

HUMAN HEAD STUDIOS PRESENTS:

Dracula's Revenge™

The Halloween Special Scenarios Part One

Produced By:
Human Head Studios, Inc.

Visit Us At:
www.humanheadgames.com

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www.greenronin.com

Credits:

Scenarios Written By: Seth Johnson

Graphic Design By: Timothy Gerritsen

Character Art: Keith Nelson

Maps: Tim Bowman and Timothy Gerritsen

Original Concept and Rules: Matt Forbeck



September 1st, 1898-

I suspect that my efforts to vanquish my old nemesis have ended in failure. The signs are all around me and impossible to ignore. It is clear that the influence of darkness again threatens London, and the signs all point to Count Dracula. I must contact Mina and Jonathan to warn them of the danger. Perhaps together we can recruit followers to put and end to this madness once and for all...

Overview:

Welcome to the free Halloween Special Scenarios for Dracula's Revenge! This is the first 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 and introduce 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.



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Dracula's Revenge™

Halloween Special Scenario #1

Overview:

September 5th, 1898-

The lamplighters refuse to walk the East End since the police discovered the fifth body. Even the streetwalkers huddle together in corners, fearful of the wild dogs said to be haunting the shadows off the high street. Tonight Daniel and Carnahan have taken a pair of new recruits to the cause on a patrol through the alleys. I hope to meet them at midnight in the square in front of Matfelon Church...

SETUP:

Hunters

Force: 2 Stakers, 2 Crossbowmen (12 Points)

Starting Point: Upper Left Corner of the Board

Goal: Hunters receive points equal to each vampire killed, and to each hunter who leaves the area by entering the holy ground. Hunters who leave the area may not return.

Vampires

Force: 3 She-Wolves (12 Points)

Starting Point: Alley at right middle of board.

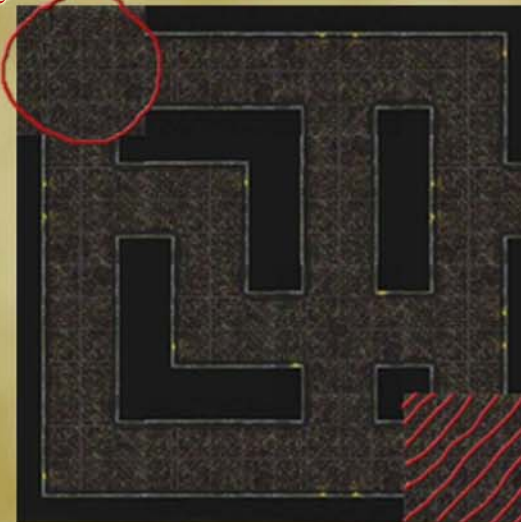
Goal: Vampires receive points equal to each hunter killed.

Note: Vampires may NOT enter the holy ground.



Cobblestones and Claws

Hunter Start



Vampire Start

Holy Ground

Written by Seth Johnson

GOTHICA



Victory Conditions: The player with the highest number of points wins the game.

Dracula's Revenge™

Halloween Special Scenario #2

Overview:

September 6th, 1898-

The creatures of darkness have multiplied in the years since I last faced them, and now they answer the summons of their master. They move through the tunnels beneath the streets, and through the catacombs beneath Matfelon. We go to help the brave priests attempting to stem the rising tide of darkness...

SETUP:

Hunters

Force: 2 Priests (12 Points)

Each round, the hunters may add four points of new hunters to their force in the starting point. These points accrue from round to round and may be saved to add more expensive hunters. The additional hunters may only be selected from those available (that is there may only be a maximum of two priests on the board at a time, or one Van Helsing.) Hunters that have been killed or mesmerized may be replaced by spending points.

Starting Point: Anywhere on the Holy Ground.

Goal: Hunters receive points equal to each vampire killed.

Vampires

Force: 1 Nosferatu, 2 She-Wolves (14 Points)

Each round, the vampires may bring four points of new vampires onto the board. These points accrue from round to round and may be saved to add more expensive vampires. The additional vampires may only be selected from those available. Dracula and Minions may not be purchased with these points.

