

**HUMAN HEAD STUDIOS PRESENTS:**

# Dracula's Revenge™

## The Halloween Special Scenarios Part Two

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**Original Concept and Rules:** Matt Forbeck



September 13th, 1898-

The hand of Dracula has been made clear these past two weeks. There can be no doubt that we face the terrible fiend and his minions. I only hope that we can determine his dark plan before it comes to fruition...

### Overview:

Welcome to the free Halloween Special Scenarios for Dracula's Revenge! This is the second of two free collections of scenarios for the Halloween season written by game designer Seth Johnson. These scenarios should be played in order and introduce some new play styles for the Dracula's Revenge game. They are also an introduction to two new rules concepts for the game.

We hope you enjoy these scenarios and that they give you additional enjoyment out of the Dracula's Revenge game.

### New Rules:

#### HOLY GROUND-

This consecrated ground cannot be entered by creatures designated as evil (see the upcoming rules for *Frankenstein's Children*).

#### TAINTED GROUND-

This desecrated ground has unique powers that prevent characters designated as good from entering (again, check out the upcoming rules for *Frankenstein's Children*).

All Hunters are considered good creatures for purposes of this rule.

All Vampires are considered evil creatures for purposes of this rule.

Minions are considered neither good nor evil for purposes of this rule.



**GOTHICA**

# Dracula's Revenge™

## Halloween Special Scenario #4

### Overview:

September 13th, 1898

I was having dinner with my old friend Arthur at the Albany when Father Kent and the Elphinstone sisters came with the news that Arthur's protegee Manders has been taken. The monsters made no effort to hide their trail, and it's obviously a trap. Only a careful step will take us safely into the heart of darkness and allow us to return...

### SETUP:

#### Hunters

**Force:** Van Helsing, 2 Crossbow, 2 Stakers, 1 Priest (30 Points)

**Starting Point:** One Staker begins at the top of the map behind a locked door that can only be opened from the opposite side. All other hunters enter the map at the bottom center.

**Goal:** Hunters receive points equal to each vampire killed. If the Staker is released, they receive 5 bonus points. If the freed Staker and Van Helsing both exit via the thunnel at the bottom of the map within 12 rounds, the hunters receive 20 bonus points.

#### Vampires

**Force:** Dracula, 2 Vampiresses, 2 Nosferatu, 2 She-Wolves (48 Points)

**Starting Point:** Dracula begins outside the Staker's cell. All other vampires are placed one per tile on each of the starred tiles on the map. Vampires may not leave the horizontal row on which they begin the game until the door to the Staker's cell has been opened. No vampire may enter the cell until the door is opened by a Hunter. Dracula may otherwise roam freely through out the map during the scenario.

**Goal:** Vampires receive points equal to each hunter killed. If the Staker remains in his cell at the end of teh scenario, the vampires receive 10 bonus points.



**Victory Conditions:** At the end of 12 turns, the scenario ends and points are totalled. The player with the highest number of points wins the game.

# Dracula's Revenge™

## Halloween Special Scenario #5

### Overview:

September 17th, 1898-

Manders has reported that were we all killed he was to be brought to some sort of complex the creatures have constructed beneath a warehouse near Scotland Yard. There Dracula holds his prisoners until the time they are required to sate his bloody appetite. Florizel, Godall, Hammersmith and the others we thought dead may be merely captives. There is no time to call the others. Manders and I go to rescue our compatriots...

### SETUP:

#### Hunters

**Force:** Van Helsing, 2 Priests, 3 Crossbows, 2 Stakers (40 Points)

**Starting Point:** Van Helsing and one Staker enter the board at the bottom center. All other hunters are imprisoned where indicated behind doors that can only be opened from the outside. When freed, these characters must enter the map from off board immediately (this is an interrupt action).

**Goal:** Hunters received points equal to each vampire killed. They receive 5 bonus points for each cell opened.

#### Vampires

**Force:** 1 Vampiress, 2 Nosferatu, 4 She Wolves (36 Points)

**Starting Point:** All vampires enter via the tunnels at the top of the map. 12 points of vampires may enter the map each turn, beginning with the first until all the vampires have arrived.

**Goal:** Vampires receive points for each hunter killed. They receive 5 bonus points for each hunter still trapped in a cell at the end of the scenario. If a vampire frees a hunter from a cell, the vampires receive no points for killing that hunter.

