

JOSEPH A. McCULLOUGH

---

THE SILVER  
BAYONET

---

*A Wargame of  
Napoleonic Gothic Horror*



# THE SILVER BAYONET

*A Wargame of Napoleonic Gothic Horror*

JOSEPH A. McCULLOUGH



OXFORD

Published by Osprey

2021



## OSPREY GAMES

Bloomsbury Publishing Plc  
Kemp House, Chawley Park, Cumnor Hill, Oxford OX2 9PH, UK  
29 Earlsfort Terrace, Dublin 2, Ireland  
1385 Broadway, 5th Floor, New York, NY 10018, USA  
E-mail: [info@ospreygames.co.uk](mailto:info@ospreygames.co.uk)  
[www.ospreygames.co.uk](http://www.ospreygames.co.uk)

OSPREY GAMES is a trademark of Osprey Publishing Ltd

First published in Great Britain in 2021

This electronic edition published in 2021 by Bloomsbury Publishing Plc

© Osprey Publishing Ltd 2021

Joseph A. McCullough has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as Author of this work.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or any information storage or retrieval system, without prior permission in writing from the publishers.

A catalogue record for this book is available from the British Library.

ISBN: HB9781472844859; eBook 9781472844866; ePDF 9781472844873; XML 9781472844880

Originated by PDQ Digital Media Solutions, Bungay, UK

Osprey Games supports the Woodland Trust, the UK's leading woodland conservation charity.

To find out more about our authors and books visit [www.ospreypublishing.com](http://www.ospreypublishing.com). Here you will find extracts, author interviews, details of forthcoming events and the option to sign up for our newsletter.

## AUTHOR

**Joseph A. McCullough** is the author of several non-fiction books including *A Pocket History of Ireland*, *Zombies: A Hunter's Guide*, and *Dragonslayers: From Beowulf to St. George*. In addition, his fantasy short stories have appeared in various books and magazines such as *Black Gate*, *Lords of Swords*, and *Adventure Mystery Tales*. He is also the creator of *Frostgrave*, *Frostgrave: Ghost Archipelago*, *Stargrave*, and co-wrote *The Grey Mountains*, a supplement for the *Middle-Earth Role-Playing Game*. His continued ramblings can be read at: [therenaissancetroll.blogspot.co.uk](http://therenaissancetroll.blogspot.co.uk)

## ILLUSTRATORS

**Brainbug Design** is a 2D conceptual art, illustration, and visual development studio embedded within the entertainment industries. Based in Nottingham, UK, Brainbug was founded in 2018 by industry veterans with over 30 years' combined experience and one singular goal: to burrow deep into intellectual properties to provide the best possible external symbiosis with the host-client! Deeply passionate about world-building and storytelling through the medium of design, Brainbug has collaborated on everything from film and television to giant AAA titles and compact independent video games.

# CONTENTS

---

<b>INTRODUCTION.....</b>	<b>6</b>	<b>PLAYING THE GAME.....</b>	<b>45</b>
<i>WHAT YOU NEED TO PLAY.....</i>	<i>8</i>	<i>SETTING UP THE TABLE.....</i>	<i>45</i>
Miniatures.....	8	Clue Markers .....	45
The Table and Terrain.....	9	<i>CHECKS.....</i>	<i>46</i>
Tokens and Markers .....	11	<i>THE TURN.....</i>	<i>46</i>
Dice .....	11	The Phases.....	47
Deck of Cards .....	12	Initiative Check Special Results .....	48
Unit Sheet.....	12	<i>ACTIVATION.....</i>	<i>52</i>
Pencil .....	12	Movement.....	53
Measuring Device.....	13	Investigating Clue Markers.....	56
 <b>CREATING A UNIT.....</b>	 <b>14</b>	Loading and Reloading .....	56
<i>SELECTING A NATION.....</i>	<i>14</i>	Melee Combat.....	58
<i>CREATING THE OFFICER.....</i>	<i>16</i>	Shooting Attacks .....	60
<i>THE STATS.....</i>	<i>17</i>	<i>CAVALRY.....</i>	<i>65</i>
Increasing Stats.....	18	<i>TERROR CHECKS.....</i>	<i>67</i>
<i>ATTRIBUTES.....</i>	<i>20</i>	<i>THE FATE POOL.....</i>	<i>69</i>
<i>EQUIPMENT.....</i>	<i>21</i>	Rerolls.....	70
General Armoury .....	21	Negate Damage.....	70
Weapons and Armour Table .....	23	Quick Reload .....	71
Special Armoury.....	24	Monster Dice .....	71
<i>SELECTING SOLDIERS.....</i>	<i>27</i>	<i>MONSTER ACTIONS.....</i>	<i>73</i>
National Recruitment Lists.....	27	Standard Rules for Monster Activation.....	73
Soldier List.....	29	Monster Reactions.....	74
		<i>ENDING THE GAME.....</i>	<i>75</i>

<b>CAMPAIGNS .....</b>	<b>76</b>
<i>STARTING A CAMPAIGN</i> .....	78
Check for Injury, Death, and Madness .....	78
Experience .....	80
Research .....	82
Reorganise and Re-Equip .....	82
Calculate Unit Power Rank .....	83
 <b>SCENARIOS .....</b>	 <b>87</b>
<i>USING A SCENARIO</i> .....	88
SCENARIO 1:	
<i>THE INVESTIGATION</i> .....	91
SCENARIO 2:	
<i>THE REVENANTS</i> .....	92
SCENARIO 3:	
<i>TROLL BRIDGE</i> .....	94
SCENARIO 4:	
<i>CONFIRMED KILL</i> .....	96
SCENARIO 5:	
<i>SUNKEN TREASURE</i> .....	99
SCENARIO 6:	
<i>THE HAUNTED RUINS</i> .....	102
SCENARIO 7:	
<i>LAST STAND</i> .....	104
SCENARIO 8:	
<i>LOUP-GAROU SURPRISE</i> .....	106
SCENARIO 9:	
<i>INFESTED MONASTERY</i> .....	108
SCENARIO 10:	
<i>SHIP IN THE FOG</i> .....	111

<i>CREATING YOUR OWN SCENARIOS</i> .....	114
Step 1 – Establish the Story .....	114
Step 2 – Set Up Table .....	115
Step 3 – Monsters .....	115
Step 4 – Clue Markers .....	116
Step 5 – Special Rules .....	116
Step 6 – Rewards .....	117
Step 7 – Play It .....	118
 <b>SOLO PLAY .....</b>	 <b>120</b>
<i>THE NARRATIVE</i> .....	120
<i>CREATING A SPECIALIST UNIT</i> .....	121
<i>THE RULES</i> .....	121
The Turn .....	121
The Fate Pool .....	122
Unexpected Events and Encounters .....	122
<i>CREATING SCENARIOS</i> .....	124
SCENARIO 1:	
<i>WOLF PACK</i> .....	126
SCENARIO 2:	
<i>THE RUINED CHAPEL</i> .....	129
SCENARIO 3:	
<i>THE TROLL HUNTS</i> .....	132
SCENARIO 4:	
<i>THE LAST MILE</i> .....	134
 <b>BESTIARY .....</b>	 <b>137</b>
<i>MONSTER LIST</i> .....	137
<i>CREATING YOUR OWN</i>	
<i>MONSTERS</i> .....	148
 <b>ATTRIBUTES .....</b>	 <b>149</b>

# BACKGROUND

---

Europe is aflame. The revolutionary armies of Napoleon Bonaparte tear their way through the heart of Europe, leaving death and destruction in their wake. And yet, a few learned scholars have identified an even greater threat to the old order.

The first clues were the 'sky battles', strange echoes of warfare sometimes heard after particularly bloody confrontations, but those passed without a trace. Seeking the truth behind the sky battles, curious scholars consulted with occultists, seers, and religious mystics. So it was they learned of the 'Harvestmen' – spirits or demons that feed off of the pain, fear, and rage of mortal men – and that the sky battles were echoes of their gluttonous feasts.

To the Harvestmen, the horrors of the Napoleonic Wars are a bounty like no other. They gorge themselves on the suffering, then use that power to bring forth the twisted nightmares of Europe's myths and legends, perpetuating the cycle of pain and fear. Vampires, werewolves, ghosts, and ghouls have all been summoned by the power of the Harvestmen, and they have taken advantage of the chaos of war to strike at isolated farms, villages, and even military units. In some places, the Harvestmen have used their power to tear holes into the fairy realms, releasing goblins, trolls, and worse. If these creatures are allowed to run rampant, their depredations could ultimately create more suffering than even the wars of Bonaparte himself.

For the present, most people dismiss the existence of the Harvestmen and their servants as delusional rantings. However, a learned few recognise the very real danger the Harvestmen present. In Britain, a secret award is given to the soldiers who have faced and defeated these other-worldly evils: The Silver Bayonet. These soldiers are often inducted into small, specialist units, led by a veteran Exploring Officer. These Silver Bayonet units search for secret knowledge and weapons that can be used against the forces of the Harvestmen and fight to eliminate these evils wherever they are found. The other great powers, France, Russia, Spain, Austria, and Prussia, all have their own units dedicated to the cause. Occasionally, these units work together to face some great menace, but, more often than not, they battle with one another, hoping to secure some ancient knowledge or lost treasure that will give their homeland the upper hand in the war that is fought in the shadows.

## CHAPTER ONE

INTRODUCTION

---

Welcome to *The Silver Bayonet*, a miniature wargame of gothic horror set during the Napoleonic Wars. To play, each player must recruit an elite band of 'monster hunters', based around the army of one of the great powers of Europe. Riflemen, sword-masters, and engineers fight side-by-side with mystics, occultists, and occasionally even an allied supernatural creature. As you fight your way through the scenarios in this book, and maybe even a few of your own creation, the soldiers in your unit can gain experience and learn new abilities, making them ready to take on even greater threats. On the other hand, they can also suffer grievous wounds, have their sanity cracked by the supernatural horrors they face, or even die.

*The Silver Bayonet* is a game of action and adventure, where the horrors of war are only the backdrop for a much greater threat. Although it features the weapons and glorious uniforms, as well as the politics and geography, of the Napoleonic wars, this game is more Hollywood than history. It is not overly concerned with whether your soldiers are wearing the correct shakos for the year in question, but demands to know if your soldier is carrying a cold-iron sword when fighting goblins. The game is an excuse to use colourful, historical, toy soldiers on the same table as grotesque fantasy monsters.

This book will take you step-by-step through how to play the game, beginning with all of the equipment you need. If this is your first wargame, don't be too daunted by this! As long as you've got the dice and a ruler, you can play the game with a bag of plastic soldiers and a set of blocks.

After that, the book jumps straight into creating your unit, which is where the real fun begins. In this section, you get to create a swashbuckling hero (or a grim, ruthless killer – your choice) and surround them with a small group of soldiers. There's a variety of soldier types that can be recruited into a unit, and it's best to go for some diversity. Not only does this mean your unit will be more flexible on the battlefield, but it means there will be even more options on miniatures to buy and paint!

The book then dives into the rules for playing out a game on the table. This is a relatively

short chapter, and while it may take a game or two to get the hang of the rules, they aren't overly complicated. As long as you can add two dice together, the rules will quickly become second nature, and you shouldn't need to refer to the rulebook more than occasionally. Having mastered that, you'll want to move on to the campaign rules, where players can chart the progress of their unit from game-to-game, hopefully watching them grow in experience and power, but potentially having to bury, or at least retire, a few veterans along the way.

The book includes ten scenarios to get you started, and a short discussion of how to create your own scenarios so you can continue the adventure. There is also a bestiary filled with monsters that tend to crop up in scenarios, and a chapter detailing how to play the game solo, including a few scenarios designed for solo play.

Once you've read through it all, you'll be ready to set up and play your own games of Napoleonic gothic horror, but really, this book is just the starting point. As you play through a few scenarios, and start telling the story of your specialist unit, you may find that the narrative takes on a life of its own. Perhaps, at the end of one particularly gruelling scenario, your favourite soldier is killed by a vampire. Or was he? Although there are no specific rules for it, there is nothing to stop you from saying that the soldier was actually captured and bitten. Although he's now slowly turning into a vampire, maybe there is a way your unit can make one last desperate attempt save him? Of course, other units will be looking to finish him off before he inevitably turns on you and becomes an even greater threat than anything else you've faced so far. So, just like that, you've got an idea for a new scenario, and a great next chapter in your campaign. Don't let the rules as presented get in the way of the greater purpose of having fun!

So, grab your cold-iron sword or fix your silver bayonet, and get ready to battle against rival units as well as the creatures of darkness. If you get the chance, join *The Silver Bayonet* group on Facebook and share some photos of your games. It's also a great place to ask questions about the rules, miniatures, and painting, and to share ideas for new scenarios and monsters. Wargaming is a social hobby, even when the players are away from the table!

## WHAT YOU NEED TO PLAY

Before you start on your simultaneously swashbuckling and horrific adventures, there are a few things you need beyond this book. These include miniatures, a few markers and tokens, a table, terrain, dice, a deck of cards, a measuring device, a copy of your Unit Sheet, and a pencil. Veteran wargamers will know all about these, and probably already own everything required, but for those just starting out in this wonderful hobby, some of these items might need a bit more explanation.

---

### MINIATURES

Miniatures, or figures, are the reason most people get sucked into wargaming. Essentially, these are toy soldiers, sculpted to a high level of detail, and cast in metal, plastic, or resin. They come in various sizes, usually called 'scales', with 28mm being the most popular for this type of small-unit game. At this scale, a normal man is about 1" tall. Other scales are available and can be used for *The Silver Bayonet*, so long as players are all using the same scale.

To begin playing the game, you and your opponent each need one miniature to represent each member of their unit, so usually about eight miniatures each. As you continue to play through a campaign, you will probably want to add a few more, either to add new members to your unit, or to represent the various monsters you are likely to encounter in your games. North Star Military Figures produces an official line of miniatures for *The Silver Bayonet*, which covers some of the figures that might be required. Otherwise, there are numerous companies that produce high-quality Napoleonic wargame miniatures. Perry Miniatures, Front Rank, and Warlord Games are all worth a look for Napoleonic miniatures.

It should be mentioned that most figures come unpainted, and often unassembled in the case of plastics. You may also need to purchase some glue, hobby tools, and paint if you are just getting started. There are loads of tutorial videos online about how to prepare and paint miniatures, and many people find that painting becomes one of their favourite aspects of the hobby. However, the key thing to remember when starting out is not to get discouraged. Painting takes practice, and Napoleonic uniforms, with all of their straps and buttons can be

especially challenging. Take your time and have fun; your minis don't need to be perfect to have fun with them. Besides, members of these special units have often been out in the field for a while, living rough and without resupply. It is unlikely that their uniforms are going to be all shiny and perfect!

---

## THE TABLE AND TERRAIN

Games of *The Silver Bayonet* are played on a tabletop, so if you've got a kitchen or dining room table, you are ready to go! In fact, it is likely you won't even need the whole table and you might want to mark off a smaller space that will count as the 'table' for your game. The exact dimensions of the table are usually not important, but a 2.5' x 2.5' or 3' x 3' play area usually makes for the best games. You can play with a smaller area, which will generally lead to quicker, more bloody games, or you can play with a larger area, but this will tend to slow the game down as players spend a couple turns moving their figures into contact. A few of the **scenarios** – the specific missions your unit is sent on – may call for specific table sizes, but this is rare.

While it is possible to play the game on a completely bare table, this isn't making the most of the game. At a minimum, you'll want some **terrain**. Terrain is anything that sits on the table that the miniatures will have to move around or clamber over and that can potentially block line of sight. If you are just starting out in the hobby, you can use everyday items as improvised terrain, for example, you could use books as hills or a pebble as a rocky outcrop. As you get deeper into the hobby, you can buy or make more appropriate terrain, such as trees, houses, rivers, etc. While it is certainly fun to play a game on a beautiful table filled with perfectly modelled terrain, the human imagination is wonderful at dressing things up, and once you get into the game, that book likely will become a hill in your mind. So, don't stress about it too much, just have fun with it!



---

---

## TOKENS AND MARKERS

Most scenarios in *The Silver Bayonet* feature **clue markers**, which are designated points on the table that are worth Investigating. These can be represented by anything – coins, little gemstones, treasure chests, etc. The exact nature of the marker doesn't matter, so long as players know what it represents.

The game also uses **fatigue tokens**. These are sometimes placed on the table during a turn to note that a figure is tiring. You won't need many of these, as they don't remain on the table for long. Again, it is not important what these actually are, so long as it is clear what they represent and why they are on the table.

Finally, you might want some cotton balls or cotton wool to help keep track of who has fired and who hasn't.

---

---

## DICE

During the game, a player decides on all the actions of their miniatures, including movement, facing, firing, etc. However, whenever the outcome of one of those actions is uncertain, dice are used to determine how it plays out. Dice are the great arbiters of fate, deciding whether a shot hits, a blow lands, or a figure is strong enough to resist some evil curse. While it can be frustrating to roll the dice and fail, especially when probability is on your side, ultimately, it is this uncertainty that makes wargames great. It is these moments of uncertainty that bring narrative drive to the game and create moments of drama and tension.

All dice rolls in *The Silver Bayonet* use ten-sided dice. Although ten-sided dice might be unfamiliar to those who have never delved into hobby gaming before, they are common enough that all game stores carry them and can be easily ordered online. Most ten-sided dice are numbered 0–9, however, the '0' in our case is counted as 10. So, whenever you roll a die in a game of *The Silver Bayonet*, you get a result of 1–10.

Although all of the dice used in the game are ten-sided, there are three distinct types of dice that should be designated by colour: **Skill Dice** (Red), **Power Dice** (Blue), and **Monster Dice** (Black). At a minimum, each player will want one Skill Die and one Power Die, as most rolls in the game call for rolling one of each and adding the result together. That said, most players will probably want a small handful of each colour available, as this will make it easier to keep track of things during the game. All of this will be explained later in the rules.

---

---

## DECK OF CARDS

A standard deck of 52 playing cards. In practice, you'll only ever need a few cards from the deck for each game, as they are generally used to determine the nature of a clue marker when a figure Investigates it.

---

---

## UNIT SHEET

At the back of this book you will find the **Unit Sheet**. This is the sheet where you write down all of the important information about your unit, such as who is in it, what equipment they are carrying, and what kind of special abilities they possess. You will need this sheet to build your unit and to refer to during the game.

You may photocopy the sheet from this book or download a copy from the Osprey Games website ([ospreypublishing.com/gaming-resources/](http://ospreypublishing.com/gaming-resources/)).

---

---

## PENCIL

While playing *The Silver Bayonet*, it will be necessary to make a few notes, such as keeping track of how much damage the members of your unit have taken or any interesting items they've found. While it is possible to track this information using fancy tokens on the table, or apps on your phone, the author has found that a pencil remains the best tool for the job. A quick scribble on your Unit Sheet, and you are good to go!

---

## MEASURING DEVICE

All of the measurements in this book are given in imperial units for the simple reason that the author grew up with them and that is how he thinks. So, all movement distances and ranges are listed in inches ("). For that reason, it is necessary to have a ruler or tape measure handy so that you can measure these during the game. A 6" ruler works great for working out figure movement, but a small tape measure can do the same job and handle longer distances as well.

If you prefer to play the game using metric instead, that's fine! Just take the distance in inches, double it, and use centimetres instead. While this is only an approximation, as long as everyone in the game is using the same system, it makes no difference.



## CHAPTER TWO

CREATING A UNIT

---

The first step towards your adventures in this dark and violent world is creating a unit. All the major world powers, and many of the minor ones, employ special units to investigate and battle the supernatural forces that have been emboldened by the war. In Britain, members of these units are given a special badge, the Silver Bayonet, to mark their status. Other countries honour these soldiers in different ways.

Beyond simply fighting vampires and werewolves, these units are often employed on covert missions behind enemy lines in the hopes of capturing ancient artefacts, mystic tomes, and other weapons that might aid their nation in both the war against the Harvestmen and the war to conquer the world. Only the bravest of the brave have what it takes to face the terrors that dwell in the shadows, and casualties in these units are extremely high.

This chapter takes you through all of the steps required to create a unit, including selecting a nation, creating your Officer, and choosing your soldiers.

*SELECTING A NATION*

The Napoleonic Wars involved every country in Europe, and a few more besides, and most of them employed specialist units to fight the Harvestmen and their minions. For the purposes of this game, however, players must choose one of the **nations** from the following list:

- Austria
- Britain
- France
- Prussia
- Russia
- Spain

Your choice of nation influences which soldiers can be recruited into your unit.

If you have your heart set on playing a nation that's not on the above list, that's fine, just select the nation that you think is closest to it culturally and militarily and use that. For example, if you want to play a unit from the Kingdom of Italy, then you probably want to select France, as the Kingdom of Italy was basically a vassal state of France for much of this time period. If you want to play one of the German states not listed, say Bavaria or Saxony, you probably want to select either Austria or Prussia. Don't let the specific names stop you from having fun and creating the unit you want to play.

### ◆ UNIFORMS ◆

The Napoleonic Wars feature some of the most elaborate, colourful, and interesting uniforms in the history of warfare. Players should see this game as a chance to take advantage of that without feeling bound by it. The units created for this game are not 'units' in the classic military sense. Rather, they are collections of skilled individuals drawn from all the branches and services of a given nation. These soldiers tend to keep their original uniforms when joining one of these specialist units.

That said, most of these units feature no actual uniform requirement, so it's not unusual for these soldiers to trade their traditional hat or coat for one they find more practical. In this way, it is virtually impossible to get a uniform 'wrong'. Also, since the game has no specific time setting, it's perfectly acceptable to use uniforms from any period in the Napoleonic Wars.

Again, use this game as an excuse to collect, paint, and play with the figures you think are the coolest. Just because your unit is British, it doesn't mean they all have to be in red coats! It might have a Rifleman in a green jacket, a Junior Officer wearing the blue coat of the horse artillery, or a Highlander who discarded his original kilt in favour of his clan's traditional tartan.

## *CREATING THE OFFICER*

Every unit is led by an **Officer**, which is generally your most powerful, and most important, figure. It is the Officer who hand-picks all of the soldiers in the unit, so it is necessary to start with the Officer when creating a unit. To begin with, take a moment and try to imagine your Officer. Is he a dashing swashbuckler who likes to lead the charge? Or is he more of a schemer, a master of battlefield tactics? Is he new to battling the supernatural, or is he a veteran at battling the dark powers? Does he come from an aristocratic family, or has he risen through the ranks on merit alone? Or maybe your Officer is a woman, who has proven herself so competent, brave, and skilled, that she's managed to gain command despite the culture of the times?

The answers to these questions will help you as you work through the rest of the unit creation process, but, more importantly, they will help you connect with your Officer and start creating a story for them and their unit. Building this narrative, this tale of 'Officer X' can be one of the most enjoyable parts of the whole game. Slowly, your little miniatures take on lives of their own and become more than just figures on a tabletop; they become characters with histories, triumphs, and tragedies all their own.

