



# MONSTER HUNTERS

CHARACTER LIMIT: 10

TREASURY: 

## NO REST FOR THE WICKED

Draw a card whenever a friendly Character wounds an enemy who is: evil, chaotic, non-human, or has the Sorcery or Divination skill. Maximum twice per turn.

\* You may not field any evil or chaotic Characters.

\* You may not field more Mercenaries than faction Heroes.


LEADER




SEPP DE VREES 

HEROES (3-6)




GERARD 



KONING 



MAXIMILIAN 



ANASTASIA



CASTIGATORE



MERCENARY



MERCENARY

COMMONERS (2-6)




HEXENJAGER  
(GLAIVE)




HEXENJAGER  
(PISTOL)




HEXENJAGER  
(GLAIVE) 



HEXENJAGER  
(PISTOL) 



LOCAL 



LOCAL



LOCAL



LOCAL



Models from *Mercenaries II* set can be deployed as:

- mercenary characters in any faction (put them into the draft),
- characters from their own faction (Monster Hunters or Viennese Mafia).



### Faction deployment

**Monster Hunters** faction includes characters of Sepp, Gerard, Koning (*Mercenaries I*), Maximilian (*Chamber of Curiosities*), Anastasia and Castigatore (*Mercenaries II*). If you decide to play as this faction, exclude the characters with faction's coat of arms from the draft and add them to your characters' pool. Monster Hunters is a group of mercenaries selected by judge Sepp de Vrees, supported by Hexenjaeger - footmen experienced in fighting evil. You can exclude up to 3 Footmen from the draft and add them to your characters' pool. Any additional Footmen which are needed to deploy this faction can be found in base game set or Footmen set.

**Ambidextrous**—If the character has two one-handed weapons equipped simultaneously (shields and other non-weapon items do not count), it receives +1 to the Combat Total if both the character's and the opponent's Original Cards for the test are the same colour (red or black).

**Breech-loading**—Place 3 Universal markers on this weapon. Whenever you perform the Reloading Action, you may discard one Universal marker to immediately discard the Reloading marker, even if it was on its two-pip side. Additionally, when doing this you may attempt a DL: 8 Fortitude test. On a failure, nothing happens. On a success, you may immediately make a free Quick Shot action (with the usual -1 to hit penalty). If you do this, you may not make the usual 2 MP move that is usually allowed within the Reloading action.

**Buckshot**—On a Triumph, increase the damage by 4 instead of 3.

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

**Cold blooded**—The Character does not suffer the -1 penalty when performing the Defensive Shot action.

**Double-barrelled**—This weapon is only considered unloaded if there are two Reloading counters on it. In other words, you may fire it twice, putting a single Reloading counter on it after each shot, perform the Reload Action twice to remove one of the counters, and then shoot once.

**Exorcisms**—The Character may perform one of the two possible actions each turn:

1. Banishment. No action required, this may be performed for free in the Interaction phase as long as the

Character has not performed Exorcism in the Action phase. Carry out spiritual combat against any non-Inconspicuous Demon or Vampire within line of sight and 6 spaces range. If the Exorcist wins, in addition to suffering Wounds, the losing Demon must retreat to either the Shadowlands or the Domain (Demon's choice). A losing Vampire must retreat to the Shadowlands or fall prone (Vampire's choice).


2. Exorcism. Full Action, receive 2 MP to spend. Carry out spiritual combat against any Demon or Vampire in the Shadowlands. If the Exorcist wins against a Demon, it must retreat to the Domain.

During all spiritual combats the Character may add the Exorcism score to Fortitude (or any other ability used for the spiritual combat). In addition, while the Character is on the board (in the material world) receives only half damage (rounding down) when losing spiritual combat.


**Faith**—Faith has two effects:

1. Put a generic counter on this Character. You may discard it before attempting any test to use the Faith value instead of the tested skill or ability's value. Replace the counter whenever you reshuffle your deck.
2. Prayer: partial action. If an enemy is currently casting a magic spell, draw as many magic cards as your Faith value and add them towards the spell's failure or discard them.

**Friends in the Town Guard [X]**—When you field a Character with this rule, add X guard tokens to the pool. If there are several Characters with this rule in your party, add as many as the highest level (X) of this rule. Any other character with this rule in your party adds only 1 marker, regardless of the level (X) of the rule.

**Grenade [A, B or C]**—The grenade uses the rules of AoE weapons (spread and number of squares hit). Grenade damage does not increase in the event of a Triumph. On grenades that have two damage values (type B and C), the first value is damage on the hit square and the second one on the adjacent square (in the firing zone). Misfortune in the shooting test means that the grenade explodes in the hands or in the barrel. Discard the weapon and deal damage as if the user were hit in .

**I am the Law**—When this Character kills another Character, you may choose not to discard the Alarm counter (but you still must discard counters discarded for other reasons, e.g. after using a gunpowder weapon). Additionally, whenever an Alarm counter is discarded at the end of a turn, you may discard an additional one.

**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.

**Monster Hunter**—In Close Combat Tests against Characters with the Beast special rule, this Character gains +1 to the Combat Total, and if wins, extra +1 to damage caused.

**Quick Reload**—When this character takes a Reload action, make a DL: 7 Fortitude unopposed test. On a failure, nothing happens. On a success, if the Reload counter was on the 2-pip side, you may discard it.

**Poisoner [2]**—Receive X Poison [1 Wound, Prone] counters. Before the game begins, attach them to Weapons belonging to any Characters in your band (including this Character).

**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).

**Slow firing**—The weapon requires preparation to fire. It cannot take Defensive shot Action, nor can it react with a Quick shot while on Overwatch. A Quick shot on a character's turn can be performed normally.

**Sniper**—When this Character takes an Aimed Shot action, you may ignore the -1 penalty for shooting across an Obstacle boundary or through a corner. The Character still can't see across three or more obstacle borders, or through combined obstacle and corner.

**Spiritual combat**—The Character may attack any enemy currently in the Shadowlands. Resolve the struggle immediately by performing an opposed Fortitude test. The Character may elect to use their Faith, Kabbalah, or Sorcery rating for the test instead. Both Characters receive +1 to their results for each friendly Character in the Shadowlands. The loser suffers the number of Wounds by which they lost the opposed test, ignoring armour, and may retreat to the Domain for free.

**Touch of the Unknown**—If this character is the target of a skill or attack of another Character with the Demon or Beast rule, involved in any opposed test or attempting to recognize an Inconspicuous character with one of these rules, this Character's Wits, Intelligence and Fortitude are all considered 1 higher.

**Uncanny dodge**—If the character loses a Close Combat test by a difference equal to or lower than the character's Agility, and there is a legal space the character can retreat to, the character retreats without suffering any damage. This retreat is legal even if the character is engaged by an enemy that hasn't yet been activated in this Combat Phase. The character is still the loser of the combat, but the attack does not count as a hit.

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