

Vampire Hunters Campaign Reference

Winning and Losing

Players Win:

- Strangulf slain.
- All five Strangulf Coffins ruined.

Players Lose:

- After 20 campaign turns.
- Nachtdorf Morale hits zero.
- Bitten reaches thirty.

Campaign Turn Sequence

Day Phase:

- Scramble Strangulf Coffins if necessary.
- Plot warrior actions.
- Reveal day event.
- Play scenarios, resolution after each. Town Attack last.
- Resolve remaining warrior actions.

Night Phase:

- Plot warrior actions.
- Reveal night event.
- Play scenarios, resolution after each. Town Attack last.
- Resolve remaining warrior actions (clear fatigue for rested models)
- Resolve turns and new bitten.
- End of Turn (sell 1 Treasure per warband for 30 g.c., pay Hired Swords)

Morale

Morale Penalties:

- -3: Town Attack rout
- -2: Full Influence in area
- -2: Gustav, Jonas, Sgt. Lowenherz, or the Burgermeister slain.
- -1: Player Hero or town citizen slain. Does not apply to Diedrich's men.
- -1: A Bitten turns.
- -1: Gustav, Jonas, Sgt. Lowenherz, or the Burgermeister bitten.
- -1: Coffin Hunt loss.
- -1: Cold Magritte howls before Town Attack.
- -1: Influence point called for after max of 3 in area.

Morale Bonuses

- +2: VF Hero slain.
- +1: VF Hero OOA, lives.
- +1: Minor vampire staked or slain.
- +1: Strangulf Coffin eliminated.

- +1: Siege withstood.
- +1: Coffin Hunt win.
- +1: Gustav, Jonas, Lowenherz, or the BM healed from Bitten.

Morale mods during scenario should be accumulated, applied at end.

Bitten and Vampire Turns

First roll for Turns:

- For each guarded bitten (3 per guard) set aside a die.
- For each unguarded bitten, set aside a die.
- If any NPCs or player warriors bitten, know which die is theirs.
- Roll. Guarded turn on a 1, unguarded on a 1 or 2.
- Reroll up to one die per room protected from vampires (remember church starts as protected).

Each turn lowers Bitten track by one, lowers Morale by one. If NPC or player warrior turned, they are effectively slain. If civilian bitten turns, remove the WP from game.

Next roll for new Bitten:

1. Create bitten dice pool:
 - 2 warbands, 8d6. 3 warbands, 10d6. 4-5 warbands, 12d6.
 - Add dice for bitten bonus on Night Event card.
 - If Town Attack was lost on this night, double the bonus shown on Night Event card.
2. Roll for number of new bitten:
 - Roll, each 1-2 is new bitten.
 - Rerolls (up to 3) granted for each model guarding town over twice number of warbands. (3 warbands, 7 models guarding = 1 reroll)
3. If any were bitten, identify:
 - Three pools of d6:
 - 5d6 to represent townies.
 - 1d6 for NPCs.
 - 1d6 for each human warband.
 - Roll, choose bitten from highest downward, reroll ties.

For each bitten, Bitten Track increases by one. If player warrior or

NPC bitten, set them beside track until healed or turned.

If citizen bitten, remove Worker Point from available pool and set it beside the Bitten Track until healed or turned.

Fatigue

- On plot of third consecutive non-rest, gain fatigue.
- After three fatigue reached, must rest for next action.
- Remove all fatigue on completing a rest.
- Town Attack interrupts rest.

Effects (cum):

- 1 marker: T test to run, charge not penalized.
- 2 markers: no run, -1 to hit cc and shooting.
- 3 markers: no combat, shooting, speed skills.

Necromantic Camp. Spells

Strangulf begins with one. Others are gained by Night Event cards, Full Influence in Schattenturm, Scenario Subplots, and if a Influence Point increase is called for in an area already a Full Influence.

Influence

Increases through Night Events, subplots, campaign spells.

Decreasing Influence:

- Lower Inf by one in area where Str. Coffin ruined.
- Minor vampire staked or slain in area has chance of -1 Inf on d6 roll. First in area, 6+, second 5+, third and subsequent 4+. Track number slain per area on Away Action Board.
- Subplots may lower Inf.

Full Influence:

- Lowers Morale by 2.
- Gains reward for area.
- Can decrease later, but reward is kept.
- Morale effect and reward only occur once per area during campaign.