Finally, it is necessary to give your Officer a name. Their name should both be suitable to their national background and resonate with the personality you've imagined for them. As an example, we're going to create an Austrian unit, commanded by Officer Lukas von Breck. Also, feel free to assign your Officer whatever rank you wish. In Britain, an officer leading a Silver Bayonet unit is promoted to the rank of Captain, if he isn't already there, but, since these Officers are outside of the normal chain of command, it doesn't make a huge difference. So, if you think Oberstleutnant Lukas von Breck sounds better than Major Lukas von Breck, go ahead and give him the promotion!

## THE STATS

Next, we need to work out the Officer's **stats**. Every figure in *The Silver Bayonet* is partially defined by a group of seven numbers, called stats. These numbers are usually written as part of a **stat line**. The basic stat line for a starting Officer is shown below.

STARTING OFFICER						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+2	12	(100)

These seven stats are explained as follows:

### SPEED

How fast a figure moves. The higher its Speed, the further it can Move each turn.

### MELEE

The figure's prowess in hand-to-hand combat, regardless of whether it is fighting with a sword, a bayonet, claws, or bare hands. The higher a figure's Melee, the better the chance it has of striking its opponent during hand-to-hand combat.

### ACCURACY

The figure's skill when using projectile weapons, such as rifles, pistols, or even a thrown rock. The higher a figure's Accuracy, the better the chance it has of hitting its target.

### DEFENCE

How hard it is to land a damaging blow on the figure, either in melee or with a projectile weapon. The higher a figure's Defence, the better it is at dodging out of the way.

### COURAGE

The figure's determination, resistance to fear, and ability to overcome or withstand the effects of magic.

## HEALTH

How much physical punishment a figure can take before it is out of a fight. All damage is subtracted from this amount, and if a figure's Health reaches 0, it is out of the game.

## RECRUITMENT

This stat is not used in the game, but rather is referenced when building a unit. It can actually mean two different things, depending on how it is written.

For Officers, their Recruitment will be written in parenthesis, e.g. Recruitment (100). This is how many points a leader has to spend to recruit figures into their unit.

For all other soldiers, Recruitment is written without parenthesis, e.g. Recruitment 10. This is how many points that soldier costs to recruit into an Officer's unit. For example, an Infantryman has Recruitment 10, so it costs 10 points to add an Infantryman to your unit.

Most monsters do not have this stat, as they cannot be recruited into a unit.

Recruitment is fully explained in the section on **selecting soldiers** (see [page 27](#)).

---

## INCREASING STATS

To determine your Officer's starting stats, take the starting Officer stat line from before, and then do each of the following:

- Increase either Melee or Accuracy by +1.
- Increase Speed or Health by 1.
- Increase Courage by +1 or Recruitment by (5).

So, for example, let's say Oberstleutnant Lukas von Breck is a strong, determined man who likes to fight the enemy close up. He's happier hacking with a sword than firing a pistol, so let's increase his Melee by +1. He's not especially fast, but he's tough, so let's give him Health +1. Finally, he's more personally brave and determined than skilled at inspiring others, so we'll give him +1 Courage. Thus, his starting stats are:

OBERSTLEUTNANT LUKAS VON BRECK						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	14	+3	13	(100)

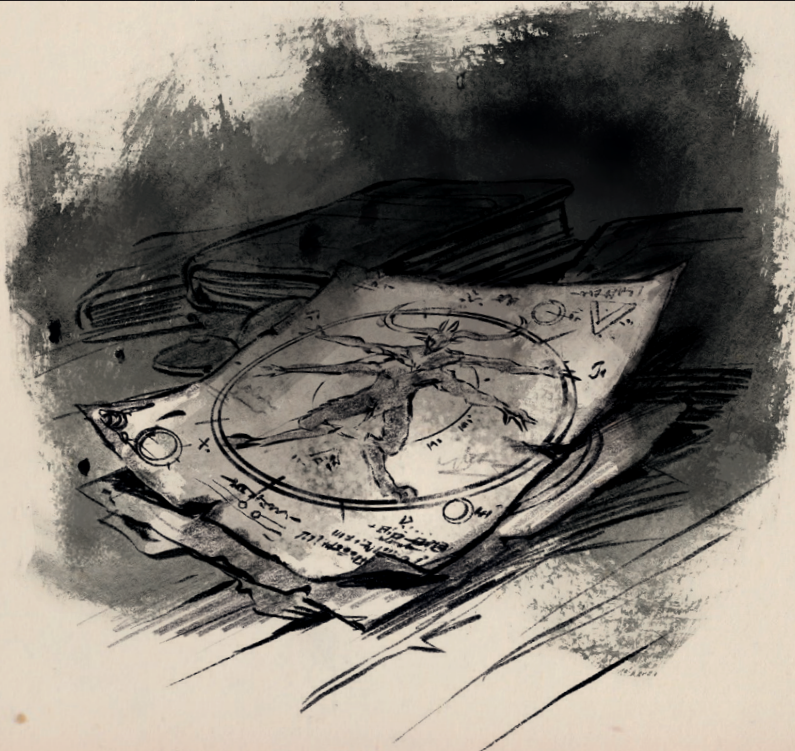


# ATTRIBUTES

**Attributes** is a broad term that covers skills, special abilities, and innate talents a figure can possess, but aren't represented by its stats. There are numerous Attributes in the game, some of which will be found only on specific monsters. A full list of Attributes can be found on [page 149](#).

For the moment, we are only concerned with choosing Attributes for our Officer. Every Officer starts with two Attributes. A player may select any Attributes on the list that are marked with an (O) after their name. So, going back to Lukas von Breck, we'll imagine he began his military career in the artillery. So, right near the top of the list, we can see the Artillerist (O) Attribute. Since it has the (O), it can be taken by an Officer. Then, let's say Lukas first rose to prominence when his battery was overrun and he single-handedly fought off a large group of enemy soldiers with his sword. That would make the Hard to Put Down (O) Attribute, which is more likely to keep him alive and on the table and fit his backstory as well. So, having selected Lukas' Attributes, his profile now looks like this:

OBERSTLEUTNANT LUKAS VON BRECK						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	14	+3	13	(100)
Attributes: Artillerist, Hard to Put Down						



## *EQUIPMENT*

The last step in creating an Officer is choosing their equipment. This includes all of their weapons, armour, and other gear, as well as any special items they might be carrying to help battle supernatural forces. Officers have six **equipment** slots, meaning they can carry a maximum of six items listed in either the **General Armoury** or the **Special Armoury** sections. A starting Officer is allowed to select any and all equipment they want from the General Armoury. They are allowed to select up to two items from the Special Armoury.

---

### GENERAL ARMOURY

#### BLUNDERBUSS

An early form of shotgun, the blunderbuss was not commonly used by soldiers, but was sometimes employed by those in special units who are more often engaged in close action. Blunderbusses are inherently inaccurate, so the figure always receives -1 to Shoot Checks. However, the figure may use one shoot action to simultaneously attack two different figures that are within 1" of one another, making a separate Check for each figure. A figure must also carry a shot bag in order to reload a blunderbuss. Shots from a blunderbuss ignore one level of the target's Armour. A blunderbuss can also be used as an improvised weapon.

#### BREASTPLATE

The only form of armour, other than helmets, commonly worn during this period was the heavy metal breastplate, and this was generally only worn by heavy cavalry troopers. While the armour does provide a degree of protection, giving the figure Armour (1), this is ignored by any attack made with a firearm. Anyone wearing a breastplate also suffers -1 Speed, due to its weight fatiguing them and slowing them down.

#### CARTRIDGE BOX

A box filled with cartridges (basically a musket ball and gunpowder in a paper roll). It is necessary to carry a cartridge box to reload any rifle or musket.

### HAND WEAPON

This includes any non-balanced melee weapon designed to be wielded with one hand, such as swords, knives, clubs, and axes. The exact nature of the weapon is not important.

### HEAVY WEAPON

This includes any melee weapon designed to be wielded with two hands, such as claymores, large axes, and halberds. These weapons are so large and bulky that they take up two equipment slots. However, their large size means they do +1 Damage when they strike a foe.

### IMPROVISED WEAPON

This includes any item wielded as a weapon that wasn't specifically designed for that purpose, such as tools like shovels and hammers, broken bits of furniture, or kitchen knives.

### FENCING WEAPON

These are delicately balanced bladed weapons designed to deliver killing strikes through the skill of the user, not the weight/force of the weapon itself.

### MUSKET

The standard black powder firearm used by soldiers in the Napoleonic Wars. Due to its length and weight, it takes up two equipment slots. A figure must also carry a cartridge box in order to reload a musket. Shots from a musket ignore one level of the target's Armour. A musket can also be used as a hand weapon, due to the attachable bayonet.

### PISTOL

A small black powder firearm designed to be fired with one-hand. Shots from a pistol ignore one level of the target's Armour. A figure may carry a maximum of two pistols. A pistol can also be used as an improvised weapon. No additional equipment is needed to reload a pistol.

### RIFLE

Although similar in appearance to the musket, rifles feature 'rifling' inside the barrel that increases the accuracy of the weapon over long ranges. Due to its length and weight, it takes up two equipment slots. A figure must also carry a cartridge box in order to reload a rifle.

Shots from a rifle ignore one level of the target's Armour. A rifle can also be used as a hand weapon, due to the attachable bayonet.

### SHOTBAG

A large bag or pouch designed to carry ammunition and gunpowder for reloading a blunderbuss.

### VOLLEY GUN

This terrifying weapon features five or more musket barrels all designed to be fired at the same time. Due to this, a figure may use one shoot action to make shots on up to three figures that are within 1" of a common point, making separate Shoot Checks against each one. However, the shots are inherently inaccurate, so all Shoot Checks with a volley gun take a -1 penalty. Shots from a volley gun ignore one level of the target's Armour. Volley guns take an awfully long time to reload, so they may not be reloaded during a game. Due to their weight and bulk, they take up two equipment slots. No figure may carry more than one volley gun.

## WEAPONS AND ARMOUR TABLE

WEAPONS AND ARMOUR TABLE				
Weapon	Eq. Slots	Range	Damage	Notes
Blunderbuss	1	8"	Power Die +1	-1 Shoot, 2 potential targets, ignore Armour (1), Shot Bag to reload, can be used as Improvised Weapon.
Breastplate	1	NA	NA	Gives the wearer Armour (1).
Hand Weapon	1	NA	Power Die	
Heavy Weapon	2	NA	Power Die +1	
Improvised Weapon	1	NA	Power Die -1	
Fencing Weapon	1	NA	Skill Die	
Musket	2	24"	Power Die	Cartridge Box to reload, ignore Armour (1), includes bayonet (Hand Weapon).
Pistol	1	8"	Power Die	Maximum 2 per figure, ignore Armour (1), can be used as Improvised Weapon.
Rifle	2	30"	Skill Die	Cartridge Box to reload, ignore Armour (1), includes bayonet (Hand Weapon).
Volley Gun	2	14"	Power Die +1	-1 Shoot, 3 potential targets, ignore Armour (1).

---

---

## SPECIAL ARMOURY

Several of the items listed here are not items themselves, but rather modifications or upgrades to other weapons. In this case, these items do not take up an equipment slot, but they do count against the maximum number of Special Armoury items selected or carried by a figure.

### COLD IRON SHOT

This is an upgrade to a cartridge box, shot bag, or pistol. A figure with cold iron shot may declare they are using it whenever they make a Shooting Check. It doesn't change the attributes of the weapon as listed on the Weapons and Armour Table, but does make it more effective against some monstrous creatures, such as goblins. However, cold iron shot is brittle and likely to break up when firing. If the figure rolls a 1 on either die for their Shooting Check, the shot misses automatically and no dice from the Fate Pool may be used to reroll. If the figure rolls a 1 on both dice, then the gun has fouled and is unusable for the rest of the game.

### COLD IRON WEAPON

This is an upgrade to a hand weapon, heavy weapon, fencing weapon, or bayonet. It doesn't change the attributes of the weapon as listed on the Weapons and Armour Table, but does make it more effective against some monstrous creatures, such as goblins. However, cold iron weapons are also more brittle than their steel counterparts. If the figure rolls a 1 on either die on a Melee Check, the attack misses automatically and no dice from the Fate Pool may be used to reroll. If the figure rolls a 1 on both dice, then the weapon breaks and is unusable for the rest of the game.

### HOLY SYMBOL

This is a symbol of religious faith. It doesn't particularly matter which religion, as it is the faith behind the symbol that is most important. Carrying a holy symbol confers special protections against some creatures. Holy symbols take up one equipment slot.

### OIL AND TORCHES

Sometimes, the best weapon against a monster is good old-fashioned fire. A figure with oil and torches may spend an action to light a torch. While a figure is carrying a torch, it counts as being armed with an improvised weapon and may not use any weapon that takes up two or more equipment slots. Many creatures that are immune to normal weapons, such as vampires and werewolves, can be hurt by fire. Oil and torches take up one equipment slot.

### SALT BAG

A figure equipped with a salt bag may load salt into a firearm. Salt won't do any damage against most living creatures, but it is useful against some monstrous creatures, such as ghosts and demons. A figure with a salt bag may declare they are using it whenever they use a firearm; however, if the figure rolls a 1 on either die for their Shooting Check, the shot misses automatically and no dice from the Fate Pool may be used to reroll. If the figure rolls a 1 on both dice, the gun has fouled and is unusable for the rest of the game. A salt bag takes up one equipment slot.

### SILVER SHOT

This is an upgrade to a cartridge box, shot bag, or pistol. It doesn't change the attributes of the weapon as listed on the Weapons and Armour Table, but does make it more effective against some creatures, such as werewolves.

### SILVER WEAPON

This is an upgrade to a hand weapon, heavy weapon, fencing weapon, or bayonet. It doesn't change the attributes of the weapon as listed on the Weapons and Armour Table, but does make it more effective against some creatures, such as werewolves.



## *SELECTING SOLDIERS*

Once you have created your Officer, it is now time to select the soldiers that will accompany them on their missions. Which soldiers an Officer can select depends on their Nationality. An Officer may select up to seven soldiers from their national recruitment list, provided the total Recruitment cost of those soldiers does not exceed the Recruitment stat of the Officer. For example, Lukas von Breck can select up to seven soldiers, provided the total of their Recruitment stats doesn't exceed 100. It is suggested that an Officer always take the maximum seven soldiers, as having more soldiers is more valuable than having fewer, high-powered ones.

An explanation of each type of soldier is given below, along with their stats, Attributes, and equipment. When a soldier is selected, all of this information should be transferred to your Unit Sheet.

Unlike Officers, each type of soldier comes with a specific set of equipment. In addition to this, each soldier can select one item from the Special Armoury (not the General Armoury) regardless of whether that item takes up an equipment slot or not. This item is a permanent part of this soldier and cannot be changed unless allowed by a special rule.

Once all of this is done, it's a good idea to go ahead and name all of the figures in your unit. This will make the unit feel a lot more personal and bring an extra bit of drama to its adventures.

---

## NATIONAL RECRUITMENT LISTS

### AUSTRIA

Artillerist, Dhamphir, Doctor, Grenadier, Heavy Cavalryman, Infantryman, Junior Officer, Light Cavalryman, Occultist, Sapper, Supernatural Investigator, Tactician, Veteran Hunter

### BRITAIN

Artillerist, Doctor, Grenadier, Heavy Cavalryman, Highlander, Infantryman, Junior Officer, Light Cavalryman, Marine, Native Scout, Occultist, Rifleman, Sailor, Sapper, Supernatural Investigator, Veteran Hunter

## FRANCE

Artillerist, Doctor, Grenadier, Guard, Heavy Cavalryman, Infantryman, Junior Officer, Light Cavalryman, Marine, Native Scout, Occultist, Sailor, Sapper, Supernatural Investigator, Veteran Hunter, Vivandiere

## PRUSSIA

Artillerist, Doctor, Grenadier, Guard, Heavy Cavalryman, Infantryman, Junior Officer, Light Cavalryman, Occultist, Rifleman, Sapper, Supernatural Investigator, Swordsman, Tactician, Veteran Hunter

## RUSSIA

Artillerist, Champion of Faith, Doctor, Grenadier, Heavy Cavalryman, Infantryman, Irregular, Junior Officer, Light Cavalryman, Marine, Rifleman, Sailor, Sapper, Supernatural Investigator, Veteran Hunter, Werebear

## SPAIN

Artillerist, Champion of Faith, Doctor, Grenadier, Heavy Cavalryman, Infantryman, Irregular, Junior Officer, Light Cavalryman, Marine, Native Scout, Sailor, Sapper, Supernatural Investigator, Swordsman, Veteran Hunter

### OPTIONAL RULE

#### ◆ GOING OUTSIDE THE LIST ◆

It is not unknown for a specialist unit to contain soldiers from a foreign power. Perhaps this soldier is from an allied nation, is a traitor to their homeland, has been cut off from their compatriots and is making the best of the situation, or has simply returned home after having spent time training or studying abroad. To represent these possibilities, a player may select one soldier that is not on their national list to join their unit; however, this soldier costs an additional 8 recruitment points. So, if you are playing a British Officer, but really want a swordsman in your unit, you can recruit one at a cost of 30 recruitment points. However, this means all other soldiers you recruit must come from the British list.

## SOLDIER LIST

## ARTILLERIST

*Nationalities: All*

Skilled artillerymen are highly sought-after by most armies, and it is only begrudgingly that they are freed to join Silver Bayonet units. For one thing, these small units almost never employ artillery. Still, there are times when their specialist skills can prove a huge advantage to a unit in the field.

ARTILLERIST						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+0	10	10
Attributes: Artillerist						
Equipment: Hand Weapon, Pistol						

## CHAMPION OF FAITH

*Nationalities: Russia, Spain*

Every religion produces individuals of unshakable faith, some of whom can channel this belief into the performance of miracles. While these blessed people are never officially part of any army, they sometimes feel a strong calling to fight against the darkness and will join a specialist unit in an unofficial capacity.

CHAMPION OF FAITH						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	+0	13	+3	10	20
Attributes: Miracles, Supernatural Veteran						
Equipment: Hand Weapon						

# DHAMPHIR

*Nationalities: Austria*

While extremely rare, when a pregnant woman is bitten by a vampire and survives, the child is often transformed into a hybrid vampire/human creature called a Dhamphir. While generally feared, and hunted in many countries, Austria has actually organised a collection and recruitment process for these children, using their special strengths to turn them into formidable soldiers. No unit may include more than one Dhamphir.

DHAMPHIR						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
7	+2	+1	14	+3	12	30
Attributes: Damage Reduction 1, Strong, Indefatigable						
Equipment: Uses the same equipment slot rules as an Officer.						

## DOCTOR

*Nationalities: All*

While medicine at this point in history is a rather crude affair, battlefield doctors still know enough to potentially save lives. Additionally, they are trained to patch men up quickly, as best they can, to get them back into the fight. While most Doctors are not particularly well-versed in combat, the ones who are inducted into Silver Bayonet units will have proven themselves on the battlefield.

DOCTOR						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+0	13	+1	10	10
Attributes: Medic						
Equipment: Hand Weapon, Pistol						

**GRENADIER***Nationalities: All*

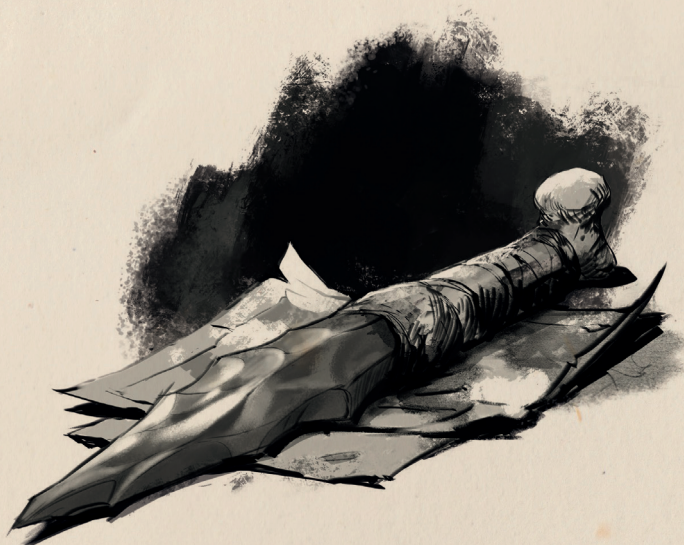
The largest, strongest, and toughest soldiers in the infantry are often taken and put into Grenadier units. These units are expected to take the fight to the enemy and endure, even under the heaviest fire.

GRENADIER						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+1	11	15
Attributes: None						
Equipment: Musket, Cartridge Box						

**GUARD***Nationalities: France, Prussia*

Members of elite Guard units, these soldiers are the bravest of the brave. When France and Prussia started organising their special units to combat supernatural horrors, they turned to the Guard units first.

GUARD						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+2	12	18
Attributes: Supernatural Veteran						
Equipment: Musket, Cartridge Box						







## JUNIOR OFFICER

*Nationalities: All*

Drawn from any branch of the service, Junior Officers are usually selected for their courage under fire (or when facing the supernatural) and are useful for times when the unit needs to split up to pursue multiple objectives at the same time. No unit may include more than one Junior Officer.

JUNIOR OFFICER						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	13	+2	12	22
Attributes: (Select any 1 that can be taken by an Officer)						
Equipment: Hand Weapon or Fencing Weapon, 2 Pistols						

## LIGHT CAVALRYMAN

*Nationalities: All*

Often used as scouts or messengers when employed in Silver Bayonet units, Light Cavalrymen can also pack a significant punch if they get into melee combat.

LIGHT CAVALRYMAN						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	13	+1	10	18
Attributes: Combat Rider						
Equipment: Hand Weapon, Pistol						

## MARINE

*Nationalities: Britain, France, Russia, Spain*

All of the nations with large navies employ specialist soldiers called Marines to fight on ships and to serve as amphibious troops when necessary. Many strange things are seen at sea and on far-flung islands, and it is not unusual for a Marine to be inducted into a Silver Bayonet unit.

MARINE						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+1	10	12
Attributes: Steady Legs						
Equipment: Musket, Cartridge Box						









# SAPPER

*Nationalities: All*

Also known as combat engineers, Sappers are usually employed in building, or destroying, roads, bridges, and fortifications. Their knowledge includes using barrels of gunpowder as fixed explosives.

SAPPER						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+0	10	12
Attributes: Combat Engineer						
Equipment: Musket, Cartridge Box, Heavy Weapon						

# SUPERNATURAL INVESTIGATOR

*Nationalities: All*

Every country has its experts when it comes to investigating the supernatural, though they come from all different walks of life. The most famous are the agents of the Vatican, who often operate with units from Catholic countries, but there are others. These vary from lone vampire hunters to members of secret societies with a deep knowledge of demon lore. Whatever the case, these Investigators are never officially part of the military structure, and are sometimes viewed with distrust by soldiers, but there is no doubt that their expertise can prove invaluable.

