benny to automatically eliminate a Shaken condition for any of his figures. If the benny is spent immediately after taking one or more wounds from a single attack, you may make a Vigor roll as well. A success and each raise on the roll reduces the number of wounds suffered from that attack by 1. Wild Cards left with any wounds from the attack are still Shaken as usual.

A figure may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a figure can't make another soak roll to eliminate the other two wounds. The character *could* spend a second benny to reroll the Vigor roll as usual, however. This also means that if a figure should suffer multiple hits on the same action card, the player needs to spend bennies and make soak rolls after each result—before the next one is resolved.

Example: *Johann Van Helsing has been savaged by the bite of a Vampire Lord that causes 12 points of damage. Johann's Toughness is 7, so that's a wound and he's Shaken.*

Johann's player knows the danger of being rattled while in mortal combat with the undead, so he spends a benny and Johann makes a Vigor roll. His roll is a horrible 2, which does nothing. Johann spends a benny to re-roll his Vigor check. This time it's a 7. That cancels a wound, and since no wounds remain, gets rid of his Shaken status as well.

MORALE

Whenever a unit suffers 25% casualties in one action segment (one initiative card), it must make a Spirit check. This is a "group roll" (roll a single Spirit die plus a Wild Die) as long as there are at least two members of the unit left.

Subtract 2 from the total if the group is at half strength, and 4 if they are at one-quarter strength or less. With a success, the unit fights on. If the roll is failed, every member of the unit is Shaken.

This is a great way to stop a "charge" if your unit is on Hold.

Fear: Creatures that cause Fear cause units to make morale checks whenever the feared creature moves into contact. This is a group roll—the whole unit either suffers from Fear or it doesn't. If failed, the troops are Shaken *before* the creature makes its attack, making them much more susceptible to wounding.

If a unit wants to enter melee combat with a creature that causes Fear, they must first make a group Guts roll. They don't become Shaken should they fail, however, they simply refuse to enter melee and lose their action for the round. Figures may fire ranged weapons at Feared creatures without making Spirit checks.

END GAME

Unless the scenario says otherwise, one player rolls a d10 after the 6th turn (each turn is one countdown from the Ace to the Deuce). On a 10, the battle is over. On the next turn, the game ends on a roll of 9 or 10, and so on. A roll of 1 means the battle continues for another turn regardless of the current count. This ensures no one knows exactly when the game will end so they won't throw their troops away in unrealistic ways because they know the game is about to end.

VICTORY!

Victory Points are counted by kills unless the scenario says otherwise. If a group of 5 figures costs 150 points, each of its members is worth 30 "Bounty Points."

COMBAT OPTIONS

Below are a number of additional rules for combat. Note that many of the maneuvers found in the *Savage Worlds* roleplaying game are not included in this version because they produce subjective effects that aren't appropriate for miniatures games.

AREA EFFECT ATTACKS

Grenades, spell effects, and other attacks that cover a large area are "area effect attacks." The three most common size attacks have been made into Small, Medium, and Large Burst Templates (found on the GWG website for download in full color).

To attack with an area effect weapon, the player places the template on the table within range of his figure's weapon and makes a Shooting or Throwing roll for the attacker. If the roll is successful, the blast is centered where desired. Everything touched by the template is affected—even if it's just the unit's base.

Failure means the blast deviates. Just how far depends on whether it was thrown or launched, and what range bracket the target was in (Short, Medium, or Long). Roll 1d6" for thrown weapons (such as grenades) and 1d10" for fired projectiles. Multiply by 1 for Short range, 2 for Medium, and 3 for Long. Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target (this keeps the template from going behind the figure).

Targets who are prone or behind cover still get some protection from area-effect attacks. In these cases, the modifier they would normally receive against ranged attacks acts as that many points of Armor instead. A character in major cover, like a foxhole for example, negates four points of damage from a blast if he's caught within it.

AUTOMATIC FIRE

Weapons with a RoF (Rate of Fire) higher than 1 allow you to roll multiple Shooting dice at once. You can even split your dice among multiple targets if you want. These represent several "bursts" of full-auto fire. (Wild Cards roll their Shooting dice plus one Wild Die.)

Fully automatic fire is less accurate than usual, however. The firer subtracts 2 from his Shooting dice when firing more than one shot.



CALLED SHOTS

Use the following modifiers and effects when characters wish to target specific locations:

Limb (-2): An attack to a limb causes no additional damage but may ignore armor if none is worn there.

Head or Vitals (-4): The attacker gains +4 damage from a successful attack to these critical areas. The target must actually have vital areas, and the attacker must know where they are to gain this advantage.

DEFEND

If a character's only regular action is to defend, his Parry is increased by +2 until his next action. The defender may move normally while performing this maneuver, but no running or other actions are allowed.

FIRING INTO MELEE

Figures *can* fire into ongoing melees, but at significant risk. See the **Innocent Bystander** rules below for more information.

GANGING UP

Each additional adjacent attacker in a melee adds +1 to all the attackers' Fighting rolls, up to a maximum of +4 (regardless of the position or size of the defender).

If a group of four wolves attack a vampire slayer, for example, each adds +3 to their Fighting rolls. This is a great way for "mooks" to take down more powerful opponents.

INNOCENT BYSTANDERS

Each miss that comes up a 1 on the Shooting die indicates a random adjacent character (base-to-base contact with the target) was hit. If the attacker was firing on full-auto or a shotgun, a roll of 1 or 2 hits the bystander. Roll damage normally.

Horses and other mounts may be hit in this way as well.

INTIMIDATE

A character with the Intimidation skill may Intimidate a foe within 8" by making an opposed Intimidate vs. Spirit test. Success give the attacker +2 to his next action against that target. A raise means the foe is Shaken.

PRONE

Figures can go prone for free. Standing up again costs 2" of movement. Prone targets always gain -2 Cover, though attackers within 3" ignore the modifier.

A prone defender who is attacked in melee may automatically rise to defend himself if he desires. If he chooses to remain prone (or can't rise for some reason), his Parry is reduced by 2, and he must subtract 2 from his Fighting rolls.

RANGED WEAPONS IN CLOSE COMBAT

No ranged weapon larger than a pistol may be fired in close combat (though larger weapons may be used as clubs). Pistols can be fired in close combat, but since the defender is actively fighting back, the TN for the Shooting roll is his Parry rather than the standard ranged TN of 4.

SUPPRESSIVE FIRE

Fully automatic weapons can "spray" an area with lead in hopes of killing or suppressing a larger number of victims.

The attacker places the Medium Burst

Template on the battlefield and makes a single Shooting roll (regardless of the weapon's rate of fire). Include the standard modifiers for range, the full-auto penalty, and any other miscellaneous factors, but ignore the target's modifiers if any (such as being prone or in cover). If the attack misses, the spray is off-target and has no effect.

If the attack is successful, all targets within the area make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those who roll a 1 on their Spirit die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

TAUNT

A character may Taunt a foe within 8" by making an opposed Taunt vs. Smarts test. Success give the taunter +2 to his next action against that target. A raise means the foe is Shaken.

TOUCH ATTACK

A character who simply wants to touch a foe (usually to deliver a magical effect of some kind) may add +2 to his Fighting roll.

TWO WEAPONS

Figures may attack with weapons in both hands if desired. This inflicts a -2 penalty to each attack. Unless the figure is Ambidextrous, subtract another 2 points from the off-handed attack.

UNSTABLE PLATFORM

A character attempting to fire a ranged attack from the back of a horse, moving vehicle, or other "unstable platform" suffers -2 to his Shooting roll.

WILD ATTACK

Figures may perform wild attacks that add +2 to their Fighting attack and resulting damage rolls, but their Parry is reduced by 2 until their next action (mark this with a white gaming stone or other marker).

MAGIC

In the *Savage Worlds* system, all spell-like effects, whether they be spells, psychic powers, miracles, or the products of weird science, are referred to as Powers.

Character with the ability to cast spells, call for miracles, or other arcane powers have an "arcane skill," such as Faith, Spellcasting, or Mad Science (defined in their description). This is the trait rolled to use their power. These characters also have "Power Points," which is the reserve of arcane energy they have to use their magic or miracles. Power Points should be marked on the figure's Unit Card with beads or other tokens to show their remaining pool for all to see.

Each power has the following statistics:

Cost: This is the number of Power Points it costs to use the power. Some powers allow the character to pay additional points for additional effects. This is always determined—and paid for—before the dice are rolled.

Range: The maximum distance the target of the power can be from the user, in inches. A Range of Smarts, for example, means 10" for a character with a Smarts of d10. If a power lists three ranges, such as 12/24/48, these are read just like missile weapon ranges, and subtract the standard penalties for each range bracket (0/-2/-4). The arcane skill roll acts as both his "casting" and attack total for these type powers. A range of "Touch" means the character must touch the target of the Spell with a successful Fighting roll. Touch attacks are made at +2 as they are easier than striking a "damaging" blow.

Duration: How long the power lasts in rounds. A power with a Duration of 1 lasts until the end of the current round. A duration of 2 means the end of the next round, and so on.

If the Duration of a power has a second entry, such as 3/1r, it means the power has a duration of 3 rounds and may then be maintained for one additional Power Point per round. Each power maintained subtracts 1 from future uses of the arcane skill.

Trappings: Sometimes a figure's Arcane Background contains short "trappings" in parentheses after the power's name. A priest's *bolt* power, for example, is a stream of searing holy light. These are simply for flavor and have no actual effect on game play.

USING POWERS

As an action, a spellcaster may use a single power by declaring the power he's using, spending the desired number of Power Points, and making an arcane skill roll. If the roll is failed, there's no effect (but the Power Points are still lost). If successful, consult the particular power to determine the results.

Disruption: A character who is actively maintaining a power may be disrupted if he suffers damage. To maintain concentration for all of his powers, the hero makes an opposed arcane skill roll versus the damage he suffered. If he wins, he maintains all of his spells. If he fails, he instantly drops all of his powers after the attack that caused the disruption is resolved. A character who is Shaken by non-damaging means (such as a Test of Wills) must make a simple Smarts roll to maintain his powers.

EXAMPLE

Here's what the Arcane Background Ability of a Royal Mummy looks like:

- **Arcane Background:** *Barrier (sand), bolt (stream of scarab beetles), deflection (swirling sand), fear (unearthly cry), obscurement (sandstorm).* (30 Power Points)

The mummy has the powers *barrier, bolt, deflection, fear,* and *obscurement*. He has 30 Power Points with which to cast his spells.

In the Royal Mummy's **Skill** section is the arcane skill he uses to cast his spells—in this case Spellcasting. He has a d8 in this skill, and being a Wild Card, rolls a d8 and a Wild Die (a d6) when using one of his powers. He uses the highest of the two.

The text after each power describes how the power manifests when cast. These are called "trappings." Trappings have no game effect, but are included to help set the tone of the game. The Royal Mummy's *bolt*, for example, isn't a fireball or arrow of light as you might find in a typical "elves and dwarves" fantasy game. Instead, it's a rushing wave of biting scarab beetles. Under no circumstances should this affect the power—an explorer standing in water or surrounded by fire can still be targeted by the bolt.

POWERS

ARMOR

Cost: 2; **Range:** Touch; **Duration:** 3/1r

Armor creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target *Armor*. Success grants the recipient 2 points of *Armor*, a raise grants 4 points of *Armor*.

BARRIER

Cost: 1/ 3" section; **Range:** Smarts; **Duration:** 3 (1/3" section/round)

Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent. Regardless of what the *barrier* is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10.

Every Power Point creates a 1" wide section of wall. The wall varies in thickness depending on what it's made from, but is usually as thin as a brick wall. The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it crumbles to dust and is removed.

Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual). Raises on the attack roll do not grant bonus damage.

Opponents may climb the barrier by sacrificing 4" of movement. Fire versions of the *barrier* do not block movement but cause 2d4 damage to figures that move through it.

BLAST

Cost: 2; **Range:** 24/48/96; **Duration:** Instant

Blast is an area effect power the size of a Medium Burst Template. The character first picks where he wants to center the *blast*, then makes an arcane skill roll. Normal ranged attack modifiers apply.

If the roll is failed, the *blast* deviates as a launched projectile (see Area Effect attacks). Targets within the *blast* suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage.

Additional Effects: For double the Power Points, the blast does 3d6 damage or is the size of a Large Burst Template. For triple the points, it does both.

BOLT

Cost: 1-6; **Range:** 12/24/48; **Dur:** Instant

Bolt is the standard attack power of spellcasters, and can also be used for bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

Additional Bolts: The character may cast up to 3 *bolts* by spending a like amount of Power Points. This must be decided before the power is cast. The *bolts* may be spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties.

Additional Damage: The character may also increase the damage to 3d6 by doubling the Power Point cost per *bolt*. This may be combined with the additional bolts, so firing 3 *bolts* of 3d6 damage costs 6 Power Points.

BOOST/LOWER TRAIT

Cost: 2; **Range:** Smarts; **Dur:** 3/1r

This power allows a character to increase any of a target's traits by one die type for a standard success, and two with a raise. Each step over d12 adds +1 to his trait total. The power can also be used to lower an opponent's trait. This is an opposed roll against the victim's Spirit. Success lowers any trait of the caster's choice one step, a raise lowers it two steps. A trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

If Fighting or Vigor are raised, the figure's Parry or Toughness must be refigured. Round down if figuring stats like d12+3 (which is a result of 7).

DEFLECTION

Cost: 2; **Range:** Touch; **Dur:** 3/1r

Deflection misdirects incoming attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This acts as *Armor* against area effect weapons as well.

DISPEL

Cost: 3; **Range:** Smarts; **Dur:** Instant

Dispel negates other powers already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual. In either case, *dispelling* the

opponent's power is an opposed roll of arcane skills. The *dispelling* character suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc.)

FEAR

Cost: 2; **Range:** Smarts x 2; **Duration:** Instant

Fear causes overwhelming dread and horror in an area the size of a Large Burst Template. Every creature beneath the template must make a Spirit check, or a Spirit check at -2 if the caster got a raise on his casting roll. Failure means those beneath the template are Shaken and immediately run away from the caster 1d6".

HEALING

Cost: 3; **Range:** Touch; **Duration:** Permanent

Healing brings a non-Wild Card back to action if rendered within one round of suffering a wound. For Wild Cards, each use of the *heal* spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

PUPPET

Cost: 3; **Range:** Smarts; **Dur:** 3/1r

Puppet allows a spellcaster to take complete control of a target figure. The figure must be a living creature of normal intelligence (not animal). This is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. After each attack against a friendly target, the victim gets a new opposed Spirit roll to break free and end the spell.

QUICKNESS

Cost: 4; **Range:** Touch; **Duration:** 3/2r

With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient gains the benefits above, and can also discard and redraw any initiative cards lower than 8 each round.

SMITE

Cost: 2; **Range:** Touch; **Duration:** 3/1r

This power increases the damage of any one weapon by +2, or +4 with a raise.



STUN

Cost: 2; **Range:** 12/24/48; **Dur:** Instant

Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like. If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

ZOMBIE

Cost: 3/corpse; **Range:** Smarts; **Duration:** Special

Zombie raises a number of undead specified by the character when he spends his Power Points. Statistics for these horrid creatures are listed below.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6

Pace: 4; **Parry:** 5 **Toughness:** 7

Abilities: Fearless, Slow, Undead.

GEAR

ARMOR

The Rippers often wear armor to protect themselves from the Cabal. Leather is quite often, and a rare few even wear heavier protection. Armor provides its bonus directly to the wearer's Toughness when the covered location is hit in combat. A character who wears multiple layers of armor only gains the highest bonus—they do not stack. Note that unless an attacker states otherwise, hits are always directed at the victim's torso.

BLESSED AND CURSED WEAPONS

The heroes of Rippers are well aware that many of their foes are incredibly resistant—if not invulnerable—to normal weapons. The Cabal knows this as well, and does not trust their fellow. For this reason, both the Rippers and the Cabal bless or curse their weapons so that they can hurt the many invulnerable players in the Horror War.

Any weapon in the *Rippers* miniatures game is already considered blessed or cursed and can hurt any of the creatures in this book.

Weaknesses: Certain monsters have the Weakness Ability. Any character armed with a weapon that matches the creature's Weakness adds +4 to his damage rolls when successfully hitting such a creature. A vampire slayer armed with wooden stakes, for example, adds +4 to his damage when attacking vampires. If the slayer has the Champion Ability (+2 versus supernatural creatures), he adds +6 when staking these horrible creatures. The same character adds nothing to his damage roll if attacking a vampire's Cossack Guard, however.

BLACK POWDER WEAPONS

Some of the characters in *Rippers* continue to use outdated black powder weapons. These normally take two complete rounds to reload, but anyone who uses such a weapon in this world is well-experienced in loading faster, so it takes but a single round to reload. (*For those of you with the Rippers RPG, characters with black powder weapons essentially get the Musketeer Edge for free. This is already built into the price of the black powder musket and pistol.*)

Overcharging: A frequent but risky tactic of the Rippers is to overload their weapons, packing in extra powder to cause more damage—increase damage by +1d6. The danger is that if a 1 is rolled on the attacker's Shooting die, the weapon explodes. The firer suffers 2d6 damage and the weapon is ruined. You must decide if a weapon is overcharged *before* making your Shooting roll.

BOMB

A rare few Rippers use homemade bombs, grenades, or bundles of dynamite on the battlefield. A bomb does 3d6 explosive damage to all targets in a Medium Burst Template. Dynamite bundles can be thrown with a range of 3/6/12.

GARLIC

Vampires cannot tolerate the smell of garlic. Such horrors must subtract 2 when making Fighting attacks against any character wearing cloves of this otherwise-harmless plant.

GATLING PISTOL

The Rippers' gunsmiths have invented a pistol with rotating barrels that acts as a sort of miniature Gatling Gun. It has a Rate of Fire of 3, and causes recoil as usual (see page .

To fire the gun, roll three Shooting dice (plus a Wild Die if a Wild Card, which may replace any of the Shooting dice if desired). You may fire at up to three targets, though all three shots must be fired at once.

HOLY WATER

Holy water only inflicts damage against Undead and demons. Throwing range with Holy Water is 3/6/12, and splashes in a Small Burst Template. Creatures hit by holy water must make a Spirit roll at -2 or be Shaken.

NET

A popular weapon for capturing monsters, the net is basically a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape. On a successful hit with a net, the target is entangled. It must succeed at an Agility or Strength roll at -2 (its choice) to free itself. Success frees the target but consumes the action—a raise frees it immediately.

RIPPER CLAWS

As Dr. Van Helsing and Dr. Jack began their battle against evil, they found themselves at a serious disadvantage in close-quarter combat when fighting werewolves, hybrids, and other creatures with natural weaponry. Before turning to the Cabal, Dr. Jack developed what became one of the organization's signature weapons.

Ripper claws are a set of three sharpened blades tempered in arcane furnaces and set into a metal housing. The housing is worn on the forearm like a bracer, and a specially designed handgrip improves the weapon's responsiveness. Claws grant the user Strength +3 damage and a +1 Parry bonus.

SHOTGUN

Shotguns fire a spread of small metal balls called "shot." Because this spread increases the chance of hitting a target, shotguns add +2 to their user's Shooting rolls. Shotguns do 1d6 damage at Long range, 2d6 at Medium range, and 3d6 at Short range.

WOLVESBANE

Also known as *aconite*, *monkshood*, and *Thor's hat*, wolfsbane is a plant with light green leaves and blue-purple flowers. The juice from this plant is mildly poisonous, but is extremely pungent to lycanthropes. Werewolves, Wolf Men, and other lycanthropes must subtract 2 from their Fighting rolls when attacking someone with Wolfsbane.

NOTES

AP (Armor Piercing): The weapon or round ignores this many points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply lost.

Parry +X: The weapon adds the listed bonus to the character's Parry score when used.

Range: This lists the weapon's Short, Medium, and Long range, in inches.

Rate of Fire: This is maximum number of shots that may be taken by this weapon per action. Unless a weapon says otherwise, the user can fire up to the weapon's Rate of Fire (rather than its full Rate of Fire). If a single shot is taken, it uses a single round of ammunition and does not incur any recoil penalties. Two or more shots with such weapons always incurs the -2 autofire penalty.

Reach: Weapons with "reach" allow their user to make Fighting attacks at the listed range. A reach of 1", for example, allows a character to strike a target 1" distant. Weapons without a reach value can only strike targets at arm's length (adjacent). This means a character using the Reach of his weapon isn't technically engaged in combat and can disengage without his foe getting a free attack!

Reloading: Black powder weapons are very slow to reload. Each weapon tells you how many actions it requires to reload.

Snapfire Penalty: Certain weapons, such as large, heavy rifles, are very inaccurate if fired "from the hip" rather than using their excellent sights or scopes. If the character moves in the action he fires, he suffers a -2 penalty.

COMMON WEAPONS TABLE

Weapon	Range	Damage	Notes
Knife (Thrown)	3/6/12	Str+1	—
Gatling Pistol	5/10/20	2d6	RoF 3
Pistol	12/24/48	2d6+1	—
Rifle	24/48/96	2d8	AP 1
Shotgun	12/24/48	1-3d6	+2 Shooting

Black Powder Weapons

Weapon	Range	Damage	Notes
Blunderbuss	5/10/20	1-3d6	1 round to reload
Flintlock Pistol	5/10/20	2d6+1	1 round to reload
Musket	10/20/40	2d8+1	AP 1; 1 round to reload

COMMON HAND WEAPONS

Weapon	Damage	Notes
Knife	Str+1	—
Net	—	Agl or Str roll to escape
Ripper Claws	Str+3	Parry +1
Saber, Axe	Str+2	—
Spear	Str+2	Parry +1; Reach 1"
Sword, Battle Axe	Str+3	—
Great Sword, Axe	Str+4	Requires two hands; Parry -1
Whip	Str	Reach 2"

CHAPTER TWO: THE HORROR WAR

A vampire floats across a misty battlefield. A savage werewolf lopes over a dark moor. A team of Rippers silently moves into position.

This is *Rippers*. This is the Horror War!