Full Influence Rewards:

Hugel Friedhof:	Corpse Cart
Bm. Baurenhof:	Kalt Magritte
Sw. Ruins:	The Ghoul King
Schattenturm:	Ash + 3 N. Spells

Worker Points

- Start with pool of 50.
- Bitten, turns,, townie fatalities and events affect pool.
- Town militia recruit removes worker point.
- Henchmen may also be allocated to town actions as a worker point. Dwarf henchmen count as 2 on construction tasks.
- Humans lead up to 5 WPs on a task, non-humans 3.

Actions

Experience for Checks: Any Hero or Hired Sword that makes a Ld test for an action gains an experience point – maximum of one per action.

Guard Town (GT)

- Any # Heroes, hench, HSwd.
- Any NPCs except Jonas
- Over 2 x #warbands guarding gains bitten reroll(s), 3 reroll max.

Guard Bitten (GB)

- Any # Heroes or NPC
- 3 bitter per guard

Patrol (P)

- Any # Scouts
- Pass first Ld, no first turn penalties during TA.
- Fail first Ld, miss scenario
- Additional Ld -1 test players setup last, go first.

Rest (R)

- Any #, any type
- Clears fatigue if completed

Train Militia (TM)

- Any Hero with WS 3+
- Militia Sgt only NPC
- Pass Ld test = one militia
- Passing Ld test by two or more trains WS3 or BS3 militia

Shopping Trip (ST)

- Any # Heroes
- No NPCs or Hired Swd.
- 3 WP per hero, minimum 2
- All WP and Heroes must be mounted (wagon carries 4, uses 2 horses)

Construction actions (below):

- Each WP has d6 chance of CP given by action

- If assigned hero passes Ld test, +1 to worker rolls.
- Dwarf hero grants +2 bonus when they pass Ld test

Build Defensive Torch (BT)

- Up to three heroes or NPCs
- NPC Burgermeister only
- 15 WP total max
- 5+ difficulty
- 5 points per torch
- Can carry points

Build Barricade (BB)

- Up to two heroes or NPCs
- NPC Burgermeister only
- 10 WP total max
- 5+ difficulty
- 5 points per barricade
- Can carry points

Repair Gate (RG)

- One hero or NPC per gate
- NPC Burgermeister only
- 5 WP per gate
- 5+ difficulty
- 1 DP fixed per success

Repair Town Wall (RW)

- Up to 3 heroes or NPCs per wall
- NPC Burgermeister only
- 15 WP per wall
- 6+ difficulty
- 1 DP fixed per success, 25 to fix wall, can carry.

Repair Siege Weapon (RS)

- Up to 3 Heroes per weapon
- No NPCs may lead
- 5 WP per weapon max
- 6+ difficulty
- 10 points for cannon, carries

Barricade Room (BR)

- 1 hero or NPC per room
- NPC Burgermeister only
- 5 WP max per room
- 5+ difficulty
- 3 points to barricade

Foraging actions:

Passed Ld test adds +1 to diff. rolls as per construction actions.

Fashion Rosewood Stakes (FRS)

- Up to 3 heroes or NPC
- NPC BM only
- 5 WP max per hero
- 5+ difficulty
- 2 points per stake
- Roll each party separately, may combine points between parties but no carry to later turns

Fashion Silver Weapons (FSW)

- Up to 3 heroes or NPC
- NPC BM only
- 4 WP max per hero
- 6+ difficulty
- 3 points per weapon
- Roll separately for each party, may combine points, may carry points
- Choose melee weapon, bullets, or arrows

Gather Garlic (GG)

- 1 hero or NPC
- NPC Burgermeister only
- 5 WP max
- 6+ difficulty
- 1 Garlic per success

Find Supplies (FS)

- Up to 2 Scouts.
- NPC Gustav only
- 7 WP total max
- 6+ difficulty
- Scouts add +2 if Ld test
- Each success results in random treasure roll

Priest actions:

Priests only (includes Hired Swds). Checks made with 2d6 as per spells, and items or skills that help spell checks apply. Any number of priests may be assigned to an action. Each gets a separate test.

If number of WPs listed as bonus are assigned, priest they are assigned to gains a +1 to check.

A passed test earns the priest an experience point as well.

Heal Bitten (HB)

- 7+ difficulty
- WP for Bonus: 3
- A success by priest heals bitten of their choice

Fashion Holy Item (FHI)

- Choose Blessed Water or Holy Relic to fashion
- WP for Bonus: 2
- 7+ for water, 8+ for relic

Protect Room from Vampires (PR)

- 8+ difficulty
- WP for Bonus: 5
- Requires and consumes 2 Garlic and 1 Blessed Water
- On success, one room chosen is protected for remainder of campaign