Supernatural Investigator						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	14	+0	12	22
Attributes: Supernatural Veteran, Monster Expert						
Equipment: Fencing Weapon and 2 Pistols, or Heavy Weapon and Pistol						

# SWORDSMAN

*Nationalities: Prussia, Spain*

While the gun has replaced the sword as the primary personal weapon of the age, there are a few countries that still maintain a tradition of swordsmanship. These countries, and their schools, continue to produce the best Swordsmen in the world. Since many specialist units end up fighting at close quarters, such trained Swordsmen can be invaluable.

SWORDSMAN						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	14	+1	11	22
Attributes: Indefatigable						
Equipment: Fencing Weapon, Pistol						











## CHAPTER THREE

## PLAYING THE GAME

---

Now that you've assembled your unit, and assuming you have an opponent that has done the same, you are just about ready to start playing! This chapter presents all of the rules you need for playing a game of *The Silver Bayonet*, including setting up the table, moving your figures around, fighting and shooting, moving monsters, and, of course, how to win!

*SETTING UP THE TABLE*

Before you can start blazing away with your muskets, you must first set up the table. The easiest way to do this is to select one of the scenarios presented in Chapter Five on [page 87](#). This will tell you how to arrange the terrain on the table, what monsters or tokens to place, and how to deploy your soldiers. Once you've played a few games using the scenarios in this book, you'll be ready to start creating your own scenarios.

---

---

## CLUE MARKERS

Most scenarios include two or more clue markers. These are small markers that designate points of interest on the table. What exactly clue markers represent will vary from scenario to scenario. For example, in one scenario the units may be looking for a tome of magic and each of the clue markers represents a book. Players won't know if it is the specific book they are looking for until they Investigate the clue. In another scenario, the units might be trying to find a secret entrance to an underground vault and each of the clue markers represents a potential spot where the door could be located.

Each scenario will include a **Clue Marker Table**, and every entry on that table will have an associated playing card. When setting up a scenario, get your deck of cards, and remove every card listed on the Clue Marker Table. These removed cards become your **Clue Marker Deck**.

The rest of the cards can be set aside, as they will not be used. So, once you've finished setting up the scenario, you should have a Clue Marker Deck with as many cards in it as there are entries on the Clue Marker Table.

## CHECKS

The most common type of dice roll in *The Silver Bayonet* is the **Check**. Whenever a player or figure is called upon to make a Check, they should roll one Power Die and one Skill Die and add the results together.

If the Check is labelled with the name of one of the stats, for example a Melee Check or a Courage Check, it means you should roll one Power Die and one Skill Die as usual, and then add the figure's stat to the result.

Some Checks have **target numbers** (TN) that represent the number the result of a Check needs to equal or exceed for it to be successful. So, for example, if you are called upon to roll a Speed Check (TN14), you would need to roll a Check and add your figure's Speed Stat. Then, if the result of the Check is 14 or higher, the Check is successful. If the result is lower than 14, it has failed. The results of success or failure will be spelled out whenever such a Check is required.

When making a Check, it's often important to know which die is which, which is why your Power Die and your Skill Die should always be different colours, with the colour for each clearly stated before the start of the game.

## THE TURN

*The Silver Bayonet* is played in a series of **turns**. Every turn, each player will **activate** each of the figures in their unit, enabling them to move and take other actions. Each turn is broken down into five **phases**, which always follow the order listed. Once all of the phases have been completed, and assuming the game hasn't ended, the players should simply begin a new turn and carry on.

---

---

## THE PHASES

### INITIATIVE PHASE

Each player must make an Initiative Check. The player that rolls the highest becomes the **primary player**, while the other player becomes the **secondary player** for the duration of that turn. If the roll is tied, both players should reroll. If, at any point, either player rolls a 2 or a 20, this is a **special result** (see [page 48](#)).

### PRIMARY PLAYER PHASE I

During this phase, the primary player must activate half the members of their unit that are on the table, rounded down, with a minimum of one. So, if the primary player has seven figures on the table, they must activate three. If they have one, they must activate one. There is no other limitation on which figures in the unit may be activated, and they may be activated in any order the player chooses.

### MONSTER PHASE

During this phase all of the monsters on the table activate and take actions. This is explained fully in the section on **monster actions** (see [page 73](#)). If there are no monsters on the table, then skip this phase.

### SECONDARY PLAYER PHASE

In this phase, the secondary player must activate all the members of their unit that are on the table. They may activate the figures in any order they choose.

If playing with three or more players, insert additional phases for their activations here, in descending order of the results on their Initiative Checks. Each player has a phase in which they activate all of their figures in any order they choose.

### PRIMARY PLAYER PHASE II

In this final phase, the primary player must activate any remaining figures they did not activate in Primary Player Phase I.

---

---

## INITIATIVE CHECK SPECIAL RESULTS

Any time a player rolls either a 20 (double tens) or a 2 (double ones) on an Initiative Check, they trigger a special result.

If a player rolls a 20, then that player should immediately add either a Power Die **or** a Skill Die to their Fate Pool (player's choice). In addition, the player should make a roll on the **Unexpected Event Table**. The results of this roll are applied to the game immediately, before any figures are activated.

If a player rolls a 2, then that player should immediately add an extra Monster Die to their Fate Pool. In addition, the player should make a roll on the **Unexpected Encounter Table**, and place the new figure as instructed. Finally, if any player rolls a 2 for their Initiative Check then the order of the turn is slightly altered. Instead of following the normal phase order, the Monster Phase occurs second and Primary Player Phase I occurs third (i.e., phase two and phase three switch places). The phase order is otherwise unaltered.

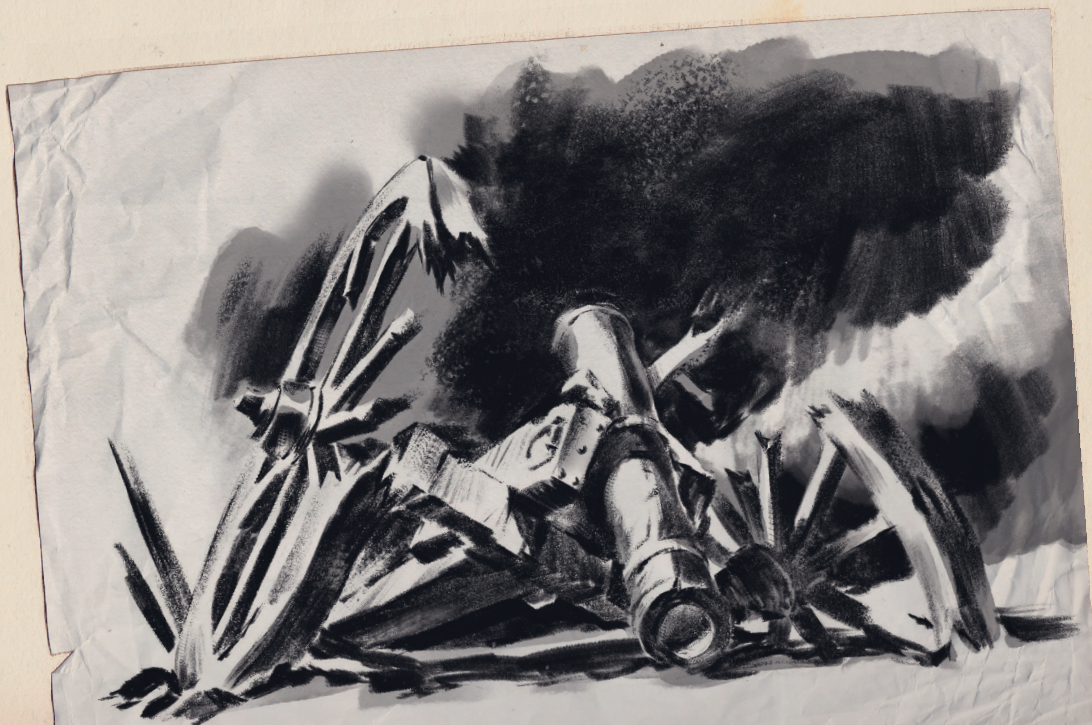
In the rare instance where multiple players roll a 20 or a 2, all of the special results go into effect.

In cases where an Initiative Check result is tied, and thus a reroll is called for, players should first resolve any special results generated by their Initiative Checks, then reroll. If the second roll generates more special results, resolve those as well. Continue to do so until the Initiative Checks are no longer tied.

## UNEXPECTED EVENTS

Whenever a player rolls a double 10 for their Initiative Check, they should immediately roll one die, compare it to the table below, and apply the result to the game.

UNEXPECTED EVENTS TABLE	
Die Roll	Event
1	Rain: It starts to rain heavily. All Shooting Attacks suffer a -2 penalty.
2	Fog: The maximum line of sight for the scenario is reduced to 10".
3	Wail of Terror: Every soldier on the table must make an immediate Terror Check (-0).
4	Deluge: It starts raining so hard that all firearms are rendered useless. Any other Shooting Attacks are at -4. Every figure suffers -1 Speed.
5	Artillery Strike: A random cannonball flies into the battle. Each player should roll 1 die and add 2 for each figure with the Artillerist Attribute they have on the table. The player with the highest result may choose one figure on the table to be caught in the blast. Officers may not be selected. Roll one die, the chosen figure suffers damage equal to the result.
6	The Wheel of Fate Turns: For the rest of the turn, neither player may use any Power Dice or Skill Dice from their Fate Pool. They may use Monster Dice as normal.
7	Strength of the Faithful: Any figure carrying a Holy Symbol immediately regains up to 3 points of Health. This does not allow a figure to exceed its maximum Health.
8	Powerful Enchantment: Whenever a figure is activated this turn, they must make a Courage Check (TN10). If they fail, they may not Move to Attack or make a Shoot action this turn.
9	Mysterious Movement: Each player should pick two members of the opposing unit, and switch the places of those two figures.
10	Lucky Find: Both players should choose one figure. This figure is immediately granted one item from the Special Armoury list (see <a href="#">page 24</a> ) that they can use for the rest of the scenario.



## UNEXPECTED ENCOUNTERS

Any time a player rolls a double 1 for their Initiative Check, they should immediately roll two dice and compare the result to the table below. This creature should then be placed in the centre of a randomly determined table edge. Some players really love using unexpected encounters. If this is true for your group, feel free to increase the frequency, for example, to anytime a player rolls a 4 or less on an Initiative Check.

UNEXPECTED ENCOUNTERS TABLE	
Die Roll	Encounter
2	Demon (see <a href="#">page 140</a> )
3	Troll (see <a href="#">page 145</a> )
4	Black Dog (see <a href="#">page 138</a> )
5	Possessed (see <a href="#">page 144</a> )
6	Goblin (see <a href="#">page 141</a> )
7	Ghoul (see <a href="#">page 141</a> )
8	Vampire Bat (see <a href="#">page 146</a> )
9	Revenant (see <a href="#">page 145</a> )
10	Bandit (see <a href="#">page 137</a> )
11	Cultist (see <a href="#">page 139</a> )
12	Hobgoblin (see <a href="#">page 142</a> )
13	Dark Wolf (see <a href="#">page 139</a> )
14	Living Scarecrow (see <a href="#">page 143</a> )
15	Changeling (see <a href="#">page 138</a> )
16	Living Armour (see <a href="#">page 143</a> )
17	Pixie (see <a href="#">page 144</a> )
18	Ghost (see <a href="#">page 140</a> )
19	Werewolf (see <a href="#">page 146</a> )
20	Vampire (see <a href="#">page 146</a> )



## ACTIVATION

Each turn, every figure on the table will activate exactly once. Whenever a figure is activated, it may **Move** and take one other action, such as **Shoot**, **Reload**, **Investigate**, or any of the other actions listed elsewhere in this book. It does not matter if the figure takes its action before or after it moves, so it is perfectly legal to Move and then Shoot, Reload and then Move, or take any other combination of Move and action.

A figure is not required to do either of these things. The player may Move a figure, and have it take no action, or have a figure take an action but not Move. In fact, a figure may even decide to do nothing. A figure must activate, but it doesn't have to do anything when it activates.

The activated figure must fully complete its activation before any other figure can be activated. It is not possible to take a figure's action or Move and then save the other until later in the turn.

### ◆ FACING ◆

Figures in *The Silver Bayonet* are always checking all around them, looking to every side, and thus are not considered to be facing any specific direction. At any point during a game, a player is allowed to rotate any of their figures to have the figure look in a specific direction. This is purely for aesthetic purposes and has no mechanical effect. So, if you wish to have a figure take a shot at a monster creeping up behind it, it would probably look better if you turn the figure around first!

---

---

## MOVEMENT

Every turn, a figure is entitled to one Move. Essentially, taking a Move allows the figure to travel up to a distance in inches equal to their Speed stat. This movement does not have to be in a straight line and can include as many turns and changes of direction as a player desires, but remember to measure the full distance of the path taken by the miniature when determining its maximum movement.

If a figure desires, it may use its action to **Sprint**. This is a special action, in that it can only be used **after** a figure has already taken its Move during its activation. It may not be used before a figure moves. To Sprint, the player should make a Sprint Check. If the result of the Sprint Check is 11 or higher, the figure may make another move up to 4". If the result of the Sprint Check is 10 or lower, the figure may make another move up to 2".

## OBSTRUCTIONS

The battles between units take place across a variety of terrain, from forests and swamps to underground catacombs and medieval castles. When fighting in these places, figures will often find their movement impeded by different kinds of obstructions. Unless a scenario specifically says otherwise, all terrain – be it hills, trees, walls, or houses – may be climbed. To climb, a figure will Move in exactly the same way, but all of the distance travelled counts double for determining their maximum movement. So, for example, a figure with Speed 6 could Move 2" across level ground, then climb 2" up the side of a wall (the climb counting as 4" of regular movement), for a total of 6". This can lead to slightly awkward situations where a figure ends its movement halfway up something. If there isn't a convenient place for the figure to stand, simply leave them at the base of the obstacle and mark their height off the ground in some way, such as putting a small die next to them displaying the number of inches the figure is off the ground.

In normal circumstances, a figure will never fall while climbing unless acted upon by an outside force.

### DIFFICULT GROUND

Any terrain that would slow figures down, but not otherwise impede their progress, is called **difficult ground**. This includes, but is not limited to, bogs, mud, scree, rubble, ice, and thick underbrush. Whenever a figure moves through difficult ground, count all of the distance travelled as double for the purposes of determining a figure's total movement. So, if a figure with Speed 6 activates in thick mud, it could Move 1" through the mud (counting as 2") and then Move a further 4" once clear of the mud, for a total of 6".

### MOVING OFF THE TABLE

Unless a scenario specifically states otherwise, a figure may **Move off the table** at any time, simply by moving into contact with a table edge and declaring they have left. The figure should be removed from the table. It is out of the game and may not return. There are several situations in which a figure might want to Move off the table, which will become clear later.

### MOVE TO ATTACK

Any time a figure moves into contact with an enemy figure, it makes an immediate Melee Attack. This is called a **Move to Attack** action, and the Attack follows the regular rules for Melee Attacks (page 58). Once a figure makes a Melee Attack, its activation ends immediately, regardless of whether or not the figure has taken another action this turn.

### FORCED ATTACK

Anytime an active figure makes a Move or Move to Attack within 1" of an opposing figure, the opposing figure may **Force the Attack**. Immediately move the opposing figure into contact with the moving figure. The active figure must then make an immediate Attack as though it had made a Move to Attack.

A figure with 2 fatigue tokens may never Force the Attack. Monsters will always Force the Attack, unless they have 2 fatigue tokens.

Remember, this rule only comes into play when a figure is active and taking a Move or Move to Attack action; it is not used when a figure **Backs Off** from combat or when other rules cause a figure to Move. If a figure activates while within 1" of an opposing figure, it must still take a Move or Move to Attack action to trigger this rule.

## JUMPING

Figures may **jump** across any horizontal gap, hole, or obstacle. To do so, Move them as normal, but all distance counts as double. So, a figure with Speed 6 can jump up to 3". A figure may attempt to increase their jumping distance by sprinting. Make the figure's Move as normal, but then 'leave them hanging' where they'd reach with their regular Move and make their Sprint Check. The distance generated by the Check can then be added to their jump (still halving the distance for jumping). If this leaves the figure short, it will fall, following the rules below.

For example, a figure with Speed 6 wants to jump across a 4" gap that is 1" away. Its player Moves the figure out over the gap (1" running up to the edge, then 2.5" jumping), then rolls a Sprint Check to try to cross the remaining 1.5". The Sprint Check comes up as a 4, giving the figure an extra 2" of movement. However, because jumping movement is halved, this only covers 1" of the remaining 1.5" so, unfortunately, the figure falls.

A figure is allowed to jump down any distance up to 3". This counts as part of the figure's Move action; simply subtract the distance jumped from their regular movement, with the exception that the figure should always be moved all the way to the ground, even if their maximum movement would leave them in mid-air. Jumping down any distance greater than 3" counts as falling instead of jumping.

## FALLING

Any time a figure suffers damage while standing within 1" of a potential fall, they must make a Speed Check (TN12). If the Check is passed, nothing happens. If the Check is failed, the figure falls off the closet point. Move the figure to the bottom of the fall. If the distance was 3" or less, the figure is fine and suffers no further penalties. If the distance is greater than 3", roll a Power Die. The figure suffers damage equal to the roll. If the distance fallen is greater than 6", roll two Power Dice, and the figure suffers damage equal to the total. If the distance is over 9", roll three Power Dice, and so on for every full 3" increment.

Note that a position only counts as a potential fall if there is no obstruction between a figure and a fall. Thus, a figure that is standing on a platform with a railing won't fall, but one standing on the edge of a cliff might.

---

---

## INVESTIGATING CLUE MARKERS

If a figure is in contact with a clue marker, and no enemy figures are within 1" of either the figure or the marker, it may spend an action to **Investigate** the marker. Alternatively, a figure can forgo its Move for the activation in order to Investigate.

Immediately draw a random card from the Clue Marker Deck and read the corresponding entry on the Clue Marker Table. This may result in the figure finding an artefact, uncovering some arcane secret, or just finding useless junk. It is also possible that Investigating the clue marker could trigger an event, such as a new monster appearing on the table, or some horrible death trap going off. It's a dangerous life, investigating the unknown, but the only way to find anything of worth is to take chances.

---

---

## LOADING AND RELOADING

All firearms carried by figures are loaded at the beginning of a game. Once a figure uses a firearm to Shoot, the weapon must be reloaded before another Shoot action can be taken with it. To reload a weapon, a figure simply spends an action to **Reload**. Only one firearm can be reloaded per Reload action, so if a figure is carrying more than one unloaded firearm, it must spend one action per firearm to reload them all.

A figure that chooses not to move during its action may reload one weapon without spending an action. So, it is possible for a figure to Reload and Shoot during the same activation.

### ◆ SMOKE ◆

During the game, it is important to keep track of which figures have a loaded firearm and which do not. A simple way to do this is to place a small ball of cotton wool in front of a figure that has fired its weapon. This has the nice benefit of looking like the smoke generated by a black powder weapon. When a figure Reloads, simply remove the cotton wool from the table.



---

---

## MELEE COMBAT

Whenever a figure makes a Move to Attack against an enemy figure, it should be moved into base-to-base contact, and then immediately make a **Melee Attack**. To do so, simply make a Melee Check (roll the Power Die and the Skill Die, add them together, and add the figure's Melee stat). If the result is equal to or greater than the target's Defence stat, a hit has been scored, and damage should be calculated. If the result of the Check is less than the target's Defence stat, the attack has missed.

To calculate damage, check the weapon being used (see [page 23](#)). Each weapon uses either the Power Die or the Skill Die as its base damage, and some have additional modifiers. For example, a fencing weapon uses the Skill Die, while a heavy weapon uses the Power Die +1. So, if the Melee Check resulted in a hit, and the figure was using a fencing weapon, the damage is equal to the number rolled on the Skill Die. Whereas if the figure was using a heavy weapon, the damage is equal to the number on the Power Die +1.

If the target has any Armour or the Damage Reduction Attribute, this should be subtracted from the amount of damage. Otherwise, take the total damage and subtract this from the target's Health. If this takes the target to 0 Health or less, then the target has been knocked out of the fight and should be removed from the table.

If the target survives the attack, either because the attack missed or because it still has Health remaining after taking damage, it has a choice. The target may either **Strike Back** or **Back Off**.

If the target chooses to Strike Back, it should immediately make a Melee Attack against the figure that just attacked it. This follows all of the same rules, except that if the new target survives the attack, it **must** Back Off; it cannot choose to Strike Back as it has already attacked during its activation.

If the target chooses to Back Off, it immediately moves 2" directly away from its opponent. This can move the figure through friendly figures and through difficult ground. If an obstruction or enemy figure prevents some or all of this movement, move the figure as far as possible without bringing it within 1" of an enemy figure and then move the attacking figure back so that the two figures are at least 1" apart.

Once a figure makes a Melee Attack, its activation ends immediately, regardless of whether or not the figure has taken another action this turn.

### FATIGUE AND DISTRACTION

If a figure is involved in multiple Melee Attacks in the same turn, as either attacker or defender, it begins to tire. As soon as a Melee Attack ends, all figures are given a fatigue token. For each fatigue token a figure has, it suffers -1 to its Defence and Melee stats, so that it is both easier to hit, and less likely to hit its opponent. Remember though, fatigue tokens are only given at the end of a Melee Attack after all other results have been determined, so that a figure that Strikes Back will do so before the fatigue token is gained. If the defender in a Melee Attack Strikes Back, the full encounter only gives 1 fatigue token (it only counts as one Melee Attack).

If the closest enemy figure is within 2", the active figure may spend their action to give that enemy a fatigue token. Doing so ends the figure's activation immediately. This represents the figure distracting its enemy, making it easier for its allies to strike.

A figure may never have more than two fatigue tokens, no matter the source. All fatigue tokens are removed at the end of each turn.

### MELEE ATTACK ORDER

To make a Melee Attack, follow these steps in this order:

1. The active figure makes a Move to Attack.
2. The active figure rolls a Melee Check against the target.
3. If the Melee Check is equal to or greater than the target's Defence stat, the Attack hits.
4. If the Attack hits, determine damage, subtract any Armour or Damage Reduction from the damage, and subtract the result from the target's Health.
5. If the target is still alive, it may either Strike Back or Back Off.
6. If the target Backs Off, the Melee Attack is over. The active figure's activation ends.
7. If the target Strikes Back, it rolls a Melee Check against the active figure, repeating steps 2-4.
8. If the active figure is still on the table after its opponent Strikes Back, it must Back Off and its activation ends.
9. Give both figures a fatigue token.

### MELEE ATTACK EXAMPLE

Let's say a British Infantryman moves to attack a French Grenadier. Both are armed with bayonets. The British Infantryman makes his Melee Check and rolls a 9 on the Skill Die and a 5 on the Power Die. This gives a 14 total, to which he adds his Melee stat of +1, for a grand total of 15. Since this is greater than the French Grenadier's Defence stat of 14, a hit has been scored.

The British Infantryman then calculates the damage. Since it is using a bayonet, this is equal to the number on the Power Die, so 5. The French Grenadier is not wearing Armour, so it takes the full 5 points of damage, which are subtracted from its Health of 11. The Grenadier has 6 Health remaining.