Now that you know how to play the game, it's time to pit your valiant Rippers against the forces of darkness. Or if you've decided to play the Cabal, it's time to show these upstart humans who truly rules the night.

SETTING RULES

A few special rules are in effect for Rippers. Setting rules allow us to use the same core rules for all our minis games but still add in the extra flavor that certain settings require.

DARKNESS FALLS

The Cabal are creatures of darkness, and never battle in the bright sunlight. Unless a scenario says otherwise, every battle takes place at night. Fortunately for the Rippers, their forces have grown somewhat accustomed to the darkness as well.

All ranged attacks over 24" suffer a -2 due to the darkness. Ranged attacks over 12" suffer a -1 penalty.

(Note: This penalty is less than in other Savage Worlds games because the Rippers' have trained to fight in darkness.)

INNOCENTS

Throughout *Rippers*, there are many Innocents to save. These are ordinary men, women, and children who can't fathom that such horrors exist in the world—let alone defend themselves against it.

Whenever the rules refer to Innocents, they have a Pace of 6, a Parry of 2, and a Toughness of 5. They never move on their own, but can keep up with any figure they're attached to regardless of its Pace or Edges (see Appendix III: Special Abilities, for more details).

Any figure above animal intelligence can serve as a Guardian to the Innocent, but no figure may ever escort more than 2 Innocents.

Example: *Villagers cower in their church, listening to some thing scratching at the door. Suddenly, a lady wearing a death mask bursts through the window. "Come with me if you want to live," she says. Mina Harker attaches herself to two of the villagers and moves out of the church. The Innocents cannot be attacked until Mina is down.*

THE MISSION

The first step in fighting a battle between the Rippers and the Cabal is to determine the scenario. Do this by rolling 1d6 on the table below (or deciding by mutual agreement what kind of battle you'd like to fight).

See below for a complete description of each mission, special rules or setup conditions, and objectives.

1d6	The Mission
1	Extermination
2-3	Hunt
4-5	Rampage
6	Savage Tale

THE MAP

Now it's time to create your battlefield. First decide whether this will be a City or Wilderness fight, or if you can't decide, each side draws a card or rolls a die. High draw or roll decides.

Wilderness battles use the Wilderness Terrain Generator found on page 24. City battles should be set up as rows of streets with occasional parks, vacant lots, and the like.

STRANGE LOCALE

Every battlefield in the Horror War contains a Strange Locale. After you've set up the terrain, roll on the table on page 26, then roll a d6 to determine which area it's in. The Strange Locale should be placed smack in the center of that area—rearranging the terrain as necessary to make it fit.

Use the City column of the Strange Locales Tables for city-based battles, and the Wilderness column for all other terrain types. You'll find the tables, descriptions, and special rules for each Strange Locale on page 26.

RECRUITMENT

The Rippers include many master detectives, scholars, and sages. They rarely go into a battle unprepared. Now that you know what the battlefield looks like, you may purchase your forces. When both sides are finished, reveal your choices by lining your Unit Cards up along your table edge just off the battlefield (for reference and the dealing of Action Cards). Your force may now be inspected by your rival.

MISSIONS

Below are complete rules for each of the four basic game scenarios.

EXTERMINATION

In this battle, one side has discovered one of the enemy's bases and mounts a raid to permanently exterminate them from the earth.

Each side draws a card or rolls a die. The highest draw or roll chooses whether to be the attacker or the defender. The defender then decides whether his base is in the City or the Wilderness, and generates terrain appropriately.

The defender creates terrain for all three sections on his side of the board, while the attacker sets up scenery for his half.

The defender's center area must be a Mansion or a Cavern. Both Mansions and Caverns may be created in cities or in the wilderness as the player chooses. (Caverns in the City might be crypts in cemeteries, sewer entrances, or even forgotten basements of large buildings.)

The defender may "dress up" his base as appropriate. A Mansion defended by a Voodoo Queen might be a plantation surrounded by swamp, for example. The defender could then add swamps or marshes to those areas he sets up.

Cavern: The mouth of this cave lies at the front center of the defender's table edge. The area "above" the cavern is inaccessible so that the table features the interior instead. (Figures cannot move "on top" of the cave.)

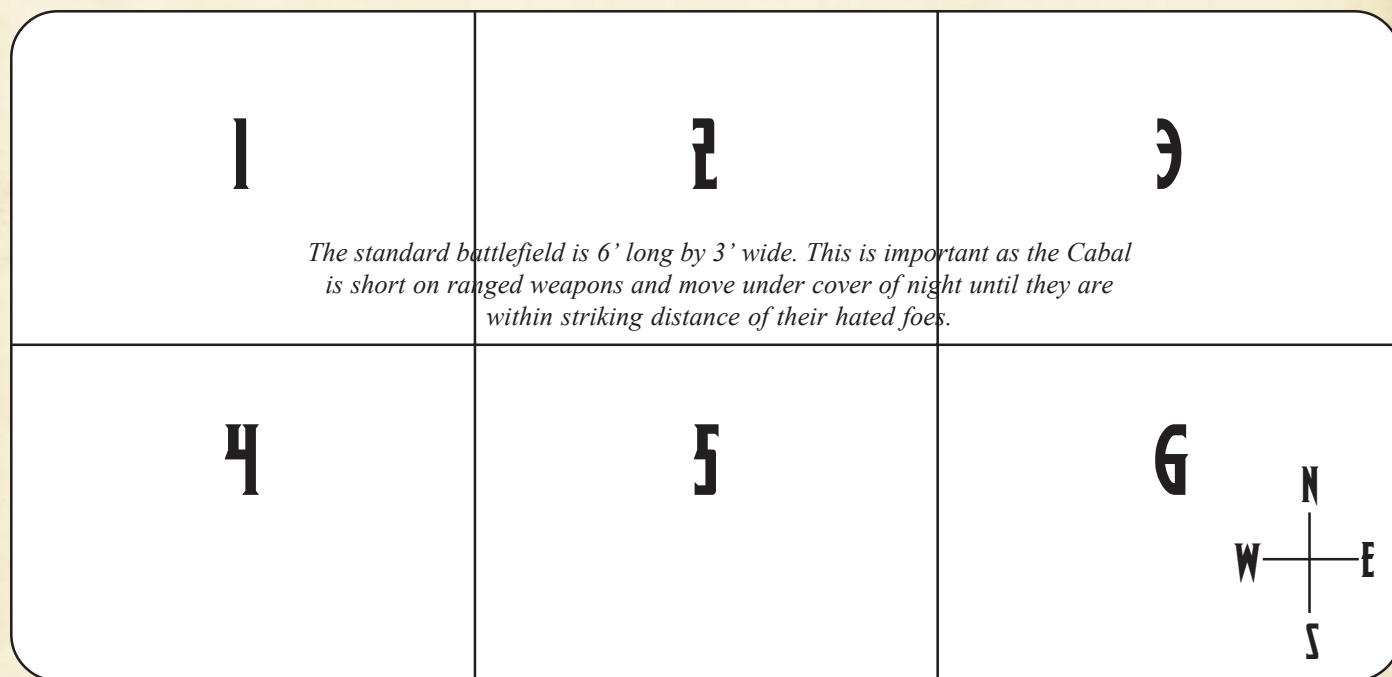
This area is only accessible from the front entrance (unless the defender builds additional entrances). The cavern is filled with stalagmites, partial walls, or other obstacles as the defender sees fit.

Mansion: This is at least a two-story house usually surrounded by a grove of some sort, fields, or other features. The estate may contain outbuildings as well, such as coach houses, storage sheds, or servants' quarters.

Setup: The defender places his figures anywhere in his left, right, or middle Area. The attacker sets up within 6" of his center board edge.

Victory: The attackers win only if they slay the defender's leader (a Wild Card of the defender's choice). The defenders win if the leader is still alive when the battle ends.

THE BATTLEFIELD



HUNT

In a hunt, the two sides meet in a remote location of some importance. Perhaps it is a dark forest known to be inhabited by werewolves. Or a rocky canyon infested with nosferatu. Sometimes it's the ruins of a city block or village ravaged by the Cabal or evacuated by the Rippers.

The Cabal sets up in Area 5 within 6" of the table edge. The Rippers set up in Area 2 within 6" of the table edge.

Victory: The winner of the brawl is the side who with the most Bounty Points when the game ends.

RAMPAGE

The Cabal decides to show the humans who rules their wretched race. They emerge in public to kill and terrorize the mortals. Fortunately, the Rippers are there to stop them.

The Cabal sets up in Area 5, within 6" of the table edge. The Rippers set up in Area 2 within 6" of the table edge.

The Cabal has already slaughtered many, but a stubborn dozen have holed up in a small village of four buildings in the dead center of the table. (Three in each building.) The doors to these buildings are locked to the Cabal, who can

only open them with a Strength roll at -4. Only one creature may attempt this roll per door each round.

The Innocents don't fight back, and may only be moved once attached to a Ripper figure, who then acts as its Guardian. The Innocents can be led to the Rippers' Table Edge where they are safe the moment they exit (and are removed). Their protectors may return to the battle normally afterwards.

Victory: The Cabal wins if it kills 7 or more civilians. The Rippers win if they save at least 7 civilians. The battle ends normally, or whenever either side has met their victory condition.

SAVAGE TALE

These scenarios are unique scenarios detailed on pages 29 through 31. Look for more at our website as well!

d12 Savage Tale

- 1 Adversaries
- 2 The Asylum
- 3 Blood Drinker
- 4 Blood Mist
- 5 Dunes of Despair
- 6 Give My Creation, Life!

d12 Savage Tale

- 7 The Gypsy
- 8 Heart's Quest
- 9 Liber Malificus
- 10 Monster Island
- 11 Dark Church
- 12 From Hell

WILDERNESS TERRAIN GENERATOR

The Wilderness Terrain Generator is designed to help you do two things: create varied and interesting battlefields, and “choose” the ground your force will fight on. No terrain tables are included for cities but should simply be composed of rows of buildings, parks, and whatever other terrain you and your friends have for this kind of environment.

To start, shuffle a standard deck of playing cards (with both Jokers) and place a card face-up in each of the 6 battlefield areas. Look up each card on the table below to determine what terrain feature “dominates” this area.

The Ripper player creates the terrain in Areas 4, 2, and 6.

The Cabal player creates the terrain in Areas 1, 5, and 3.

Exactly how the players set up the terrain is up to them within the general context of the result rolled. A Dark Forest doesn’t have to fill the entire area, for example, but it should be the “central feature” of that spot. Exactly how you set up the area is up to you, but variety is encouraged. The creepier and more interesting you can make it, the more exciting and memorable your battle will be.

Manipulating the terrain to your advantage is not only allowed, it’s encouraged. This allows each side to tailor at least some part of the board to their force mix.

A description of each feature and any special rules can be found on the opposite page.

WILDERNESS TERRAIN TABLE

Card	Feature
2	Combination (Draw two more cards)
3	Boulder Field
4	Clearing
5-6	Dark Forest
7	Dread Moor
8	Farm/Fields
9	Running Water
10	Still Pond
Jack-Queen	Steep Hills
King-Ace	Village
Joker	Your Choice

TERRAIN DESCRIPTIONS

Here’s a little more specific information on the various wilderness terrain types.

BOULDER FIELD

Great rocks command this part of the field. Perhaps they are naturally occurring—or perhaps they are statues or standing stones from some lost tribe or forgotten cult.

- **Cover:** The rocks count as major cover (-4) for those figures which make use of them.

CLEARING

This area is mostly clear, though you may place a few pieces of minor scenery for effect. A twisted tree, an old stone, a forgotten statue, a single home, or an abandoned hunter’s camp may all be placed here.

DARK FOREST

Far from the stink of the city rests a dark primeval forest. Thick vines slither through the canopy and choke out the sun—and sometimes those who walk beneath its branches. What horrors lurk within?

- **Cover:** Forests give all units within them minor cover (-2) from ranged attacks. Figures in actual contact with specific trees may gain major cover.
- **Movement:** All movement through the forest counts as difficult ground. Flying units may not enter the forest.
- **Dread:** Guts checks made by figures in the forest are made at -1.

DREAD MOOR

The stinking swamps and sucking fens of the lowlands are home to nefarious creatures from the beginning of time. This space is dominated by a flooded field, dismal swamp, overgrown marsh, or sucking moor.

- **Movement:** All movement through the moor counts a difficult ground. Creatures of Size +2 or larger must make an Agility roll each round or forfeit their movement as they are stuck in the quagmire.

FARM/FIELDS

A simple farm and/or fields dominates this region. You may add livestock, pens, barns, and other features as well.

• **Cover:** Whoever creates the terrain decides if the fields are tall or not. If so, they block line of sight but provide no cover.

RUNNING WATER

A dark creek, trickling stream, or raging river runs through this space. Roll once more to determine the terrain around the stream.

Roll a die. Odd, the stream runs the length of the battlefield, winding as you see fit. Even, the stream cuts across the width of the field as you see fit.

Once the stream is created, roll again. Odd, the stream is too deep for non-aquatic types to cross. Place 1d3 fords or bridges along its length—your choice. Even, the stream is fordable everywhere but count as rough terrain.

• **Movement:** Movement through a shallow stream or ford counts as difficult ground. Vampires may not cross running water.

STILL POND

A dark pond, edge of a great lake, or perhaps a bloodstained cenote is found here.

• **Movement:** Only those with the Swimming skill may move through the water. Should

other figures be moved into the pond somehow, they may roll a single “default” Swimming skill of d4 at -2. Failure means the victim drowns.

STEEP HILLS

Every battlefield is covered in rolling hills. These are steeper than most, however, and provide some cover for those who wish to cover behind them.

Place any type of hills in this area, from impassable rocky cliffs to gently rolling hills.

• **Movement:** All movement uphill counts as difficult ground.

VILLAGE

A lonely village occupies this space. Fortunately for humanity, its inhabitants have long since departed. The village may be constructed intact, in ruins, or as some combination of the two.

If this result is drawn a second time, expand the village if it's an adjacent space. Otherwise create a second village, or substitute Farm/Fields instead (your choice).

A road runs through the village and leads off as you see fit, including forks and crossroads.



STRANGE LOCALES

The battlefields of the Horror Wars are not sunny fields dotted with daisies. They are dark hollows, shadowy slums, or forgotten forests. Strange things are found in such places, and their effects on the fight to come are unpredictable.

Triggering Strange Locales: Whenever a figure move into contact with a Strange Locale, check the appropriate description below. Sometimes your heroes will find forgotten treasures. Other times horrific creatures of myth and legend may rise and attack! If you're extremely lucky—and the denizens share your basic alignment—they might even join your side in the upcoming battle!

Each locale may only be triggered once, so tread carefully!

STRANGE LOCALES

d6	City	Wilderness
1	Butcher Shop	Church
2	Church	Forgotten Cave
3	Fountain of Blood	Graveyard
4	Graveyard	Haunted House
5	Haunted House	Strange Ruin
6	Storm Drain	Twisted Tree

BUTCHER SHOP

The butcher seems a nice fellow. But where does he get his meat? There have been many disappearances lately...

d6 Result

1-2 Mystery Meat: You discover the source of the Butcher's meat—and it's not pleasant.

3-4 Spam: The butcher has created "meat sculptures" of various creatures—and humans. For the Rippers, there is no effect. If a Cabal Wild Card with an Arcane Background enters the Butcher Shop, a group of 8 "meat puppets" join their side as a single unit (they appear and are dealt in normally next round).

5-6 Mad Butcher: The butcher runs screaming from his building, armed with a nasty meat hook and cleaver! Whoever triggered this result makes a Smarts roll at -2 (or with no modifier if a female human awoke the Butcher). If successful, the Butcher fights on your side. If failed, the Butcher joins your opponent's team!

MEAT PUPPETS

Use the animal Hybrids from Moreau's Monsters for these undead horrors. You may choose the exact type of animal hybrid for each figure that joins your side.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6

Pace: 5; **Parry:** 6; **Toughness:** 10

Gear: Bite (Str+2).

Abilities: Size +1, Undead.

- **Ape:** Strength is d12+2.
- **Cat:** Agility is d10, Fighting is d10, Parry is 7.
- **Dog:** Fleet Footed.
- **Piranha:** Improved Frenzy, Bite is Str+3.



MAD BUTCHER

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Cursed Meat Cleaver (Str+1d6)

Abilities: Fear -2, Fearless, Size +1

CHURCH

This holy building and its grounds are consecrated. Supernatural creatures who tread upon its grounds must make a Spirit roll at -2 each round or suffer a wound.

TWISTED TREE

This old tree is twisted and gnarled like a crone's fingers. What caused nature to revile it so? Add 1 to the roll if the figure who triggers this locale is a Wild Card.

d6 Result

1-2 Tree Spirit: A malignant tree spirit dwells within the trunk of this tree. Any figure who comes within 4" is struck by its slashing limbs for 3d6 damage. The spirit is active for the rest of the game.

3-4 Harmless: Whatever creatures dwell beneath these twisted boughs are absent tonight.

5-6 Boon: Your forces stumble upon something fortuitous. See the Boon Table for details (page 28).



FORGOTTEN CAVE

This short but dark hole in the ground hides something. Is it an old mine? The lair of some horrid beast?

d6 Result

1-2 The Monster: A massive beast dwells in this lair. Your opponent immediately gains control of some gigantic creature. Whatever its appearance, it has the following statistics:

3-4 Empty: Bones lie everywhere, but the old cave is empty tonight.

5-6 Boon: Your forces stumble upon something fortuitous. See the Boon Table for details (page 28).

THE CAVE MONSTER

Use any large figure from your personal collection for this massive horror.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10

Pace: 4; **Parry:** 7; **Toughness:** 9

Gear: Bite (Str+3)

Abilities: Improved Frenzy, Size +2

• **Trample:** The creature can overrun any human-sized or smaller figure. That figure and any adjacent figures must make an opposed Agility roll or suffer 3d6 damage.

FOUNTAIN OF BLOOD

The fountain here runs red with blood. Maybe it is haunted, or maybe it is simply filled with the corpses of the slain.

Any supernatural creature that spends one full action (no movement) lapping at the fountain recovers *all* its wounds.

GRAVEYARD

A small graveyard rests in this lonely spot. Are those interred within at peace? Or are they the restless dead, waiting to strike back at the hated living?

Add 1 to the roll if the figure who triggers this locale is a Wild Card.

d6 Result

1-2 Restless Dead: A group of 8 Zombies rise from the graves, starting within the boundaries of the cemetery.

The zombies are under the control of the Cabal player, and are dealt in normally next round. (They spend this round unearthing themselves.)

3-4 Quiet: The dead sleep peacefully tonight.

5-6 Boon: Your forces stumble upon something fortuitous. See the Boon Table for details (page 28).

ZOMBIES (8)

These long-dead horrors rise from the earth to rend flesh and eat the brains of the living.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6

Pace: 4; **Parry:** 5 **Toughness:** 7

Abilities: Fearless, Slow, Undead.

HAUNTED HOUSE

The Haunted House is an old cabin, ruined manor, or other forgotten home. No one has "lived" here for a long time, but that doesn't mean it's unoccupied!

If a Wild Card triggers this locale, he adds +1 to the roll.

d6 Result

1-2 Ghostly Guardian: The house is indeed haunted. An angry spirit emerges from the ruin and attacks. The spirit is under control of your opponent, but will not venture further than 6" from the home.

3-4 Empty: Whatever angry spirits dwell here are quiet tonight. The house is empty.

5-6 Boon: Your forces stumble upon something fortuitous. See the Boon Table for details (page 28).

ANGRY SPIRIT

A lingering phantom appears to wreak havoc on the living.

Note: Any figure can be used for the Angry Spirit. Simply paint the phantom white.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: —

Abilities: Ethereal, Fear, Fearless

- **Spectral Touch:** The spirit makes a single touch attack each turn (Fighting at +2), causing 3d6 damage.

STORM DRAIN

Place a storm drain or other sewer entrance (such as a manhole cover) in two separate areas. Each side places one entrance. The sewers are connected, and figures may enter them at any time. The turn after the drain is entered, the figure appears at the other drain with his full movement intact.

STRANGE RUIN

A circle of old stones, a vine-covered statue, or other long-forgotten monument stands here. Old runes are etched onto its surface. Do you dare read it?

Any Wild Card of above animal intelligence who stands next to the ruin and makes a Smarts roll gains a benny.

Those who fail suffer a wound.

This Strange Locale may be triggered multiple times.

BOON TABLE

This Strange Locale conceals something beneficial to your side. It may be a long, lost treasure, or it might be a group of friendly peasants willing to fight on your side.

d20 Result

1-10 Relic: A Wild Card who makes a Smarts roll can find, recognize, and use (or carry to give to another) a relic of some sort. You may choose any one relic from the list on page 56. These may be used by either side.

11-20 Reinforcements:

Cabal: Your villains find a number of treacherous humans ready to join your side. Perhaps your horrors have brainwashed them somehow, or just maybe they've been convinced the Rippers are the true threat.

Rippers: A group of frightened villagers hides here. They are freed and most run for safety, but a few remain to fight back the evils of the Cabal. You gain a Mob who join your side and are dealt in normally next round.

MOB (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Various hand weapons (Str+2).

Abilities: —

SAVAGE TALES

On the following pages are a number of Savage Tales—special scenarios that take place in the world of *Rippers*. Savage Tales are much like regular battles except that the objectives are often different, and there are random Events that can take place during the fight. The Events themselves are found in Appendix I of this book, far from these tales so you won't accidentally see them.

Don't read the Events ahead of time. *Only* go there when you're referred to them in your Savage Tale. When that occurs, read *only* the Event you've been told to. Read any others ahead of time and you'll spoil the fun for yourself and your opponents.

Savage Tales should be unique affairs. If you're playing a campaign, mark off each scenario on the master list when you've played it and reroll should you happen to get that number again (unless you want to replay a scenario).

MORE SAVAGE TALES

We add new Savage Tales to our website (www.greatwhitegames.com) all the time. Our fans contribute scenarios as well, so you should never run out of these very unique battles.

ADVERSARIES

Two old foes spy one another across the dark battlefield of the Horror Wars.

Setup: Set up the game as a typical Hunt.