### The Black Museum

Vampire Start Zones



Hunter Start

Written by Seth Johnson

GOTHICA

**Victory Conditions:** At the end of 12 turns, the scenario ends and points are totalled. The player with the highest number of points wins the game.

# Dracula's Revenge™

## Halloween Special Scenario #6

### Overview:

September 20th, 1898

At last the time has come. We have tracked the beast to his den and our assembled forces go to confront him. I know not if there will be another entry in this journal, so I close with what I have heretofore guarded even in my thoughts: even if Dracula falls at last the danger is not over. The Book of Gothica speaks of the time to come, its pages awash with rust colored scrawling. You who finds this journal, who reads these pages, heed my words and prepare yourself, or the time of the living will come to its end...

### SETUP:

#### Hunters

**Force:** Van Helsing, 4 Stakers, 4 Crossbows, 2 Priests (48 Points)

**Starting Point:** All hunters enter the map via the tunnel at the bottom.

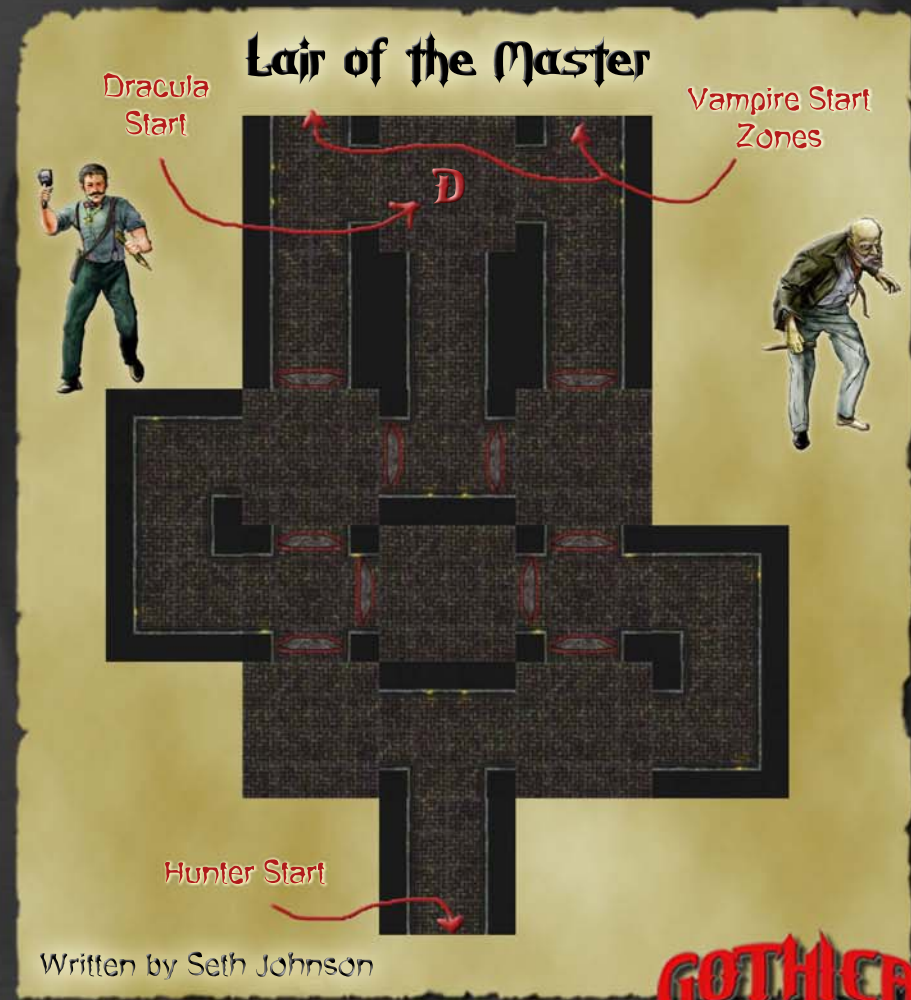
**Goal:** Hunters receive points equal to each vampire killed.

#### Vampires

**Force:** Dracula, 3 Vampiresses, 2 Nosferatu, 3 She-Wolves (60 Points)

**Starting Point:** Dracula starts in his lair at the top center of the map. He may not exit until a minion comes to the lair and Dracula feeds upon them. All other vampires enter through the tunnels at the top of the map.

**Goal:** Vampires receive points equal to each hunter killed.



**Victory Conditions:** The scenario continues until one side is eliminated, after which points are totaled. Note that the vampires may eliminate the hunters yet lose the scenario when the score is tallied.