The Grenadier now has a choice: it can either Back Off, by moving away 2", or it can Strike Back. Maddened by his wound, the Grenadier chooses to Strike Back. He now rolls his own Melee Check and gets a 7 on the Skill Die and a 5 on the Power Die and adds his Melee of +1 for a total of 13. Since this is equal to the Infantryman's Defence stat, the Attack has hit. As the Grenadier is also using a bayonet, with damage equal to the Power Die, he also does 5 points of damage, which is immediately subtracted from the Infantryman's Health.

Assuming the Infantryman is still alive, he now has no choice and must Back Off. Finally, both figures are given a fatigue token.

---

## SHOOTING ATTACKS

Any figure that is equipped with a loaded projectile weapon, mostly commonly a firearm, may spend an action to make a **Shooting Attack**. A figure may never take more than one Shoot action per activation, unless specifically allowed by another rule.

To make a Shooting Attack, a figure must first have a target within **range** and **line of sight**. To check range, simply measure the distance between the active figure and its intended target. If the range is equal to, or less than, the range of the weapon, then the target is within range. If the distance is greater than the range of the weapon, the target is out of range, and the Shooting Attack may not be made. Players are allowed to measure distance at any time, so no action is lost if a target is out of range, the figure can choose another action instead.

If a target is in range, it must also be in line of sight. In other words, the figure taking the Shoot action has to be able to actually see the target. Essentially, if a line can be drawn from

the eyes of the shooting figure to anywhere on the head, torso, or legs of the target, then the target is within line of sight. If some parts of the target are obscured, but others are visible, this will give the target **Cover**.

Once the target has been deemed to be within range and line of sight, a Shooting Attack works in a similar way to a Melee Attack. The shooting figure should make a Shooting Check by rolling the Power Die and the Skill Die, then add its Shooting stat, plus any modifiers. Unlike Melee Attacks, there are a number of modifiers, as seen on the **Shooting Modifier Table**, that can influence this roll. If the result of the Shooting Check is equal to or greater than the Defence stat of the target, then a hit has been scored and damage should be calculated. If the result is less than the target's Defence stat, then the shot has missed.

Calculating damage works in exactly the same way as it does for Melee Attacks. Simply check the damage on the weapon and compare that to the dice rolled for the Shooting Check. For example, a musket would inflict damage equal to the number rolled on the Power Die in the Shooting Check.

If the target is still alive after the Shooting Check has been made, either because the shot missed, or the damage wasn't enough to remove it from the table, it has a choice. It may either **Return Fire**, **Dive for Cover**, or do nothing. A figure may only choose to Return Fire if it has a loaded weapon. If it does choose to Return Fire, it should make a Shooting Attack against the figure that just fired upon it, following all of the same rules as a regular Shooting Attack. If a figure decides to Dive for Cover, it may immediately Move 2" in any direction, so long as that move doesn't take it closer to an enemy unit that is within 6" and line of sight. Finally, the figure can choose to do nothing.

Note that, unlike making a Melee Attack, making a Shooting Attack does not automatically end a figure's activation. Once a figure finishes a Shooting Attack, it may still Move, including making a Move to Attack. Also, no fatigue tokens are gained by either figure from a Shooting Attack.

SHOOTING MODIFIER TABLE	
Active figure has taken a Move in the same activation prior to Shooting	-1
Target is in Cover (any part of its legs, torso, or head is obscured from sight)	-1
The Shooting figure is mounted on a horse	-2

### ◆ A NOTE ON COVER ◆

The soldiers of the specialist units are survivors and know the value of cover. For this reason, when trying to determine if a figure is in cover, the players should always err on the side of the defender. If a figure has even only a little scrap of cover, you can bet it will be using it when the musket balls are flying!

## SHOOTING ATTACK ORDER

So, to make a Shooting Attack, follow these steps in this order:

1. The active figure checks range and line of site, then spends an action to Shoot.
2. The active figure rolls a Shooting Check against the target.
3. If the Shooting Check is equal to or greater than the target's Defence stat, the Attack hits.
4. If the Attack hits, determine damage, and subtract that damage from the target's Health.
5. If the target is still alive, it may either Return Fire, Dive for Cover, or do nothing.
6. If the target Dives for Cover or does nothing, the Shooting Attack is over.
7. If the target Returns Fire, it rolls a Shooting Check against the active figure, repeating steps 2–4.
8. The active figure may now Move or Reload if it hasn't previously done so during its activation.

## SHOOTING ATTACK EXAMPLE

Our British Infantryman is at it again, taking a shot at a French Grenadier. Both are armed with muskets. The British Infantryman determines that the Grenadier is both within range and line of sight. However, the Grenadier is standing behind a low stone wall, which gives a -1 modifier to the shot, as per the Shooting Modifier Table. The Infantryman makes his Shooting Check and rolls a 2 on the Skill Die and a 3 on the Power Die. This gives a 5 total, to which he adds his Shoot stat of +1, but then subtracts 1 for the Cover provided by the stone wall, for a grand total of 5. Since this is well below the Grenadier's Defence Stat of 14, the Shooting Attack misses completely.

The Grenadier now has a choice: it can either do nothing, Dive for Cover, or Return Fire. Since the Grenadier has a loaded musket and the Infantryman is standing in the open, he

decides to Return Fire. The Grenadier now rolls his own Shooting Check and gets a 7 on the Skill Die and a 10 on the Power Die to which he adds his Shoot stat of +1. This gives a total of 18, which is well above the Infantryman's Defence stat. As the attack is a hit, the Grenadier determines the damage, which for a musket is equal to the result on the Power Die. The Grenadier does 10 points of damage, which is subtracted from the Infantryman's total Health of 10. Since this reduces the Infantryman to 0 Health, the figure is immediately removed from the table.

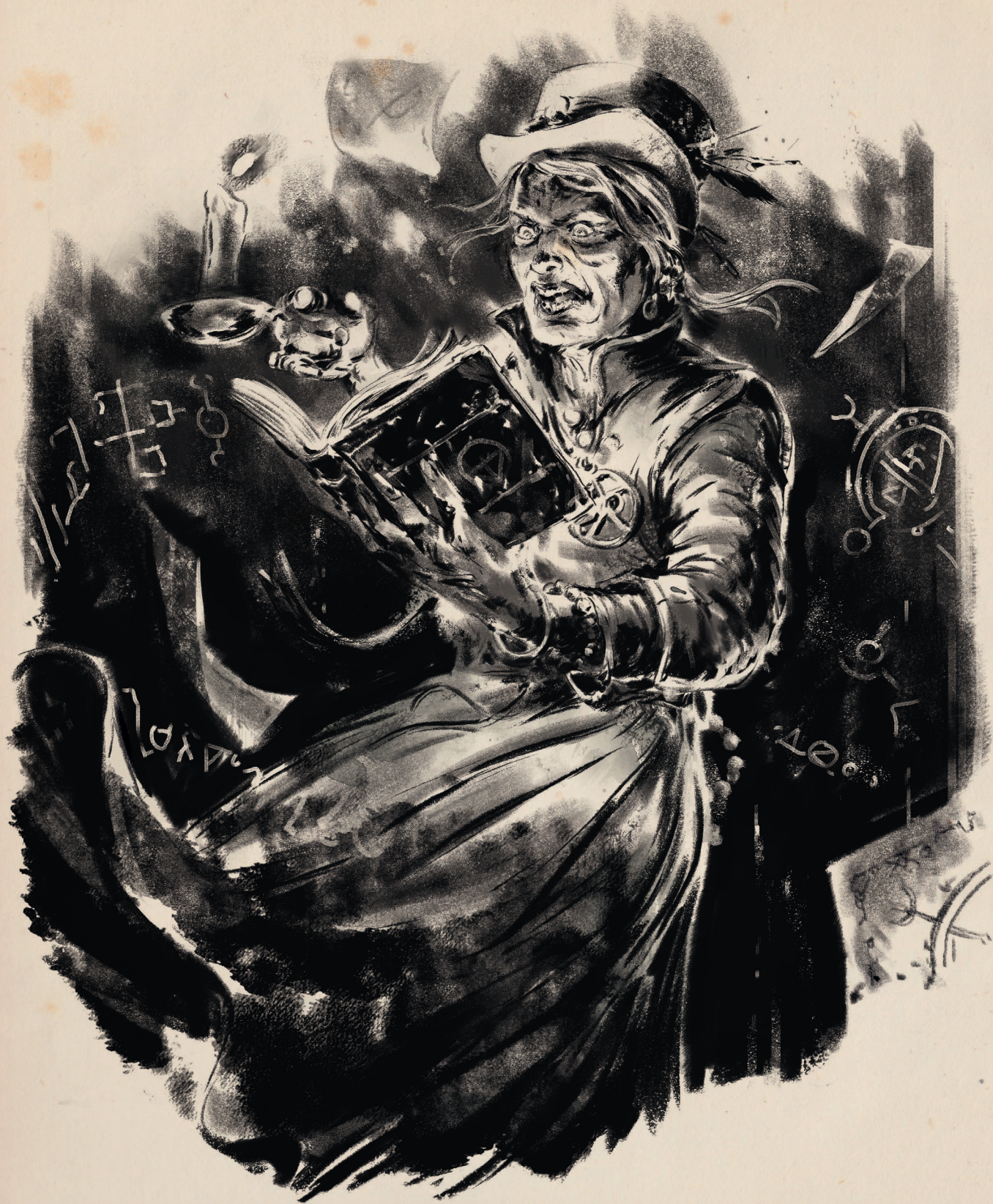
### OPTIONAL RULE

#### ◆ CRITICAL HITS AND CRITICAL FAILURES ◆

Sometimes, luck plays a greater role than skill or tactics in a battle, and while using dice already ensures luck plays a significant role in games of *The Silver Bayonet*, some players like to add just a little bit more uncertainty into their games. Those players might want to use these rules for Critical Hits and Critical Failures.

Whenever a figure makes a Melee Check or a Shooting Check and rolls a 10 on both the Power Die and the Skill Die, they have scored a Critical Hit. Critical Hits have two effects. First, the target takes an additional 2 points of damage on top of whatever they would normally take. Additionally, if it was a Melee Attack, the target cannot Strike Back and must Back Off. If it was a Shooting Attack, the target can neither Return Fire nor Dive for Cover, it makes no response to the attack.

On the flip side, whenever a figure makes a Melee Check or Shooting Check and rolls a 1 on both the Power Die and Skill Die, it has suffered a Critical Failure. The first result of this is that no dice from the Fate Pool may be used to modify the roll. Additionally, if the figure was making a Melee Attack, they have managed to lose their weapon. If they have no other weapon, treat them as having an improvised weapon for the rest of the scenario. If the figure was making a Shooting Attack, then something has gone wrong with their weapon, it has either jammed or broken. It cannot be used to make Shooting Attacks for the rest of the scenario.



## CAVALRY

Despite their status as the elite wing of most armies of the period, cavalry play only a limited role in the missions of the specialist units. Too often these units end up in places that are inaccessible to horses, such as deep forests, boggy swamps, underground, or inside ruins. Still, there are times when the speed and power of mounted troops can prove useful, and for that reason, some specialist units like to keep a cavalryman or two in their ranks.

Any figure that possesses the Combat Rider Attribute may choose to start a game mounted, assuming the selected scenario doesn't specifically preclude horses. The rules for cavalry have purposely been kept simple, due to their limited use. Unless specifically noted in the cavalry rules, a mounted soldier follows all of the normal rules for soldiers.

When including a cavalry soldier in your unit, it is best to have two figures available to represent that soldier, one mounted and one on foot.

Note that even if a figure has the Combat Rider Attribute, if it isn't mounted on a horse, it does not count as 'cavalry' for these rules and instead follows the normal rules for soldiers.

### DISMOUNTING

Any mounted figure may dismount simply by using their Move action to do so. Replace the mounted version of the soldier with the on-foot version. This soldier must remain dismounted for the rest of the game, as the terrors faced by the specialist units will undoubtedly cause their mount to run off shortly after the soldier dismounts.

### CAVALRY MOVEMENT

All figures mounted on a horse are treated as having Speed 8, regardless of their normal Speed stat. Cavalry may sprint as normal.

Cavalry may move over difficult ground, following the normal rules, but may never enter any kind of structure, even a ruined structure, unless a scenario (or the players) specifically allow it. Cavalry may never climb, though they can jump over any obstacle up to 0.5" high. Otherwise, they follow the jumping rules as normal. Cavalry follow the normal rules for falling, except all damage taken should be doubled.

### CLUE MARKERS

Cavalry figures may not Investigate clue markers.

### CAVALRY IN MELEE COMBAT

Whenever a cavalry figure makes a Melee Attack against a figure on foot, including creatures, it receives +1 Melee and +1 Damage.

When a non-cavalry figure makes a Melee Attack against a cavalry figure, the cavalry figure receives +1 Defence.

If both figures are still alive at the end of the combat, including any Strike Back actions, then the non-cavalry figure must Back Off, regardless of who made the Move to Attack.

When a cavalry figure engages another cavalry figure in melee combat, the normal Melee Attack rules apply.

### CAVALRY SHOOTING ATTACKS

Cavalry figures suffer a -2 modifier to all Shooting Attacks. Only pistols, muskets, and blunderbusses may be fired by cavalry figures.

There are no modifiers to making a Shooting Attack against a cavalry figure.



## TERROR CHECKS

The soldiers who join the specialist units are all veterans and hardened to the horrors of war, but nothing can completely prepare a person for the chilling, soul-shaking terror inflicted by the supernatural. In *The Silver Bayonet*, this is represented by a special type of Courage Check called a **Terror Check**. Unlike other Checks, which are presented with a target number (TN), the Terror Check is always presented with a modifier (+/-X). So, if a figure had to make a Terror Check (-3), it would roll a Check, add their Courage, and then apply the Terror Check's modifier. The figure would then compare the result to the **Terror Check Table**.

If a figure makes a Terror Check whilst already suffering from the results of a previous Terror Check, compare the results of the new Check with the previous one. If the new Check result is higher, ignore it, if the new Check result is lower, the figure suffers the effects of the new Check instead of the previous one. For example, if a figure is already Stunned and then rolls Paralysed, the figure is now Paralysed, but no longer Stunned.

Terror Checks are usually caused by the appearance of a particularly horrific monster or by a special event within a scenario.

TERROR CHECK TABLE	
Terror Check Total	Result
2 or less	Collapse: The figure is removed from the table and must roll on the Madness Table after the game (see <a href="#">page 79</a> ).
3–4	Paralysed: If the figure is active, its activation ends immediately. It may not Move or take an action the next time it activates. Every activation after that, it must make a Courage Check (TN14). If it fails, it continues to do nothing. If it succeeds, it is no longer Paralysed and is instead Shaken.
5–6	Shaken: The figure suffers -1 to all Checks of any type for the remainder of the game.
7–8	Stunned: If the figure is active, its activation ends immediately. It suffers -1 to all Checks until the end of its next activation.
9–10	Distracted: The figure suffers -1 to all Checks until the end of its next activation.
11+	No Effect: The figure is unfazed and takes no penalties.

◆ WHERE IS THE ARTILLERY? ◆

Some players might be wondering where to find the rules for artillery, especially since the Artillerist is one of the soldiers available to units. The short answer is that several of the scenarios include swivel guns, which can be used by Artillerists. Basically, swivel guns are either very small cannon, or very big firearms, that can be aimed and fired by a single individual. They are normally fixed in place, often on the side of a ship.

Despite the tactical importance of larger artillery pieces in Napoleonic warfare, and the devastation they could cause on the battlefield, cannons just don't really have a role in the small skirmishes depicted in *The Silver Bayonet*. It is nearly impossible to fire a cannon at a single individual. As soon as the target saw a cannon being pointed in their direction, they would quickly move out of the path of fire, faster than the cannon's aim could be adjusted. Beyond that, cannon are crew-served weapons. It takes several soldiers to be able to load and fire a cannon, and even then, the rate of fire is so slow that it would only fire a couple of times in a given scenario. Finally, the biggest advantage of artillery is its great range, but that is irrelevant in most scenarios. In the close-quarters fights of *The Silver Bayonet*, a soldier is much better served carrying a musket or a pistol than struggling to load and aim a cannon.

This doesn't mean that cannons have to be completely absent from your games. For one thing, a cannon or two on the table makes for nice scenery. Alternatively, you could have artillery firing from off the table. For example, say the units have been sent into an active warzone. They need to explore a small, deserted town, but one side or the other is currently bombarding it because they think enemy units might be hiding there. In this case, the artillery can be represented by special rules in the scenario. Every turn, you could place a marker on the table, then roll to move it to a random point. This point could be where a shell lands, causing an attack against all figures within 3", or something along those lines.

So, while artillery does not appear in the rules for specialist units, you can still find ways to work it into your games, if so desired.

## *THE FATE POOL*

At the start of each game, a player should assemble their **Fate Pool**. The Fate Pool consists of extra dice that are kept to one side. These dice can be used in a variety of ways to try and tip the battle in a player's favour. Each player should start by taking the standard Fate Pool:

### STANDARD FATE POOL

- 2 Power Dice
- 2 Skill Dice
- 1 Monster Die

Some units may have special rules that increase or decrease the number of dice in their Fate Pool, and these should be added to or subtracted from the standard numbers. In addition, some scenarios will grant one or both players extra dice in their Fate Pool. Most commonly, these will be extra Monster Dice.

While it is not necessary to represent the Fate Pool with actual dice, and any tokens can be used, using dice is probably easier.

Dice from the Fate Pool can be used in several different ways: as **Rerolls**, to **Negate Damage**, to **Quick Reload**, or as **Monster Dice** (see [pages 70–71](#) for details).

Players must decide to use dice from their Fate Pool immediately after a given roll. So, if a player makes a Melee Check, they must decide if they want to use any dice from their Fate Pool before their opponent decides whether or not to use a die to try and negate damage. Once they have done so, it is too late to try and modify the Melee Check.

In cases where both players could potentially use a Fate Die at the same time, such as with Monster Dice, the primary player must decide first. If this modifies the monster's action, either shooting or movement, the other player may not use a Monster Die to modify it again.

Once a die is used from the Fate Pool, it should be put aside. There are a few ways to regain dice in the Fate Pool during a game, but they are few and far between. Essentially, Fate is a precious and limited resource. Use it wisely.

---

---

## REROLLS

Any time a player rolls a Check of any kind, they may elect to reroll either the Power Die **or** the Skill Die by using an equivalent die from their Fate Pool. So, if they want to reroll the Skill Die, they must use a Skill Die from their Fate Pool. This new roll must be taken, even if the result is worse. A figure may never use more than one die from the Fate Pool on any Check.

For example, let's say an Infantryman is rolling a Melee Check against a Hobgoblin (Defence 12). The player rolls and gets an 8 on the Power Die and a 1 on the Skill Die, for a total of 9. Adding the Infantryman's Melee stat of +1 gets a result of 10, which is two shy of the Hobgoblin's Defence. The player may elect to take a Skill Die from their Fate Pool and reroll their Skill Die, knowing that any result above a 2 will result in a hit, and result in a nice 8 points of damage as well! If the player had no Skill Dice left in their Fate Pool, but did have Power Dice, they could elect to reroll the Power Die instead, but in that case a 10 would be needed to make the difference, a rather desperate move!

---

---

## NEGATE DAMAGE

Any time a figure in their unit takes damage, a player may use one of the Power Dice or Skill Dice in their Fate Pool to negate some of that damage. To do so, the player simply rolls the die. If the result is a 10, all of the damage from that source is completely negated. Otherwise, the amount of damage negated is equal to the result of the die, divided by 2 and rounded up.

A player may only ever use one die to negate damage from any single source.

For example, let's say our poor Infantryman from before is down to 5 Health, when he is hit by the Hobgoblin for 7 points of damage. The player can take either a Power Die or Skill Die from their Fate Pool and try to negate that damage. If the player rolls a 10 on that die, all of the damage will be negated. As it is, the player rolls a 3. This is divided by 2 (1.5) and rounded up (2). So, only 2 points of damage are negated. The Infantryman suffers 5 points of damage, which reduces him to 0, and he is removed from the table.

---

---

## QUICK RELOAD

Whenever a figure activates, a player may spend either a Skill Die or Power Die from their Fate Pool to have the figure Reload their weapon without spending an action. So, a figure could Move, Reload using a Fate Die, and then make a Shooting Attack, all during the same activation.

---

---

## MONSTER DICE

Monster Dice work in a similar, but slightly different fashion to the other dice in the Fate Pool. Whenever a monster makes a Check, either player may decide to use a Monster Die from their Fate Pool to reroll either the Power Die or the Skill Die. In this case, however, the reroll only replaces the original roll if it is **higher** than the original roll. Essentially, a player cannot use Monster Dice to try and make a monster achieve a worse result, they can only make the result better.

Alternatively, any time a monster takes damage, either player may use a Monster Die to negate some of the damage. This works in exactly the same way as negating damage for other figures.

Finally, a Monster Die can be used to modify a monster's action. When a monster is going to make a Shooting Attack, a player can spend a Monster Die to change the target of that Shooting Attack to a different legal target. Likewise, when a monster is about to Move towards a particular figure, a player can spend a Monster Die to have the monster Move towards another figure in its line of sight instead. A player may also use a Monster Die to change its move towards a clue marker to a different clue marker (but only if there are no soldiers in line of sight).



## MONSTER ACTIONS

During the Monster Phase, every monster will activate, going in order from the monster with the lowest current Health to the highest. In cases where there are multiple monsters with the same Health, the primary player for the turn may decide the order in which they activate.

What exactly a monster does when it activates depends on the monster in question and the scenario being played. This will be listed either in the special rules for the scenario, or in the monster's entry in the Bestiary ([page 137](#)). If no special instructions are given, then a monster follows the **Standard Rules for Monster Activation** given below.

---

---

### STANDARD RULES FOR MONSTER ACTIVATION

Whenever a monster is activated, determine its action by answering the following questions, in order:

1. DOES THE MONSTER HAVE AN UNLOADED PROJECTILE WEAPON?

- Yes – It will reload the weapon using its Move action. Proceed to Question 2.
- No – Proceed to Question 2.

2. DOES THE MONSTER HAVE A LOADED PROJECTILE WEAPON AND A SOLDIER IN RANGE AND LINE OF SIGHT?

- Yes – It will make a Shooting Attack against the closest soldier and then Reload if it hasn't Moved.
- No – Proceed to Question 3.

### 3. IS THERE A SOLDIER WITHIN LINE OF SIGHT OF THE MONSTER?

- Yes – It will Move its full Speed stat directly towards the closest soldier that is within line of sight. If this brings the monster into contact with the figure, treat this as a Move to Attack, and roll a Melee Check for the monster.
- No – The monster will make one Move action towards the closest clue marker. If there are no clue markers, it will move towards the closest soldier, even if the soldier is not in line of sight.

Remember when answering the above questions that a player can use a Monster Die from their Fate Pool to change a monster's target. This can be the target of the monster's Shooting Attack or the 'target' of its Move, but, in both cases, it must be a legal target (i.e., you can't change the target to a figure that the monster can't see, unless it can't see any figures). Remember the primary player must decide first if they wish to use a Monster Die in this fashion, for each monster.