Special Rules: Each player writes down the name of one of his Wild Cards, then reveals it simultaneously. These two characters cannot use bennies defensively when attacked by this foe. This includes soak rolls versus damage caused by the adversary as well.

THE ASYLUM

The inmates have taken over the asylum! Something important to the Rippers is hidden or trapped within. But the residents of the hospital are a mad, unpredictable lot. Will they attempt redemption and join the heroes? Or will they allow their homicidal tendencies to reign and fight for the Cabal?

Setup: The Rippers start within 6" of the board edge in Area 2. The Cabal starts within 6" of the board edge in Area 5.

Place a building with at least two stories in the dead center of the table, with its only entrance facing east. The rest of the battlefield is a twisted maze of city streets, overgrown parks, homes, and businesses.

Special Rules: Bands of raving lunatics roam the halls of the asylum. Every time a Joker is revealed, the controlling player gains a band of 4 lunatics (see stats below). The Inmates join your side immediately for their own deranged reasons, and are considered to have a Joker as their Action Card this round (along with whatever unit actually drew the Joker).

Victory: The Rippers read Event 5 for their objective. The Cabal reads Event 8.

Don't roll to end the battle after Turn 6. The game ends only when one side or the other has completed its secret objective.

INMATE (4)

These deranged lunatics are psychotic murderers. Their frenzied minds are long gone, driven insane by the horrors of the Cabal itself.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d10

Pace: 6, **Parry:** 5, **Toughness:** 6

Gear: Various hand weapons. (Str+2).

Abilities: Fearless, Improved Frenzy.

BLOOD DRINKER

Dracula has discovered the whereabouts of his long lost sword, *Blood Drinker*. This horrid weapon is a massive broadsword, coated with a double row of cruel barbs. A channel runs between the barbs, funneling blood from the weapon's victims down the length and into a cup-like handguard from which the vampire can drink.

It was stolen long ago by a brave Templar, Simon Mercer. Mercer was the last of his band and barely managed to escape with the relic before expiring. He hid the sword somewhere in the highlands of Rumania before he passed away from this world.

One of the Cabal's witches have now detected the general location of the blade and dispatched a force to retrieve it. Fortunately, the Rippers have been tipped off as well and have quickly deployed a team to stop them.

Setup: Use the Wilderness Terrain Table to generate the battlefield. Each side should now take turns placing markers of some kind in each

area, starting with Area 1. The markers should be placed within some sort of terrain feature if possible, such as between rocks, in the middle of a forest, or in the ruins of an old house. One of these markers contains the sword. Only a Wild Card can search for the weapon by moving to the marker and making a Smarts roll at -4. If the roll is failed, remove the marker. If only one marker remains, the sword is there but the searcher only finds it once he makes a Smarts roll (not at -4 this time, and he may continue trying until he finds it this time).

The Wild Card who finds the sword may wield it or pass it to another adjacent Wild Card as a free action.

Blood Drinker: This nasty blade causes Str+1d10 damage and requires a minimum Strength of d8 to wield. Vampires who wield the weapon may heal one wound every time the blade wounds a foe, or increase their Strength one die type (three maximum increases).

If this is a campaign game, the sword may be used hereafter, and does not count against the players points.

Victory: Roll to end the battle as usual, but start only after the sword is discovered.

BLOOD MIST

Now and then the fear and horror of the world gives rise to some dark manifestation. On one cold, dark night, the Blood Mist rose...

Setup: Fight a normal Hunt game, choosing terrain randomly as usual.

Special Rules: Read Event #1 at the beginning of the third turn.

Victory: The normal victory conditions for a Hunt apply.

DUNES OF DESPAIR

Imhotep' has learned the location of a long-lost tomb containing another of his most loyal and powerful servants. The Rippers race to intercept and arrive a scant hour before the screaming cultists of the Cabal arrive with their allies to awaken the tomb's occupants.

Setup: Run this battle as a Hunt that takes place in the desert. Forest results are scattered trees only. Treat Still Pond results as an oasis, and all other water results (moors or running water) as scrub plains (barren with occasional small plants).

Setup: A small pyramid or tomb rests in the center of Area 2 (the Rippers' setup area). See Event #6 for more Setup details,

The Cabal sets up within 6" of the board edge of Area 5. The Cabal must purchase at least two groups of Evil Cultists for every thousand points in their army.

Special Rules: If the Cabal manages to get an Evil Cultist inside the tomb, see Event 2.

GIVE MY CREATION, LIFE!

Dr. Frankenstein has returned! A storm rages as he attempts to create a new batch of his monsters! The Rippers and as many locals as they can gather march on the castle to prevent this blasphemy!

Setup: The Cabal sets up a small keep in Area 5 atop a high hill. The hill should have one approach up a road at least 2" wide. The keep should have at least two stories. Dr. Frankenstein is in a lab in the upper room and is treated as an Innocent. The Cabal may place its forces anywhere in Areas 4, 5, or 6.

The Rippers set up within 6" of Area 2. They get one free Mob of peasants for every thousand points in their force.

Special Rules: The rain causes black powder muskets to fail occasionally. Subtract 1 from Shooting rolls made with black powder muskets and pistols.

The Monster: Starting with Turn 2, the Cabal player rolls a d6. On a 6, lightning strikes and awakens Frankenstein's monsters. He gets one free Monster, which is dealt in immediately!

Lightning: Any unit dealt a Two is hit by lightning! Roll 2d10 damage for each member of the unit.

Victory: Start rolling for the end game only after the first monster is created, or the Rippers are alone in the lab area with no Cabal figures.

THE GYPSY

A band of gypsies have requested an audience with Abraham Van Helsing. Fearing a trap, the wise old vampire-killer sends a crack team of Rippers to meet with the vagabonds.

Setup: Use the Wilderness Terrain Table to generate the battlefield. Place a small gypsy camp in Area 6. The camp consists of a small wagon and a few tents.

The Rippers begin within 6" of the western table edge in Area 1.

The Cabal should see Event #9 for their deployment.

When a Ripper Wild Card comes in contact with the Gypsy wagon, read Event #4.

Victory: Don't roll to end this battle. It ends only when one side is completely defeated. Another way to end the battle is revealed when a Ripper Wild Card comes in contact with the Gypsy Wagon and reads Event #4.

HEART'S QUEST

The war between the Rippers and the Cabal is always personal. The loved ones of the humans are frequent targets of the villains. This is one such tale.

A loved one of one of your Ripper heroes is the target of the Cabal. He (or she) rushes ahead of the pack to be by his lover's side. The rest of the Ripper team follows close behind.

Setup: Generate the battlefield normally. Nominate a building in the center of the table if one is already there. If not, place one as an isolated homestead. This building should be a two-story dwelling.

The Ripper player places a civilian in the

upper floor as well as one of his Wild Card heroes of the opposite sex. See Event #3 for deployment of the rest of the Rippers' forces.

The Cabal force begins within 6" of the table edge in Area #5.

Special Rules: Your hero's love for his mate grants him 2 extra bennies. These may only be used for this character or his lover.

The loved one is an Innocent, but cannot leave the room—there are too many unknowns in the surrounding wilderness, city, etc.

Victory: Don't roll to end the battle as usual. Instead, the Cabal wins if the loved one is killed. The Rippers win if *all* of the Cabal is defeated. They can safely spirit the loved one away only when the battle is over and all the marauding creatures have been slain.

LIBER MALIFICUS

It is said the *Liber Malificus* holds many secrets about the creatures of the darkness. Their weaknesses are recorded within, as are their preferred haunts, histories, and other dark secrets.

Van Helsing has discovered this book may be found within the library of Jacob Munchausen, an eccentric recluse who died recently under mysterious circumstances. The Rippers are dispatched to fetch the book immediately and bring it back to Van Helsing for study.

The Cabal's spies have alerted them to this mission, and are intent on stopping the Rippers and destroying this hated tome.

Setup: Use the Wilderness Terrain Table to create the map. The Rippers start within 6" of the board edge in Area 2. The Cabal starts within 6" of the board edge in Area 5.

Special Rules: At the center of the battlefield is a building with at least two rooms, and entrances on both the north and south walls.

The book is inside one of the rooms. It can be found by any Ripper Wild Card who makes a Smarts roll in the room. The Cabal cannot find the book—they must pry it from a figure's cold, dead hands...

The book may be transferred between allies, or picked from a dead figure as a free action.

Victory: Do not roll to see if the battle ends after the 6th turn as usual. This battle ends only when the book is off the table or is destroyed.

The Rippers win if they get the book off their board edge.



The Cabal wins if any of their Wild Cards gain the book and tear it to pieces. To do so, the creature must pick up the book from a fallen Ripper. If the creature is not Shaken or engaged in melee from one action to the next, it manages to rend the book to shreds. Any Cabal Wild Card above Animal Smarts may do so.

Even the weakest Ripper ally can prevent the monsters from destroying the book simply by entering close combat with the monster.

MONSTER ISLAND

Word of a mysterious island ruled by giant monsters has leaked to both the Rippers and the Cabal. If such creatures truly exist, their blood and bones are sure to fuel the Rippers' research. The Cabal might also make use of such monsters if they can somehow be captured or forced to attack the humans.

Setup: The scenario starts as a normal Hunt using the Wilderness Terrain Table. Any villages should be created as native huts.

Special Rules: Read Event #7 at the beginning of Turn Four.

Victory: The normal victory conditions for a Hunt apply.

THE DARK CHURCH

A group of cultists have set up shop in an abandoned church, defiling it with blasphemous rituals. The Rippers must stop them from opening a portal to the dark beyond.

Setup: Setup as an Extermination, with the Cabal defending and using a Church as their base. The Cabal must purchase at least 2 groups of Evil Cultists for every thousand points in their army.

Special Rules: Since the Church has been defiled, it functions differently than normal. Rippers who enter it suffer -2 to all Spirit rolls while inside.

Each full unit of cultists inside the church can perform a summoning ritual. This takes 3 rounds, during which time they can take no other actions. On the third round, make a Spirit roll; if they fail, they are Shaken, but can try again when they recover. If they succeed, they are immediately removed as they're eaten by the Old One on its arrival. On the next round, the Old One leaves the Church and attacks the nearest Rippers.



THE OLD ONE (VILLAIN)

The Old One is a mass of squirming tentacles the size of a Medium Burst Template.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10

Pace: 4; **Parry:** 7; **Toughness:** 12

Abilities: Fear -2, Fearless Size +5

- **Shapeless Mass:** The Old One can move through or around terrain at will.
- **Tentacles:** The Old One can move through or around terrain at will.

FROM HELL

The Rippers have just fought their way through the subterranean lair of a Vampire Lord, but the master himself is nowhere to be found. While searching through the creature's possessions, the heroes find an odd mirror with a shimmering, blood-red surface. The Ripper leader reaches out to touch it and is amazed to see his hand go right through!

It is a portal! The Vampire Lord has slipped through it and escaped! But to where? Time to find out.

Setup: Set up as for a Hunt, but everything you place should have a macabre, ruined nature to it, for this is some sub-plane of Hell itself!

Trees should be bare and charred, or perhaps flaming! Rocks have a volcanic texture and shaped like grotesque faces or forms. The rivers run red with blood—or fire—and the very roads themselves are paved with bones, skulls, or the unliving corpses of the squirming damned.

Whoever places a particular terrain piece may decide that it is on fire. The flame does not spread, but is simply a feature of Hell. Any non-demon that comes into contact with that feature—be it crossing a flaming stream, moving through a burning forest, and so on—suffers 2d10 damage. Those killed by the flames of Hell are burnt to ash and are not recoverable in campaign games.

Special Rules: The Cabal player must purchase at least one Vampire Lord. The demons listed in the Witch's Coven warband do not have to be purchased, but suffer no damage from fire.

The Cabal gets 75% of the points allowed the Rippers (to balance *Hell's Hate* below).

Hell's Hate: The Rippers cannot gain or use bennies while in Hell! You've been warned...

HORROR WARS

Battles in the world of *Rippers* are fun and exciting, but if you're ready for a real challenge, nothing beats the challenge of a campaign!

The goal of a Horror War is to slay the leader of your hated foes. The Rippers are out to stop Jack the Ripper, while the Cabal hungers for the blood of Abraham Van Helsing.

To get to the leaders of these factions, their troops must first win three regular battles. Start with a Hunt mission. After the first battle, roll on the Mission Table. The winner of the previous fight rolls, and may adjust the total by +1 or -1.

The first side to win three fights gets to wage an Extermination Mission against their rival's leader. We recommend starting the game with 1000 points per player. (You'll be able to add more troops after your first battle.) Once you've played a campaign, you might want to double or triple the starting forces (and the points granted after each battle).

If the Rippers win three total battles, they discover Jack the Ripper's base. Fight an Extermination Mission as the next battle with the monsters as the defenders. The Cabal player

gets a Saucy Jack as Jack the Ripper himself for free, though he must be placed within the base and cannot leave it.

If the Cabal wins three battles, the monsters have found Abraham Van Helsing. Fight an Extermination mission with the monster's attacking. The Rippers get Van Helsing (a Vampire Slayer) for free, though he must remain in the base.

In either mission, the only goal is for the attacker to defeat Jack or Van Helsing, and for the defender to protect them.

FAILURE

Should the attacker fail to win the Extermination mission in the final battle, the prey escapes and finds a new hideout. Finding him requires the hunters to win three *new* battles before they can track him down again.

VICTORY & DEFEAT

After each battle, you need to determine which of your wounded figures actually died, which lived, and which actually gained from their experience.

SURVIVAL

Make a Vigor roll for every figure that was removed from play. A success means the figure has been patched up enough to return to action in the following battle.

Wild Cards with a success return to the next game with 3 wounds. Each raise on the Vigor roll reduces those wounds by 1. (A Wild Card who rolls a 12, for example, eliminates 2 wounds.)

Cabal figures with the Regeneration Ability automatically return with no wounds as long as they make their Vigor roll.

Healing: Characters with the Healing Ability or the *heal* power are already assumed to be doing all they can. Ignore their abilities between battles. A healer can always treat a Wild Card once the next battle starts however, though of course this subtracts from his Power Points as usual.

ADVANCES

A Wild Card who survives a battle, or a unit that ends the game with more than 50% of its members, gets one advancement, chosen from the list below. No trait may be increased more



than once in the course of a Horror Wars campaign. See **Abilities** below for more information on choosing these advantages.

- One Ability from the table at right.
- d4 in a new skill.
- +1 one die type to any skill.
- +1 one die type to any attribute.

Abilities: The Abilities on the table may be purchased with advances. The statistics or conditions after each Ability are requirements that must be met before the Ability may be taken. To take Dead Shot, for example, a figure must first have a Shooting or Throwing skill of d10. The Ability then applies only to a skill that meets that minimum, so a figure with Shooting of d10 but no Throwing does *not* gain the Dead Shot bonus with the latter.

"Indented Abilities," such as Improved Block, always require the first step as well. (Block, in this case.)

No Ability may be taken more than once.

Complete descriptions of Abilities may be found in Appendix III.

LOSING ADVANCES

Casualties can diminish the effectiveness of experienced units. If 50% or more of an experienced unit is eliminated and does not survive (see Survival, above), the group loses *all* its advances.

Since Wild Cards represent singular heroes, they never lose advances.

REINFORCEMENTS

At the end of each battle, each player receives an additional 250 points for the next fight. (Use 25% of the campaign's starting total if beginning with more than 1000 points). These points may be spent as desired, including bringing existing units back up to full strength. Remember that an army must always have at least one Wild Card as a leader.

If an experienced unit or Wild Card is not purchased for a battle however, it may not be purchased again for a later battle.

Rippertech, new gear, and even new Bloodlines for the Cabal may be added as well.

ABILITY UPGRADES

Acrobat: Min Agility d8; +1 Parry

Ambidextrous: Min Agility d8

Block: Min Fighting d8

Improved Block

Brave

Combat Reflexes

Dead Shot: Min Shooting or Throwing d10

Dodge: Min Agility d8

Improved Dodge

First Strike: Min Agility d8

Frenzy: Min Fighting d10

Improved Frenzy

Giant Killer

Healing

Intimidate: Starts at d4.

Level Headed

Improved Level Headed: Min Smarts d8

Marksman

Master: At least three other Advances.

Mighty Blow: Fighting d12.

Nerves of Steel: Min Vigor d8.

Improved Nerves of Steel

Power Surge: Min Arcane Skill d12.

Rock and Roll: Min Shooting d8.

Sweep: Min Strength d8, Fighting d8.

Improved Sweep

Strong Willed: Min. Intimidate or Taunt d6.

Taunt: Starts at d4.

Two-Fisted: Min Agility d8.

Trademark Weapon: Min Fighting or Shooting d10.

Improved Trademark Weapon

Weapon Master: Min Fighting d12.

Master of Arms

Wizard: Min Arcane Skill d10.



Father Angus McBane defends his church from the forces of darkness.



Johann Van Helsing and his Slayers prepare to battle a Vampire Count and his Concubines.



Tara LaGrange and the Whitechapel Irregulars rush to aid Father McBane.



Van Helsing and his Slayers engage the vampires in fierce hand-to-hand combat!



A Vampire charges Van Helsing and one of his loyal companions!



While Van Helsing is distracted, a Vampire Count slaughters the Whitechapel Irregulars!



The Grand Master of the Order of St. George leads a mob against one of Dr. Frankenstein's students.



The Monster and two Omega Beasts guard the heights, challenging the angry mob below.



The mob storms the heights, overwhelming the horrors with sheer numbers.



The storm creates another Monster, which is quickly surrounded.



Frankenstein's minion is surrounded, evidence of his horrific experiments in plain view.



The Inmates have escaped from Dr. Seward's Asylum. Is Dr. Seward trapped inside? Van Helsing, LaGrange, and the Harkers accompany the London Constables to find out.



Van Helsing takes the lead, but is ambushed by a group of the Cabal's treacherous Night Guard!



The Priest of the local church joins in the fight!



It was a trap! The Night Guard and Saucy Jack wait in the dark street near the Asylum.



Jonathan Harker and Tara LaGrange flank the ambushers and chase off Night Guard.



The Children of the Moon guard an ancient place of power.



Wolfen Jaegers attempt to draw the Wolf Men out into the open from the safety of a shallow stream.



The Gypsies who asked for the Rippers help curse the lycanthropes, but are rushed by hungry wolves!



The ravenous creatures make short work of the unarmed Gypsies.



The Werewolf emerges! Harker's plan has worked—but can he defeat such a savage beast?



The Wolf Pack, still frenzied from the blood of the Gypsies, attack the Wolfen Jaegers, giving the Wolf Men a chance to rush across the ford and join in the carnage.

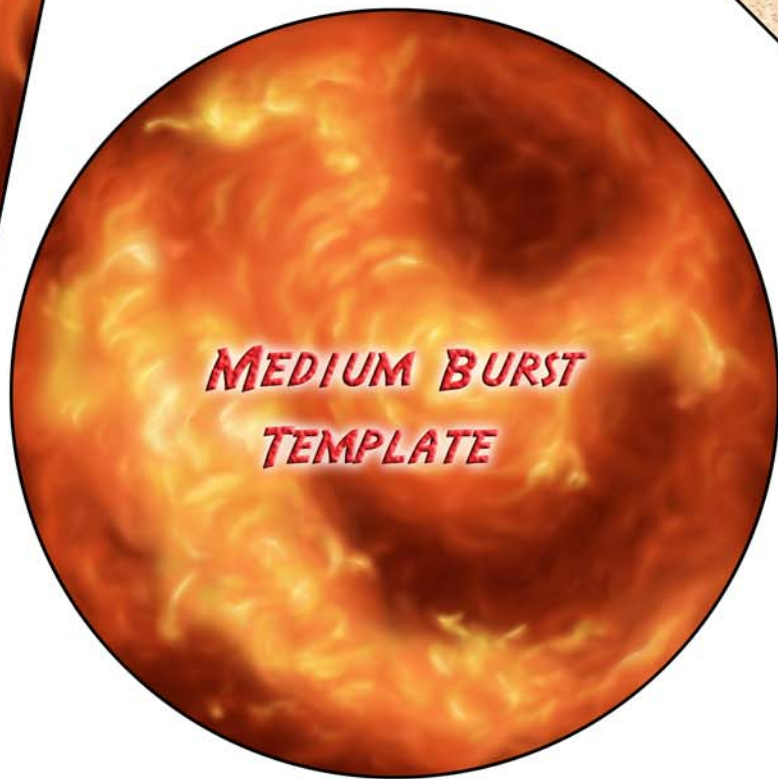
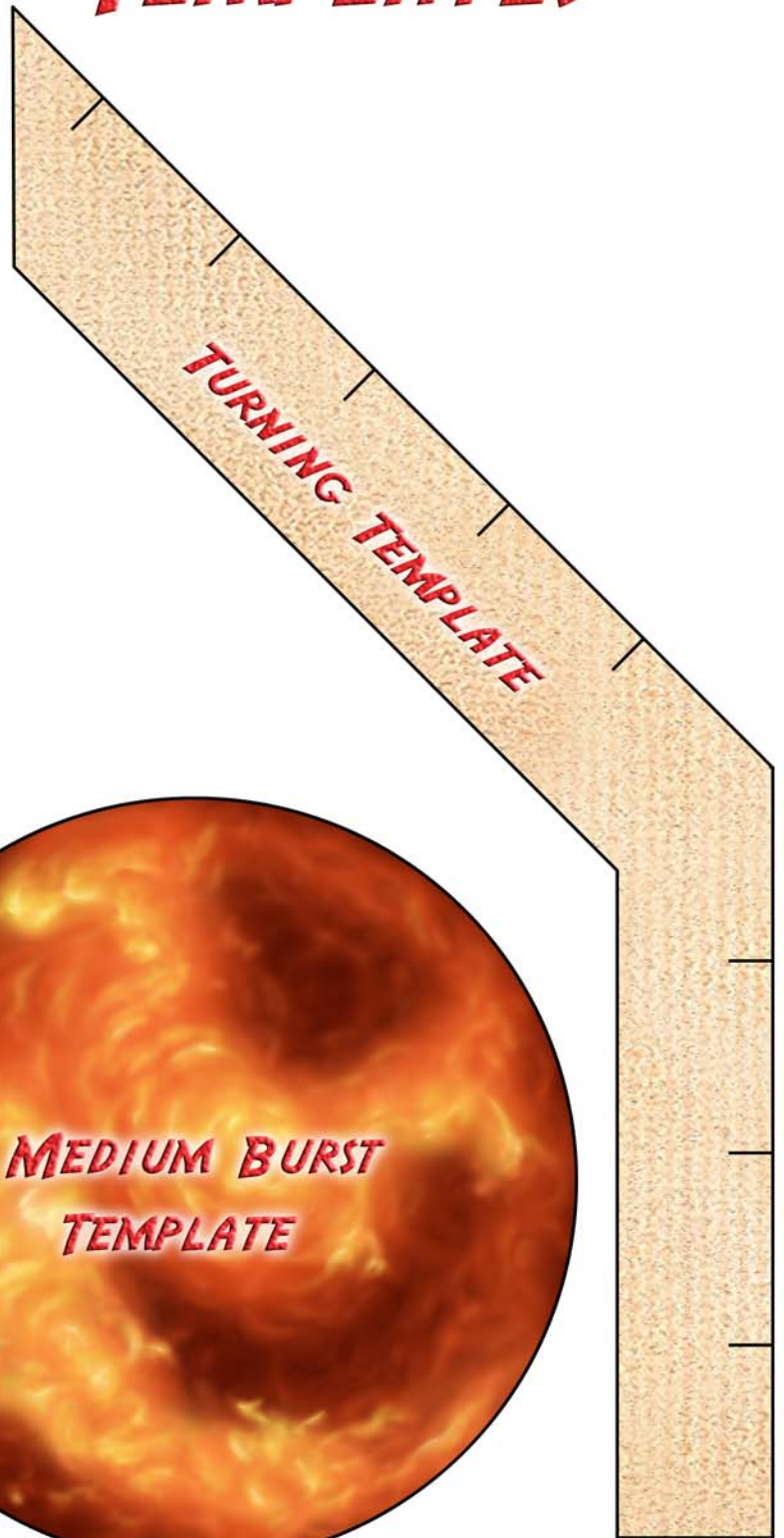


Iiiiiichabod...



