

# Scenario Basics and Town Attack Reference

## Weather and Effects

### Clear, Day

- 1-5: No effects
- 6: Windy

### Clear, Night

- 1-4: Darkness
- 5: Darkness, Windy
- 6: Darkness, Foggy

### Overcast, Day

- 1-3: No effects
- 4: Rainy
- 5: Foggy
- 6: Windy, Rainy

### Overcast, Night

- 1-3: Darkness
- 4: Darkness, Rainy
- 5: Darkness, Foggy
- 6: Darkness, Wind and Rain

**Darkness:** 18" sight in town, 12" outside. Undead have 24" range. Def. torches 8" radius, torches 6". -1 BS if firing over half sight range, unless target in radius of torch.

**Foggy:** 18" sight range in day, or halves sight range from other conditions.. Halves torch radius.

**Rainy:** 24" day sight range, 12" night. Blackpowder misfires 1in6.

**Windy:** -1 BS for non-blackpowder missile weapons.

## Vampire Forces Core Tables

### Hugel Friedhof

- 1-3: Rats
- 4-6: Zombies
- 7-9: Skeletons
- 10-12: Ghouls
- 13: Wolves
- 14-15: Grave Guard
- 16-17: Spirits
- 18: Bats

### Ruins of SchattenWald

- 1-2: Rats
- 3-4: Zombies
- 5-6: Skeletons
- 7-9: Spiders
- 10-12: Ghouls
- 13-14: Wolves
- 15-16: Grave Guard
- 17: Spirits
- 18: Bats

### Bachmeir Baurenhof

- 1-2: Rats
- 3-5: Zombies
- 6-8: Skeletons
- 9-11: Ghouls
- 12-13: Wolves
- 14-15: Grave Guard
- 16-17: Spirits
- 18: Bats

### SchattenTurm (above ground)

- 1-2: Rats
- 3-4: Zombies
- 5-7: Skeletons
- 8-9: Spiders
- 10-12: Ghouls
- 13-14: Wolves
- 15-16: Grave Guard
- 17: Spirits
- 18: Bats

### Altschloss

- 1: Rats
- 2-3: Zombies
- 4-6: Skeletons
- 7-8: Spiders
- 9-11: Ghouls
- 12-13: Wolves
- 14-15: Grave Guard
- 16: Spirits
- 17-18: Bats

### Nachtdorf (Town Attack)

- 1: Rats
- 2-4: Zombies
- 5-7: Skeletons
- 8-9: Spiders
- 10-12: Ghouls
- 13-14: Wolves
- 15-16: Grave Guard
- 17: Spirits
- 18: Bats

## Town Attack Setup

- Setup town.** At least two gates, note ruined walls. Note protected and barricaded rooms.
- Determine weather.**
- Resolve any Patrol action.** For each scout on patrol, Ld test to bring warning. If any scout passes, all first turn penalties for player warriors are removed, and scout sets up in town with no limitations. Failed test, scout misses scenario. Any scout passing first test may make second at -1 penalty. If passed players place models after VF.

- Players setup.** Place barricades, defensive torches, and siege defense items as desired. Place markers for bitten three per standard room. Place warriors as per action (see below.)
- Generate Vampire Forces.** (see below).
- Place Vampire Forces.** Each group within 3" of random table edge, unless otherwise specified.

## Town Defenders Placement

- Resting:** Inside interior building, knocked down, miss first turn. If patrol brings warning, still knocked down but no first turn penalty.
- Guard Town, successful scout from Patrol:** No limitation, no first turn penalties.
- Construction or Train Milita:** Inside town in logical spot for action, may move only on first turn.
- Foraging or Scavenging:** Miss scenario on 1-2 on d6. Otherwise as construction.
- Guard Bitten:** Place with bitten, no first turn penalty.

## Vampire Forces Generation

**Pool of d6 as follows:**

- Night:** 4d6 x #players
- Overcast Day:** 3d6 x #p
- +1 d6 per Inf. Point in any area.**

**Roll pool:** Each 1-4 rolled is a group from core table for Town Attack.

Each 5 or 6 may be used to:

- Buy one roll on command table.
- Buy one Full Influence reward model in play.
- Buy two core table rolls.
- Buy two siege points.

Before spending rolls for troops look for sets and apply set bonuses. A single die may only be used in one set:

(1 1 1): **Siege!** 2 Siege points.  
(2 2 2): **By My Command!** Choose placement for up to three core

groups when placing forces instead of rolling randomly.

(3 3 3): **Infiltrators!** One extra core group is generated at the end of Vampire Forces placement and is placed at a random table location (may begin in town and even in a town building).

(4 4 4): **Treachery!** One town entry selected by CM begins game open.

(5 5 5): **Silent Attack!** Player models that start with one turn delay start with two instead. Negated if there was a Patrol.

(6 6 6): **Lead my Children!** Choose placement of all command models instead of rolling randomly.

(1 1 1 1): **Dark Summons!** The players must make the roll to see if existing bitten turn now, rather than during the final segment of the Night phase. Any turned models cause Morale to lower by 1 and place a Minor Vampire in play in place of a random bitten marker.