---

## MONSTER REACTIONS

If a monster is the target of a Shooting Attack, it will always choose to Return Fire if it has a loaded projectile weapon. If it does not, it will remain where it is.

If a monster survives a Melee Attack, it will always choose to Strike Back.

## ENDING THE GAME

Games of *The Silver Bayonet* usually end in one of two ways. Most commonly, one side or the other has achieved the specific objective set out by the scenario – such as recovering an artefact, killing a specific monster, or securing an area. The other way a scenario can end is if one player has no figures left on the table, either because they were all killed, or they all moved off the edge. In this case, the game ends immediately, and the scenario will specify the exact outcome.

Now that you have read all of the basic rules for how to play the game, it is probably worth creating a unit, choosing a scenario, and having a go. Once you think you've got a pretty good grasp of these rules, you'll probably want to dive into the next chapter, which is all about linking your different games into an ongoing campaign, where each game has a permanent effect on your unit. This allows you to really tell the story of your unit, and to watch it change over time as your Officer and their soldiers become veterans of the war against the Harvestmen.



## CHAPTER FOUR

# CAMPAIGNS

---

When you play your first couple games of *The Silver Bayonet*, it is probably best to think of them as practice games and not worry too much about the outcome. However, once you've got the rules down, you'll almost certainly want to start a **campaign**.

During a campaign, you play a series of games using the same unit, and each game has an impact on that unit. If all goes well, your Officer and soldiers will gain in experience, improve their stats, and maybe gain some new Attributes. You might even find some new special equipment that will aid your fight against the Harvestmen. On the other hand, it is just as possible that your soldiers will suffer horrific injuries, be driven mad by the terrors they have faced, or even die. These are the chances that all of the soldiers in a Silver Bayonet unit knowingly face.

It is through playing a campaign that you really unlock the narrative potential of wargaming, as your figures start to develop their own personal histories, their back catalogue of dangers faced, battles won, and injuries suffered. There really is no limit to how far you can push this idea if you are so inclined. You might want to start creating your own scenarios that follow an overarching storyline, or maybe write a specific scenario every now and then that relates directly to one of your men (maybe it turns out that an old friend has become a werewolf, or his sister has joined a strange cult). Even if you are not into scenario creation, you can start giving your figures personalities. Perhaps your Heavy Cavalryman is a bit of a rascal, having a tendency to run to any perceived treasure instead of helping his comrades; or maybe your Highlander can't help himself and just always has to charge the biggest monster he sees, even when the rest of the group is making a tactical withdrawal.

It is true, none of these things will help you win the game – in fact, they might actually make it less likely – but you may find that by playing your figures with their own personalities, you actually end up having more fun. Or you may not. You might prefer to play it as a more straightforward tactical game. That's fine. There are many ways to enjoy miniature wargaming. The key is to find the way that works best for you, and then to try and find other players who share your outlook. In that way, you'll have the most fun, which is the point of this whole thing after all.



## *STARTING A CAMPAIGN*

To start a campaign, just create a unit and play your first game as normal. However, when the game has finished, turn to this chapter and go through the following steps, in order, to determine the full outcome of the game on your unit. The remainder of this chapter will explain each step in detail.

1. Check for Injury, Death, and Madness
2. Calculate Experience
3. Research
4. Reorganise and Re-equip
5. Calculate Unit Power Ranking

---

## CHECK FOR INJURY, DEATH, AND MADNESS

The first thing to do after finishing a campaign game is to determine the fate of figures that were removed from the table (other than by exiting it under their own power). For each figure that was reduced 0 Health (or less), roll one die and compare it to the Injury and Death Table. For each figure that was removed from the table due to rolling Collapse on a Terror Check, roll one die and compare it to the Madness Table. These rolls should be made one at a time in any order the player chooses. If a player had any Power Dice or Skill Dice left in their Fate Pool at the end of the game, they may use one to reroll a result on the table. Each roll may only be rerolled once, and the decision must be made before any rolls are made for other figures. If a player rerolls, then the second result must be taken; they cannot choose to take the original roll.

Note that all figures heal back to their full Health after each game, unless another rule specifically says otherwise.

INJURY AND DEATH TABLE	
Die Roll	Result
1	Dead: The figure has been killed and should be removed from the unit sheet along with any special equipment it carried.
2–3	Permanent Injury: Roll once on the Permanent Injury Table (see <a href="#">page 80</a> ).
4	Slow Recovery: The figure will start the next game at -3 Health.
5+	Flesh Wound: The figure recovers quickly and starts the next game at full Health.

MADNESS TABLE	
Die Roll	Result
1	Permanently Insane: This figure should be removed from the unit sheet, along with any special equipment it carried, and sent to an asylum.
2	Episodes of Madness: If the controlling player rolls the same number on the Power Die and the Skill Die on an Initiative Check while this figure is on the table, it counts as a monster for the turn. It will activate in the Monster Phase and follow the normal rules for monsters, including attacking members of its own unit. This can only happen once per game. Further doubles on the Initiative Check cause no special result.
3	Spy for the Harvestmen: The Harvestmen have invaded this figure's mind and taken partial control, forcing it to sometimes aid their efforts. If this figure is part of your unit, one random opponent starts the game with one extra Monster Die in their Fate Pool. No player may receive more than one extra Monster Die this way.
4	Cursed: This figure now critically fails a Melee Check or Shooting Check if both the Power Die and Skill Die come up as a 1 or a 2, even if you aren't using the Critical Failure rules.
5	Imbalanced: This figure receives -3 to all Checks to avoid falling.
6–7	Confused: Any time this figure chooses to Dive for Cover, it moves in a random direction.
8–10	Nagging Doubt: The figure suffers a -1 reduction to its Health stat.



## PERMANENT INJURIES

A permanent injury is any kind of wound that leaves the figure permanently disabled in some way. This is usually represented by a penalty applied to one of its stats. Note that a figure suffering from a permanent injury still heals back to its full Health after each game (unless their permanent injury was to their Health stat!).

The effects of all permanent injuries are cumulative. So, if a figure suffers a leg wound after one game, and then a second leg wound after another, their Speed stat would be reduced by 1 each time, for a total of -2 Speed. A figure that is suffering from more than a couple permanent injuries should probably be allowed to retire.

The only way a permanent injury can be healed is through the use of very rare and powerful magic, or some kind of miraculous intervention – neither of which should be expected.

PERMANENT INJURY TABLE	
Die Roll	Result
1–2	Leg Wound: The figure suffers a -1 reduction to their Speed stat.
3–4	Arm Wound: The figure suffers a -1 reduction to their Melee stat.
5–6	Shakes: The figure suffers a -1 reduction to their Shoot stat.
7–8	Jitters: The figure suffers a -1 reduction to their Courage stat.
9–10	Internal Injuries: The figure suffers a -1 reduction to their Health stat.

---

## EXPERIENCE

As your figures go through a campaign, they earn **experience points** (sometimes shortened to XP), and when their experience point totals reach certain tiers, they receive bonuses, such as increased stats or new Attributes. After rolling for Injury, Death, and Madness, any figure that is still alive is immediately given one experience point for participating in the scenario. In addition, every scenario features additional ways to earn bonus experience points. Each player should total up how many bonus experience points their unit earned in the scenario. They may then assign each bonus experience point to one of the figures in their unit. No figure may receive more than one bonus experience point, and if a player has more bonus experience points than figures in the unit, any extra bonus experience points are lost.

Although rare, it is occasionally possible for a specific figure to earn an extra experience

point during a game. This is usually for some greatly heroic action, such as killing a major monster. Earning an extra experience point during a game does not prohibit a figure from being assigned a bonus experience point after a game. Therefore, it is theoretically possible for a figure to earn three experience points in one game, though this is the maximum ever allowed. Earning one or two experience points per game is the norm.

Once all figures have been assigned their experience points, they should all be checked against the Experience Tier Table to see if their experience point total has reached a new tier. If so, they should be given the tier reward, and their entry on the unit sheet adjusted accordingly.

Note the Recruitment (+X) option is only available to Officers.

EXPERIENCE TIER TABLE		
XP Total	Tier	Reward
5	1	+1 Courage
10	2	+1 Health or New Attribute (only Attributes available to Officers may be selected) or Recruitment (+5)
18	3	+1 Melee or +1 Shoot or Recruitment (+10)
30	4	+1 Courage
45	5	+1 Health or New Attribute (only Attributes available to Officers may be selected) or Recruitment (+5)
65	6	+1 Courage or +1 Health or New Attribute or Recruitment (+5)
100	7	+1 Courage or +1 Health or New Attribute or Recruitment (+5)
150	8	+1 Courage or +1 Health or New Attribute or Recruitment (+5)
200	9	+1 Courage or +1 Health or New Attribute or Recruitment (+5)

No matter how many experience points a soldier has, their Recruitment cost never changes.



---

---

## RESEARCH

Some of the scenarios for *The Silver Bayonet* feature the recovery of information or artefacts as their primary goal. Some of these will be relevant within the scenarios, but a few are important to the greater war effort or to future games. In such cases, a unit will need to research the articles they've recovered and the scenario will state exactly how to go about this and what can be done with the information or artefacts.

---

---

## REORGANISE AND RE-EQUIP

After each scenario, a unit is allowed to re-organise and re-equip. This begins with the Officer. If the unit's Officer has been killed, or the player decides to retire them, then a new Officer must be created. The player has a choice. Either they can create a new Officer, or, if they want, they can simply discard their entire unit and start over from scratch. The latter is the only way to go if you decide you want to play a unit from a different Nationality.

Create a new Officer following all of the standard rules. If this new Officer is of the same Nationality as your previous Officer, then the new one can recruit any soldiers from the previous unit that they wish, provided they have the recruitment points available to do so. All of the old soldiers retain all experience points, permanent injuries, and other special modifications that they have picked up during the course of the campaign. Any of the old soldiers that are not immediately recruited into the new unit are lost.

Assuming that the unit's Officer survived, and plans to continue, then reorganisation is simpler. Essentially, the Officer just recruits all their soldiers again. So, assuming that none of their soldiers died, they could just recruit all of the same soldiers again and be done. Alternatively, they could dismiss all of their soldiers and recruit a whole new set, up to their recruitment points total. Or they can do any combination of those two things, keeping some soldiers, and dismissing others.

The downside to dismissing soldiers is that you lose any experience points that they have earned through the campaign. On the other hand, if a soldier only has a couple of experience points, but has a nasty permanent injury, it might be worth losing the experience points to get a new soldier of the same type who is not suffering the injury.

Finally, as Officers can increase their Recruitment score over the course of a campaign, they might want to dismiss a soldier in order to recruit a better one once they have the recruitment points available.

Basically, except for the Officer, a unit does not have to be a fixed structure, and soldiers can be replaced by different ones after each game. However, if you want to build up a really tough, experienced unit, you'll want to stay with the same soldiers as much as you can.

After a unit has been reorganised, it can also re-equip. For this step, any figure that is allowed to pick its own equipment from the General Equipment list is allowed to do so again, as though it had just been created. So, if your Officer decides they would rather carry a rifle than the two pistols they have carried up until now, that's fine, they can freely swap them.

Any soldier that lost any of its standard equipment during a game also has that standard equipment replaced at this point.

If the unit possesses any artefacts that can be carried by figures, these may be switched between any figures that are allowed to carry them.

---

## CALCULATE UNIT POWER RANK

The last step in the post-game sequence is to calculate your unit's **Power Rank**. This is an easy bit of arithmetic. Simply total up all of the tiers that have been achieved by all of the figures in the unit.

For example, let's say you have a unit of eight figures. Four of those have reached Tier 2, while four have only reached Tier 1. This means your unit has 12 total tiers, and thus a Power Rank of 12. Since all units start out having zero tiers, all units begin with a Power Rank of 0.

This number can be used in a couple of ways. First, it's just a nice way to keep score and understand how your unit has grown (or shrunk) in power over the course of a campaign. Players can even set the achieving of a specific Power Rank as the goal of a campaign – so the first one to a Power Rank of 25 wins.

It is also useful for gauging whether your unit is ready for specific scenarios. While all of the scenarios presented in this book are for newish units with lower Power Ranks, future scenarios could be designed explicitly for more experienced units. These scenarios may be presented with a note, such as, 'For Units with a Power Rank of 20 or Higher'.

The most common use of Power Ranks is to directly compare two units to one another before playing a game. This gives the players an indication of how 'fair' a match-up between their units is likely to be. For the most part, if the difference between two units' Power Rank is 12 or less, the difference is unlikely to be that noticeable. As the difference grows above 12, however, the disparity will start to be obvious while playing.

Different players tend to have a very different opinion on how such disparity should be handled. For some players, achieving a higher Power Rank is their just reward for doing well in the campaign up to this point, and they should not be penalised (or their opponent rewarded) for doing well. On the other hand, without any outside tinkering, this will likely have a snowball effect. As the disparity grows, the higher-ranked unit is more and more likely to win, and thus more likely to accumulate greater numbers of experience points, causing the disparity to grow even further. Also, some players just don't enjoy playing games where they come in at a significant disadvantage, which is understandable, and since fun and enjoyment is the point, this should really be addressed.



### OPTIONAL RULE-

#### ◆ UNIT POWER RANK DIFFERENTIAL ◆

These optional rules are presented for players who would like to try to maintain a greater degree of balance between units in their campaign, and who want each unit to have more-or-less the same odds of winning each scenario. All of the players in a campaign should discuss whether or not to use these rules before the campaign begins.

Under these rules, whenever two units are about to play a scenario, they should compare their Power Rank. Simply take the higher Power Rank and subtract the lower to get the Power Rank Differential, then compare this Differential to the Unit Power Differential Table. This table states what bonuses are given to the unit with the lower Power Rank. These bonuses come in two forms: extra dice in the Fate Pool and bonus experience points.

#### ◆ EXTRA FATE DICE ◆

If the Differential is great enough, the unit with the lower Power Rank gains extra dice in their Fate Pool. The number given is the number of extra dice. The player in question may choose what type of extra Fate Dice they receive, but must select each type once before a second die of the same type can be selected. So, if they have one extra Fate Die, they can select a Power Die, Skill Die, or Monster Die. If they have two extra Fate Dice, they could select a Power Die and a Skill Die, but not two Power Dice.

#### ◆ BONUS EXPERIENCE POINTS ◆

The unit with the lower Power Rank receives the listed number of bonus experience points in addition to any that were earned in the scenario.

UNIT POWER DIFFERENTIAL TABLE		
Differential	Extra Fate Dice	Bonus Experience Points
4 or less	0	0
5-11	0	1
12-16	1	2
17-21	1	4
21-24	2	6
25-30	3	8
30+	4	8

If the Differential has reached 30, then the disparity has grown so great that players should really think about restarting the campaign.



## CHAPTER FIVE

# SCENARIOS

---

Once you've got a unit made up and a friend to play with, you are ready to go. All you need to do now is select a scenario. If this is your first game of the *The Silver Bayonet*, it's recommended to play *Scenario 1: The Investigation*, as this scenario was written to be a very simple, introductory game. Otherwise, feel free to choose any of the scenarios in the book, or roll on the Random Scenario Table. If you are playing an ongoing campaign, it is generally more fun to play each of the scenarios once before playing any of them a second time.

Once you have played through all of the scenarios in this book, you might want to start designing your own. The final section of this chapter includes some guidelines and suggestions for creating original scenarios to suit your campaign.

RANDOM SCENARIO TABLE	
Die Roll	Scenario
1	The Investigation
2	The Revenants
3	Troll Bridge
4	Confirmed Kill
5	Sunken Treasure
6	The Haunted Ruins
7	Last Stand
8	Loup-Garou Surprise
9	Infested Monastery
10	Ship in the Fog

## *USING A SCENARIO*

Each scenario is broken down into the following sections.

---

---

### INTRODUCTION

This is a bit of narrative that helps set the scene and gives the players a sense of what is going on before the fight breaks out. This section has no impact on the rules.

---

---

### SET-UP

This tells you how to set up the table, including the placement of terrain, clue markers, monsters, and units. In some cases, the instructions are very precise, but not always. Remember, don't let the specifics of the terrain stop you from playing a scenario. If a scenario calls for a house, but all you've got are some ruined walls, that's fine. Just try to set it up as close as possible, and you should be fine.

---

---

### SPECIAL RULES

This section will explain any special rules that are in play for the scenario, and can include things such as darkness limiting line of sight, the possibility of hidden traps, or the potential appearance of monsters during the scenario. This section will also contain the Clue Marker Table for the scenario, if appropriate, and any bonus dice players might receive in their Fate Pool.

---

---

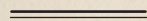
### REWARDS

This final section lists any potential rewards a unit can gain from the scenario. This generally covers the scenario's bonus experience points, but could also contain artefacts that can be recovered. It is always a good idea to check this section before you start playing, as it will help you set the priorities for your unit during the game.



## *SCENARIO I: THE INVESTIGATION*

After a night of strange noises coming from beyond the camp, a wizened old man was brought in by the pickets. He told a story of a 'bogey-man' that is attacking isolated houses and farms. Normally, this would be written off as the work of bandits, except that whoever is behind it is making off with various parts of the dead. Perhaps it is some foul witch or necromancer collecting supplies, or maybe it's some fey beast. Either way, your unit has been dispatched into no-man's-land to check out it.



### SET-UP

The exact nature of the terrain in this scenario is unimportant, but a small farm makes a good setting. Five clue markers should be placed on the table. One should be placed in the exact centre of the table. The other four should be placed in an 'X' pattern around the centre one, with each being about 8" away from the centre marker. The exact placement should be adjusted so the clue markers are in interesting or hard to reach locations.

Once all of the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge.

---

## SPECIAL RULES

The only special rules for this scenario are contained in the Clue Marker Table.

THE INVESTIGATION CLUE MARKER TABLE	
Card	Clue
Ace of Diamonds	Hobgoblin: The player that uncovered this clue should place a Hobgoblin (see <a href="#">page 142</a> ) anywhere on the table within 6" of the centre point.
King of Diamonds	Strange Footprints: The player that uncovered this clue should add 1 Monster Die to their Fate Pool.
Queen of Diamonds	Strange Claw Marks: The player that uncovered this clue should add 1 Monster Die to their Fate Pool.
Jack of Diamonds	Mutilated Corpse: The figure that Investigated this clue must make a Courage Check (TN10) or suffer -1 Melee and -1 Shoot for the rest of the scenario.
Ten of Diamonds	Severed, Partially Gnawed Limb: The figure that Investigated this clue must make a Courage Check (TN10) or suffer -1 Melee and -1 Shoot for the rest of the scenario.

---

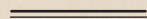
## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit uncovers the clue that reveals the Hobgoblin.
- +2 experience points if the unit Investigates two or more clue markers.
- +2 experience points for killing the Hobgoblin.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the Hobgoblin.

## *SCENARIO 2: THE REVENANTS*

For two days you've been expecting the arrival of one of your fellow specialist units. Normally, such tardiness wouldn't worry you too much, but this group was carrying a powerful artefact needed for the fight against the Harvestmen. Unwilling to wait any longer, you gather your men together and set out in search of the missing unit and their secret treasure.



### SET-UP

Place the ruins of an old barn, approximately 10" long and 6" wide in the centre of the table. The rest of the table should be liberally covered with trees, hills, rocks, broken wagons, etc.

Place one clue marker in the centre of the barn. Place one additional clue marker outside each corner of the barn.

Place a Revenant (see [page 145](#)) next to each of the clue markers.

Once all of the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge.

Mounted figures are allowed to move into the barn if there is a doorway or hole big enough.

---

## SPECIAL RULES

Each player receives +1 Monster Die in their Fate Pool at the start of the game.

THE REVENANTS CLUE MARKER TABLE	
Card	Clue
Ace of Diamonds	The Missing Artefact: This figure has discovered the missing artefact and is now carrying it. If this figure moves off the table, the artefact has been secured. The figure may drop the artefact during its activation without spending an action, and automatically drops it if reduced to 0 Health. In this case, mark the artefact's location on the table. Any figure may pick it up by moving adjacent to it and spending an action, so long as no opposing figures are within 1" of the artefact. Figures Move at -2 Speed while carrying the artefact.
King of Diamonds	Nothing: Place a Revenant (see <a href="#">page 145</a> ) at the centre point of a random table edge.
Queen of Diamonds	Nothing: Place a Revenant (see <a href="#">page 145</a> ) at the centre point of a random table edge.
Jack of Diamonds	A Small, Silver, Saint Christopher Medal: Add one Power Die to your Fate Pool.
Ten of Diamonds	The Mutilated Body of a Friend: The figure that Investigated this clue must make a Terror Check (-0).

---

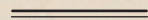
## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point for killing three or more Revenants.
- +1 experience point if the unit Investigates two or more clue markers.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by Revenants.
- +2 experience points for securing the artefact.

## *SCENARIO 3: TROLL BRIDGE*

Before you even made it back to base from your last mission, you were intercepted by a messenger. Rumours are coming in of a monstrous creature living underneath a bridge out in the countryside. Who knows what treasures this creature might have in its hoard? Knowing that units from the other side will also be reacting to this news, you turn around and set off without hesitation!

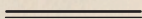


### SET-UP

Place a river, about 6" wide, running through the centre of the table. Place a bridge across the river in the exact centre of the table. Off to one side, about 10" away from the bridge, place a small boat with a swivel gun mounted in it, caught on the rocks in the middle of the river. The rest of the table should be liberally covered in trees, rocks, and small hills.

Place one clue marker in the boat, one in the centre of the bridge, and one in the middle of the river about 10" from the bridge on the opposite side to the boat.

Once all of the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge. Do not choose the sides the river touches.



### SPECIAL RULES

The river is not deep. It counts as difficult ground but does not otherwise impede movement. The Troll is used to living in the water and thus does not count the river as difficult ground.

If a figure with the Artillerist Attribute is in the boat, and there are no enemy figures in the boat, the Artillerist can use the swivel gun. Each time it fires the swivel gun, it may choose to either treat the swivel gun as a volley gun or as a musket that does +4 damage. Either way, the swivel gun reloads like a musket. The swivel gun is loaded to start the scenario.

As soon as the first figure steps onto the bridge, or tries to move under it, a Troll (see [page 145](#)) emerges from a random side of the area underneath the bridge. Place an artefact marker next to the Troll. If a figure is adjacent to the artefact, with no enemy figures (including the Troll) within 1", it may use an action to pick it up. If this figure moves off the table, the artefact has been secured. The figure may drop the artefact during its activation without spending an action, and automatically drops it if reduced to 0 Health. In this case, mark the artefact's location on the table. Any figure adjacent to the artefact may pick it up by spending an action, so long as no enemy figures are within 1" of the artefact. Figures Move at -2 Speed while carrying the artefact.

TROLL BRIDGE CLUE MARKER TABLE	
Card	Clue
Ace of Diamonds	Pile of Troll Dung: The dung contains several interesting trinkets the Troll must have accidentally eaten at some point. The player should add 2 Monster Dice to their Fate Pool.
King of Diamonds	Bloody Notebook: The notebook contains interesting information about Trolls. The player should add 1 Skill Die to their Fate Pool.
Queen of Diamonds	Half-Devoured Corpse: The figure that Investigated this clue must make a Courage Check (TN12) or suffer -1 Melee and -1 Shoot for the rest of the scenario.