The Rippers find a strange portal and step through...into Hell itself!

TEMPLATES



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***LARGE BURST
TEMPLATE***

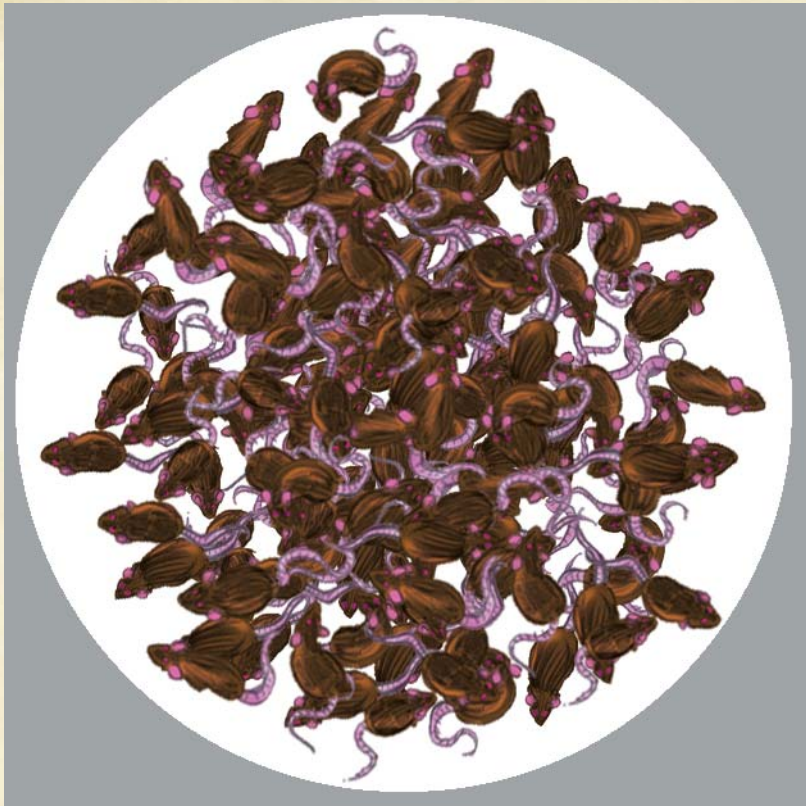


***SMALL BURST
TEMPLATE***



***SMALL BURST
TEMPLATE***

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RAT SWARMS

*Use these Rat Swarms for the Vampire Count's Summon Swarm Ability. Permission is granted to photocopy for personal use.
You'll also find these templates online at www.greatwhitegames.com.*



CHAPTER THREE: THE RIPPERS

The Rippers are at their peak as our game opens. Their ranks are full of veteran monster hunters such as Johann Van Helsing and the Harkers. In addition, Abraham has secured funding and secret support from the government and several powerful churches. The worst of the “defections” seems to be over as well now that Van Helsing keeps a tight rein on the number of Rippertech implants his warriors are allowed.

The Rippers have only just pieced together the mystery of the Cabal. One too many incidents in the last few months involved creatures of various abilities. The ruthless witch hunter Serious Chapel is responsible for confirming this dread report. He waged his own “inquisition” in the hills of America where a coven of witches and a band of Irish werewolves had recently joined forces. The creatures regretted crossing paths with the relentless puritan, and eventually told all.

Since this discovery, the Cabal has become more brazen. The forces of darkness have razed isolated towns, hunted down the Rippers themselves, and worse, kidnapped the Rippers’ loved ones!

The implications of this evil alliance are staggering. Van Helsing knows stopping his old pal Jack, Dr. Jekyll, Dracula, and the rest will take every resource—and every ounce of willpower—his warriors can muster.

WARBANDS

Though troops are grouped by warbands in this book, units from various Ripper teams frequently team up for some special purpose. It’s not uncommon to see the Whitechapel Irregulars serving in Harker’s Old Worlders, for example, or a group of Wolfen Jaegers accompanying Serious Chapel’s Witch Hunters.

In game terms, this means that you may freely buy troops from any warband. The only consideration is that you must have at least one Wild Card in your force, and one of your Wild Card’s must be designated as the leader.

HEROES

Troops labeled as Heroes are Wild Cards. You should give them a name for extra flavor. Rippers tend to have secret identities to protect their loved ones from the merciless Cabal. Your Vampire Hunter, for example, might be “The Red Death.” Or your Witch Hunter might go by “The Inquisitor.”

VAN HELSING'S SLAYERS

The Rippers who work directly with Van Helsing are collectively known as his Slayers. The most well-known of these groups is Van Helsing's own mysteriously-adopted son, Johann.



SLAYER (HERO)

Abraham Van Helsing directs his Slayers personally. They are his first line of defense against the Cabal—and rival factions within the Rippers themselves!

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d8

Pace: 6; **Parry:** 8; **Toughness:** 7

Gear: Leather Armor (+1), Ripper claws (Str+3; Parry+1); mini-Crossbow.

Abilities: Block, Combat Reflexes, Quick.

Cost: 118



SLAYERETTE (HERO)

Female Vampire Slayers are often blessed by the Sisterhood of Saint Mary's. Those who are pure of heart are granted the Champion ability.

Attributes: Agility d8, Smarts d8,

Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Shooting d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Leather Armor (+1), crossbow, wooden stake (Str+1).

Abilities: Brave, Champion, Combat Reflexes.

Cost: 114



WHITECHAPEL IRREGULARS (4)

Not everyone the Rippers recruit becomes a legendary slayer, but these men and women are no less brave. The Whitechapel Irregulars are one such group. They can be summoned by Van Helsing at a moment's notice, and are

willing to risk their lives to fight back the horrors of the night. The Irregulars also risk incarceration, for the pistols they conceal beneath their heavy coats are outlawed in many civilized areas.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Heavy Coat (+1), pistol.

Abilities: Brave.

Cost: 164



THE SLAYERS (4)

Abraham Van Helsing's most promising prospects are inducted into the Slayers. These men and women are specially trained to handle many threats, though vampires are by far their most common foe.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Silver hand weapons (Str+2), wooden stake (Str+1).

Abilities: Brave.

Cost: 172

JOHANN VAN HELSING

The most famous of the Rippers is Abraham Van Helsing's adopted son, Johann. He was left on Abraham's doorstep one night, and the secretive vampire hunter could find no one to take the child. Though he tried to keep his affairs with the Rippers private, Johann was an inquisitive boy and eventually joined the cause.

Abraham saw to his training himself, and apprenticed him to legendary Witch Hunter Serious Chapel and later the Harkers to further refine his skills. While hunting with the Harkers, Johann and Jonathan created "Ripper's Claws," a useful weapon that has been reproduced for several other hunters since.

Some whisper that Johann was not left on Abraham's doorstep by accident however, and that the forces of evil have some design on his future. Exactly what that may be is revealed in the *Rippers* roleplaying game.

HARKER'S OLD WORLDERS

Jonathan and Mina Harker chased Dracula back to the Old World, but the fiend wasn't truly destroyed. The couple have since been asked by the Rippers to remain in Eastern Europe to continue their quest—and exterminate any other horrors found in the bowels of the Old World.



MONSTER HUNTER (HERO)

Jonathan's team leaders have adapted a very useful weapon they call "The Impaler." This modified blunderbuss was named in honor of his foe, Vlad Tepes, and fires both wooden and silver stakes. The Old Worlders are formidable foes for both vampires and werewolves.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Gear: Leather armor (+1), The Impaler, with silver and wooden bolts (see below); silver dagger (Str+1); stake (Str+1).

Abilities: Block, Trademark Weapon (Impaler).

- **The Impaler:** This modified blunderbuss has a range of 3/6/12, causes 2d10 damage, and takes one full action to reload (the firer may move normally during this time however). It fires both silver and wooden harpoons. A creature Shaken or worse by the harpoon gun is impaled and cannot become unShaken until it makes a Strength roll at -4 to remove the weapon. The creature may attempt no other action until the harpoon is removed. (There is no line attached to the harpoon.)

Cost: 124



LADY MONSTER HUNTER (HERO)

The ladies in the Old Worlders take after Mina Harker, who wears a disguise to protect her place in society.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Leather Armor (+1), Gatling pistol (silver bullets).

Abilities: Block, Rock and Roll.

Cost: 104

THE HARKERS

After their encounter with Dracula, the Harkers were recruited by Van Helsing. They trained with Serious Chapel for a time, then returned to Eastern Europe to hunt and finish off Dracula. The Count has proven elusive however, and the Harkers now find themselves battling werewolves more often than vampires.



GYPSY BAND (4)

Gypsies are distrusted throughout the world for their strange ways, but Jonathan has won over a small band of them to his side. Their ability to curse their foes has saved many a Ripper's life.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Silver dagger (Str+1), stake (Str+1), Wolvesbane.

Abilities:

- **Curse:** Each Gypsy can target one enemy figure in sight per round. That figure must make a Spirit roll or be Shaken.

Cost: 140



WOLFEN JAEGER (4)

The "wolf hunters" are experienced woodsmen armed with silver bullets. They are invaluable in hunting down lycanthropes of all types, but their rifles also make them useful against all creatures of the night.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Musket (silver bullets), silver dagger (Str+1).

Abilities: Brave, Marksman.

Cost: 216

THE ORDER OF ST. GEORGE

The Order of St. George is a secret society of pastors, priests, and nuns who back the Rippers in their fight against evil. Over the years, they have become an efficient and highly organized force.

Note: No member of the Order of St. George can use any form of Rippertech, including potions.



GRAND MASTER (HERO)

The "Grand Masters" of the Order have been battling evil for many years. They know the Rippers are valuable allies, but believe using the blood and bones of these creatures to defile

human flesh is blasphemous.

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Faith d12

Pace: 6, **Parry:** 5, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Blessed golden cross (Str+1d10); Holy Vestments (+3 armor vs supernatural attacks)

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt (rays of light), deflection, heal, smite.* (30 Power Points.)

Cost: 104



ARCHERS (4)

The blessed crossbow has become a favorite in the war against the Cabal. The Order realized this long ago and trained their archers well.

The Archers are subjected to rigorous training and tests to hone their accuracy to Olympic levels before finally granted their holy weapons and vestments.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d10, Shooting d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (+3 armor vs supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); crossbow.

Abilities: Champion, Marksman.

Cost: 192



CHOIR BOYS (8)

These Orphans have dedicated their lives to the Order, and are only used in the most dire situations.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4

Pace: 4, **Parry:** 4, **Toughness:** 4 (7 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); punch (Str).

Abilities:

• **Song of St. George:** The beautiful songs sung by the Choir Boys add +1 to all die rolls made by figures of the Order. The song continues as long as at least one Choir Boy remains.

Cost: 184



SISTERS OF MERCY (4)

The Sisters of Mercy seem blessed by the Almighty himself for their near-miraculous abilities to seal flesh which has been rent by the savage claws of the Cabal.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4 Vigor d4

Skills: Fighting d4, Guts d10

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Holy Vestments (+3 armor vs supernatural attacks); Punch (Str).

Abilities: Healer, Healing, Independent.

Cost: 120



WARRIORS (4)

The backbone of the Order are their highly-trained Warriors. They provide protection from the charging hordes of the Cabal, allowing the priests time to employ their miracles, or give the archers time to use their blessed crossbows.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); sword (Str+3).

Abilities: Champion.

Cost: 156

WITCH HUNTERS

The hills of America and Europe are awash with evil. Some of that evil takes the form of warlocks and witches, vile humans who have sold their soul to the dark powers. Those who hunt them, such as the famous Serious Chapel, are a pious and stubborn lot.



VETERAN WITCH HUNTER (HERO)



These stubborn Puritans see the world in very clear terms of black and white. Their headstrong ways and unrelenting approach often clashes with others, but no one disputes the brutal effectiveness of their ways.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Intimidation d10, Shooting d8
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Great sword (Str+4), black powder pistol.
Abilities: Improved Arcane Resistance, Improved Sweep, Strong Willed.
Cost: 124



BLOOD HOUNDS (SINGLE PAIR)

Witch Hunters often keep packs of bloodhounds to help him track

down the witches and the horrid creatures they summon. These hounds are trained to detect the scent of evil itself, and attack it savagely once they do!

Note: Bloodhounds are purchased along with their handlers as a set. Both figures act normally, but always remain adjacent. If the handler is killed, the dog runs toward the nearest enemy creature and attacks. It never voluntarily leaves combat once on its own.

(Handlers)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d8
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Pistol.
Abilities: -
Cost: 81

(Blood Hounds)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Bite (Str+1).
Abilities: Improved Frenzy.

WITCH HUNTERS (4)

Something of an anomaly amongst the Rippers, the Witch Hunter trains to hunt evil humans rather than inhuman monsters. They are intensely dedicated to their jobs, often to the point of frightening others with their intensity.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d8
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Sword (Str+3), black powder pistol.
Abilities: Arcane Resistance, Strong Willed.
Cost: 200

VENGANTS (5)



The Witch Hunters often recruit the locals in their posses. The most famous of the Witch Hunters, Serious Chapel, feels this gives the community justice and instills fear in those who might think of walking the dark path themselves. Van

Helsing clashes frequently with Chapel about this. Abraham feels revealing the presence of supernatural evil to the "masses" only causes more fear and panic.

Vengants are those locals who have lost loved ones to the creatures of the night. These vengeful souls are not well-trained or well-armed, but a fire burns within them that gives them incredible strength in battle.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6
Pace: 6, **Parry:** 5, **Toughness:** 5
Gear: Hand Weapons (Str+1).
Abilities:
• **Righteous Fury:** Vengants add +2 to all Strength rolls.
Cost: 125

EXPLORERS

Explorer teams operate far from the streets of London or the mountains of Transylvania. They specialize in fighting the nefarious mummies and other undead horrors of Imhotep. The most famous of these is Allen Frazer, a former tomb-raider recruited by the Rippers after surviving an encounter with Imhotep himself.



EXPLORER (HERO)



Explorers are archeologists, tomb raiders, and even grave robbers who have witnessed the horrors of the Cabal firsthand. The Rippers recruit these men and women not only for their knowledge, but for their incredible trademark luck as well.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d8, Taunt d8
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Pistol, shotgun, saber (Str+2), torch (Str+1).
Abilities: Level Headed, Great Luck.
Cost: 142



SCHOLAR (HERO)



Egyptologists and other academics often accompany explorer teams to help them translate hieroglyphics and unravel the secrets of the pyramids and other wonders.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Guts d6, Shooting d6
Pace: 6, **Parry:** 4, **Toughness:** 5
Gear: Pistol, saber (Str+2).
Abilities: Luck.

• **Scholar:** Scholars who trigger a Strange Locale with a random table can roll twice and take their choice of results.
Cost: 70

DIGGERS (4)



Explorers keep a retinue of locals in their employ. Though they appear as simple diggers, these men are capable fighters, and have proved their worth on many occasions.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8
Pace: 6, **Parry:** 7, **Toughness:** 6
Gear: Shovels (Str+2; Parry +1)
Abilities: Sweep.
Cost: 136

HIRE GUNS (4)



Explorers often hire on veteran mercenaries to aid them in their adventures. They are reluctant heroes at best, and join for loot rather than as a service to humanity.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d6
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Rifle, knife (Str+1).
Abilities: Brave.
Cost: 204

TOMB GUARDS (4)



Scattered throughout Egypt and North Africa are small sects of warriors dedicated to protecting the tombs. They do this to preserve the region's natural treasures, but also to keep the various horrors entombed within imprisoned. The increasing number of ever-curious infidels makes

this a difficult job, however.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d10, Guts d10, Throwing d10
Pace: 6, **Parry:** 7, **Toughness:** 6
Gear: Sword (Str+2); throwing knives (Str+1).
Abilities: Brave.
Cost: 172

MASKED CRUSADERS

Many of the Rippers wear masks and operate on missions in their guises. Dime Novels are written about these "super heroes," though most respectable newspapers continue to believe they are nothing more than myths.



GADGET HERO (HERO)

A typical Yankee Hero uses a device made popular by the most famous of the group—the Yankee. Some of these use a crossbow loaded with various trick bolts to handle the many different types of foes they must face.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d10, Taunt d8

Pace: 6, **Parry:** 7, **Toughness:** 7

Gear: Leather costume (+1), mini-crossbow (silver and wooden bolts, trick bolts).

Abilities:

- **Trick Bolts (Binding):** This bolt binds a victim. If it hits, the victim's only action can be a Strength roll. Failure means the victim is stuck fast. If successful, the figure is free but cannot act. A raise allows the victim to break his bonds and act that round. An adjacent friendly figure may also help by spending one action cutting or pulling the coils, adding +2 to the victim's Strength roll.
- **Trick Bolts (Explosive):** This bolt explodes when it hits, causing 2d6 damage in a Medium Burst Template. Roll deviation normally if the shot misses.
- **Trick Bolts (Knockout Gas):** This bolt causes knockout gas to fill an area equal to a Large Burst Template. Any living creature within (including werewolves and the like) must make a Vigor roll or fall Incapacitated for the duration of the game! These figures may be awakened by a friendly adjacent figure. They rise instantly, but are Shaken.
- **Trick Bolts (Grappling Line):** The Yankee can scale any vertical surface (such as a wall) using his mini-crossbow's grappling line. He cannot shoot on the same action he ascends.

Cost: 130



ACROBATIC HEROINE (HERO)

A few masked crusaders can collectively be called "acrobats." They use their incredible agility, speed, and skill to dazzle their foes before moving in for the final blow.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Taunt d8

Pace: 6, **Parry:** 10, **Toughness:** 7

Gear: Leather costume (+1), silver-tipped wooden staff (Str+2; Parry +1).

Abilities: Improved Block, Improved Dodge, Quick.

Cost: 94



CONSTABLES (4)

Masked Crusaders try their best to work with the local authorities in time of need.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



MILITIA (8)

Most towns and cities have a local militia they can call upon when violence breaks out within their borders. These men are shocked when they discover the true extent of the evil they must face, but most

fight valiantly since they're protecting their own homes and families.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296

FREELANCERS

The troops listed on the previous pages are those most often found in particular warbands across the world of *Rippers*. There are other heroes of the Horror Wars as well, however. Throughout the world there are men and women with no affiliation to specific warbands who still give their blood in the fight against evil.



PRIEST (HERO)

No team of Slayers would be complete without a priest to protect the flock against evil.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: —

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt, deflection.* (30 Power Points.)

Cost: 110

SOLDIERS (4)

Whether they are Prussian soldiers guarding the frontiers of the Dark Forest or American minutemen scouring the primeval forests of New England, veteran soldiers are frequently recruited to aid in the Horror War.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

OFFICERS (1)

Like the soldiers they lead, military Officers around the world frequently take it upon themselves to aid in the Horror War.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53



UPGRADES

Ripper units can have "upgrades," whether in the form of additional equipment, Rippertech, or artifacts. Each of these are discussed below.

EQUIPMENT

You can purchase additional equipment for your units using the simple table below. Note that this cost is per figure, so if you want to add rifles to all your Whitechapel Irregulars, you'd need to pay the cost for each member (and could subtract the cost of their pistols if discarded).

Cost	Weapons
1	Axe (Str+2)
3	Battle Axe (Str+3)
5	Blunderbuss (5/10/20; 1-3d6; reload)
12	Bomb (3/6/12; 3d6 Medium Burst Template)
10	Crossbow (15/30/60; 2d6; AP 1)
5	Flintlock Pistol (5/10/20; 2d6+1)
13	Gatling Pistol (Wild Cards only)
4	Great Ax (Str+4; Parry -1; 2 hands; AP 1)
3	Great Sword (Str+4; Parry -1; 2 hands)
3	Holy Water (3/6/12; Small Burst Template)
1	Knife (Str+1)
8	Mini-Crossbow (10/20/40; 2d6)
11	Musket (10/20/40; 2d8+1; AP 1)
2	Net (Str or Agl -2 to get free)
9	Pistol (12/24/48; 2d6+1)
14	Rifle (24/48/96; 2d8)
4	Ripper Claws (Wild Cards only; Str+3; +1 Parry)
2	Saber (Str +2)
10	Shotgun (12/24/48; 1-3d6; +2 Shooting)
1	Silver dagger (Str+1; Silver)
1	Stake (Str+1; Wood)
3	Sword (Str+3)
2	Throwing Knife 3/6/12; Str+1)
2	Torch (Str+1; Fire damage)
2	Whip (Str; Reach 2")

Ammunition

+1	Silver bullets or crossbow bolts
+2	Wooden crossbow bolts

Other Gear

1	Leather Armor (Armor +1)
2	Garlic (Vampires subtract 2 from Fighting rolls)
2	Wolvesbane (Werewolves subtract 2 from Fighting rolls)

RELICS

Relics are powerful devices with seemingly magical powers. Retrieving these items can be an important goal for Ripper teams as they often greatly increase their chances of defeating their supernatural foes.

