



BLOOD
MOON

Anna and Valerius Farkas are Hungarian twins. Their family is cursed with lycanthropy. Valerius is affected by it, while Anna is not. The Farkas house originally comes from the Transylvanian town of Szeszarmy. They used to rule the region, but have since declined. Anna and Valerius's father fought along Rákóczi and died fighting the Turks in 1660. The Ottomans captured their holding and granted it to their vassal, who banished the mother with the twins. They are now in their twenties and live with their distant relatives in Vienna. Trying to make ends meet, they take on all kinds of jobs.



DEPLOYMENT RULES:

- Farkas Twins always stick together. Put only Anna card in a draft. Player who takes her during draft gets also Valerius.
- They cannot be recruited by the faction of Envoys Of The High Port. Farkas Twins cannot be a part of a band which includes Characters affiliated with this faction (even if the latter have dual coats of arms).
- Faithful Characters sense the curse borne by Valerius. Due to this fact Valerius cannot be a part of a band which includes Characters with Faith: 1 or more.
- Twins cannot be a part of a band which includes Characters with Demon, Vampire or Ghoul special rules.
- Valerius doesn't control his transformations. Under the full moon he's a Werewolf but at the new moon he can't transform into the beast. Additionally he can't transform when the Moon is hidden behind the horizon. While deploying Valerius you can:
 1. Decide the Moon is behind the horizon or in the new moon phase.

Valerius acts as a regular human and doesn't transform. His cost is then set at 5, so you can deploy him in i.e. Adventure scenarios. Now he can also be deployed in one band with a faithful Character.

2. Decide the Moon is full – Valerius begins the game as a Werewolf and has a cost of 8.
3. Decide the Moon is in other phase – Valerius has a cost of 9 and can transform into a Werewolf during the game.

Peasants are additional Commoners and Locals; you can add them to the draft.

SPECIAL RULES:

Battle Frenzy – If this character performs an Induce Rage Partial Action (it may be performed while engaged) or receives 4 or more Wounds, it is considered under the influence of Battle Frenzy until the end of the game (even if it later heals). The effects are as follows:



1. The character receives Berserker special ability and is treated like NPC with Attack objective. It remains a part of your band and attacks the opposing band, treating them as enemy.
2. The character's Fortitude becomes 3.
3. The character receives +1 Combat Total bonus.
4. The character suffers 1 fewer wound from each close combat. This reduction happens after armour and cannot reduce wounds below 1.
5. The character's Fencing is reduced to 0 and they may not use Parry tokens.

Beast – The Character is not Human for the purpose of skills, special rules etc. It may not participate in [talking] and is immune to [talking] attacks. May not pick up items.

Berserker – This character always counts as the attacker in Close Combat. This character

may not avoid combat in the Combat Phase. If two characters with this special rule fight each other, the effects cancel out, and the active character is the attacker as per the normal rules. When two Berserkers fight in Close Combat, the result may not be a draw. Treat draws as Ripostes. This does not use Parry tokens.

Bypass: X—The opponent suffers a -X penalty on parry tests.

Charmer—When using a Talking skill against a character of the opposite gender (Male/Female), and when the character's Original Card for the test is , gain +1 to the total. If the Original Card was , gain +2 instead.

Fear [X]—Enemy characters within Line of Sight, range of 6 spaces, and with Fortitude lower than X, receive -1 to all Tests. At the end of each turn discard one additional Alarm counter for each model with Fear on the board.

Gambling—Before buying equipment, you may draw the number of magic cards equal to the sum of Gambling ratings on all your Characters. The suit of each card has the following effect:



—you have 1 fewer kreutzer to spend;



—no effect;



—you have 1 more kreutzer to spend;




—you have 2 more kreutzer to spend;

The sum of all card effects applies.

Huge—This character may not perform the Climb through a Window Maneuver.

Ingredient [X]—You may discard this item when casting a spell in either the Action or Interaction Phase. Draw X extra Magic cards. You may only use one Ingredient per Phase.

Low cut—During a Close Combat Test, if this character's Original Card is a , it receives +1 to the Combat Total, and his opponent gets -1 to Parry this attack.