---

## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point for each clue marker Investigated (maximum +2).
- +2 experience points for killing the Troll.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the Troll.
- +2 experience points for securing the artefact.

## *SCENARIO 4: CONFIRMED KILL*

An ambush in the forest is believed to have killed an infamous enemy agent. However, before the ambushers could confirm the kill, they were chased off by a small gang of 'strange creatures'. You have been tasked with venturing into the forest, finding the body of the enemy agent, and recovering his signet ring to confirm his death.

---

### SET-UP

Place five clue markers running on an imaginary line through the centre of the table, parallel to the players' starting edges. These clue markers should be equally spaced along the length of the line. The table should be covered with trees, low underbrush, and maybe a stream.

Once all of the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge.



---

## SPECIAL RULES

Place one Goblin (see [page 141](#)) in the centre of the table. At the end of each turn, another Goblin enters the table from one of the points where the centre line meets the table edge – roll randomly to determine which one. This continues until four additional Goblins have entered the table.

CONFIRMED KILL CLUE MARKER TABLE	
Card	Clue
Ace of Diamonds	The Dead Agent: The figure has found the body of the dead agent and taken his ring. If this figure exits the table, you have confirmed the agent's death. If this figure is killed, place a marker to note the location of the ring. Any figure may now pick it up by simply ending a Move action adjacent to it.
King of Diamonds	An Iron Rod: Treat this figure as carrying a cold iron hand weapon for the rest of the scenario.
Queen of Diamonds	Strange Writing: The writing is carved into a tree and unlike anything the figure has ever seen before. Add one Monster Die to your Fate Pool.
Jack of Diamonds	Mystical Symbol: The symbol is carved into a tree. Add one Power Die to your Fate Pool.
Ten of Diamonds	Monstrous Tree: The tree has strange carvings on it and, when approached, attacks the figure that Investigated it. This figure must make a Terror Check (-2), but otherwise escapes the attacking tree.

---

## REWARDS

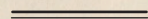
Units receive the following bonus experience points for this scenario:

- +1 experience point for each clue marker Investigated (maximum +2).
- +1 experience point for killing two or more Goblins.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by Goblins.
- +2 experience points for confirming the agent's death by returning the signet ring.



## SCENARIO 5: SUNKEN TREASURE

A couple of muddy, exhausted men have just been escorted into your camp. According to their story, they were transporting a chest full of gold, when their wagon became stuck in a boggy pool. As they worked to free it, they were attacked by a gigantic spectral hound that killed most of their party. You have been tasked with investigating the scene, recovering the missing gold, and killing the spectral hound if it appears.

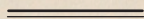


### SET-UP

Place a large, boggy pool – about 16” in diameter, with a wagon stuck in the middle of it – in the centre of the table. The wagon has a swivel gun mounted on it. Place three clue markers in the pool – one in the wagon, and the other two each about 6” away, so that they form a line running through the centre of the table.

The rest of the table should be covered in low hills, rocks, and additional boggy pools.

Once all of the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2” of that table edge. The other player should then place all the members of their unit within 2” of the opposite table edge.



### SPECIAL RULES

All of the boggy pools count as difficult ground. Mounted figures may not enter a boggy pool.

If a figure with the Artillerist Attribute is in the wagon, and there are no enemy figures in the wagon, the Artillerist can use the swivel gun. Each time the figure fires, it may choose to either treat the swivel gun as a volley gun or as a musket that does +4 damage. Either way, the swivel gun reloads like a musket. If the player spends a Power Die when firing the swivel gun, they may treat it as loaded with enchanted ammunition. The swivel gun is loaded at the start of the scenario.

At the end of the first turn, both players should roll a die. Each player can use a Monster Die to reroll this roll. The figure with the highest roll must place a Black Dog (see [page 138](#)) anywhere they want on the table. The dog should then be moved 5" in a random direction.

At the end of each subsequent turn, assuming the Black Dog is still alive, remove it from the table, and repeat the process above. In this way, the dog will appear and disappear each turn in different places.

Each player receives an extra Monster Die in their Fate Pool at the start of the game.

SUNKEN TREASURE CLUE MARKER TABLE	
Card	Clue
Ace of Clubs	The Missing Gold: The gold is secure in a chest, but it's stuck fast in the mud. To free it, a figure must spend an action and make a Melee Check (TN16). Figures with the Combat Engineer Attribute pass this Check automatically. A figure that frees the gold automatically picks it up. If this figure moves off the table, the gold has been secured. The figure may drop the gold during their activation without spending an action, and automatically drops it if reduced to 0 Health. In this case, mark the gold's location on the table. Any figure adjacent to the gold may pick it up by spending an action, provided no opposing figures are within 1".
King of Clubs	Ancient Flint Knife: Treat the figure that Investigated this clue as armed with an enchanted hand weapon for the rest of the scenario.
Queen of Clubs	Gigantic Dog Skull: Add 2 Monster Dice to your Fate Pool.

---

## REWARDS

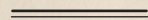
Units receive the following bonus experience points for this scenario:

- +1 experience point for each clue marker Investigated (maximum +2)
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the Black Dog.
- +2 experience points for securing the gold.
- +1 experience point for causing damage to the Black Dog.
- +1 experience point for killing the Black Dog.



## *SCENARIO 6: THE HAUNTED RUINS*

Your search for a missing Arcanist has led you to an abandoned, partially ruined village. Most of the houses have burnt down, but the small church still stands, though most of its stones are blackened with soot. Telling your men to fan out, you advanced into the eerily quiet ruins. Whatever happened here wasn't that long ago, but regardless, your task is to find and secure the missing man.

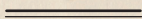


### SET-UP

Place a small church in the middle of the table (one that you can move figures around inside). It should be at least 8" x 8". The rest of the table should be covered in ruins and little bits of town scenery.

Place four red clue markers inside the church, one in each corner. Place four black clue markers scattered around the ruined village.

Once all of the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all of the members of their unit within 2" of that table edge. The other player should then place all of the members of their unit within 2" of the opposite table edge.



### SPECIAL RULES

For this scenario, you should assemble two different clue marker decks: a 'black' one and a 'red' one. Whenever you Investigate a clue marker, draw a card from the appropriate deck and compare it to the appropriate Clue Marker Table.

### THE HAUNTED RUINS RED CLUE MARKER TABLE

Card	Clue
Ace of Diamonds	The Missing Arcanist: You find him huddled in a corner of the church; place a figure on the table to represent him. This figure will always move with the figure that Investigated the clue marker. If that figure is killed, leave the Arcanist on the table. In this case, if any other figure comes into contact with him, the Arcanist will follow the new figure. If the figure with the Arcanist moves off the table, the Arcanist has been secured. If no Ghost has been placed in the church, place a Ghost (see <a href="#">page 140</a> ) in a random corner of the church. All soldiers in the church must make a Terror Check (-1). The Arcanist cannot be attacked or killed during the scenario.
King of Diamonds	Ghost: Place a Ghost (see <a href="#">page 140</a> ) in a random corner of the church. All soldiers in the church must make a Terror Check (-1).
Queen of Diamonds	Blessed Weapon: Treat the figure that Investigated this clue as armed with a blessed hand weapon for the rest of the scenario.
Jack of Diamonds	Broken Cross: The figure that Investigates this clue feels a strange calm come over them. The player controlling this figure may select one member of their unit to regain up to 4 Health.

### THE HAUNTED RUINS BLACK CLUE MARKER TABLE

Card	Clue
Ace of Spades	Blessed Weapon: Treat the figure that Investigated this clue as armed with a blessed hand weapon for the rest of the scenario.
King of Spades	Bag of Salt: The figure that Investigates this clue can carry and use this special equipment for the rest of the scenario.
Queen of Spades	Torn Prayer Book: Add +1 Power Die to your Fate Pool. Place a Revenant (see <a href="#">page 145</a> ) in the centre of a random table edge.
Jack of Spades	Several Bottles of Wine: Add +1 Skill Die to your Fate Pool. Place a Revenant (see <a href="#">page 145</a> ) in the centre of a random table edge.

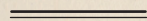
## REWARDS

Units receive the following bonus experience points for this scenario:

- +2 experience points if the unit kills a Ghost.
- +2 experience points if the unit Investigates three or more clue markers of any colour.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the monsters.
- +2 experience points for securing the Arcanist.

## SCENARIO 7: LAST STAND

For over two weeks you've been hunting a Changeling. From his base in the mountains, through forests, and now down into the rolling hills. Finally, you've run him and his gang of Bandits down in an abandoned farm. Not only is this a chance to rid the world of this parasitic creature, but also to capture the book he carries with him, the legendary Book of Cain. Although you'll first have to figure out exactly which of your enemies is the fey creature!

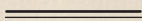


### SET-UP

A small farm should be placed in the middle of the table, consisting of a couple small buildings connected by low walls so as to make a complete enclosure. The rest of the table should be filled with trees, rocks, old wagons, and other small bits of terrain.

Place eight Bandits (see [page 137](#)) in the enclosure, two facing in each direction, equally spaced around the perimeter.

Each player should then roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge.



### SPECIAL RULES

Although there are no clue markers in this scenario, the players should still assemble an eight-card deck, featuring one red card and seven black cards. Whenever a bandit is reduced to 0 Health, draw a random card. If the card is black, the figure should be removed from the table. If the card is red, replace the dead Bandit with a Changeling (see [page 138](#)) at full Health. After the Changeling has been revealed, the rest of the deck can be discarded, and all remaining Bandits should be removed from the table as soon as they are reduced to 0 Health.

Once the Changeling is killed, replace the figure with a token representing the Book of Cain. If any figure is adjacent to the book, and there are no enemy figures within 2", the figure may spend an action to pick it up. The figure may drop the book during their activation without spending an action, and it is dropped automatically if the figure is killed. In either case, it can be picked up following the same rules as above. If a figure carrying the Book of Cain moves off the table, it has been secured.

---

## REWARDS

Units receive the following bonus experience points for this scenario:

- +2 experience points if the unit kills three or more Bandits (counting reducing the Bandit that turns out to be the Changeling to 0 Health).
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the Bandits or Changeling.
- +2 experience points if the unit kills the Changeling.
- +2 experience points if the unit secures the Book of Cain.

A unit that secures the Book of Cain may attempt to study the book after the game. To do so, choose one figure in the unit to make a Terror Check (-5). If the figure obtains any result other than Collapse or Paralysed, then that figure gains an extra experience point and the unit receives one extra Monster Die in its Fate Pool next game. After the attempt, the book must be turned over your superiors.

## SCENARIO 8: LOUP-GAROU SURPRISE

A creature attacks by night, slaughtering the pickets and leaving their mangled corpses to be found by the next watch. This creature has killed a dozen men in the last two weeks. This time, however, you found its tracks. Gathering your men, you pursue the creature into the forest. As you advance deeper into the trees, you got the horrible feeling you were being watched. Suddenly, you realised that you were no longer the hunters, but the *hunted*.

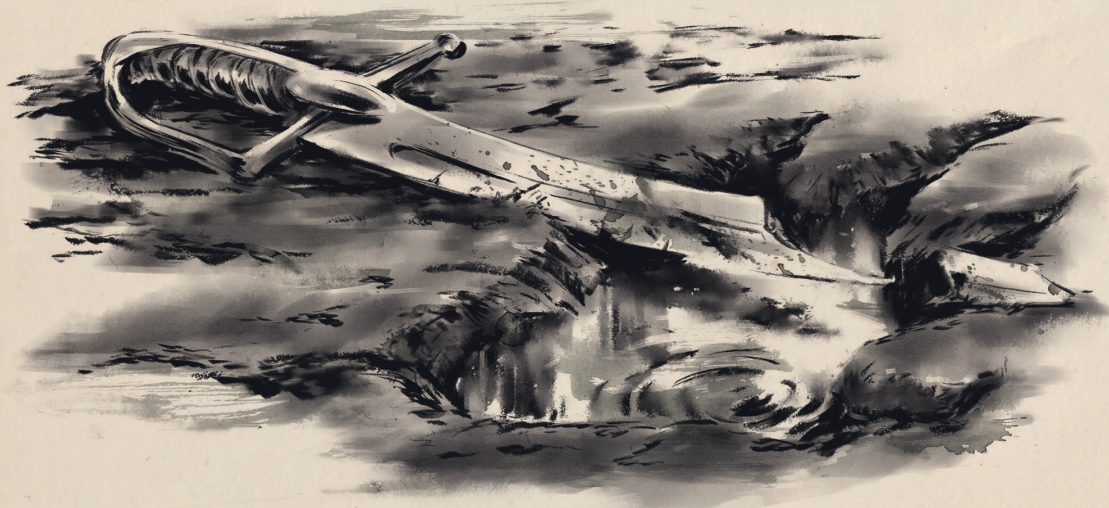
---

### SET-UP

Place seven clue markers on the table. Place one in the exact centre of the table and the other six so that they form a rough circle around the centre. The markers in the circle should each be about 6" from the one in the centre.

The table should be covered in thick forest, patches of undergrowth, and rocks.

Once all of the clue markers are in place, each player should then roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge.



---

## SPECIAL RULES

At the end of the third turn, place one Dark Wolf (see [page 139](#)) in each table corner. Place one Werewolf (see [page 146](#)) at the centre of the two table edges not used by the players for deployment.

No figures may ride horses during this scenario.

LOUP-GAROU SURPRISE CLUE MARKER TABLE	
Card	Clue
Ace of Spades	Werewolf: Place a Werewolf (see <a href="#">page 146</a> ) adjacent to the clue marker.
King of Spades	Bag of Silver Shot: Treat all of the Investigating figure's Shooting Attacks as silver for the rest of the scenario.
Queen of Spades	Bag of Silver Shot: Treat all of the Investigating figure's Shooting Attacks as silver for the rest of the scenario.
Jack of Spades	Silver Knife: Treat all of the Investigating figure's Melee Attacks as silver for the rest of the scenario.
Ten of Spades	Necklace of Teeth: Add one Monster Die to your Fate Pool.
Nine of Spades	Small Silver Cross: Add one Power Die to your Fate Pool.
Eight of Spades	Ornate Silver Ramrod: Add one Skill Die to your Fate Pool.

---

## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit Investigates two or more clue markers.
- +1 experience point for each Werewolf killed.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the monsters.

In addition, any soldier that Investigated a clue marker, and then exited the table after turn 4 receives an extra experience point.

## SCENARIO 9: INFESTED MONASTERY

Your unit has been tasked with exploring a ruined monastery that sits high up on a lonely, dusty plateau. Once upon a time, the monastery was home to an order of monks that specialised in fighting against demons and demonic possession. Whilst that was several centuries ago, there remains a chance that the ruins still contain some of the tools of their trade – weapons and knowledge that could be useful in the fight against the Harvestmen.

---

### SET-UP

Place three ruined towers on a line running through the centre of the table, so that the towers are midway between the player entry edges. The rest of the table should be covered in ruins, rubble, and a few scrubby plants.

Place six clue markers on the table – one at the bottom of each tower and one at the top of each tower.

Place one Bandit (see [page 137](#)) on the top of each tower and two more Bandits on the ground, so that there is one standing in each of the spaces between towers.

Once all of the clue markers and Bandits are in place, each player should then roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2” of that table edge. The other player should then place all the members of their unit within 2” of the opposite table edge.

---

### SPECIAL RULES

The top of the plateau is dusty and exposed, and frequent gusts of high wind can make shooting, and even moving around, difficult. If either player rolls a 1 on either die during their Initiative Check, then there has been a strong gust of wind. All Shooting Checks are at -2 for the duration of the turn. In addition, whenever any figure activates for that turn, they must make a Speed Check (TN14). If they fail, they suffer -3 Speed for the turn.

Bandits, Possessed, and figures with Steady Legs pass this Speed Check automatically.

INFESTED MONASTERY CLUE MARKER TABLE	
Card	Clue
Ace of Spades	Nothing: Place a Possessed (see <a href="#">page 144</a> ) at the centre point of a random table edge.
King of Spades	Book of True Names: This could prove invaluable in the fight against the Harvestmen. If the figure that Investigated this clue exits the table, the book is secured. If this figure is killed, place a marker to note the location of the book. Any figure may now pick it up simply by ending a Move action adjacent to it.
Queen of Spades	Silver Exorcist's Tools: These could prove invaluable in the fight against the Harvestmen. If the figure that Investigated this clue exits the table, the tools are secured. If this figure is killed, place a marker to note the location of the tools. Any figure may now pick them up simply by ending a Move action adjacent to them.
Jack of Spades	Blessed Knife: Treat all the Investigating figure's Melee Attacks as blessed for the rest of the scenario.
Ten of Spades	Book of Demonic Sketches: Add 1 Monster Die to your Fate Pool.
Nine of Spades	Gold and Silver Cross: Add 1 Power Die to your Fate Pool.
Eight of Spades	Small Ruby: Add 1 Skill Die to your Fate Pool.

## REWARDS

Units receive the following bonus experience points for this scenario:

- +2 experience points if the unit Investigates two or more clue markers.
- +1 experience point for killing the Possessed.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by the monsters.
- +2 experience points for securing the Book of True Names.
- +2 experience points for securing the Silver Exorcist's Tools.



## SCENARIO 10: SHIP IN THE FOG

A fog gathered thick and heavy around the harbour as your unit crept towards the jetty. If your informant is correct, then the ship you've been waiting for has finally docked. No one really knows what it's carrying, but the secrecy with which it was loaded, its point of origin, and the interest other nations have shown in it all indicate that it's something incredibly important. You've been tasked with getting onto the ship, finding out what it carries, and recovering it, if possible. Of course, you are unlikely to be the only ones trying to capture this prize.

---

### SET-UP

This scenario should be played on a 2.5' x 2.5' table, but divided exactly in half. One half should be designed as the 'deck' of the ship. The other half is the 'hold'.

On the deck, place three hatches. One in the exact centre of the deck and one 6" in from the centre of each short table edge. Place three black clue markers, each about 4" from the centre hatch. Place two Bandits (see [page 137](#)) standing adjacent to the centre hatch. Place two swivel guns on the deck, one in the centre of each long table edge.

In the hold, place three staircases to correspond with the deck hatches above (so one in the centre, and one at either end). Place four red clue markers each about 4" from the centre staircase. Place two Bandits standing adjacent to the centre stairs.

Once all of the clue markers are in place, each player should then roll a die. The player who rolls highest should choose one short edge of the deck and place all of the members of their unit within 2" of that table edge. The other player should then place all of the members of their unit within 2" of the opposite table edge.

## SPECIAL RULES

If a figure on the deck moves onto a hatch, immediately place it at the top of the corresponding staircase in the hold. If a figure in the hold moves to the top of a staircase, immediately place it on the corresponding hatch on the deck.

It is extremely dark in the hold, as such, the maximum distance that line of sight may be drawn in there is 12".

If a figure with the Artillerist Attribute is adjacent to a swivel gun, and no enemy figures are within 2", the Artillerist can use the swivel gun. Each time the figure fires, it may choose to either treat the swivel gun as a volley gun or as a musket that does +4 damage. Either way, the swivel gun reloads like a musket. All swivel guns are loaded at the start of the scenario.

This scenario uses two different clue marker decks, a 'black' deck and a 'red' deck. Make sure to draw from the appropriate deck when Investigating a clue marker. All of the clue markers represent sealed crates. Whenever a figure wants to Investigate one, they must make a Check (TN10). If they fail, the action is lost. If they succeed, draw a card as normal. Figures with the Combat Engineer Attribute pass this Check automatically.

Due to the gentle rocking of the ship, all figures with Steady Legs get +1 Melee for this scenario.

Figures can only exit the table in this scenario by moving off one of the short deck edges.

No figures are allowed to be mounted in this scenario.

**SHIP IN THE FOG BLACK CLUE MARKER TABLE**

Card	Clue
Ace of Spades	Sealed Bottles of Blood: Add 2 Monster Dice to your Fate Pool.
King of Spades	Silver Knife: The Investigating figure counts as armed with a silver hand weapon for the rest of the scenario.
Queen of Spades	Silver Knife: The Investigating figure counts as armed with a silver hand weapon for the rest of the scenario.
Jack of Spades	Ancient Scrolls: Add 1 Power Die to your Fate Pool.

**SHIP IN THE FOG RED CLUE MARKER TABLE**

Card	Clue
Ace of Hearts	Empty: Nothing of interest is found.
King of Hearts	Vampire: Place a Vampire (see <a href="#">page 146</a> ) adjacent to the clue marker.
Queen of Hearts	Vampire: Place a Vampire (see <a href="#">page 146</a> ) adjacent to the clue marker.
Jack of Hearts	Silver Knife: The Investigating figure counts as armed with a silver hand weapon for the rest of the scenario.

---

---

## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit kills two or more Bandits.
- +2 experience points if the unit inflicts three or more casualties on the opposing unit (by reducing figures to 0 Health). Do not count casualties inflicted by Vampires or Bandits.
- +2 experience points if the unit Investigates three or more clue markers.
- +2 experience points for each Vampire the unit kills.

Any figure that Investigates a clue marker and reveals a Vampire receives 1 extra experience point.



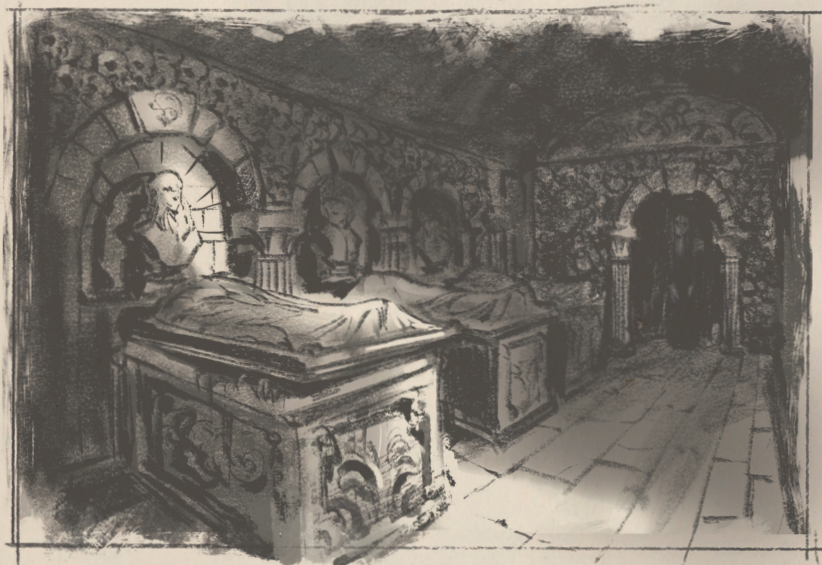
## CREATING YOUR OWN SCENARIOS

Once you become comfortable with the rules for *The Silver Bayonet*, and have played a few of the scenarios given here, you might decide that you would like to create your own scenarios. This is absolutely encouraged. While any scenario can be fun, ones that are tuned to your specific campaign, or somehow directly relate to your unit, are even more enjoyable. The following seven steps provide a framework for easily creating scenarios of your own.