Relics may only be given to Wild Cards.

Blessed Dagger (4): This holy dagger causes Str+1d6 damage.

Gunslinger's Pistol (11): This pistol once belonged to a legendary cowboy from America. It acts as a normal pistol, but causes 3d6 damage.

Blessed Vestments (3): These holy garments offer +3 protection from damage caused by supernatural evil, including hand attacks by such creatures, all magical effects, and so on.

Blessed's Sword (6): This weapon causes Str+1d10 damage.

Holy Bible (5): These bibles have been carried by veteran priests who died in the Horror War. When the wielder is the direct target of a spell or arcane effect, roll a die. If the roll is even, the effect is directed back at the target (or negated if the effect is inappropriate).

Invisibility Potion (12): A hero can drink this potion to become invisible. Attacks against him suffer a -6 penalty. The potion has some side-effects, however. If the character is dealt a Joker, severe schizophrenia sets in and he immediately switches over to the other side! (He returns to his original side in campaign games.)

Martyr's Cross (4): The holy symbols of those who have died in battle against evil become enchanted. Supernaturally evil creatures cannot approach within 4" of a character with this cross without making a Spirit roll.

Relic of the Saints (2): This sacred artifact—a finger bone, skull, or other remnant of a Saint—provides a user with an Arcane Background 10 additional Power Points.

Rod of Transformation (2): With a successful Fighting attack, a Wolf Man or Werewolf must make a Spirit roll or instantly revert to its human form! The victim lies unconscious afterwards and is counted as a casualty.

Spellbook (2): Each time this "relic" is bought, a character with an Arcane Background can learn a new spell. (Rippers may not learn *zombie*.)

Veteran's Badge (5): These old medals were given to soldiers who secretly fought the horrors in wars long past. All friendly troops within 12" of the wearer are inspired by it and add +1 to their effective Toughness.

RIPPERTECH

Below are a sampling of the various grafts, potions, and augmentations the Rippers have managed to take from the monsters they've captured or killed.

Only Wild Cards may receive Rippertech. Those with lesser wills cannot survive the painful and invasive process! Even if they can, rarely will Van Helsing approve an operation for those he feels are more likely to go mad than fight the Cabal.

Augmentations that increase attributes or skills do so one die type at a time. A d6 becomes a d8, a d12 becomes a d12+1, a d12+3 becomes d12+4, and so on.

Augmentations do not stack. A hero gains the bonuses only of the most powerful augmentation.

Limit: Characters who rely too heavily on Rippertech almost always turn evil, so Van Helsing has forbidden it. Characters may only purchase as many points of Rippertech as their Spirit die type.

Potions: Some Rippertech is marked (potion). Potions are bought for a particular character, but may be given to other figures during a battle if desired. Potions can be consumed at any time during a character's action (though it is not considered an action). Its effects are instant. Lasting effects remain for the duration of the battle.

ANIMAL HYBRIDS

Eyes (2): Made from cat or dog eyes, these grant the user the ability to see in the dark. The host ignores all lighting penalties.

Gills (1): Available only from Dr. Moreau's Piranha Men, gills grant the character the Aquatic ability. He cannot drown, gains Swimming at d6 (or increases two die types if he already had it), and moves at a Pace equal to his Swimming skill.

Muscle (2): The muscle of Dr. Moreau's creatures can be grafted to the bones of the Rippers, granting them a single die type increase in Strength.

DEMON

Blood (Potion) (4): Demon blood burns the veins, but gives the imbiber the Improved Frenzy Ability.

Heart (4): A rare find, the heart of a demon increases the patient's Vigor by two die types!

Horn (10): Demon horns require a great personal sacrifice, as it is nearly impossible to hide them once the operation is complete. The benefit is great, however, but only in combat. A character with demon horns gains the ability to project a scathing gout of flame. Place the Cone Template to the figure's front. Every figure within the cone must make an Agility roll or suffer 2d10 damage.

No friendly Extra will willingly come within 4' of a character with horns.

Skin (1): The scaly hide of demons provides Toughness +1.

MUMMY

Blood (Potion) (3): The dried blood of the mummies can be turned into a strong potion that instantly heals 1d3 wounds.

Skin (4): The dusty hide of the mummies can be grafted onto victims in grotesque patches. This grants them the Improved Arcane Resistance Ability.

WEREWOLF

Blood (Potion) (2): The user becomes fierce like a werewolf and gains the Frenzy ability.

Claws or Fangs (2): These vicious claws or teeth cause Str+2 damage.

Eyes (2): The recipient gains the ability to see in the dark and ignores all lighting penalties.

Heart (Potion) (1): The heart of these feral beasts cannot be implanted, but anyone who eats of a werewolf's heart gains great stamina when sprinting. Treat any running roll less than 4 as 4.

Muscle (4): The living muscles of the lycanthrope are grafted into the patient's tissue. His Strength increases two die types.

Leg Muscles (2): The figure adds +2 to his Pace and gains the Fleet Footed Ability.

WITCH

Eyes (Potion) (4): Ground up and mixed with bits of witch brains, this vile concoction grants the drinker a limited ability to see the future. The potion must be imbibed in the Draw Phase of the game turn—as cards are dealt. The drinker may then rearrange any two Action Cards he sees fit. This is a "special" action outside the normal scope of the game, and does not grant the figure any other actions, nor affect its actions later in this turn.

Tears (Potion) (2): Salty witch's tears grant the user the Improved Arcane Protection ability. He gains +4 Armor versus magical attacks, as well as +4 to resist magical effects. This does not stack with those who already have this ability.

VAMPIRE

Blood (Potion) (2): Vampire blood grants a hero immunity to poison and disease, and adds +2 to Spirit rolls to recover from being Shaken.

Brain (Potion) (6): Dried bits of a vampire's brain can be eaten to give the user "celerity," incredible speed and quickness. His Pace increases by +2, his running die becomes a d10, and he gains the Quick ability (his Action Card can never be lower than a 6). Characters who are already Quick gain the Improved Quickness ability—their draw can be no lower than an 8.

Eyes (8): The eyes of a vampire gives the user the ability to control others. This counts as the *puppet power*. The user gains Spellcasting at d4 (or can use his own skill if he has it already). He has 5 Power Points with which to use this power (or he can use his own if he has an Arcane Background of his own).

Claws (1): The claws of the vampire cause Str+1 damage.

Fangs (2): Vampire fangs cause Str+1 damage. A figure with fangs can spend one entire action over a fallen, living foe to drink of his blood. This restores one wound.

Heart (4): The withered heart of a vampire can be placed inside a human chest. Strangely, the thing begins to pump again, and in fact gives its new host great strength and vigor. The recipient's Strength and Vigor are increased one die type.

ZOMBIE

Brain (Potion) (2): Those who drink this grainy, noxious brew become Fearless. They automatically succeed at all Guts checks.

Spine (2): The spine of the walking dead is what keeps the corpse walking even after death. Dr. Jekyll has found a way to implant portions of their backbone into his patients, granting them the ability to add +2 to recover from being Shaken. This bonus *does* stack with Combat Reflexes.

CHAPTER FOUR: THE CABAL

After Dracula's near-death at the hands of the Harkers in the mountains of Transylvania, it became apparent the "monkeys" had finally begun to fight back. This was not a development the more intelligent horrors of the world cared for. Dr. Jack, now the demented arch-nemesis of the Rippers, knew this, and contacted the Vampire Lord.

Jack, Dracula, Dr. Jekyll, and others spent the next few years traveling the darkest parts of the world, sniffing out evil and recruiting it through negotiation, bribery, or brute force. Sometimes the other members of the Cabal don't even realize they're acting for others, but are simply lured to a particular place and time to attack the Cabal's targets.

Both Jack and Dracula have returned to London to attempt a direct attack on the leaders of the Rippers. A large tribe of bloodthirsty werewolves continue his reign of terror in Transylvania, tying down some of the count's most hated foes, Jonathan and Mina Harker.

Elsewhere, Imhotep attempts to establish dominance over Egypt. The Circus of Death continues to prey upon the weak in New York City. The followers of Dr. Moreau play God in isolated camps, creating human-animal hybrids he believes will one day rule the world. And in the distant West Indies and Caribbean, voodoo sorcerers are creating an army of walking dead!

WARBANDS

Though troops are grouped by warbands because this is how they most often serve, members of the Cabal often share their minions with one another. Werewolves often serve under Dracula, for example, and Moreau's followers have sold animal men to more than one horror lord. The Voodoo Queens of the Indies have also "fleshed" out many armies with their legions of fearless walking dead. The sacrifices this requires are not counted on the battlefields of this game, but are frequent fodder for the roleplaying version of *Rippers*.

In game terms, you may purchase troops as you wish from any of the Cabal's warbands. The only requirement is that you have at least one Wild Card, and that one of your Wild Cards be nominated as the leader.

VILLAINS

Troops labeled as Villains are Wild Cards. You should give them a name for extra flavor. Your Vampire Count might be Baron Coppola, for example, while your Royal Mummy is Ahmenhotep.

VAMPIRE COUNTS

The Cabal's most active members are certainly the vampires, led by Dracula himself. But Vlad Tepes is not the most powerful of these undead, for the Vampire Counts' own sires—the Vampire Lords—occasionally enter the Horror War as well.



VAMPIRE LORD (VILLAIN)

The ancient Vampire Lords are older than Dracula himself. Their motives are unclear and they have not formally joined Vlad in the Cabal, but they do occasionally

appear to help the forces of evil.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Spellcasting d12

Pace: 6; **Parry:** 8; **Toughness:** 12

Gear: Various Armor +2, Bite (Str+3), Large Cursed Hand Weapons Str+1d10.

Abilities: Fear -2, Undead, Wall Walker, Weakness (Wood).

- **Arcane Background (Magic):** Any 5 powers of your choosing. (30 Power Points.)

Cost: 212



VAMPIRE COUNT (VILLAIN)

Dracula and others sired directly by the Vampire Lords are the Vampire Counts. Most of these are active members of the Cabal.

Attributes: Agility d10, Smarts d10, Spirit d10,

Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Spellcasting d10

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Bite (Str+2).

Abilities: Fear, Undead, Uninvited, Wall Walker, Weakness (Wood).

- **Arcane Background (Magic):** *Deflection, puppet, obscure (mist)*. (30 Power Points.)

Cost: 150



VAMPIRE (VILLAIN)

The Counts create third-generation minions when they feel Van Helsing's legions are close.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8,

Intimidation d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Bite (Str+2.)

Abilities: Undead, Uninvited, Weakness (Wood).

Cost: 86



CONCUBINE (I)

These gorgeous women have been chosen as brides by the Vampire Counts. Their sole purpose is to protect their master, and are utterly and suicidally loyal.

Note: Each Vampire Count may have a single Concubine.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Bite (Str+2).

Abilities: Guardian (Vampire Count only), Undead, Uninvited, Weakness (Wood).

- **Seduction:** Concubines are incredibly beautiful. Any human male figure who wants to attack a Concubine suffers a -2 penalty.

Cost: 37



COSSACK GUARD (4)

Like Dracula, the Vampires realize the value of rifles but find such tools beneath them. Fortunately for them, there are plenty of willing scum willing to betray the human race for gold. The best of these are castoffs of the Carpathian's fierce Cossacks.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Gear: Heavy coats (+1), rifle, saber (Str+2).

Abilities: Block, Brawny, Combat Reflexes.

Cost: 232



NOSFERATU (4)

The progeny of one particular Vampire are quite different than most others. Their hair falls out, their teeth become jagged and malformed, and their faces become rat-like and ugly. This particular branch has different powers as well, and do not share the other vampires' weakness for wood!

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Claws (Str+2).

Abilities: Fear, Frenzy, Undead.

- **Hiss:** Each Nosferatu can target one enemy figure within 12" and illicit an evil hiss. That figure must make a Guts roll or be Shaken.

Cost: 152

RAT SWARM (1 SWARM)

Dracula summons a seething mass of rabid rats when forced to do battle in the open.

Note: The Rat Swarm is represented by a Medium Burst Template (see the template on page 48, and the rules in Appendix III).

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d6

Skills: —

Pace: 6; **Parry:** 5; **Toughness:** 5

Abilities: Swarm.

Cost: 30

CHILDREN OF THE MOON

Werewolves are created by an evil creature known as the White Wolf. They in turn spread their vile lycanthropy to others, who become Wolf Men. When the moon is full, the Children of the Moon heed the primal call and transform into bloodthirsty murderers.



WEREWOLF (VILLAIN)

Werewolves are incredibly powerful, fast, and vicious. They have more cunning than true smarts, and so are frequent minions of

more intelligent creatures who are also powerful or savvy enough to control them (such as Vampire Lords). Once on the field, the lycanthropes need little provocation. They are cunning and bloodthirsty hunters.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 8; **Parry:** 7; **Toughness:** 5

Gear: Claws (Str+2).

Abilities: Combat Reflexes, Fleet Footed, Improved Frenzy, Quick, Weakness (Silver).

- **Bay:** The Werewolf can use its entire action to bay at the moon. When it does so, every enemy figure on the board must make a Spirit roll or be Shaken. Fearless characters are immune.

Cost: 92



WOLF MEN (4)

Those infected by werewolves—second generation lycanthropes—become Wolf Men. Like the creatures that created them, they are bloodthirsty savages when the Full Moon

transforms them into ravenous beasts.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Claws (Str+2).

Abilities: Fleet Footed, Improved Frenzy.

Cost: 168



WOLF PACK (6)

The beasts of the forest answer the call of their two-legged masters and become rabid killers.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Bite (Str+1).

Abilities: Fleet Footed.

Cost: 174

THE MUMMIES

Imhotep was a priest in ancient Egypt. He was the first freemason, and the architect of the pyramids. Using ancient knowledge found upon a pair of stone pillars, he was able to create a formula for immortality, and develop the process of mummification. Imhotep had himself mummified alive in order to gain eternal life, but his actions angered the dark gods, who cursed him and all of the other mummies to slumber for all of eternity. In 1883, an anonymous grave robber dug up Imhotep's tomb, breaking the curse, and he awoke...

Now he has created an army of his most loyal followers and their unholy minions.



ROYAL MUMMY (VILLAIN)



Imhotep has learned how to wake the ancient rules of Egypt and obedient mummies. These "Royal Mummies" lead bands of Servitor Mummies and cultists to dispatch Imhotep's enemies. They also have the power to create

Minions of Set, powerful statues imbued with the power of Egypt's dark gods.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Guts d12, Intimidation d10, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 11

Gear: Crushing Grasp (Str+2).

Abilities: Improved Arcane Resistance, Undead, Weakness (Fire).

- **Arcane Background:** *Barrier (sand), bolt (stream of scarab beetles), deflection (swirling sand), fear (unearthly cry), obscurement (sandstorm).* (30 Power Points)

Cost: 168

SERVITOR MUMMY (1)



These creatures were placed in their masters' tombs to guard them for all eternity. They guard them still.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Abilities: Improved Arcane Resistance, Fear, Undead, Weakness (Fire).

- **Mummy Rot:** Anyone touched by a Servitor Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the figure has "mummy rot" and suffers an immediate wound!

Cost: 60



EVIL CULTISTS (4)

These fanatical warriors are fanatically loyal to Imhotep. Some do it hoping for a return to Egypt's greatness. Others have been threatened, or even bribed by the Master of the Pyramids.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



MINION OF SET (VILLAIN)



These jackal-headed humanoids are statues brought to life through Imhotep's magic. They are mindless combatants, which is precisely what makes them so fearsome.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8

Pace: 6; **Parry:** 7; **Toughness:** 12

Gear: Cursed Polearm (Str+1d10).

Abilities: Construct, Improved Arcane Resistance, Armor +4, Improved Sweep.

Cost: 114

SLEEPY HOLLOW HORRORS

The little town of Sleepy Hollow in upstate New York is a haunted place. The most famous legend of the region is that of a long dead Hessian known as the Headless Horseman, but there are other horrors here. A horrible creature known as "Pumpkin Jack" travels about the land, giving life to the scarecrows of the field and giving them a taste for human blood.



HEADLESS HORSEMAN

The Headless Horseman was a Hessian soldier decapitated by a cannonball during the Revolutionary War. Those who know how can actually summon the Horseman to fight for

them. Though it has been destroyed many times, the horror somehow manages to return every time it is summoned.

The Horseman appears as a soldier in antique uniform with a string of severed heads tied to the saddle of his trusty nightmare.

Note: The Horseman is a spirit that can manifest in many places at the same time. Though this is "the Headless Horseman," you may purchase more than one in your force.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10

Pace: 6; **Parry:** 8; **Toughness:** 8

Gear: Cursed Saber (Str+1d10).

Abilities: Block, Undead.

- **Flaming Head:** The Headless Horseman can throw flaming heads. These have a range of 3/6/12 and explode in a Medium Burst Template, causing 3d6 damage to all within.

Cost: 180

The Horseman's Nightmare

The horse may attack any creature it is in contact with during the Horseman's action as well.

Note: The horseman cannot be dismounted in *Horror Wars*.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10

Pace: 8; **Parry:** 7; **Toughness:** 8

Gear: Flaming hooves (Str+3).

Abilities: Fleet Footed, Guardian (to Horseman), Size+3.

- **Charge:** If the horseman moves over 6" toward his foe, he adds +4 to his damage roll.



PUMPKIN JACK (VILLAIN)

"Pumpkin Jack" was once a warlock in the back hollows of New England. A mob of country folk eventually caught up with him and chased him into a corn field. He hid in a

scarecrow but was discovered and murdered within it.

The next full moon, "Pumpkin Jack" rose from the dead. In addition to his black sorcery, Jack now has the ability to give unlife to the many scarecrows that dot the countryside.

Note: Like the Headless Horseman, Pumpkin Jack is a unique being, but seems able to manifest in several places at the same time. You may purchase multiple Pumpkin Jacks' in your force.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Staff (Str+2; Parry +2; Reach 1)

Abilities: Fear.

- **Arcane Background:** *Blast (exploding pumpkins), deflection (mystical aura).* (30 Power Points)

Cost: 106

SCARECROW (4)



These terrible creatures are scarecrows animated by Pumpkin Jack.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156

THE CIRCUS OF DEATH

The original "Circus of Death" originated in New York, but vile "Ring Masters" have now sprung up in several locations around the world and quietly subverted the shows.

The Ring Master appears to be a man, but in fact are a *race* of demons. Though each has its own name and appearance, the demons seem single-minded in their purpose—to sew terror and confusion in the world by poisoning the very things which should bring relaxation and entertainment to the masses. Similar demons have been discovered running puppet shows and theatres, but the Cabal has focused its efforts on those who have subverted circuses, for they are frequently infected with packs of demons disguised as Bearded Ladies, Freaks, and of course—Clowns.

It is a balancing act not unlike that of the high-wire, for the demons must keep up the appearance of a circus and maintain a certain level of respectability or they will quickly be hunted down and closed by the Rippers. When forced into battle, however, the disguises come off, revealing their true nature.



RING MASTER (VILLAIN)

The demons that cause all this pain and panic are cruel and sadistic creatures. Once they've managed to take over a circus, they gradually begin to insinuate their demonic allies into the show. This infiltration is kept very secret, of course, and their murder and mayhem are carefully controlled so as not to draw too much attention.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Throwing d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Cursed Throwing Knives (Str+1d6, whip (see below), padded suit (Armor +2).

Abilities:

- **Whip:** This barbed whip causes Str+3 damage, and always causes at least a Shaken result. This special effect cannot wound a creature if the damage isn't actually great enough to cause a second Shaken result or higher, however.

Cost: 106





BEARDED LADIES (4)

Horrible demons from the foulest pits of Hell, these grotesque things have living hair growing from their bodies. The flowing strands can grapple, choke, and strangle foes in all directions.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Punch (Str).

Abilities: Size+2.

- **Living Hair:** All foes within a Medium Burst Template, centered on the Bearded Lady, are grappled by long strands of hair. All their actions are at -2, they cannot leave the area of effect without a Strength roll, and they suffer 1d6+2 damage per round.

Cost: 150



CANDY MEN (VILLAIN)

The "Candy Men" are vile demons armed with sticky bundles of "cotton candy." They use these globs to bind their foes, then watches as they are slowly dissolved like the candy itself!

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Throwing d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Bite (Str+3), Cotton Candy (see below).

Abilities:

- **Cotton Candy:** Candy Men attack by throwing balls of sticky cotton candy the size of a Small Burst Template. The range is 3/6/12. Anything hit by the candy is stuck fast, and cannot do anything but attempt to break free on its action (a Strength roll at -2). Each round a figure is bound after the first (and after it attempts to break free), it suffers 2d6 damage. A figure removed from play in this way is permanently dead and cannot be recovered during a campaign.

Cost: 104



FREAKS (4)

These unfortunates were once normal men and women who sold their souls to the Ring Masters for some reason or another. When their time ran out, the dark powers gave them a choice—hell or servitude as a freak in the Circus of Death. The latter does not keep them from the Pit forever, but at least grants them a temporary respite from their final penance.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Claws (Str+1).

Abilities: Fear.

Cost: 148



KILLER CLOWNS (4)

The true stars of this horrific show are the killer clowns. The fears expressed by millions of children (and adults!) come true with these freakish demons.

The clowns have a variety of tricks they can produce—seemingly from out of nowhere. Each of these is listed under its Abilities, below. A clown may only do one trick in a round (no multi-actions). Each clown may do a different trick, however.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Clown Clothes (Armor +1).