Mighty Blow—If you are using this Weapon in Close Combat your opponent may not

Parry if your Strength is greater than theirs. If this is a skill of a model than it applies to any CC weapon it uses.

Move: X(Y)—When performing a Full Move, this Character may spend X Movement Points. When performing a Partial Move, it may spend Y Movement Points

Natural—This item may not be removed from the owning Character. It still may be ignored by special rules.

Parry +X—the Character using this Weapon (even in the off-hand) receives a +X bonus to parry tests.

Regeneration [X]—Discard X wounds in Card Phase of each turn.

Retaliation [X]—If this character loses Close Combat (but not draws), but survives, before resolving any potential retreat, make an Unopposed Test of this Character's Weapon Skill that was just used, with the DL of X. On a failure nothing happens. On a success, the opponent receives damage calculated like a Ranged Attack. It may not be parried, does not count as new Close Combat, does not require retreat etc.

Silver—Werewolves, Vampires and Ghouls are considered silver-vulnerable. You may not have a Character with a silver weapon in a band together with silver-vulnerable Characters. Silver weapons deal 1 extra Wound to silver-vulnerable Characters, and ignore their Natural armour and other resistances (like Battle Frenzy).

Stealth—Enemies with Wits lower than the Character's Stealth rating may not use their Overwatch counters to interrupt their activation if the movement started outside their line of sight. This Character's activations do not end Peace if the movement begins and ends outside enemy line of sight, and the Character passed an opposed Stealth vs Wits test when entering their line of sight.

Unwieldy—The Character using this weapon receives -1 to combat total during Ripostes (regardless of who parried).

Werewolf—The Character is not treated as Human for the purpose of special rules etc. If the Character becomes crippled, it automatically morphs into the werewolf form. All markers carry over (wounds, poison etc.). If an attack kills the Character in the human form outright, the character dies and does

not morph. You may also morph voluntarily by performing a partial action (may be performed while engaged). After morphing, if the conditions for Battle Frenzy are met (the Character suffered 4 or more wounds), the Character also enters Battle Frenzy until the end of the game.

SCENARIOS

QUASIMODO SUNDAY

Anna's friend—gypsy Agnes—has been accused of murder attempt on city guard's captain and thus sentenced to die. Her younger brother quickly alarmed Anna and Valerius. Twins immediately decided to release the girl. Anna is convinced that her friend fell victim to vengeance of a rejected lover—judge Fröllich. Rescue team arrives at the gallows none too soon. Executioner had just hanged the gypsy, but before the gathered crowd could watch her die by suffocation, hangman's head was hit from a slingshot and Anna jumped on the scaffold to release her friend.

Yet this was only the beginning—they need to flee from the angered mob.

BAND COMPOSITION:

- Red player: judge Fröllich (Burgher), 2 Peasants, 2 Thugs, Footman with a glaive—as starting characters. Any available Peasants, Thugs and Footmen—as reinforcements.
- Blue player: Anna, Valerius, Urchin, Gypsy.

All of the Blue characters and the judge are treated as heroes—they don't test Fortitude when Crippled and give 2 Victory Points to the opponent when slain.

Valerius begins the game as a human and can transform normally.

BOARD AND CHARACTERS SET UP:

Deploy the characters according to the map. Red player begins with deploying his band, then Blue player proceeds with placing his. Red player places 1 universal marker on each space marked with "R".

At the beginning of each turn (excluding the first), Red player can deploy one Commoner (any available Thug, Footman or Peasant) on any of the marked spaces. Remove the marker once this character has been deployed (so you can't enter the table twice from the same point).

Game ends after 7 turns (or when the Gypsy dies or flees the table—see below) with a nightfall. You can place markers next to the board to keep track of the time.

WIN CONDITIONS:

After the game has ended, add up Victory Points for both players:

- Each dead enemy Thug or Footman is worth 1 VP.
- Each dead enemy Peasant is worth 0 VP.
- Anna, Valerius, Urchin and Judge Fröllich are worth 2 VPs each, if killed.
- Blue player receives 5 VPs if Gypsy escapes from the table (see: Notes).
- If Gypsy dies or by the end of the game remains within the gallows area (see map for details) Red player receives 5 VPs; should she remain on the table outside of the gallows, Red player receives 2 VPs.