---

### STEP 1 - ESTABLISH THE STORY

The first step in creating your own scenario is coming up with the story behind it. Maybe you played the Loup-Garou Surprise scenario and got completely wiped out by the werewolves. Your unit is ready for a bit of payback, so you track the Werewolves back to the ruined chapel they are using for a den. Or maybe you want to bring a little ancient Egyptian flair to your games, and really want to use a Mummy. So, you decide that your unit is tasked with searching the abandoned manor house of an antiquities collector. The story doesn't have to be complicated or convoluted, but having this basic premise in your head will make the rest of the process much easier.



---

---

## STEP 2 – SET UP THE TABLE

If you've got a story, then it probably has a location. You can use this location to guide you in how the table should be set up. In general, games of *The Silver Bayonet* work better when there is a lot of terrain on the table. For the most part, it doesn't matter what that terrain is, but be careful when using things such as rivers or large hills that can potentially isolate certain parts of the table. If you make it too hard for figures to get from one place to another, they either won't try, or the game will bog down due to slow movement. That said, a couple of smaller pieces of challenging terrain – such as a building that needs to be broken into, a steep hill that must be climbed, or a ring of standing stones that requires a Courage Check to enter – can make the scenario feel unique.

---

---

## STEP 3 – MONSTERS

While it is not necessary for every game of *The Silver Bayonet* to feature a monster, it is usually more fun when monsters are involved. Decide what monster, or monsters, will be present in the scenario based on the story, and then figure out how they will enter the table. Do they start on the table, perhaps guarding an ominous black obelisk? Do the units have to search for them, maybe through a series of small, twisting caves? Do they move onto the table from a random point at the end of a fixed turn? Again, let the narrative you've chosen drive this decision, but be careful not to be too clever in hiding the monster, or waiting too long to get it onto the table. It's more fun if it is there early on, causing chaos between the opposing units.

Also, make sure that each side has an equal opportunity to attract the monster's attention. While it's always likely that one side will have more monster troubles than the other during a scenario, this should be a function of luck and tactical play, not the scenario design.

---

---

## STEP 4 – CLUE MARKERS

Clue markers are a critical part of *The Silver Bayonet*, and every scenario should feature at least three of them. Investigating clue markers should generally be necessary for the successful resolution of the scenario, so that the units are forced to Investigate them. By having three or more on the table, it encourages the units to split up, or at least spread out, to get to all of them before the opposing unit. This is one of the key factors for making the game fun. Without this, all of the figures in a unit will tend to stay together and move around in a block, which might be a good tactic, but isn't that much fun to play.

When deciding what the clue markers contain, it's a good idea to break them down like this:

- 1 clue marker should contain the goal of the scenario, or a major clue to it.
- 1–3 should contain bonuses to the Fate Pool.
- 1–2 should contain special pieces of equipment that can be used specifically to harm the monsters in a scenario (i.e., silver if the monsters have a silver allergy).
- 0–2 should contain something bad, such as forcing a figure to make a Terror Check.

These are just guidelines of course, and players should feel free to try a scenario with seven clue markers of which six force Terror Checks. Just be aware that the players might decide it is more prudent to let their opponent do the Investigating – and if they both decide that, well, it's going to be a slow game!

---

---

## STEP 5 – SPECIAL RULES

Special rules are there to bring more intrigue, narrative, and challenge to a given scenario, as well as to give purpose to some of the Attributes. For example, if the units are exploring the house of the aforementioned antiquities collector, perhaps all of the clue markers are inside sealed crates. So, figures must make a Melee Check to bust them open; but maybe figures with Combat Engineer automatically pass this Check, as they are used to this sort of thing and carry more appropriate tools. Or maybe your scenario features a rope bridge over a deep gorge that

tends to swing about in the wind. Any figure that activates on this bridge might have to make a Speed Check not to lose their footing, and thus be unable to move while they cling on for dear life. Of course, any figure that has Steady Legs could pass this roll automatically.

Special rules can also get more complicated. Perhaps there is an invisible monster that can only be seen if a figure is carrying a mirror. To facilitate this, you could have two different colour clue markers on the table. At first, players can only Investigate black ones, where they can potentially find mirrors. Then, a figure with a mirror can Investigate red ones, where they can potentially find the monster.

A few well-chosen special rules can really breathe life into a scenario, but don't get carried away. Players will only remember so many in the heat of battle. If the scenario includes a dozen special rules, you can guarantee that half of them will be forgotten. Pick a couple of really good ones and save the others for another scenario.

---

## STEP 6 - REWARDS

It is vitally important that the rewards for the scenario match the narrative. You can tell players that their mission is to recover the cursed red ruby, but unless that is reflected in the experience points, they probably won't bother. Experience points are how the players keep score, and their actions will be completely driven by them. Make the recovery of the ruby worth a couple of experience points, and they'll start fighting over it! As a rough guide, here are some suggested rewards:

- +2 experience points for achieving the main objective.
- +1-2 experience points for Investigating 30 – 50% of the clue markers.
- +1-2 experience points for killing major monsters.
- +2 experience points for inflicting at least three casualties on the enemy unit.

Using the above, you'll ensure that players Investigate the clues, fight over the objective, and do some damage to one another. On the other hand, it doesn't reward wiping out the enemy unit (which is not the purpose of special units).

Roughly, you want the winner of the scenario to gain 5-8 experience points and the loser to gain 3-6 experience points.

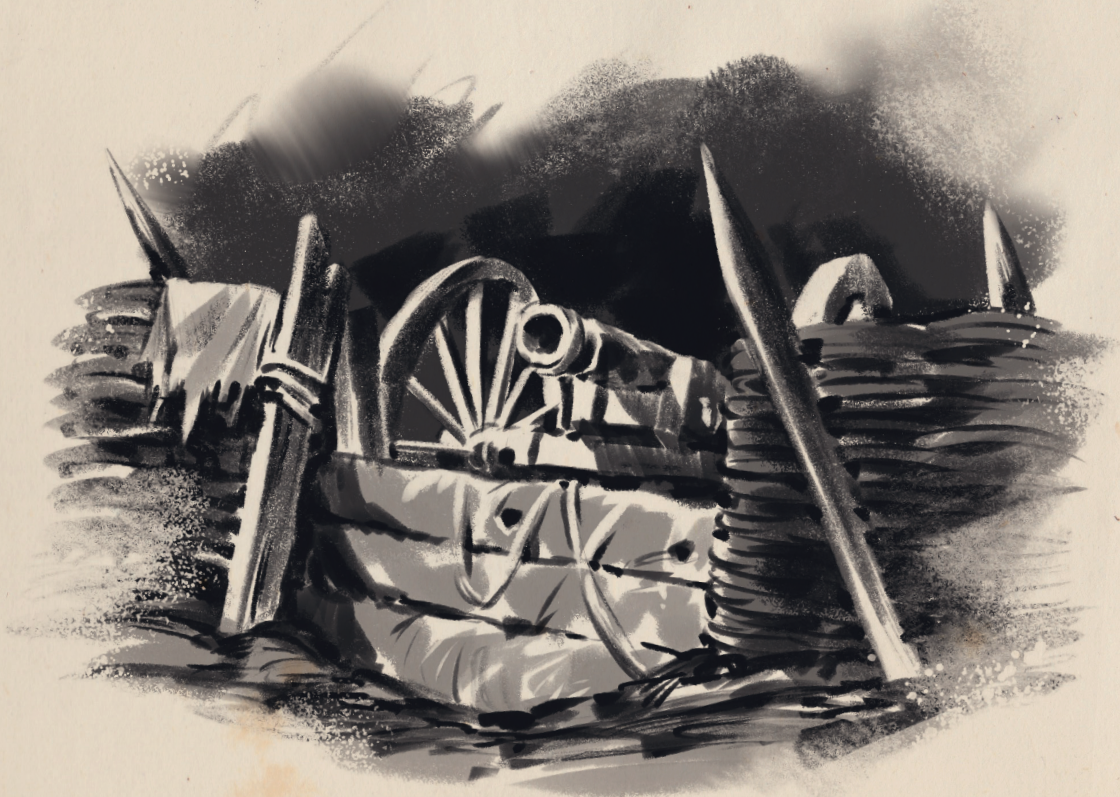
Feel free to tinker with this to match your narrative, but make sure not to over-emphasise any one aspect of the game.

You can, if you want, also include some special treasure that the unit gets to keep – a special weapon, a book of magic, or anything else that will have an ongoing effect. That's a nice little addition every once in a while, but use these rewards sparingly. This is not a world overflowing with 'magic items', and most of the soldiers should need to rely on their muskets and bayonets most of the time.

---

## STEP 7 – PLAY IT!

Once you've done all of the work, it's time to play the scenario. The first few times you design your own scenario, accept that there might be a few hiccups – a special rule you missed, or a problem you overlooked. If you hit a snag like this in the game, just have a quick conversation with your opponent on how to resolve it, and move on. You'll learn from it, and not make the same mistake the next time, but don't let such things spoil having a good time. In the fog of war, anything can happen; the mark of a good leader is in how they react!





## CHAPTER SIX

SOLO PLAY

---

Wargames are at their best when people come together in the spirit of fun competition or to build a shared narrative; however, that isn't always possible. Thankfully, it's possible to still enjoy this great hobby even when you're on your own. Most obviously, there is all of the painting, terrain-crafting, and scenario-creating that can be done to prepare for future games. Also, many players like writing up the story of their games so they have a record and an exciting narrative to share with others.

Sometimes though, you might want to play a game, but have no opponents around to face off against. In that case, it might be time to give solo wargaming a try. While the rules for *The Silver Bayonet* were written specifically for two or more people playing competitively, it takes only a few modifications and a bit of scenario construction to convert it into a satisfying solo experience.

This chapter gives all the rules modifications necessary to play *The Silver Bayonet* solo, as well as providing four scenarios to get you started.

*THE NARRATIVE*

Unlike competitive scenarios, the solo scenarios given here are not fought against an opposing specialist unit. Instead, they are fought exclusively against the creatures of the Harvestmen. These are the stories of the specialist units when they are alone, trying to complete their assigned mission, far from the enemy's prying eyes.

The rules and scenarios in this chapter should give the player a challenging tactical exercise, but this is actually secondary to creating a narrative. While creating a narrative is important in any game of *The Silver Bayonet*, this is doubly true in solo games. The more you get involved in the story of your unit, the more you'll share in their triumphs and defeats and the more fun you'll have. In fact, when at its best, solo gaming is less about 'playing a game' than it is 'controlling the actors in a story' and getting to watch it unfold on the tabletop.

## *CREATING A SPECIALIST UNIT*

The rules for creating a unit for solo play are identical to the ones presented in the Creating a Unit chapter. The player should still create an Officer and recruit soldiers using the normal rules. In fact, you can even use the same unit in both solo and competitive play, though you should discuss this with your gaming group beforehand, as you'll obviously gain more experience if you are playing solo games as well.

## *THE RULES*

For the most part, the rules for playing solo are the same as the rules for playing competitively. The exceptions are noted in the following sections.

---

### THE TURN

Turns in solo games are much shorter and only consist of three phases:

1. **Player Phase I** – During this phase, the player must activate half the members of their unit that are on the table, rounded down, with a minimum of one. So, if the player has seven figures on the table, three must be activated. If the player only has one figure, then one must activate. There is no other limitation as to which figures in the unit may be activated, and they may be activated in any order the player chooses.
2. **Monster Phase** – During this phase all of the monsters on the table activate and take actions in whatever order the player chooses.
3. **Player Phase II** – In this final phase, the player must activate all of the members of their unit that were not activated in Player Phase I.

---

---

## THE FATE POOL

Players have a much smaller Fate Pool in solo scenarios. First off, solo scenarios do not use Monster Dice. None are given at the start of a game, and none can be gained during a game, either. Additionally, the player starts the game with only two Fate Dice in total:

- 1 Skill Die
- 1 Power Die

---

---

## UNEXPECTED EVENTS AND ENCOUNTERS

Solo games do not use unexpected events or encounters, partly because there is no initiative phase to generate them, but mostly because they should be unnecessary in a well-constructed scenario. That said, if players want to add that extra level of chaos to their games, there is nothing stopping you.

And that's it for rules changes, everything else can be played using the rules found in the main rules section. The campaign rules can also be used exactly as presented.

One final note on solo rules. When you are playing solo, you are answerable to no one. Feel free to change the rules on the fly. If a monster makes a move that you think doesn't make sense, have the monster make the more logical move instead. If the scenario is proving too difficult, maybe skip a turn of rolling for enemy reinforcements. If it's proving too easy, maybe have an extra Wolf or two join the fight! Remember, the key is having fun. Never let the rules get in the way of that.

### ◆ COOPERATIVE PLAY ◆

It is also possible to play *The Silver Bayonet* cooperatively, meaning two players work together to take on the forces of the Harvestmen. In this case, you can still use the solo scenarios provided, but instead of the solo rules, use the rules listed here.

Playing in this style usually makes for quick, fun games! In cooperative games, the players have the advantage of having two Officers on their side, but this is offset by having slightly fewer recruitment points, a divided Fate Pool, and more restrictions on which figures can activate when.

### ◆ CREATING A SPECIALIST UNIT ◆

Each player should create an Officer in the normal fashion. However, each captain will have a starting recruitment points total of (40) instead of (100), which they can use to recruit up to three soldiers each, instead of the usual seven. Recruitment points can be increased in the normal fashion. It makes more sense if the Officers are of the same Nationality, but this is not required.

### ◆ THE TURN ◆

The players make an Initiative Check each turn. Then, they should follow the phases given in the solo rules above. The player that won the Initiative Check activates all their figures in Player Phase I. The other player will activate all their figures in Player Phase II.

### ◆ FATE POOL ◆

At the start of the game, each player may select either one Skill Die or one Power Die (both players can select the same die if they want). This single die is their starting Fate Pool for the game, though more can be gained in the normal ways. A player can only use their Fate Dice on rolls for the figures under their command, not those of their ally.

## *CREATING SCENARIOS*

The biggest challenge in solo gaming is creating the scenarios. This chapter includes four scenarios for solo play, which will hopefully give you some examples of the methods you can use to make fun, challenging solo games.

When creating a scenario, you'll want to follow the guidelines given at the end of the previous chapter, with just a couple of changes. First, you'll need a lot more monsters! Since there is no opposing unit to challenge you, it's all up to the monsters. Not only should you have monsters on the table at the beginning of the game, but you should also have more, or at least the possibility of more, showing up every turn. With monsters continuously appearing, it keeps the action moving and forces the player to try and achieve their objectives in a timely manner, rather than hunkering and trying to take out all the monsters first.

Unfortunately, there is no perfect formula for deciding how many monsters should be on the table or have a chance of appearing. It all depends on what the objectives of the scenario are. If they are simple, like getting to the other side of the table, there should probably be lots of monsters. If the objective is complex, like finding a key and using it to open an ancient doorway, while stuck in a room filled with choking green mist, you won't need as many monsters to make it challenging. In general, you probably want about one low-level monster (e.g. Revenant, Bandit, Dark Wolf) per soldier on the table at the start of the game, or you can replace a couple of them with a medium-level monster, or half of them with a high-level monster.

Most of the time, more low-level monsters actually makes for a more interesting game than a few big monsters, but variety is important! After that, it works best if another low-level monster enters the table every turn or two. This level of 'monsterage' should give the unit a good challenge. But again, be willing to adapt on the fly – or to playtest the scenario a time or two to see if the difficulty needs increasing or decreasing.

Remember, most of the tougher monsters are at least partially resistant to normal weapons, which can make them a challenge for a single unit. So, again, it's best to use them sparingly and focus on the more vulnerable monsters. Also, when creating Clue Marker Tables, make sure to include at least a couple results that give the unit the means to hurt any of those high-level monsters!

Finally, remember to keep the focus on the narrative. Since you are in complete control of these games, it is your chance to really build the narrative as you go along. Each scenario can connect directly to the one before it, and thus, by linking them together, you can see your unit through a really epic adventure!





## *SCENARIO 1: WOLF PACK*

Two weeks ago, a specialist unit was sent in search of a lost chapel, deep in the forest. They never returned. Now, your unit has been dispatched to find the missing unit, or to learn their fate, and to see if you can locate the lost chapel yourselves. If the missing unit is located, it is imperative that their orders be recovered, so that they don't fall into enemy hands.

Following the trail of the previous unit proved no trouble at all, as they left obvious tracks, and there has been little rain to wash them away. For three days, you follow their trail into the ever-deepening gloom of the dark woods. Then, near dusk on the third day, you come upon a scene of carnage. It appears you have found the missing unit; however, before you can confirm this, you hear a bone-tingling howl from nearby and suddenly bright eyes are staring at you from the shadows all around.

---



---

## SET-UP

This scenario should be played on a 2.5' x 2.5' table. The table should be densely crowded with trees, underbrush, and some rocks. Six clue markers should be placed, in a rough circle around the centre of the table. Two clue markers should be 8" away from the centre. Two clue markers should be 10" away from the centre. The final two clue markers should be 12" away from the centre. It doesn't matter which clue markers are which.

All the members of the specialist unit should be placed within 3" of the centre of the table. The player can choose the exact placement.

Place eight Dark Wolves (see [page 139](#)) on the table. These should be equally spaced around the edges of the table, with two Dark Wolves on each side, each one midway between one corner and the centre of that table edge.

---



---

## SPECIAL RULES

The unit has a simple goal in this scenario: locate the missing orders, then get off the table. Right before the Monster Phase in the first turn, select a random Dark Wolf that hasn't taken any damage so far. Replace that figure with a Werewolf (see [page 146](#)).

At the end of each turn, roll on the Wolf Pack Event Table and follow the instructions given.

The scenario continues until there are no unit members on the table.

WOLF PACK CLUE MARKER TABLE	
Card	Clue
Ace of Spades	Werewolf: Replace the clue marker with a Werewolf (see <a href="#">page 146</a> ).
King of Spades	Bag of Silver Shot: Treat all of the Investigating figure's Shooting Attacks as silver for the rest of the scenario.
Queen of Spades	Silver Knife: Treat all of the Investigating figure's Melee Attacks as silver for the rest of the scenario.
Jack of Spades	Silver Saint Medallion: All of the Investigating figure's Attacks count as silver for the rest of the scenario. Add one Power Die to your Fate Pool.
Ten of Spades	Ornate Silver Ramrod: Add one Skill Die to your Fate Pool.
Nine of Spades	The Missing Orders: The Investigating figure may pick them up without spending an action. If this figure is reduced to 0 Health, it drops the orders where it falls. Mark this spot on the table. Any other unit member may pick up the orders simply by ending a Move Action adjacent to them.

WOLF PACK EVENT TABLE	
Dro Roll	Event
1 – 3	More Wolves Arrive: Place two Dark Wolves (see <a href="#">page 139</a> ) in a random table corner.
4 – 7	Another Wolf Arrives: Place one Dark Wolf (see <a href="#">page 139</a> ) in the centre of a random table edge.
8	Nothing Happens: No Event.
9	Rain Starts to Fall: Maximum line of sight is reduced to 12" and all Shoot Attacks suffer a -1 modifier for the remainder of the scenario.
10	A Werewolf Arrives: Place one Werewolf (see <a href="#">page 146</a> ) in the centre of the table edge that would put it closest to a soldier. If this result has already been rolled this game, treat any subsequent rolls as no event.

---

## REWARDS

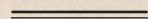
Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit Investigates three or more clue markers.
- +1 experience point if the unit kills five or more Dark Wolves.
- +1 experience point for each Werewolf killed by the unit.
- +2 experience points if at least four soldiers exit the table.
- +3 experience points if a soldier exits the table with the orders.



## SCENARIO 2: *THE RUINED CHAPEL*

Having escaped the wolves, you press on deeper into the forest, relying on a compass and a crude map to bring you to the lost chapel. As another day passed, the forest slowly grew denser, with the canopies of the ancient, gnarled trees merging together until they blocked out nearly all natural light. Finally, through the tenebrous shadows, you spy the ruins of a small, stone building, surrounded on every side by broken, tilted, and overgrown gravestones. According to your orders, you are to search the chapel and recover any items of interest; however, just as you are about to order the advance, you see figures shuffling around in the graveyard.

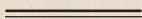


### SET-UP

This scenario should be played on a 2.5' x 2.5' table. In the centre of the table, place the ruins of a small chapel, approximately 6" x 6". Place six gravestones around the chapel in a rough circle. Each stone should be approximately 3" to 6" from the chapel. The rest of the table should be crowded with trees, underbrush, and a few rocks.

Place four clue markers inside the ruins, one in each corner. Place one Revenant (see [page 145](#)) next to each gravestone.

The player may place the members of their unit anywhere within 2" of any table edge. The members of the unit do not need to start near one another and can be divided between different table edges.



### SPECIAL RULES

Almost no sunlight reaches the forest floor here, even at midday. Due to the darkness, the maximum line of sight is 12" and Vampires suffer no penalties for being abroad during the day.

In order to Investigate a clue marker, a figure must be standing adjacent to the marker, spend an action (which can be the Move action), and then make a Check (TN8). Figures with

Combat Engineer pass this Check automatically. If the Check is passed, draw a card to see what the clue marker represents. Note that, for this scenario, there are five items on the clue marker table, but only four clue markers, so one result will not be used during the scenario.

At the end of each turn, place a new Revenant on the table adjacent to a random gravestone, at the point it would be closest to the chapel. At the end of Turn 1, place a Vampire (see [page 146](#)) in a random table corner. At the end of Turn 5, place another Vampire in another random table corner.

This scenario continues until there are no members of the unit still on the table.

THE RUINED CHAPEL CLUE MARKER TABLE	
Card	Clue
Ace of Spades	Strange Candelabra: The Investigating figure may pick up the candelabra without spending an action. If this figure is reduced to 0 Health, it drops the candelabra where it falls. Mark this spot on the table. Any other unit member may pick up the candelabra simply by ending a Move action adjacent to it. While carrying the candelabra, all of the figure's attacks count as blessed.
King of Spades	Bag of Silver Shot: Treat all of the Investigating figure's Shooting Attacks as silver for the rest of the scenario.
Queen of Spades	Silver Knife: Treat all of the Investigating figure's Melee Attacks as silver for the rest of the scenario.
Jack of Spades	Small Icon: Add one Power Die to your Fate Pool.
Ten of Spades	Jewel-Encrusted Silver Cross: The Investigating figure may pick up the cross without spending an action. If this figure is reduced to 0 Health, it drops the cross where it falls. Mark this spot on the table. Any other unit member may pick up the cross simply by ending a Move action adjacent to it. While carrying the cross, all of the figure's attacks count as blessed. The silver cross counts as a holy symbol.

## REWARDS

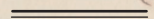
Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit Investigates three or more clue markers.
- +1 experience point if the unit kills five or more Revenants.
- +1 experience point for each Vampire killed by the unit.
- +1 experience point if at least four soldiers exit the table.
- +2 experience points if a soldier exits the table carrying the silver cross.
- +2 experience points if a soldier exits the table carrying the candelabra.