Abilities:

- **Bag of Marbles:** The clowns can spill a giant bag of marbles that fill an area the size of a Large Burst Template. This remains for the duration of the battle. The area is considered difficult ground, and any creature that runs through it must make an Agility roll or fall and be automatically Shaken.
- **Baseball Bat:** A gigantic baseball bat, mallet, or other club causing Str+1d6 damage.
- **Squirting Flower:** A flower that sprays acid in a cone template. Victims within must make an Agility roll or suffer 2d10 damage.

Cost: 200

THE COVEN

The ancient religions of Europe have faded, but still live. Practitioners of ancient faiths such as Druidism and Wotanism can be found among the wild parts of Europe and the Americas.

Sadly, the same dark forces that plague more modern faiths like Christianity and Vodun have corrupted some of the followers of these ancient religions into dedicated servants of evil.



WITCH (VILLAIN)

These witches were once druids or followers of other nature religions. Now they are servants of evil, and the mainstay of the Witches faction.

Attributes: Agility d8, Smarts

d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 2; **Toughness:** 6

Gear: Cursed Knife (Str+Id6)

Abilities:

- **Arcane Background (Magic):** *Bolt (beam of black light), blast (hellfire), fly (broomstick).* (30 Power Points each.)

Cost: 86



BONE HORRORS (4)

Coming straight from the pits of Hell, Bone Horrors are fierce fiends dedicated to the cause of evil.

Attributes: Agility d8,

Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Bite (Str+2).

Abilities: Armor+2, Combat Reflexes, Fear, Fearless, Improved Frenzy.

Cost: 200



DEVIL DOGS (4)

These poor mutts were transformed by the covenant's wicked magic into malevolent horrors.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Gear: Horrid Bite (Str+Id6).

Abilities: Armor+2, Combat Reflexes, Fear, Fleet Footed.

Cost: 172



HORNED GOD (VILLAIN)

A Horned God is summoned by vile human sacrifice. It requires great strain, so the witches bring the things to life only when they know

the Rippers are close. Of course the things are not gods as some of the witches claim—they are foul demons summoned from the depths of Hell.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10

Pace: 8; **Parry:** 6; **Toughness:** 11

Gear: Bite (Str+2).

Abilities: Armor+2, Fear -2, Fearless, Improved Frenzy, Size +2.

- **Breathe Fire:** The Horned God can breathe fire in the shape of a Cone Template. All those within the cone must make an Agility roll or suffer 2d10 fire damage.

Cost: 160

MOREAU'S MONSTERS

Dr. Moreau was one of the pioneers of Rippertech. Giving sentience to animals was too much for Van Helsing and the others, however, and the blasphemous Moreau was expelled. He moved to a hidden island somewhere and continued his mad design, where it is said he perished at the claws and fangs of his own creations. His followers have carried on however, and continue to create "Hybrid" animal men and women who serve the Cabal without question.



OVERSEER (VILLAIN)



Moreau's former assistants serve as overseers to teams of his Hybrids and Wranglers. They enter the battlefield with a potent concoction: the Instant Evolution Serum.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Gear: Heavy leather coat (+1), syringe (see below), pistol.

Abilities:

- **Instant Evolution Serum:** If an Overseer succeeds with a touch attack (+2 Fighting), he injects a victim with his serum. The victim is automatically Shaken and must make a Vigor roll at -2. If failed, he transforms into a random animal hybrid (see table below). The new figure instantly joins the doctor's team and is under the Doctor's control.

Cost: 80

EVOLUTION SERUM TABLE

d8	Hybrid
1-2	Ape Hybrid
3-4	Cat Hybrid
5-6	Dog Hybrid
7-8	Fish Hybrid
9-10	Overseer's Choice

HYBRID WRANGLER (4)



These brutal mercenaries ensure that the Overseers' creations obey the law.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Gear: Pistol, net, knife (Str+1).

Abilities: Brawny.

Cost: 156



HYBRIDS (4)

These nearly human creatures have been formed by surgically altering the bodies of cats, dogs, gorillas, and even fish—with humans! Hybrids possess low-level human intelligence, but resort

to their more feral state when they smell blood.

Note: Each group of four hybrids may be mixed as you see fit.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Gear: Bite (Str+2).

Abilities: Size +1.

- **Ape:** Strength is d12+2.
- **Cat:** Agility is d10, Fighting is d10, Parry is 7.
- **Dog:** Fleet Footed.
- **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.

Cost: 160



OMEGA BEAST (VILLAIN)



Dr. Moreau recently discovered how to trigger genetic changes in his hybrids to make them even larger and more powerful. This also makes the animals more aggressive, something Dr. Moreau has embraced since the formation

of the Cabal. Dr. Moreau has so far managed to create Omega Beasts from cats and dogs (use the same stats below for both).

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidate d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Gear: Bite (Str+4).

Abilities: Fleet Footed, Frenzy, Size +2.

- **Rabid:** Omega Beasts are rabid killers on the battlefield. They must always run their full movement directly toward the nearest enemy. If no enemy figures are visible, the beasts head for other animal hybrids, Wranglers, and Overseers, in that order.

Cost: 120

THE ZOMBIE MASTERS

Voodoo priests and priestesses from around the world have also joined the Cabal. These “houngans” and “mambos” have mastered the art of creating zombies. These aren’t typical voodoo victims brainwashed into believing they are dead and granting their master obedience. These are actual corpses—rotten and decayed cadavers—given unlife and filled with hate for the living.



MAMBO (VILLAIN)



Voodoo is not accepted as a legitimate religion in Victorian times, but most who practice it claim it is simply a peaceful worship of the Loa—or voodoo spirits. Mambos are female sorcerers who have embraced the dark Loa in exchange for their terrible powers.

Note: Mambos have the *zombie* power, but a different version that requires longer to prepare. Any zombies bought in the force reflect those they have already created.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d12, Intimidation d10, Spellcasting d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Cursed dagger (Str+1d6).

Abilities:

- **Arcane Background:** *Barrier (bones), blast (bone shards), obscurement (fog), puppet (voodoo doll).* (30 Power Points)

Cost: 98



HOUNGAN (VILLAIN)



Houngan are the warlocks of voodoo. Those who have joined the Cabal have dark souls, and are willing to sell them to evil spirits for power on earth.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12+2, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Spellcasting d10

Pace: 8; **Parry:** 6; **Toughness:** 6

Gear: Soul cane (Str+1d10).

Abilities: Burrow 12”.

- **Arcane Background:** *Bolt (black bolt), obscurement (fog), puppet.* (30 Power Points)
- **Eruption:** Houngans can cause the restless dead to reach up and grab those within a Large Burst Template. Victims must make a Strength roll on their next action. Those who roll a 1 are pulled under and die. Failure means the victim is held fast and cannot move or act that round. Success allows the victim to move out of the area of effect but his action is taken. A raise allows him to move on without losing his action.

Cost: 150

BOKOR (I)



These priests and priestesses are learning to become houngans themselves. The price they must pay for this knowledge is utter devotion and sacrifice to their mentor.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6,

Spellcasting d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Various blades and clubs (Str+2).

Abilities: Guardian (Any Mambo or Houngan).

- **Bolt:** The priests and priestesses can cast a weakened form of *bolt* at no Power Point cost. It has a range of 5/10/20, a Rate of Fire of 1, and causes 2d4 damage. This takes the form of a hurtling bone shard.

Cost: 40

ZOMBIES (8)



Foul carcasses brought to unlife by voodoo, these horrid beings hate the living. They quest for fresh meat constantly, and devour it ravenously.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6

Pace: 4; **Parry:** 5 **Toughness:** 7

Abilities: Fearless, Slow, Undead.

Cost: 200

ROGUES

A number of villains of the Cabal operate independently. Some of these join their fellow monsters only for a limited time to achieve their own nefarious ends. Others cannot be controlled or reasoned with, and have to be “herded” into the Rippers and set loose to wreak as much carnage as possible.



SAUCY JACK (VILLAIN)



Dr. Jack, the original Ripper, created these abominable duplicates by splicing in random Rippertech to hardened killers. A few of his own demented brain cells gave them his twisted personality—and his nickname as well. Throw in a cursed scalpel or

two and the “Saucy Jacks” are as great a threat as any vampire or werewolf.

Note: You may purchase Rippertech for Saucy Jacks.

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Cursed Scalpel (Str+1d6)

Abilities: Combat Reflexes, Improved Sweep.

• **Woman Hater:** Saucy Jacks hate women.

They add +2 to all Fighting and damage rolls when attacking female human figures.

Cost: 90



HYDE (VILLAIN)



Dr. Jekyll has injected his Hyde formula into a number of “volunteers” to serve as shock-troops of the Cabal. These “Hydes” are ordinary folks until the unpredictable transformation sets in. Then they become violent killers

who stop at nothing to destroy their foe.

Note: Hydes always begin a battle in human form. Use any human figure you wish until the transformation takes place, at which point it is replaced by a Hyde.

Human Form (Villain)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Pistol.

Abilities:

• **Shape Change:** When the figure is dealt a face card, he automatically changes to a Hyde. Hyde cannot use ranged weapons, but retains them for use later should he revert to human.

Cost: 80

Mr. Hyde Form (Villain)

Dr. Jekyll’s original formula transformed him into a sly, agile, and small cretin. His improved formula makes those who drink it large, strong, fast, and utterly brutal.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Gear: None.

Abilities: Size +1, Improved Nerves of Steel.

• **Shape Change:** When a Hyde is dealt a face card, he automatically changes back to his human form. Hydes cannot use ranged weapons, but know to “pocket” them for the inevitable re-transformation.



INVISIBLE MAN (VILLAIN)

A number of the Cabal’s treacherous humans have volunteered to take the serum used to create the Invisible Man. Most perish from the unstable stuff, but a few manage to survive it—for a

time at least.

Note: No figure is used for the Invisible Man—just a base!

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Improvised weapon (Str+2).

Abilities:

• **Invisibility:** Attacks against the Invisible Man suffer a -6 penalty. The penalty does not apply to area effect weapons—which hit normally.

Cost: 70



THE MONSTER (VILLAIN)

Victor Frankenstein's original Monster has vanished, but the Cabal has used his notes to create lesser versions of the creature. The things stand over eight feet tall with strong, athletic builds.

Unlike the original monster, these horrors are relatively stupid and obedient.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d12+3, Vigor d12
Skills: Fighting d10, Guts d4, Intimidation d8, Throwing d6
Pace: 6; **Parry:** 7; **Toughness:** 10
Abilities: Berserk, Construct, Size +2.
Cost: 112

HENCHMAN (1)



Henchmen are found throughout the Cabal. They are mindlessly obedient, stupid, and brutal.

Note: A Henchman may serve any Cabal Wild Card of above Animal intelligence.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d10
Skills: Fighting d6, Guts d6
Pace: 4; **Parry:** 5; **Toughness:** 7
Gear: Knife (Str+1).
Abilities: Guardian (any Cabal Wild Card), Luck.
Cost: 28

INMATE (4)



These deranged lunatics are psychotic murderers. Their frenzied minds are long gone, driven insane by the horrors of the Cabal, then used as "shock troops" by the very terrors that drove them mad!

Attributes: Agility d8, Smarts d10(A), Spirit d10, Strength d10, Vigor d8
Skills: Fighting d10
Pace: 6; **Parry:** 5; **Toughness:** 6
Gear: Various hand weapons. (Str+2).
Abilities: Fearless, Improved Frenzy.
Cost: 184



NIGHT GUARD (4)

The more intelligent horrors create legions of "stormtroopers" drawn from around the world. The Rippers have taken to calling these treacherous mercenaries the "Night Guard."

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Gear: Rifle; Knife (Str+1).
Abilities: Brave.
Cost: 212

NIGHT GUARD OFFICER (1)



The leaders of the so-called "Night Guard" are the worst of the bunch. They not only give their own souls to the darkness, but convince others to do so as well.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Gear: Pistol, saber (Str+2).
Abilities: Brave.
• **Command:** Night Guard within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.
Cost: 55

BRAINWASHED MOB (8)



The Cabal has many nefarious powers in their repertoire. Some of them are able to brainwash locals into fighting against those who are trying to save them. Other horrors attract desperate followers, and a rare few have the ability to charm entire populations.

Brainwashed mobs are the pathetic humans who have joined the Cabal for some dark reason.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Gear: Hand Weapons (Str+1).
Abilities: –
Cost: 184

BLOOD LINES

The success of Rippertech has caused some of the more astute members of the Cabal to look at augmenting their own creations as well.

The following augmentations may be purchased for the horrors listed below. The cost to do so is listed in parentheses. Double these costs for Wild Cards.

ANIMAL HYBRIDS

Moreau's hybrids can be made even more powerful with just a few painful genetic tweaks.

- **More Agile (1):** Agility +1 die type.
- **Smarter (1):** Smarts +1 die type.
- **Stronger (2):** Strength +1 die type.
- **Tougher (2):** Vigor +1 die type.

MUMMIES

Imhotep and his Servitor Mummies can increase their prowess through magical ceremonies and prayers to the dark gods of Ancient Egypt.

- **Faster (2):** Pace +2. Running die is d6.
- **More Agile (1):** Agility +1 die type.
- **Smarter (1):** Smarts +1 die type.
- **Stronger (2):** Strength +1 die type.
- **Tougher (2):** Vigor +1 die type.
- **Weakness (2):** Fire adds only +2 damage to attacks against the creature rather than +4.
- **Weapons (Special):** Mummies can use any mundane hand weapon (knives, swords, axes). Point values for these weapons can be found on page 57.

VAMPIRES

The children of the night can gain the following augmentations. This applies only to Vampire Counts, Concubines, and Vampires.

- **More Agile (1):** Agility +1 die type.
- **Bat Form (3):** The Vampire can turn into a bat. Its Parry is 2 and attack rolls suffer a -4 modifier. It has no appreciable ability to fight or cause harm in this form. Bats have a Flying Pace of 24". Transforming into a bat takes a Vampire's entire movement for the round.
- **Faster (2):** Pace +2. Running die is increased to d10.
- **Mist:** The Vampire can turn into mist at will. Replace the figure with a Small Burst Template with a Pace of 6. It may not "run." The mist cannot be harmed or affect the physical world. It

can pass through physical terrain and ignores difficult ground.

Turning to mist, or vice-versa counts as the Vampire's full movement for the turn.

- **Regeneration (2):** The Vampire gains the Regeneration Ability.
- **Smarter (1):** Smarts +1 die type.
- **Stronger (2):** Strength +1 die type.
- **Tougher (2):** Vigor +1 die type.
- **Weakness (2):** Wooden weapons add only +2 damage to attacks against the creature rather than +4.
- **Wolf Form (1):** The Vampire can turn into a Wolf (see statistics on page xxx). Changing shape takes a Vampire's entire movement for the round.
- **Weapons (Special):** Vampires can be given weapons to even the odds. Use the table in the Rippers section on page xxx to determine the price of each weapon. Vampires may not purchase Gatling pistols or Ripper's Claws.

WEREWOLVES

Werewolves and Wolf Men may have the following augmentations.

- **Faster (2):** Pace +2. Running die is increased to d10.
- **More Agile (1):** Agility +1 die type.
- **Smarter (1):** Smarts +1 die type.
- **Stronger (2):** Strength +1 die type.
- **Tougher (2):** Vigor +1 die type.
- **Weakness (4):** Silver adds only +2 damage to attacks against the werewolf rather than +4.

ZOMBIES

Zombies can be made faster, stronger, and more aggressive by their creators.

- **Burrow (2+1 per 6"):** The creature gains the Burrow Ability.
- **Faster (2):** Pace +2. Running die is increased to d6.
- **More Aggressive (4):** The zombies gain the Improved Frenzy Ability.
- **More Agile (1):** Agility +1 die type.
- **Smarter (1):** Smarts +1 die type.
- **Stronger (2):** Strength +1 die type.
- **Tougher (2):** Vigor +1 die type.
- **Weapons (Special):** The dead can be armed with weapons, but must first have their Smarts increased. They may only be given hand weapons, pistols, rifles, or shotguns. Anything more complicated than that is beyond their withered brains.

APPENDIX I: EVENTS

The following Events occur during Savage Tales. Don't read them now or you'll spoil your fun! Only read an event when you're sent here by your scenario.

EVENT 1

At the beginning of the third turn, place a Large Burst Template at the board edge of a randomly determined area. This is a creeping cloud of blood-soaked mist that causes insanity and madness to anyone it touches.

Move the mist 1d20" in a random direction at the beginning of each round (use a d12 like a clock facing). If it hits the edge of the board, it "bounces" toward the dead center of the board its remaining movement.

Any figure it passes over must make a Smarts roll or go insane. Mark these figures with a gaming stone of some sort (other than what you use for Shaken counters). Insane figures immediately attack whatever is closest—friend or foe. If there is a tie, roll randomly.

On the figure's next action, it automatically attempts to snap out of it by making a Smarts roll. If a Wild Card character is adjacent to the figure when it rolls, add +2 to the Smarts total.

Characters *may* attack their own insane allies to stop them from causing more damage.

EVENT 2

The cultists find the long-lost tomb of an ancient sorcerer! The Cabal gets a Royal Mummy and two Minions of Set. These figures are placed immediately and dealt in normally on the following round.

EVENT 3

Your hero didn't come alone. He was able to bring one group of Rippers with him. This can be any one unit from your force. The unit is hidden in the ground floor of the home and begins the game "on hold." They can be revealed at any point you wish and act immediately.

The rest of your force is placed on the board within 6" of Area 2 at the beginning of Turn 2.

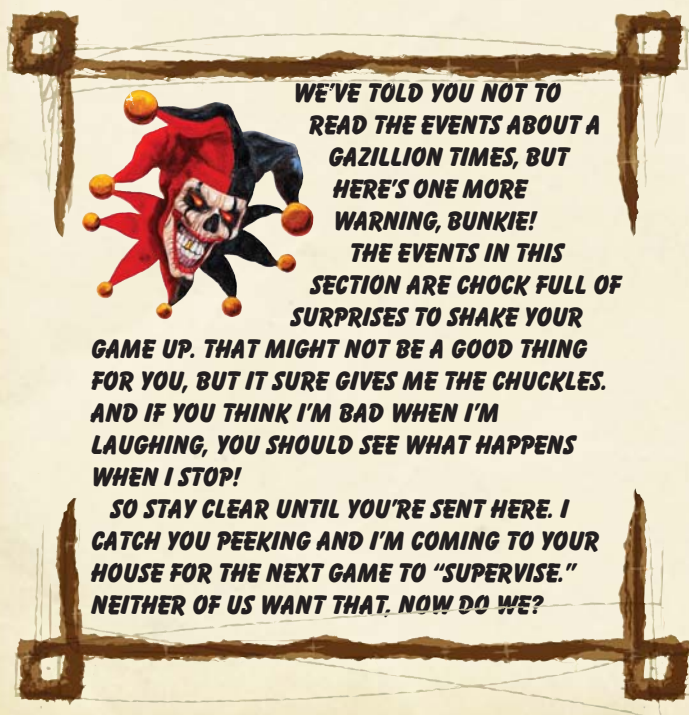
EVENT 4

Hiding in the wagon, surrounded by garlic, wolvesbane, and other wards, is a wounded gypsy and his 12-year old daughter. The man cannot survive his wounds, but pleads with you to take his daughter to safety before he expires. He promises that she has the gift of sight and can aid Van Helsing's group in their fight against evil.

Your task now is to get the young girl, Tatyana, off the eastern map edge—all the way back where you first came in. It won't be easy though—the Cabal is squeezing you from two sides. The battle ends only when you escape or Tatyana is slain.

Fortunately, Tatyana's gift of prophecy is real. Your side immediately gains 5 bennies to help in your flight.

Tatyana is an Innocent. If this battle takes place as part of a campaign and you successfully rescue her, your side gets one extra benny every battle hereafter.



EVENT 5

Your goal in this battle is to rescue Dr. Seward, a personal friend of Dr. Abraham Van Helsing. Dr. Seward has been treating a patient named Renfield who seems to once have served Dracula himself. The secrets Dr. Seward has pried from Renfield's lips are extremely valuable to the Rippers.

Dr. Seward is an Innocent. A hero in the top floor of the Asylum can make a Smarts roll each turn (multiple heroes may attempt this roll). A success persuades Dr. Seward to come out of hiding. Place his figure adjacent to the hero who discovered him. Dr. Seward is an Innocent, and must be escorted off your board edge for victory.

Once played, inform your nefarious foe that your side has found Dr. Seward, and that the objective is now for the Rippers to protect him and escort him off the board, and for the Cabal to slay him.

EVENT 6

The Rippers must purchase at least two groups of Tomb Guards for every thousand points in their army. One of these groups per thousand points in your army may be hidden beneath cleverly-concealed pits in the sand. Write down the "coordinates" of your ambushers before the Cabal player sets up. These troops are on Hold and may rise from their pits whenever you wish, centered around the coordinates you wrote.

EVENT 7

The rumors of a giant monster are true! The creature is a giant ape, lizard, or other animal grown to immense size (around 40' tall).

Roll a die to determine where it enters play—odd is the center of the East edge of the board, even is the center of the West edge. Deal the creature in immediately. If its Action Card is red, it is effectively on the side of the Rippers. Any round that its Action Card is black, it fights on the side of the Cabal. If given a Joker, the last player who controlled it maintains possession.

The victory objectives are now to kill the monster. Once accomplished, the other side is suitably intimidated and the battle ends immediately. The Rippers use the monster's tissue in their research—the Cabal keeps them from doing so.

GIANT MONSTER

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d10, Throwing

Pace: 10; **Parry:** 7; **Toughness:** 14

Gear: Armor +2

Abilities: Size +5, Stomp (Str+5).

• **Boulder Throw:** The creature can throw a boulder instead of stomping. The range is 5/10/20. Each boulder is the size of a Small Burst Templates and causes 3d6 damage to everything beneath it. (No actual boulder is required for this—it can rip up chunks of earth, buildings, trees, etc—as needed.)