Player with higher VP score wins. If there was a tie and one of the players received 5 VPs due to the Gypsy's death or survival, that player wins. In any other case the game ends with a tie.

NOTES:

- Initiative in the first turn is determined normally.
- Each player draws 3 cards at the beginning and another 3 cards per turn.

- When Gypsy dies the game ends immediately.
- Gypsy and Anna cannot use Inconspicuous rule (even if it was given by an item).
- Gypsy has twisted her ankle while falling from the gallows. She can't run.
- Blue player has to rescue the Gypsy. It can be achieved in two ways:
 - a. Escaping into the cave—game ends when Gypsy's model enters the cave; we assume she escaped through it's tunnels. Blue player receives 5 VPs as mentioned above.
 - b. Fleeing through any of the board's edges—place a universal marker on a space through which the Gypsy escaped from the table. Blue player receives 5 VPs, but the game doesn't end yet. Any of Red player's models can chase the Gypsy by leaving the table through the marked space or any of the neighbouring spaces. Red player receives 2 VPs per each model which pursued Agnes in the same turn on which she has run; Red player also receives 1 VP per each model which joined the chase in the next turn (limit of VPs thus scored is 10). Game ends after the end of said next turn (after the Gypsy has fled from the board).





Gypsy



Anna



Fröllich



Standard setup
spaces



Reinforcement spaces



Exit spaces



Gallows area
(see: *Victory
conditions*)





HUNT OR BE HUNTED

Even a hunter can become a prey. Valerius caught a scent of approaching men. He had to hurry up. Farkas felt the Moon will soon hide behind the horizon and the werewolf form will be gone with it; he will be a regular human again. Naked, unarmed and weakened. If they catch him now...

BAND COMPOSITION:

- Red player: Burgher, 2 Peasants, Footman with a glaive and Footman with a pistol—as starting characters. Any available Peasants, Thugs and Footmen—as reinforcements.
- Blue player: Anna, Valerius.

Valerius begins the game as a werewolf. In this scenario he cannot enter Battle Frenzy. Valerius cannot transform into a human.

BOARD AND CHARACTERS SET UP:

Place stalls, tables and boxes according to the map. Red player begins with deploying his band, then Blue player proceeds with placing his. Red player places 1 universal marker on each space marked with "R".

At the beginning of each turn (excluding the first), Red player can deploy one Commoner (any available Thug, Footman or Peasant) on any of the marked spaces. Remove the marker once this character has been deployed (so you can't enter the table twice from the same point).

Game ends after 8 turns (or when Valerius

dies or flees the table—see below) after which the Moon hides and Valerius becomes a human. Transformation will weaken him so much that he won't be able to run. You can place markers next to the board to keep track of the time.

WIN CONDITIONS:

After the game has ended, add up Victory Points for both players:

- Each dead enemy Thug or Footman is worth 1 VP.
- Each dead enemy Peasant is worth 0 VP.
- Anna is worth 3 VPs, if killed.
- Blue player receives 5 VPs if Valerius escapes from the table (see: Notes).
- Red player receives 5 VPs if Valerius dies or remains on the table at the end of the game.

Player with higher VP score wins. If there was a tie and one of the players received 5 VPs due to Valerius' death or survival, that player wins. In any other case the game ends with a tie.



NOTES:

- Blue player has the Initiative in the first turn.
- Each player draws 2 cards at the beginning and another 2 cards per turn.
- When Valerius dies the game ends immediately.
- While in a werewolf form Valerius cannot open any doors. He has to breach them (DL: 7).
- Blue player has to make Valerius leave the table through one of the escape zones (see: map). Then he

or she receives 5 VPs as mentioned above, but the game doesn't end yet. Any of Red player's models can chase Valerius by leaving the table through the marked space or any of the neighbouring spaces. Red player receives 2 VPs per each model which pursued Valerius in the same turn on which he has run; Red player also receives 1 VP per each model which joined the chase in the next turn (limit of VPs thus scored is 10). Game ends after the end of said next turn (after Valerius has fled from the board). If Valerius leaves board in the 8th turn, play one additional turn.





Anna's (A) and Valerius' (V)
setup spaces



Standard setup
spaces



Reinforcement spaces



Exit spaces



Supply package
(single crate)



Market stall