## SCENARIO 3: THE TROLL HUNTS

Having secured the treasures of the chapel, you began the long march back to friendly territory. However, before you even make it to the edge of the forest, you start to feel eyes watching you. It is with great trepidation that you eventually call a halt for the night. Posting a double watch, you just hope you can get some sleep and escape this accursed forest on the morrow.



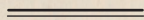
### SET-UP

This scenario is played on a 2' x 2' table. Place a small campfire in the centre of the table. The table should be mostly clear within 6" of this fire. The rest of the table should be heavily covered in trees, underbrush, and scattered rocks.

Place four clue markers on the table so that they form a cross around the centre of the table, with each clue marker being 10" from the campfire.

Randomly select two members of your unit. These figures may be placed anywhere on the table within 5" of the campfire. All the other unit members should be placed within 3" of the campfire and should be placed either on their side, or somehow otherwise marked as sleeping.

After all the unit members are placed on the table, place two Goblins (see [page 141](#)) adjacent to two randomly determined clue markers. Place two additional Goblins in randomly determined table corners.



### SPECIAL RULES

Except for the two sentries, all of the soldiers start asleep. Whenever these figures activate, have them make a Courage Check (TN16), but also add the turn number as a modifier. So, on the first turn, they'll add +1, on the second turn they'll add +2, etc. If the figure fails, it remains asleep and may take no actions. If it succeeds, it is no longer asleep. It immediately gains two fatigue tokens (or the maximum it can normally have) but may take actions as

normal. The fatigue tokens go away at the end of the turn as normal.

If a creature moves into contact with a figure that is asleep, it wakes up automatically, but still gains the two fatigue tokens (which are added before any Attack Checks are made).

At the end of turns 1, 2, and 4 place another Goblin (see [page 141](#)) on the table at the centre point of a random table edge. At the end of turn 3, place a Troll (see [page 145](#)) at the centre point of a random table edge.

This scenario continues until there are either no soldiers, or no monsters, left on the table. Soldiers may not exit the table until after turn 5.

THE TROLL HUNTS CLUE MARKER TABLE	
Card	Clue
Ace of Spades	Ideal Firewood: All the Investigating figure's Melee Attacks count as fire for the rest of the game.
King of Spades	Ideal Firewood: All the Investigating figure's Melee Attacks count as fire for the rest of the game.
Queen of Spades	Bag of Iron Nails: All the Investigating figure's Shooting Attacks count as cold iron for the rest of the game.
Jack of Spades	Small Gold Ring: Add your choice of either one Power Die or one Skill Die to your Fate Pool.

---

## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit Investigates three or more clue markers.
- +1 experience point if the unit kills three or more Goblins.
- +2 experience point if the unit kills the Troll.
- +1 experience point if at least two soldiers either exit the table or are left on the table at the end of the scenario.
- +1 experience point if at least four soldiers either exit the table or are left on the table at the end of the scenario (cumulative with the previous rewards).
- +1 experience point if at least six soldiers either exit the table or are left on the table at the end of the scenario (cumulative with the previous rewards).

## SCENARIO 4: THE LAST MILE

Still carrying the treasures from the chapel, you have finally exited the forest into a boggy lowland. Although it has been a struggle through the often-trackless expanse, you know that you're almost home. There should be a river just ahead, and if you can make it across that, you'll be near safety.

---

### SET-UP

This scenario is played on a 2.5' x 2.5' table. One table edge should be designated as the player edge. The opposite edge is the exit edge. A river, approximately 6" wide, should run parallel to the exit edge, about 6" in from it. Place a bridge across the centre of the river. Mark a small ford, 8" away from the bridge (it doesn't matter on which side). The rest of the table should feature some hills, boggy pools, rocks, and low shrubs. Five clue markers should run in a rough line, parallel to the player edge, down the centre of the table.

Place six Bandits (see [page 137](#)) on the table: two on the bridge, one in front of the ford, and three adjacent to random clue markers.

---

### SPECIAL RULES

Before the game, the player should designate two members of their unit as carrying the treasures from the chapel. If these figures are reduced to 0 Health during the scenario, place a marker where they fall. Any other member of the unit can pick up the treasure they were carrying by ending a Move action adjacent to the marker. Getting these treasures off the opposite edge of the table is the primary goal of this scenario.

The river is extremely fast moving and can only be crossed at either the bridge or the ford. A figure that moves onto the ford, or activates on the ford, must make an immediate Speed Check (TN12). If the figure fails, its activation ends immediately, and it takes 1 point of damage.

At the end of turn 2, place a Black Dog (see [page 138](#)) directly in front of the bridge. Then randomly determine one soldier, roll a die, and Move the Black Dog that many inches directly towards the specified soldier. If this would Move the Black Dog into contact with – or overshoot – the figure, place the Black Dog 1” short of the figure. The Black Dog will activate as normal during the turn. Repeat this process at the end of each turn.

At the end of each turn, roll a die. On a 7+, place one Bandit in a random corner of the exit edge.

THE LAST MILE CLUE MARKER TABLE	
Card	Clue
Ace of Spades	Tattered Book of Prayer: All the Investigating figure's Attacks count as blessed for the rest of the game.
King of Spades	Strange, Rune-Covered Knife: All the Investigating figure's Melee Attacks count as enchanted for the rest of the game.
Queen of Spades	Sack of Mouldy Bread: No effect.
Jack of Spades	Strange Ring: The ring contains an unidentifiable jewel. All the Investigating figure's Attacks count as enchanted for the rest of the game.
Ten of Spades	Tarnished Military Medal: Add your choice of one Power Die or one Skill Die to your Fate Pool.

---

## REWARDS

Units receive the following bonus experience points for this scenario:

- +1 experience point if the unit Investigates three or more clue markers.
- +1 experience point if the unit kills five or more Bandits.
- +1 experience point if the unit wounds the Black Dog.
- +1 experience point if the unit kills the Black Dog (cumulative with the previous reward).
- +1 experience point if three or more soldiers exit the table off the exit edge.
- +2 experience points for each figure carrying a treasure from the chapel that exits off the exit edge.



## CHAPTER SEVEN

# BESTIARY

This chapter contains all the information and stats for the monsters found in the scenarios, plus a few extras that appear on the Unexpected Encounter Table or that can be used to create your own scenarios. Each monster stat line also includes an entry for experience points, which suggests the number of bonus experience points that should be awarded for defeating the monster. This is already included in the rewards for all the scenarios given in this book, but is included for players who want to construct their own scenarios.

## MONSTER LIST

Note that monsters listed with no equipment are still treated as attacking with a hand weapon to represent their natural weapons, such as claws or teeth.

## BANDIT

Some creatures of darkness employ humans as guards, helpers, or just extra muscle. These are often deserters, criminals, and thieves. Whatever their background, they tend to be unscrupulous, uncaring, and generally beyond redemption.

BANDIT						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+0	+0	12	+0	10	0 or 1
Attributes: None						
Equipment: Musket, Cartridge Box						



## CULTIST

While mysterious cults have always been part of the European underworld, the horrors of war seem to have swelled their numbers and emboldened their activities. While most cultists have no particular combat training, they make up for it with fearlessness and fanatical zeal.

CULTIST						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+0	+0	13	+4	10	0 or 1
Attributes: Indefatigable						
Equipment: Hand Weapon						

## DARK WOLF

Much of the evil reputation of wolves comes from a small subset who have been tainted by corrupting magic. These 'Dark Wolves' are much more aggressive than their untainted cousins and will happily attack humans given the opportunity. Dark Wolves are often found running with Werewolves, or in service to other evil powers such as Vampires.

DARK WOLF						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
8	+1	+0	12	+0	8	0 or 1
Attributes: None						
Equipment: None						









## LIVING ARMOUR

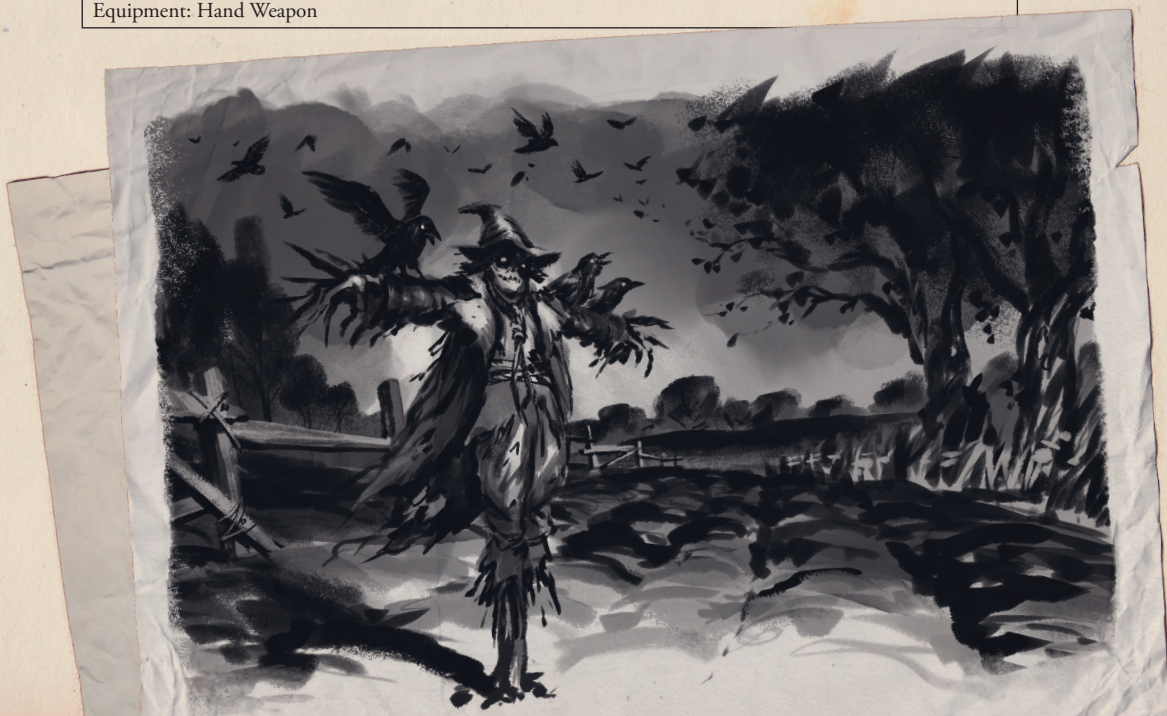
Although extremely rare, it is apparently possible to enchant a full suit of armour and command it to guard specific locations. While slow, these creations are incredibly tough, and capable of hitting with significant force.

LIVING ARMOUR						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
5	+2	+0	14	+0	14	2
Attributes: Allergy to Blessed and Enchanted, Indefatigable, Indestructible						
Equipment: Heavy Weapon						

## LIVING SCARECROW

Whenever a sky battle occurs, it is not uncommon for local scarecrows to come to life, pull themselves down from their stakes, and go hunting for the living. Whilst probably an accidental creation, these creatures nevertheless spread fear through the countryside. While not overly tough, they are functionally immune to most weapons except fire.

LIVING SCARECROW						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
5	+1	+0	13	+0	10	1
Attributes: Allergy to Fire, Damage Reduction (8)						
Equipment: Hand Weapon						



PIXIE

Of all of the small-winged fairies, Pixies are the most frequently encountered. They are also the most mischievous, mean-spirited, and potentially dangerous. While they are incapable of doing much direct damage to a creature the size of a human, the distraction they cause – and their ability to stop firearms from working – make them very unwelcome guests on a battlefield.

PIXIE						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+0	+0	18	+0	1	1
Attributes: Inimical to Technology, Irritant, Flying						
Equipment: None						

POSSESSED

As the war spread, it saw a proliferation of doomsday cults, many of which turned to Demon worship. A few foolish members of these cults are willing to invite Demons into their own bodies, trading their souls for earthly power.

POSSESSED						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+2	+0	12	+3	14	2
Attributes: Allergy to Blessed, Damage Reduction (2), Demonic Fire, Strong, Weakened by Faith						
Equipment: Heavy Weapon						









## CREATING YOUR OWN MONSTERS

While there are plenty of monsters listed here to get you started, it should not be seen as an exhaustive list. Perhaps you've got a really cool monster miniature you really want to use in a game, or maybe you'd like to create a scenario based around a folkloric creature not listed here – that's great, go for it! Creating monsters is a relatively simple affair.

The easiest way to go about it is to pick the monster listed here that is closest to the one you are imagining. Say you want to create a Mummy. Maybe start with the stats for a Hobgoblin. Then, just go through the stats, one by one, deciding if your monster should be better or worse than the one selected. Is the Mummy slower than the Hobgoblin? Is it a better fighter? Better armoured? In each case, these changes should probably be small. Remember that a +1 or -1 to a stat is a big deal in this game!

The most important part is deciding what Attributes to give the creature, as this will really define it in the game. Probably the most important Attribute is whether or not the monster is Indestructible or has Damage Reduction of more than 1 or 2. If it does, you'll need to give it at least one Allergy, or there will be no way for the units to fight against it. Once you have that in place, you can decide what other Attributes it should have, simply by reading down the Attribute list and picking those that seem appropriate. So, for our Mummy, we could give it a high Damage Reduction – say 5 – but give it an Allergy to Fire. We should probably also make it Strong.

Finally, if there is some kind of special ability you think the monster should have, but for which there is no corresponding Attribute, simply make up your own! There is an infinite variety of potential Attributes, so feel free to let your imagination run wild.

At the end of the day, if both units are going to be facing off against the monster, it doesn't really matter what kind of stats or abilities it has, as these affect both of the players equally. That said, don't make the monster so powerful that it can just tear an entire unit to pieces, as this likely won't prove fun for either player and will lead to a very slow game where neither side wants to be the first to engage the monster.

## CHAPTER EIGHT

# ATTRIBUTES

---

### ALLERGY TO X

If a figure also has the Indestructible or Damage Reduction Attribute, then those Attributes do not apply to any attack made with the Allergy. So, a figure that is Indestructible and has an Allergy to silver, takes normal damage from attacks made with silver. In theory, a figure can be allergic to anything, but the most common Allergies for the game are blessed weapons, cold iron, enchanted weapons, fire, silver, and salt.

### ARTILLERIST(O)

The figure is skilled in the use of artillery pieces. To employ an artillery piece, at least one figure with this Attribute must be within 1" of it. Specific uses of this Attribute will be noted in a given scenario.

### CHILLING TOUCH

When making a Melee Attack, the figure ignores any armour worn by its target and does an additional +1 damage.

### COMBAT ENGINEER(O)

The figure is skilled in the construction and demolition of battlefield structures, such as bridges and fortifications. This includes knowledge of how to employ gunpowder as an explosive. Specific uses of this Attribute will be noted in a given scenario.

### COMBAT RIDER(O)

This figure is trained to fight while mounted on a horse. (See the full rules for Cavalry on [page 65](#)).

### DAMAGE REDUCTION(X)

Whenever the figure takes damage, the amount of damage is reduced by X, to a minimum of 0. Damage Reduction does not apply to attacks to which the figure is Allergic.

### DEMONIC FIRE

This figure is capable of making Shooting Attacks at a range of up to 12". These attacks are enchanted and cause +2 damage. Demonic Fire does not require Reloading.

### ETHEREAL

This figure can see and move through terrain as though it is not there, and never suffers any Speed penalties for moving over difficult ground, through obstacles, or for climbing.

### EXPERT CLIMBER(O)

The figure is a skilled climber, either due to natural abilities or significant amounts of practice. The figure may climb at its normal rate of movement (so 1" of climbing equals 1" of movement).



### FLYING

This figure can fly, either by natural or supernatural means. This figure may Move over or up any terrain without any movement penalty.

### GREAT FAITH(O)

This figure has an extremely strong faith in a higher power that sometimes allows it to damage creatures that would otherwise be immune to their weapons. This figure's weapons always count as blessed.

### HARD TO PUT DOWN(O)

If a Fate Die is used to negate damage to this figure, the player may roll the die twice and choose which result to take.

### HYPNOTIC

Any opponent that attempts to make a Move to Attack against this figure must first make a Courage Check (TN12). If the Check is failed, the opponent still makes the Move, but does not make a Melee Check. This figure is still allowed to Strike Back or Back Off, as usual.

### INIMICAL TO TECHNOLOGY

Any attempt to use technology within 6" of this creature fails. In game terms, this includes all firearms and artillery, so all figures making Shoot Checks within 6" automatically miss their target.

### INSPIRING(O)

All allied figures within 6" and line of sight of this figure receive +1 to all Courage Checks. This does not include the figure with Inspiring. A figure may never receive more than +1 to Courage Checks from Inspiring, even if they are within range of multiple figures with the Attribute.

### INDEFATIGABLE(O)

This figure may never be given more than one fatigue token. Any effect that would normally give it a second should be ignored.

### INDESTRUCTIBLE

This figure is immune to all damage from any source, unless it comes from a source to which it has an Allergy.

### IRRITANT

This figure will never attack. If it moves into contact with an enemy figure, give the enemy figure a fatigue token, but move the creature 1" directly back. If attacked, this creature will always Back Off.

### LARGE

This figure is so big that it is an easy target. All Shooting Checks made against it are at +1.

### MASTER OF COVER(O)

This figure is skilled at taking advantage of any little bit of cover it can find. If an enemy figure makes a Shooting Attack at this figure, and this figure is in cover, the penalty for the target being in cover is -2 instead of -1.

### MEDIC(O)

This figure is skilled in battlefield medicine. If this figure activates within 1" of a friendly figure and does not move, it may spend its action to heal that figure. The figure automatically gains back 2 points of Health. This ability may not be used on the same figure two turns in a row. Additionally, if any member of the unit is reduced to exactly 0 Health (not to -1 or less), then that figure should be laid on its side and left on the table. If a Medic reaches that figure, it may heal it like any other figure. If an enemy figure moves into contact with a figure on its side, it is removed from the table.

## MIRACLES

A figure with this Attribute may spend an action to call upon a higher power for miraculous intervention. The figure must make a Courage Check (TN10). If the Check is successful, they may choose one of the Miracles listed below and apply its effects immediately. If the Check is failed, the action is lost and nothing happens. Either way, the figure suffers 1 point of damage from the strain of performing the Miracle.

- Healing – a figure within 8" and line of sight of the figure regains up to 3 points of Health. A figure may not use this Miracle on themselves.
- Courage – a figure within 8" and line of sight of the figure gains +1 Courage for the rest of the game.
- Bless Weapon – a figure within 8" and line of sight of the figure immediately has one of their weapons count as blessed for the rest of the game.

## MONSTER EXPERT

If a figure with Monster Expert is part of a unit, the player may add one extra Monster Die to their Fate Pool at the start of each game. Only one extra Monster Die may be gained in this way, no matter how many figures with Monster Expert are part of a unit.

## NIMBLE(O)

This figure is skilled at moving quickly through difficult terrain. It suffers no movement penalties for moving through difficult ground.

## QUICK HEALING

This figure regains up to 2 points of Health every time it activates, up to it's starting value.

## QUICK LOAD(O)

In an emergency, this figure is practiced at loading a weapon extremely quickly. This figure may fire an unloaded weapon, but suffers -2 on the Shooting Attack. Additionally, the shooter suffers a critical failure on a roll of 2-4.

**RAGE**

The figure has difficulty restraining itself from charging the nearest enemy. When it activates, if it wishes to do anything other than Move towards or Move to Attack the closest enemy figure, it must first make a Courage Check (TN14). If it succeeds, it may take its actions normally. If it fails, it must Move towards or Move to Attack the closest enemy figure.

**ROCK HURLER**

This figure always counts as armed with a loaded projectile weapon, as it can pick up just about any object and hurl it with enough force to do significant damage. Damage from a hurled rock is equal to the Power Die. The maximum range is 12".

**SOUL SHEAR**

If this figure damages another figure in a Melee Attack, the damaged figure must make a Terror Check with the modifier equal to the damage taken. So, if a figure suffers 4 damage from a figure with Soul Shear, it must make a Terror Check -4.





## SPELLS

A figure with this Attribute may spend an action to call upon its supernatural knowledge to try and bend reality in some helpful way. The figure must make a Courage Check (TN10). If the Check is successful, they may choose one of the Spells listed below and apply its effects immediately. If the Check is failed, the action is lost and nothing happens. Either way, the figure suffers 1 point of damage from the strain of performing the Spell.

- **Curse** – select a figure within line of sight. The figure must make an immediate Courage Check (TN18) or suffer -1 to all die rolls for the rest of the game. A second casting can increase this to -2, but this is the maximum penalty any figure can receive from this Spell.
- **Manipulate** – the player may convert one die in their Fate Pool to another type of die. So, a Power Die could be changed to a Skill Die or Monster Die, etc.
- **Enchant Weapon** – a figure within 8" and line of sight of this figure immediately has one of their weapons count as enchanted for the rest of the game.

**SUPERNATURAL VETERAN(O)**

This figure has fought and survived many fights against the forces of darkness and has learned how to properly prepare. If this figure is a soldier, it may select two items from the Special Armoury list, instead of the usual one item. If it is an Officer, it may select three items from the Special Armoury list. This does not increase the figure's overall equipment capacity.

**SKINSHIFT**

This figure has the ability to change its form from human to something else. To change, the figure must spend an action and pass a Courage Check (TN14). Alternatively, if the figure ever takes damage, it may optionally attempt the Courage Check without spending an action. If the Courage Check succeeds, the figure should be exchanged for one representing its other form.

Skinshifting back into a human follows exactly the same rules, except that the figure may not make a free attempt when it takes damage.

**STEADY LEGS(O)**

This figure is used to moving and fighting on unsteady platforms, such as the deck of a ship. This figure receives +2 to any Check to avoid falling. Additionally, it never suffers any penalty for fighting on or shooting from an unsteady platform.

**STRONG(O)**

This figure does +1 damage whenever it hits with a Melee Attack.

**UNFLAPPABLE(O)**

This figure has an internal strength that sometimes allows it to face the most horrific of dangers. Any time this figure fails a Courage Check (including Terror Checks) the player may spend any die from the Fate Pool to have the figure pass automatically (or to get a No Effect for a Terror Check).

**TACTICIAN(O)**

Austria and Prussia only. If a figure with Tactician is part of a unit, the player may add one extra Skill Die to their Fate Pool at the start of each game. Only one extra Skill Die may be gained in this way, no matter how many figures with Tactician are part of a unit.

**VERY STRONG**

This figure does +2 damage whenever it hits with a Melee Attack.

**WEAKENED BY FAITH**

If this figure makes a Melee Attack against a figure with a holy symbol, then it suffers a -3 to its Melee Check.



# UNIT SHEET

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

NAME				TYPE	TIER	XP
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
Attributes :						
Equipment :						

# THE SILVER BAYONET

OFFICIAL MINIATURES AVAILABLE FROM

*Nick Eyre's*  
**NORTH STAR**  
*Military Figures*

[WWW.NORTHSTARFIGURES.COM](http://WWW.NORTHSTARFIGURES.COM)