EVENT 8

The Rippers are hunting for someone or something in an old asylum in the slums of London. Your goal at this time remains somewhat murky, but slaying these foolish do-gooders is always a good start. Your foe will reveal his true intentions to you once he has found what he's looking for. When that occurs, your job is to destroy it.

EVENT 9

The Cabal doesn't start on the board. Instead, when the Rippers enter either middle region of the board (2 or 5), roughly half the Cabal is placed within 6" of the western edge of Area 1 (where the Rippers originated).

The other half of the Cabal is placed within 6" of the eastern table edge of Area 6 when any of the Ripper forces enter that zone.

APPENDIX II: FREAK EVENTS

Freak events are bizarre occurrences that can never be planned on. Roll 1d20 on the table below should such an event occur.

1) Storm: A sudden storm rolls in. Rain begins to pour and visibility is limited to 12". All attack rolls are at -1, and black powder weapons don't work at all. The round after this event, all streams become impassable, even at fords. Only bridges remain.

2) Fire! Fire breaks out on the board! Roll randomly among each occupied building, patch of trees, or other flammable terrain type. If none of these are occupied, roll randomly among all flammable terrain pieces. The entire building or forest catches fire this round and causes 2d6 damage to everything within. The fire continues for the rest of the game—unless a storm comes, which quenches it immediately.

At the beginning of each turn thereafter, roll 1d6 for each flammable structure within 4" (adjacent buildings, another patch of forest, etc.). On a 4-6, that structure catches fire as well. Check to see if these new fires spread in the following rounds.

3) Blood Ties: One of the Wild Cards on the other side is related or has some other special bond with one of your heroes (your choice of both Wild Cards). For the rest of the battle, these two won't attack each other directly unless there are no other known targets on the board.

4) Death of a Hero: The next time one of your Wild Cards dies, his noble sacrifice triggers new resolve in his companions—or bone-chilling dread. When your next Wild Card is put down, roll a die. Odd, the rest of your force is inspired by his legacy and adds +1 to all their rolls until another of your Wild Cards is killed. If the result is even, your force is filled with dread. They subtract -1 from all their rolls for the rest of the game until an *enemy* Wild Card is slain.

5) The Dead Rise: A group of zombies arise from the nearest graveyard or crypt. If no such place is present, they arise from an old forgotten grave or battlefield. Place a Large Burst Template directly in the center of the table and roll a d12. Read this like a clock facing and move the template 2d20" in that direction. The zombies arise within the template. They act immediately and are dealt normally next turn.

The zombies are automatically under the control of the Cabal.

ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6

Pace: 4; **Parry:** 5 **Toughness:** 7

Abilities: Fearless, Slow, Undead.

Cost: The Mob has no cost and does not grant Bounty Points.

6) Fickle Fate: Fate favors the underdog. The side with the fewest total bennies—including those of Wild Cards—gains a number of bennies to their common pool to make them equal with their foe.

7) Back from the Dead: One of your dead was just knocked unconscious. He returns in the spot where he fell. If this is a Wild Card, he returns with but a single wound.

8) The Woods Live!: An ancient and evil tree spirit lurks in the woods. For whatever reason, the creature fights on your side. Once per turn on your highest Action Card, you may pick any tree on the board for the creature to animate. Its gnarled limbs lash out and strangle *all* figures within a Large Burst Template (centered on the tree). This includes *your* creatures as well. This causes an immediate 2d6 damage to all those beings. The tree does not maintain its hold—it either kills its prey that round or must try again (or move on to another location if you decide).

If there are no trees on the board, roll again.

9) Water Spirits: Mischievous water spirits wait to lure others to their doom. All figures within 2" of water must make a Smarts roll. Those who fail are lured into the depths and drown immediately. Undead or other creatures that do not need to breathe remain beneath the surface until they make their Smarts roll, then reemerge and may fight on.

10) Earth Spirits: Devilish spirits of the soil delight in the suffering of those who walk upon them. Any figure standing on a hill must make an Agility roll or tumble down the slope. This causes 2d6 damage, plus an additional +1 per inch fallen.

11) Take Back the Night: A Mob of determined peasants emerge from the center of any village, from a randomly determined building, or from the board edge of a random area if no buildings are present. They fight on the side of the Rippers and are under their control. Deal them in immediately. The Mob has the following statistics:

MOB (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6, **Parry:** 5, **Toughness:** 6

Gear: Hand Weapons (Str+1).

Abilities: –

12) The Fog: Dense fog rolls in over the battlefield. Roll 1d6 to determine which Area it enters first. Each round, the fog spreads into each adjacent area until it covers the entire board. Visibility in the fog is reduced to 6". Targets outside that range may not be attacked.

Once every panel of the board is covered in fog, roll 1d6 each turn. That area clears and the mist fades.

13) Loot: A rare prize is spotted on the battlefield. Roll on the Boon Table (page 29). Place a marker directly in the center of the table and roll a d12. Move the treasure 2d20" in that direction to determine its final location.

14) Bitter Cold/Heat: The weather heats up or cools down, depending on your environment. All troops become tired or bogged down and reduce their running rolls by half for the rest of the game.

15) Battle Tested: Any one of your units improves any one skill or attribute a die type immediately.

16) Sunrise: The Horror War takes place almost exclusively at night. Every now and then however, the battle starts late enough that the sun begins to rise.

Range descriptions for the darkness are lifted immediately. All supernaturally evil creatures now suffer -1 to all rolls. Vampires must get under solid overhead cover (a roof) by the end of this round or perish. A vampire may run from one point of cover to another from this round on, but suffers 2d10 damage half way through his movement.

17) Arcane Surge: Magical forces swirl about the battlefield! Each unit with Power Points rolls 2d6 and gains that number of Power Points

immediately. This *can* increase a unit's Power Points above its normal starting amount.

18) Cops and Graverobbers!: The local constabulary shows up to investigate the mysterious sounds coming from the battlefield. They begin this round with a Joker and enter from the center of a randomly determined area (roll 1d6). Each round thereafter, the constables are dealt in normally. On a number card, they are under the control of the Rippers. On a face card, the Cabal gains control.

CONSTABLES (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 6

Gear: Baton (Str+1), pistols.

Abilities: Brave.

19) Arcane Drain!: Something drains the eldritch energy from the battlefield. Each unit with Power Points rolls 2d6 and subtracts that number of Power Points immediately.

20) Redemption/Ripping Psychosis: The Horror War takes a sudden and personal turn for one of its participants. An enemy Wild Card of your choice undergoes a moment of crisis. Perhaps a vampire or werewolf's former humanity emerges for a short time, or a Ripper finally undergoes ripping psychosis and turns evil.

That figure must now make a Spirit roll at -2. If he succeeds, he hesitates this round and takes no other action. If he fails, he joins the other team's side for the remainder of the battle.

In a campaign, the new owner can decide if he wants to keep the converted character for the next battle. If so, he purchases him normally. If he does *not* purchase the character, he reverts to his true nature and fights with his original owner again. A character who returns to his original owner may never be the target of this Freak Event again.

CREATING YOUR OWN FREAK EVENTS

Freak Events should be as wild as your imagination allows! After you've used one of the events on this table, you might want to create your own. There are no hard and fast guidelines, and they don't even really need to be fair! In fact, that's kind of the whole point. Something bizarre happens that can turn the entire battle if your side is able to take advantage of it.

APPENDIX III: SPECIAL ABILITIES

Most of the characters and creatures in *Rippers* have special Abilities. These are advantages or hindrances that allow them to break the rules, change their statistics, or alter their behavior in some way.

Abilities are listed alphabetically, except that "Improved" versions are listed right after the master ability.

You'll find a printable version of this list on our website for easy reference.

- **Acrobat:** +2 to Nimbleness-based Agility rolls; +1 Parry if unencumbered.
- **Ambidextrous:** Ignore -2 penalty for using off-hand.
- **Aquatic:** The creature is native to the water and cannot drown. Such creatures have a Pace in water equal to their Swimming skill.
- **Arcane Background:** Allows access to supernatural powers. A character with this ability also has the skill Faith, Psionics, or Spellcasting which is used to activate the power.
- **Arcane Resistance:** Armor 2 vs. magic, +2 to resist magic effects.
 - Improved Arcane Resistance:** Armor 4 vs. magic, +4 to resist magic effects
- **Armor:** The number after the word Armor is the amount of armor added to the creature's Toughness. Armor+3, for example, adds +3 to the character's Toughness.
- **Berserk:** The figure can go Berserk at will. This adds +2 to Fighting and Strength rolls and increases Toughness by +2. The figure's Parry is reduced by 2, however, and if no enemy figures are visible, it runs toward and attacks the nearest ally. The Berserk state may be canceled by making a Smarts roll at -2 at the beginning of its action.
- **Block:** Parry +1.
 - Improved Block:** Parry +2.
- **Brave:** +2 to Guts rolls.
- **Brawny:** Toughness +1.
- **Burrow:** The creature can burrow underground a distance equal to its Burrow ability. It can erupt beneath foes standing on dirt and surprise attack at +2 to attack and damage.
- **Champion:** +2 damage and Toughness vs. supernatural evil such as werewolves, vampires, mummies, zombies, etc. Toughness bonus applies

to magical attacks as well, and stacks with Arcane Resistance.

- **Combat Reflexes:** +2 to recover from being Shaken.
- **Construct:** +2 to recover from being Shaken; immune to disease, poison, and gas; ignores wound penalties.
- **Dark Vision:** The figure ignores all modifiers for darkness.
- **Dead Shot:** The figure doubles its ranged damage when dealt a Joker.
- **Dodge:** -1 to be hit with ranged attacks.
 - Improved Dodge:** -2 to be hit with ranged attacks.
- **Ethereal:** The creature is immaterial. It ignores all terrain effects and can move through solid obstacles as if they weren't there.
- **Fear:** The unit causes Fear. If there is a number after Fear, this is subtracted from foes' Guts rolls.
- **Fearless:** The unit never fails Guts checks (and does not need the Guts skill).
- **First Strike:** Your figure may automatically attack foes who move adjacent to it, interrupting their action. Such rolls are made at -2.
- **Fleet-Footed:** The figure has a d10 running die instead of a d6.
- **Frenzy:** One extra Fighting attack at -2. A Wild Card rolls two Fighting dice and his Wild Die. The Wild Die may replace either of the Fighting dice if desired.
 - Improved Frenzy:** As above but at no penalty.
- **Giant Killer:** +4 damage when attacking creatures of Size +3 or more.
- **Guardian:** Guardians are utterly loyal to another character, and essentially act like a shield for their "master." As long as the Guardian is in contact, it must be targeted before the master. Even area-effect weapons and magical attacks can't harm the master. The moment such a figure is left unprotected, however, he or she is fair game. This means that Henchmen, Concubines, and other minions must be killed before their masters can be attacked.
- **Healer:** +2 to Healing rolls.
- **Healing:** A character with the Healing Ability has two uses. First, if a Healing roll is made on an Extra in the same round in which

he was wounded, the Extra can be returned to battle Shaken and prone. (Make sure to leave the "bodies" of wounded Extras until the end of the round if a healer is nearby. It's a good idea to leave your healers on Hold so that they can reach downed allies before they are removed from play at the beginning of the next round.)

If used on a Wild Card, the healer must subtract the patient's wounds from his roll. A success removes one wound; a raise removes two. A Wild Card who has been removed from the game is returned to play Shaken and with three wounds.

Healing may only be used on living creatures, not undead, constructs, demons, and the like.

- **Holy/Unholy Warrior:** Spend 1 Power Point per creature within the hero's Spirit in inches. Each foe you select must make a Spirit roll or suffer a wound.

- **Independent:** These troops are bought as a unit but can operate independently and do not have to maintain Cohesion.

- **Level Headed:** This unit gets two cards and acts on the highest.

 - **Improved Level Headed:** Act on best of three cards in combat.

- **Luck:** +The unit gets an extra benny each battle. The benny is usable only by this unit.

 - **Great Luck:** As above, but the unit receives two extra bennies per game.

- **Marksman:** The figure adds +2 his Shooting roll if he does not move.

- **Master:** The hero's Wild Die is a d10 for one trait, listed in parentheses after this Ability.

- **Mighty Blow:** The figure doubles melee damage when dealt a Joker.

- **Nerves of Steel:** Ignore 1 point of wound penalties.

 - **Improved Nerves of Steel:** Ignore 2 points of wound penalties.

- **Paralysis:** A target who is Shaken or wounded by a creature with this power must make a Vigor roll or be paralyzed for 2d6 rounds.

- **Poison:** A target who is Shaken or wounded must make a Vigor roll or be Incapacitated.

- **Power Surge:** The character receives +2d6 Power Points when dealt a Joker.

- **Quick:** Discard and draw until this unit's Action Card is higher than 5.

- **Regeneration:** The creature makes a Vigor roll every round. If successful, it heals a wound. Creatures put down with their weakness or fire are permanently Incapacitated.

- **Rock and Roll!:** Full-auto penalty is -1 instead of -2.

- **Size:** This ability is always followed by a number, such as Size+2. This number is added directly to the creature's Toughness, and has already been calculated for you.

- **Slow:** The figures roll a d4 for their running die instead of a d6. Such creatures typically have a low Pace as well.

- **Steady Hands:** Ignore unstable platform penalty for mounts or vehicles.

- **Sweep:** Sweep allows a figure to attack all adjacent foes at -2. This must be decided before the Fighting roll is made. Make one Fighting roll and apply it separately to all foes, but resolve damage for each separately.

 - **Improved Sweep:** As above but no penalty.

- **Strong Willed:** +2 Intimidate and Taunt, +2 to resist Intimidate or Taunt.

- **Swarm:** Swarms are made up of hundreds or thousands of smaller creatures that devour everything in their past. Attacks may destroy many of the individual creatures, but only affect the Swarm as a whole if damage is caused. For that reason, non-area effect weapons cause half damage (halve the total rolled). Swarms have a Parry of 5, and all enemy creatures within their template suffer 2d6 damage each round.

 - **Tough as Nails:** Toughness +1.

 - **Improved Tough as Nails:** Toughness +2.

- **Two-Fisted:** The figure may use a weapon in each hand without the multi-action penalty.

- **Trademark Weapon:** +1 Fighting or Shooting with one particular weapon.

 - **Improved Trademark Weapon:** As above but bonus is +2.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; Ignores wound penalties; Immune to disease, poison, and gas.

- **Uninvited:** The figure cannot enter a home uninvited. In the *Horror War*, these figures cannot enter buildings designated as homes.

- **Wall Walker:** These creatures can walk up vertical or inverted surfaces at their normal Pace.

 - **Weapon Master:** +1 Parry.

 - **Master of Arms:** +2 Parry.

- **Weakness:** Weakness reflects a vulnerability to a specific type of substance, found in parentheses after this Ability (such as silver, wood, etc.) Attackers armed with the matching substance add +4 to their damage rolls versus this creature.

- **Wizard:** Each Spellcasting raise reduces cost of spell by 1 point

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WARBANDS

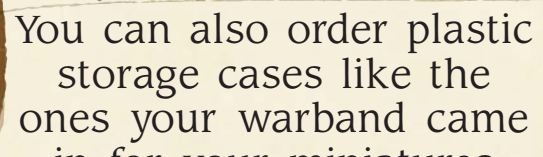
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- 10005-102: Slayerette
- 10005-103: Whitechapel Irregulars (4)
- 10005-104: Van Helsing's Slayers (4)
- 10005-105: American Slayers (4)
- 10005-106: European Slayers (4)

Harker's Old Worlders

- 10005-107: Monster Hunter
- 10005-108: Lady Monster Hunter
- 10005-109: Gypsy Band
- 10005-110: Gypsy Band B
- 10005-111: Wolfen Jager (4)

The Order of St. George

- 10005-112: Grand Master
- 10005-113: Archers (4)
- 10005-114: Choir Boys (8)
- 10005-115: Warriors (4)
- 10005-116: Warriors B (4)
- 10005-117: Sisters of Mercy (4)

Witch Hunters

- 10005-118: Veteran Witch Hunter
- 10005-119: Blood Hound & Handler (4)
- 10005-120: Witch Hunters (4)
- 10005-121: Vengants (8)

Explorers

- 10005-122: Explorer
- 10005-123: Scholar
- 10005-124: Diggers (4)
- 10005-125: Hired Guns (4)
- 10005-126: Tomb Guards (4)

Masked Crusaders

- 10005-127: Gadget Hero
- 10005-128: Acrobatic Heroine
- 10005-129: Constables (4)
- 10005-130: Militia (8)

Freelancers

- 10005-131: Priests (4)
- 10005-132: Soldiers (4)
- 10005-133: Officers (4)

CABAL BLISTERS

The Vampires

- 10005-201: Vampire Lords (2)
- 10005-202: Vampire Count & 2 Concubines
- 10005-203: Vampires (4)
- 10005-204: Cossack Guard (4)
- 10005-205: Nosferatu (4)

Children of the Moon

- 10005-206: Werewolf
- 10005-207: Wolf Men (4)
- 10005-208: Wolf Pack (8)

The Mummy

- 10005-209: Royal Mummy
- 10005-210: Servitor Mummies (4)
- 10005-211: Evil Cultists (4)
- 10005-212: Minion of Set

Sleepy Hollow Horrors

- 10005-213: The Headless Horseman
- 10005-214: Pumpkin Jack
- 10005-215: Scarecrows (4)
- 10005-216: Scarecrows B (4)

The Circus of Death

- 10005-217: The Ringmaster
- 10005-218: Bearded Ladies
- 10005-219: The Candy Man
- 10005-220: Freaks
- 10005-221: Killer Clowns

The Coven

- 10005-222: Witch
- 10005-223: Bone Horrors (4)
- 10005-224: Devil Dogs (4)
- 10005-225: The Horned God

Moreau's Monsters

- 10005-226: Overseer
- 10005-227: Hybrid Wrangler
- 10005-228: Ape Hybrids (4)
- 10005-229: Fish Hybrids (4)
- 10005-230: Dog Hybrids (4)
- 10005-231: Cat Hybrids (4)
- 10005-232: Omega Beast: Dogs (3)
- 10005-233: Omega Beast: Cats (3)

Zombie Masters

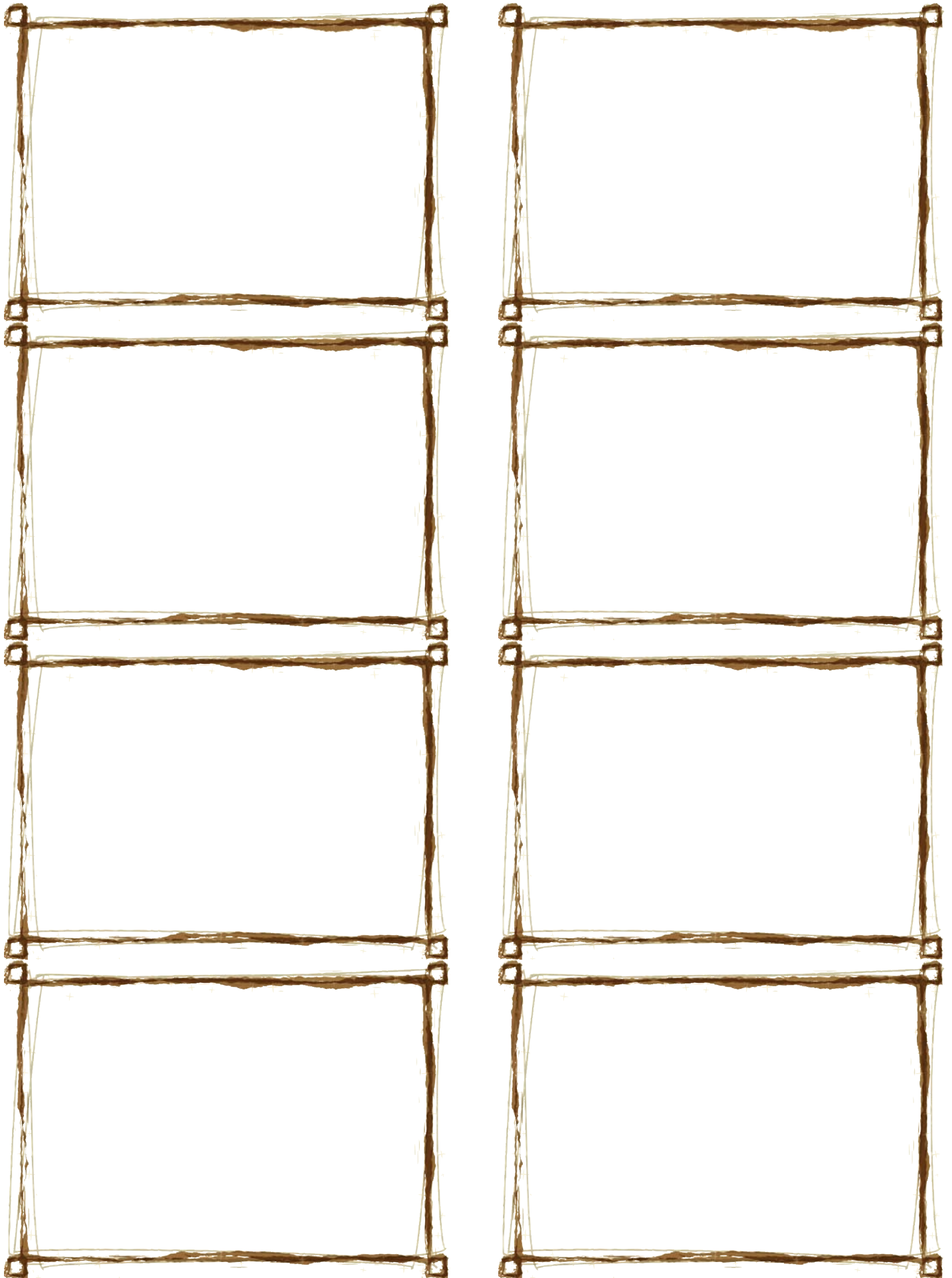
- 10005-234: Mambo
- 10005-235: Houngan
- 10005-236: Bokor (4)
- 10005-237: Zombies (8)

Rogues

- 10005-238: Jekyll/Hyde
- 10005-239: Saucy Jack
- 10005-240: The Monster
- 10005-241: Night Guard (4)
- 10005-242: Night Guard Officers (4)
- 10005-243: Henchmen (4)
- 10005-244: Brainwashed Mob (8)
- 10005-245: Inmates (4)

ACCESSORIES

- 10005-301: Gravestones
- 10005-302: Fence Pieces
- 10005-303: Gypsy Wagon
- 10005-304: Vampire Hearse
- 10005-305: Hansom Cab
- 10005-306: Mad Scientist's Lab
- 10005-307: Graveyard (4 buildings with interchangeable roofs)
- 10005-308: Innocents (4)
- 10005-309: Victims (4)
- 10005-310: Harlots (4)



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SLAYER (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d8

Pace: 6; **Parry:** 8; **Toughness:** 7

Gear: Leather Armor (+1), Ripper claws (Str+3; Parry+1); mini-Crossbow.