(2 2 2 2): **Fog!** A roiling fog rolls over the town.

(3 3 3 3): **Ambush!** Three extra core groups are generated at the end of Vampire Forces Placement and placed at random table locations.

(4 4 4 4): **Extra Reinforcements!** The Vampire Forces gain Reinforcements (see special rules) on a 5+ instead of 6+.

(5 5 5 5): **Absolute Command!** Vampire Forces models are all placed by choice of CM rather than randomly.

(6 6 6 6): **Infernal Siege!** 4 Siege points.

#### Spending Siege Attack Points:

- **Ladder** - 1P
- **Log Ram** - 1P
- **Battering Ram** - 4P
- **Stone Thrower** - 6P

#### Siege Attack and Defense

##### Structure Points:

- **Gate:** T4/8 points
- **Town Wall:** T9/20 points
- **Barred door/window:** T3/3points
- **Defen. Torch:** T3/4points
- **Barricade:** T3/4 points

##### Siege Attack Items:

- **Ladder:** 4 bearers to move normally (may run). 2 bearers normal move only. Half movement to place. Ladders are T4, 2DP. May be pushed off by defender with successful roll to W.

+1 T to ladder for each model climbing.

- **Log Ram:** Crew 2/4 as per ladder. Does S5, 3 wounds against gate. 2DP.
- **Battering Ram:** Crew 4/6, moves as per ladder. S7, 6 wounds vs. gate. 5DP.
- **Stone Thrower:** Str 4/8, T6, 4DP, d6W. 1/3 Crew. Can only move normally with 3 crew, move or fire. 60" max guess range, 3" template. Misfire+art dice.

**Defensive Positions:** Turn of Charge only, removes strike first, -1 to hit die roll charge turn only.

#### Defensive Engines:

- **Small Cannon:** Crew 1/3. 4DP, T6. 48" guess range, S10, d3w. Grapeshot flame template S4 hit -2 A.S. Commanding hero Ld test to reroll one die of any type.
- **Boiling Oil:** Crew 2, 4DP, T4, S5, W1. 1/battle, 3" template, any under Str 5 hit no AS.
- **Rock Dropper:** Crew 1/3, 4DP, T4, S4, 1W. Fire 1/turn, AS -1, 3" template.

#### Turn Order and Conclusion

VF has first turn, unless Patrol roll gives allies first turn.

Start of each VF Turn:

- Roll for time limit (below)
- Roll for reinforcements (below, not 1<sup>st</sup> turn).

Start of each Player Turn:

- Roll for random events (below).

Scenario ends when players all routed or at end of VF turn when time limit (30) reached or exceeded.

#### At End:

- Apply Morale changes.
- For each Undead in Building count, roll d6. For each 1 or 2 townspeople killed (WP and Morale lost).
- For each Vampire in Building count, roll d6. On 1-3, bitten track advanced.

#### Town Attack Special Rules

**Limited Turns:** 1d6/VF turn, total reaches 30 last turn. Scout can burn a reroll to cause die to be rerolled.

**Protected Buildings:** Undead must pass Ld test to enter. Vampires -2 penalty. Protection status lost for room if any undead enters.

**VF Reinforcements: 1d6.** On 6 one core group of reinforcements, random table location. 2" from any allied model, cannot charge, shoot, or cast on 1<sup>st</sup> turn unless within range of model that can Direct Undead.

**VF in Buildings:** Count #Attacks of any unengaged VF model (non-vampire) in room of town building at end of VF turn. For vampires separate total of number wounds instead of attacks.

**Vampires Reach Bitten:** Unengaged vamp in base contact with bitten marker, roll d6. 1-2 replace bitten with minor vampire, no action that turn. Morale lowers by one at end of scenario. If bitten is warrior, Ld test at -1 penalty to prevent turn.

**Sneaking Vampire:** Start of VF turn, no warrior has LOS, vamp may sneak. 3 tokens replace vamp.

#### Nachtdorf Defenders

##### Ernst Kauffman, Burgermeister

Profile M WS BS S T W I A Ld  
4 3 3 3 4 1 3 1 8  
Swd, dgr, helm, HA. Fearsome.

##### Gerhardt Lowenherz, Sgt

Profile M WS BS S T W I A Ld  
4 4 3 3 3 1 3 1 8  
Spear, LA, shield, helm.

##### Father Jonas, Priest

Profile M WS BS S T W I A Ld  
4 3 3 3 3 1 3 1 7  
Sig hammer x2, Soulfire (9, 4", 3/5).

##### Captain Diedrich

Profile M WS BS S T W I A Ld  
4 3 4 3 3 1 3 1 8  
D. Pstl x2, Swd, dagger, Step Aside.

##### Diedrich's Men

Profile M WS BS S T W I A Ld  
4 3 3 3 3 1 3 1 7  
Shield, spear, LA.

##### Town Milita

Profile M WS BS S T W I A Ld  
4 2/3 2 3 3 1 3 1 6  
As armed by town / heroes.