Abilities: Block, Combat Reflexes, Quick.

Cost: 118



SLAYERETTE (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Shooting d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Leather Armor (+1), crossbow, wooden stake (Str+1).

Abilities: Brave, Champion, Combat Reflexes.

Cost: 114



WHITECHAPEL IRREGULARS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Heavy Coat (+1), pistol.

Abilities: Brave.

Cost: 164



THE SLAYERS (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Silver hand weapons (Str+2), wooden stake (Str+1).

Abilities: Brave.

Cost: 172



MONSTER HUNTER (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Gear: Leather armor (+1), The Impaler, with silver and wooden bolts (see text); silver dagger (Str+1); stake (Str+1).

Abilities: Block, Trademark Weapon (Impaler).

Cost: 124



LADY MONSTER HUNTER (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Leather Armor (+1), Gatling pistol (silver bullets).

Abilities: Block, Rock and Roll.

Cost: 104



GYPSY BAND (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Silver dagger (Str+1), stake (Str+1), Wolvesbane.

Abilities:

• **Curse:** Each Gypsy can target one enemy figure in sight per round. That figure must make a Spirit roll or be Shaken.

Cost: 140



WOLFEN JAEGER (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Musket (silver bullets), silver dagger (Str+1).

Abilities: Brave, Marksman.

Cost: 216



GRAND MASTER (HERO)

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Faith d12

Pace: 6, **Parry:** 5, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Blessed golden cross (Str+1d10); Holy Vestments (+3 armor vs supernatural attacks)

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt (rays of light), deflection, heal, smite.* (30 Power Points.)

Cost: 104



ARCHERS (4)

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d10, Shooting d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (+3 armor vs supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); crossbow.

Abilities: Champion, Marksman.

Cost: 192



ARCHERS (4)

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d10, Shooting d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (+3 armor vs supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); crossbow.

Abilities: Champion, Marksman.

Cost: 192



CHOIR BOYS (8)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4

Pace: 4, **Parry:** 4, **Toughness:** 4 (7 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); punch (Str).

Abilities:

• **Song of St. George:** See text.

Cost: 184



SISTERS OF MERCY (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Guts d10

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Holy Vestments (+3 armor vs supernatural attacks); Punch (Str).

Abilities: Healer, Healing, Independent.

Cost: 120



SISTERS OF MERCY (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Guts d10

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Holy Vestments (+3 armor vs supernatural attacks); Punch (Str).

Abilities: Healer, Healing, Independent.

Cost: 120



WARRIORS (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); sword (Str+3).

Abilities: Champion.

Cost: 156



WARRIORS (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); sword (Str+3).

Abilities: Champion.

Cost: 156



VETERAN WITCH HUNTER (HERO)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Great sword (Str+4), black powder pistol.

Abilities: Improved Arcane Resistance, Improved Sweep, Strong Willed.

Cost: 124



WITCH HUNTERS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Sword (Str+3), black powder pistol.

Abilities: Arcane Resistance, Strong Willed.

Cost: 200

WITCH HUNTERS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Sword (Str+3), black powder pistol.

Abilities: Arcane Resistance, Strong Willed.

Cost: 200

WITCH HUNTERS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Sword (Str+3), black powder pistol.

Abilities: Arcane Resistance, Strong Willed.

Cost: 200

VENGANTS (5)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Hand Weapons (Str+1).

Abilities:

• **Righteous Fury:** Vengants add +2 to all Strength rolls.

Cost: 125



VENGANTS (5)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Hand Weapons (Str+1).

Abilities:

• **Righteous Fury:** Vengants add +2 to all Strength rolls.

Cost: 125



BLOOD HOUNDS (SINGLE PAIR)

(Handlers)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Pistol.

Abilities: -

Cost: 81

(Blood Hounds)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Bite (Str+1).

Abilities: Improved Frenzy.



EXPLORER (HERO)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d8, Taunt d8
Pace: 6, **Parry:** 6, **Toughness:** 6
Gear: Pistol, shotgun, saber (Str+2), torch (Str+1).
Abilities: Level Headed, Great Luck.
Cost: 142



SCHOLAR (HERO)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Guts d6, Shooting d6
Pace: 6, **Parry:** 4, **Toughness:** 5
Gear: Pistol, saber (Str+2).
Abilities: Luck.
• **Scholar:** Scholars who trigger a Strange Locale with a random table can roll twice and take their choice of results.
Cost: 70



DIGGERS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Gear: Shovels (Str+2; Parry +1)
Abilities: Sweep.
Cost: 136



DIGGERS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Gear: Shovels (Str+2; Parry +1)
Abilities: Sweep.
Cost: 136



HIRED GUNS (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Gear: Rifle, knife (Str+1).
Abilities: Brave.
Cost: 204



HIRED GUNS (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Gear: Rifle, knife (Str+1).
Abilities: Brave.
Cost: 204



TOMB GUARDS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d10, Guts d10, Throwing d10
Pace: 6; **Parry:** 7; **Toughness:** 6
Gear: Sword (Str+2); throwing knives (Str+1).
Abilities: Brave.
Cost: 172



TOMB GUARDS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d10, Guts d10, Throwing d10
Pace: 6; **Parry:** 7; **Toughness:** 6
Gear: Sword (Str+2); throwing knives (Str+1).
Abilities: Brave.
Cost: 172



GADGET HERO (HERO)

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d10, Taunt d8

Pace: 6, **Parry:** 7, **Toughness:** 7

Gear: Leather costume (+1), mini-crossbow (silver and wooden bolts, trick bolts).

Abilities:

• **Trick Bolts:** See text.

Cost: 130



ACROBATIC HEROINE (HERO)

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Taunt d8

Pace: 6, **Parry:** 10, **Toughness:** 7

Gear: Leather costume (+1), silver-tipped wooden staff (Str+2; Parry +1).

Abilities: Improved Block, Improved Dodge, Quick.

Cost: 94



CONSTABLES (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



CONSTABLES (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



CONSTABLES (4)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



MILITIA (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296



MILITIA (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296



MILITIA (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296



PRIEST (HERO)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: —

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt, deflection.* (30 Power Points.)

Cost: 110



PRIEST (HERO)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: —

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt, deflection.* (30 Power Points.)

Cost: 110



SOLDIERS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

SOLDIERS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

SOLDIERS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

OFFICERS (1)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53

OFFICERS (1)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53

OFFICERS (1)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53

VAMPIRE LORD (VILLAIN)

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Spellcasting d12

Pace: 6; **Parry:** 8; **Toughness:** 12

Gear: Various Armor +2, Bite (Str+3), Large Cursed Hand Weapons Str+1d10.

Abilities: Fear -2, Undead, Wall Walker, Weakness (Wood).

• **Arcane Background (Magic):** Any 5 powers of your choosing. (30 Power Points.)

Cost: 212



VAMPIRE COUNT (VILLAIN)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Spellcasting d10

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Bite (Str+2).

Abilities: Fear, Undead, Uninvited, Wall Walker, Weakness (Wood).

• **Arcane Background (Magic):** *Deflection, puppet, obscure (mist)*. (30 Power Points.)

Cost: 150



VAMPIRE (VILLAIN)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Bite (Str+2.)

Abilities: Undead, Uninvited, Weakness (Wood).

Cost: 86



CONCUBINE (I)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Bite (Str+2).

Abilities: Guardian (Vampire Count only), Undead, Uninvited, Weakness (Wood).

• **Seduction:** Concubines are incredibly beautiful. Any human male figure who wants to attack a Concubine suffers a -2 penalty.

Cost: 37



COSSACK GUARD (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Gear: Heavy coats (+1), rifle, saber (Str+2).

Abilities: Block, Brawny, Combat Reflexes.

Cost: 232



NOSFERATU (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Claws (Str+2.)

Abilities: Fear, Frenzy, Undead.

• **Hiss:** Each Nosferatu can target one enemy figure within 12" and illicit an evil hiss. That figure must make a Guts roll or be Shaken.



RAT SWARM (I SWARM)

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d6

Skills: —

Pace: 6; **Parry:** 5; **Toughness:** 5

Abilities: Swarm.

Cost: 30

RAT SWARM (I SWARM)

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d6

Skills: —

Pace: 6; **Parry:** 5; **Toughness:** 5

Abilities: Swarm.

Cost: 30

WEREWOLF (VILLAIN)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8
Skills: Fighting d10, Guts d10
Pace: 8; **Parry:** 7; **Toughness:** 6
Gear: Claws (Str+2).
Abilities: Combat Reflexes, Fleet Footed, Improved Frenzy, Quick, Weakness (Silver).
• **Bay:** See text.
Cost: 92



WEREWOLF (VILLAIN)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8
Skills: Fighting d10, Guts d10
Pace: 8; **Parry:** 7; **Toughness:** 6
Gear: Claws (Str+2).
Abilities: Combat Reflexes, Fleet Footed, Improved Frenzy, Quick, Weakness (Silver).
• **Bay:** See text.
Cost: 92



WOLF MEN (4)

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Gear: Claws (Str+2).
Abilities: Fleet Footed, Improved Frenzy.
Cost: 168



WOLF MEN (4)

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Gear: Claws (Str+2).
Abilities: Fleet Footed, Improved Frenzy.
Cost: 168



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 5; **Toughness:** 5
Gear: Bite (Str+1).
Abilities: Fleet Footed.
Cost: 174



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 5; **Toughness:** 5
Gear: Bite (Str+1).
Abilities: Fleet Footed.
Cost: 174



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 5; **Toughness:** 5
Gear: Bite (Str+1).
Abilities: Fleet Footed.
Cost: 174



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 5; **Toughness:** 5
Gear: Bite (Str+1).
Abilities: Fleet Footed.
Cost: 174



ROYAL MUMMY (VILLAIN)

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Guts d12, Intimidation d10, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 11

Gear: Crushing Grasp (Str+2).

Abilities: Improved Arcane Resistance, Undead, Weakness (Fire).

• **Arcane Background:** *Barrier (sand), bolt (stream of scarab beetles), deflection (swirling sand), fear (unearthly cry), obscurement (sandstorm).* (30 Power Points)

Cost: 168



SERVITOR MUMMY (C)

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Abilities: Improved Arcane Resistance, Fear, Undead, Weakness (Fire).

• **Mummy Rot:** Anyone touched by a Servitor Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the figure has "mummy rot" and suffers an immediate wound!

Cost: 60



SERVITOR MUMMY (C)

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Abilities: Improved Arcane Resistance, Fear, Undead, Weakness (Fire).

• **Mummy Rot:** Anyone touched by a Servitor Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the figure has "mummy rot" and suffers an immediate wound!

Cost: 60



EVIL CULTISTS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



EVIL CULTISTS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



EVIL CULTISTS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



MINION OF SET (VILLAIN)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8

Pace: 6; **Parry:** 7; **Toughness:** 12

Gear: Cursed Polearm (Str+1d10).

Abilities: Construct, Improved Arcane Resistance, Armor +4, Improved Sweep.

Cost: 114



MINION OF SET (VILLAIN)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8

Pace: 6; **Parry:** 7; **Toughness:** 12

Gear: Cursed Polearm (Str+1d10).

Abilities: Construct, Improved Arcane Resistance, Armor +4, Improved Sweep.

Cost: 114



HEADLESS HORSEMAN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10

Pace: 6; **Parry:** 8; **Toughness:** 8

Gear: Cursed Saber (Str+1d10).

Abilities: Block, Undead.

• **Flaming Head:** The Headless Horseman can throw flaming heads. These have a range of 3/6/12 and explode in a Medium Burst Template, causing 3d6 damage to all within.

Cost: 180



(Horse)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10

Pace: 8; **Parry:** 7; **Toughness:** 8

Gear: Flaming hooves (Str+3).

Abilities: Fleet Footed, Guardian (to Horseman), Size+3.

• **Charge:** If the horseman moves over 6" toward his foe, he adds +4 to his damage roll.



PUMPKIN JACK (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Staff (Str+2; Parry +2; Reach 1)

Abilities: Fear.

• **Arcane Background:** Blast (exploding pumpkins), deflection (mystical aura). (30 Power Points)

Cost: 106



PUMPKIN JACK (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Staff (Str+2; Parry +2; Reach 1)

Abilities: Fear.

• **Arcane Background:** Blast (exploding pumpkins), deflection (mystical aura). (30 Power Points)

Cost: 106



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



RING MASTER (VILLAIN)

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Throwing d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Cursed Throwing Knives (Str+1d6, whip (see below), padded suit (Armor +2).

Abilities:

• **Whip:** See text.

Cost: 106



CANDY MEN (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Throwing d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Bite (Str+3), Cotton Candy (see below).

Abilities:

• **Cotton Candy:** See text.

Cost: 104



FREAKS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Claws (Str+1).

Abilities: Fear.

Cost: 148



BEARDED LADIES (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Punch (Str).

Abilities: Size+2.

• **Living Hair:** See text.

Cost: 150



CANDY MEN (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Throwing d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Bite (Str+3), Cotton Candy (see below).

Abilities:

• **Cotton Candy:** See text.

Cost: 104



FREAKS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Claws (Str+1).

Abilities: Fear.

Cost: 148



KILLER CLOWNS (4)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Clown Clothes (Armor +1).

Abilities:

• **Bag of Marbles:** See text.

• **Baseball Bat:** See text.

• **Squirting Flower:** See text.

Cost: 200



KILLER CLOWNS (4)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Clown Clothes (Armor +1).

Abilities:

• **Bag of Marbles:** See text.

• **Baseball Bat:** See text.

• **Squirting Flower:** See text.

Cost: 200



WITCH (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4
Skills: Fighting d8, Guts d6, Spellcasting d10
Pace: 6; **Parry:** 2; **Toughness:** 6
Gear: Cursed Knife (Str+1d6)



Abilities:

- **Arcane Background (Magic):** Bolt (beam of black light), blast (hellfire), fly (broomstick). (30 Power Points each.)

Cost: 86



WITCH (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4
Skills: Fighting d8, Guts d6, Spellcasting d10
Pace: 6; **Parry:** 2; **Toughness:** 6
Gear: Cursed Knife (Str+1d6)



Abilities:

- **Arcane Background (Magic):** Bolt (beam of black light), blast (hellfire), fly (broomstick). (30 Power Points each.)

Cost: 86



BONE HORRORS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d8
Pace: 6; **Parry:** 6; **Toughness:** 9
Gear: Bite (Str+2).



Abilities: Armor+2, Combat Reflexes, Fear, Fearless, Improved Frenzy.

Cost: 200

BONE HORRORS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d8
Pace: 6; **Parry:** 6; **Toughness:** 9
Gear: Bite (Str+2).



Abilities: Armor+2, Combat Reflexes, Fear, Fearless, Improved Frenzy.

Cost: 200

DEVIL DOGS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d6
Pace: 8; **Parry:** 6;
Toughness: 9



Gear: Horrid Bite (Str+1d6).

Abilities: Armor+2, Combat Reflexes, Fear, Fleet Footed.

Cost: 172

DEVIL DOGS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d6
Pace: 8; **Parry:** 6;
Toughness: 9



Gear: Horrid Bite (Str+1d6).

Abilities: Armor+2, Combat Reflexes, Fear, Fleet Footed.

Cost: 172

HORNED GOD (VILLAIN)

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+2, Vigor d10
Skills: Fighting d8, Intimidation d10
Pace: 8; **Parry:** 6; **Toughness:** 11



Gear: Bite (Str+2).

Abilities: Armor+2, Fear -2, Fearless, Improved Frenzy, Size +2.

- **Breathe Fire:** See text.

Cost: 160



HORNED GOD (VILLAIN)

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+2, Vigor d10
Skills: Fighting d8, Intimidation d10
Pace: 8; **Parry:** 6; **Toughness:** 11



Gear: Bite (Str+2).

Abilities: Armor+2, Fear -2, Fearless, Improved Frenzy, Size +2.

- **Breathe Fire:** See text.

Cost: 160



OVERSEER (VILLAIN)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Shooting d6
Pace: 6; **Parry:** 4; **Toughness:** 6
Gear: Heavy leather coat (+1), syringe (see below), pistol.
Abilities:
• **Instant Evolution Serum:** See text.
Cost: 80



HYBRID WRANGLER (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Shooting d6
Pace: 6; **Parry:** 4; **Toughness:** 6
Gear: Pistol, net, knife (Str+1).
Abilities: Brawny.
Cost: 156



HYBRID WRANGLER (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Shooting d6
Pace: 6; **Parry:** 4; **Toughness:** 6
Gear: Pistol, net, knife (Str+1).
Abilities: Brawny.
Cost: 156



HYBRIDS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 6; **Toughness:** 8
Gear: Bite (Str+2).
Abilities: Size +1.
• **Ape:** Strength is d12+2.
• **Cat:** Agility is d10, Fighting is d10, Parry is 7.
• **Dog:** Fleet Footed.
• **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.
Cost: 160



HYBRIDS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 6; **Toughness:** 8
Gear: Bite (Str+2).
Abilities: Size +1.
• **Ape:** Strength is d12+2.
• **Cat:** Agility is d10, Fighting is d10, Parry is 7.
• **Dog:** Fleet Footed.
• **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.
Cost: 160



HYBRIDS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Guts d6
Pace: 8; **Parry:** 6; **Toughness:** 8
Gear: Bite (Str+2).
Abilities: Size +1.
• **Ape:** Strength is d12+2.
• **Cat:** Agility is d10, Fighting is d10, Parry is 7.
• **Dog:** Fleet Footed.
• **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.
Cost: 160



OMEGA BEAST (VILLAIN)

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d10
Skills: Fighting d10, Guts d10, Intimidate d10
Pace: 8; **Parry:** 7; **Toughness:** 9
Gear: Bite (Str+4).
Abilities: Fleet Footed, Frenzy, Size +2.
• **Rabid:** See text.
Cost: 120



OMEGA BEAST (VILLAIN)

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d10
Skills: Fighting d10, Guts d10, Intimidate d10
Pace: 8; **Parry:** 7; **Toughness:** 9
Gear: Bite (Str+4).
Abilities: Fleet Footed, Frenzy, Size +2.
• **Rabid:** See text.
Cost: 120



MAMBO (VILLAIN)

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Fighting d4, Guts d12, Intimidation d10, Spellcasting d10
Pace: 6; **Parry:** 4; **Toughness:** 5
Gear: Cursed dagger (Str+1d6).



Abilities:

- **Arcane Background:** *Barrier (bones), blast (bone shards), obscurement (fog), puppet (voodoo doll).* (30 Power Points)

Cost: 98



HOUNGAN (VILLAIN)

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12+2, Vigor d8
Skills: Fighting d8, Guts d10, Intimidation d10, Spellcasting d10
Pace: 8; **Parry:** 6; **Toughness:** 6
Gear: Soul cane (Str+1d10).



Abilities: Burrow 12".

- **Arcane Background:** *Bolt (black bolt), obscurement (fog), puppet.* (30 Power Points)
- **Eruption:** See text.

Cost: 150



BOKOR (I)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Spellcasting d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Gear: Various blades and clubs (Str+2).



Abilities: Guardian (Any Mambo or Houngan).

- **Bolt:** Range 5/10/20; RoF 1; Damage 2d4; No Power Point cost.

Cost: 40

BOKOR (I)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Spellcasting d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Gear: Various blades and clubs (Str+2).



Abilities: Guardian (Any Mambo or Houngan).

- **Bolt:** Range 5/10/20; RoF 1; Damage 2d4; No Power Point cost.

Cost: 40

ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



SAUCY JACK (VILLAIN)

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Cursed Scalpel (Str+1d6)

Abilities: Combat Reflexes, Improved Sweep.

- **Woman Hater:** Saucy Jacks hate women. They add +2 to all Fighting and damage rolls when attacking female human figures.

Cost: 90



INVISIBLE MAN (VILLAIN)

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Improvised weapon (Str+2).

Abilities:

- **Invisibility:** Attacks against the Invisible Man suffer a -6 penalty. The penalty does not apply to area effect weapons—which hit normally.

Cost: 70



HYDE (VILLAIN)

Human Form (Villain)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Pistol.

Abilities:

- **Shape Change:** When the figure is dealt a face card, he automatically changes to a Hyde. Hyde cannot use ranged weapons, but retains them for use later should he revert to human.

Mr. Hyde Form (Villain)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Gear: None.

Abilities: Size +1, Improved Nerves of Steel.

- **Shape Change:** See above.

Cost: 80



SAUCY JACK (VILLAIN)

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Cursed Scalpel (Str+1d6)

Abilities: Combat Reflexes, Improved Sweep.

- **Woman Hater:** Saucy Jacks hate women. They add +2 to all Fighting and damage rolls when attacking female human figures.

Cost: 90



INVISIBLE MAN (VILLAIN)

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Improvised weapon (Str+2).

Abilities:

- **Invisibility:** Attacks against the Invisible Man suffer a -6 penalty. The penalty does not apply to area effect weapons—which hit normally.

Cost: 70



HYDE (VILLAIN)

Human Form (Villain)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Pistol.

Abilities:

- **Shape Change:** When the figure is dealt a face card, he automatically changes to a Hyde. Hyde cannot use ranged weapons, but retains them for use later should he revert to human.

Mr. Hyde Form (Villain)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Gear: None.

Abilities: Size +1, Improved Nerves of Steel.

- **Shape Change:** See above.

Cost: 80