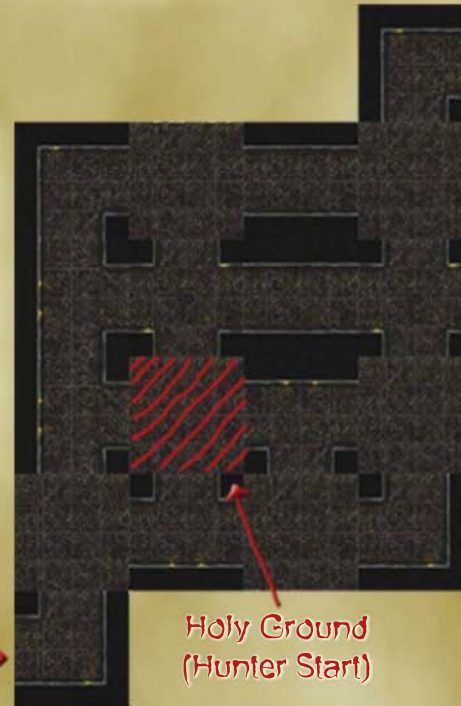
Starting Point: All vampires enter from off the board in the upper right.

Goal: Vampires receive points equal to each hunter killed and each vampire that exits the tunnel in the lower left.

Note: Vampires who exit the board may not return.

Tide of Darkness

Written by Seth Johnson



Vampire Start

Holy Ground
(Hunter Start)

Vampire Exit

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Victory Conditions: This scenario continues for 10 turns, after which points are totaled. The player with the highest total wins.

Dracula's Revenge™

Halloween Special Scenario #3

Overview:

September 10th, 1898-

Stuart, Sullivan, Fallentin- all fallen in this bloody battle. Flanagan lives, but is in thrall to the darkness. I have locked him in a supply room here in our sanctuary beneath the Reform Club. He is on the far side of the basement, but I can still hear him throwing himself at the ironclad door, howling until his throat is raw. I fear he may be calling for rescue. I fear I may soon be required to kill my friend...

SETUP:

Hunters

Force: Van Helsing, 1 Priest, 1 Crossbow, 2 Stakers (26 Points)

Starting Point: Van Helsing Starts in his office. The other hunters start in the central large room.

Goal: Hunters receive points equal to each vampire killed. If the Minion has not escaped his cell at the end of the scenario, they receive 15 bonus points.

Vampires

Force: 1 Vampiress, 1 Nosferatu, 3 She-Wolves 1 Minion (26 points)

Starting Point: The minion begins in the room at the lower left corner of the map. The doors to the room may only be opened by a character outside the room. All other vampire characters begin the game off the map in the upper left corner.

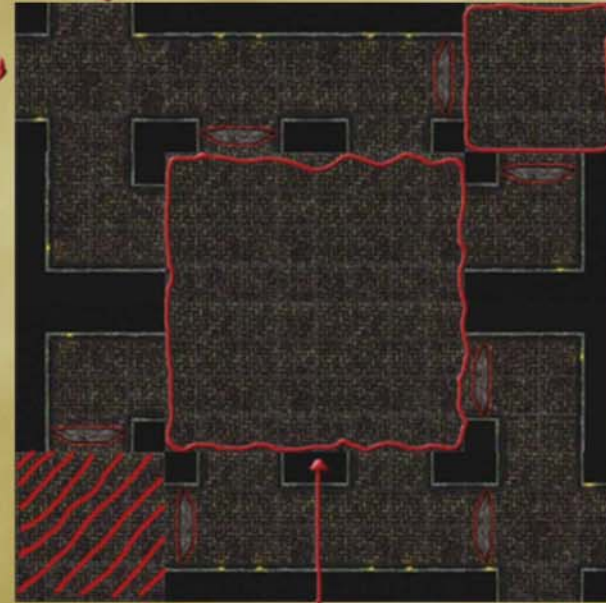
Goal: Vampires receive points equal to each hunter killed. If the Minion is released and leaves the board via any exit (upper left or lower right), the vampire receives 10 points.

Note: Vampires who exit the board may not return.

Sangfroid

Vampire Entrance & Exits

Van Helsing Start



Minion Cell

Hunter Start

Vampire Exits

Written by Seth Johnson

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Victory Conditions: This scenario continues for 10 turns, after which points are totaled. The player with the highest total wins.

Frankenstein's Children™

Coming From:



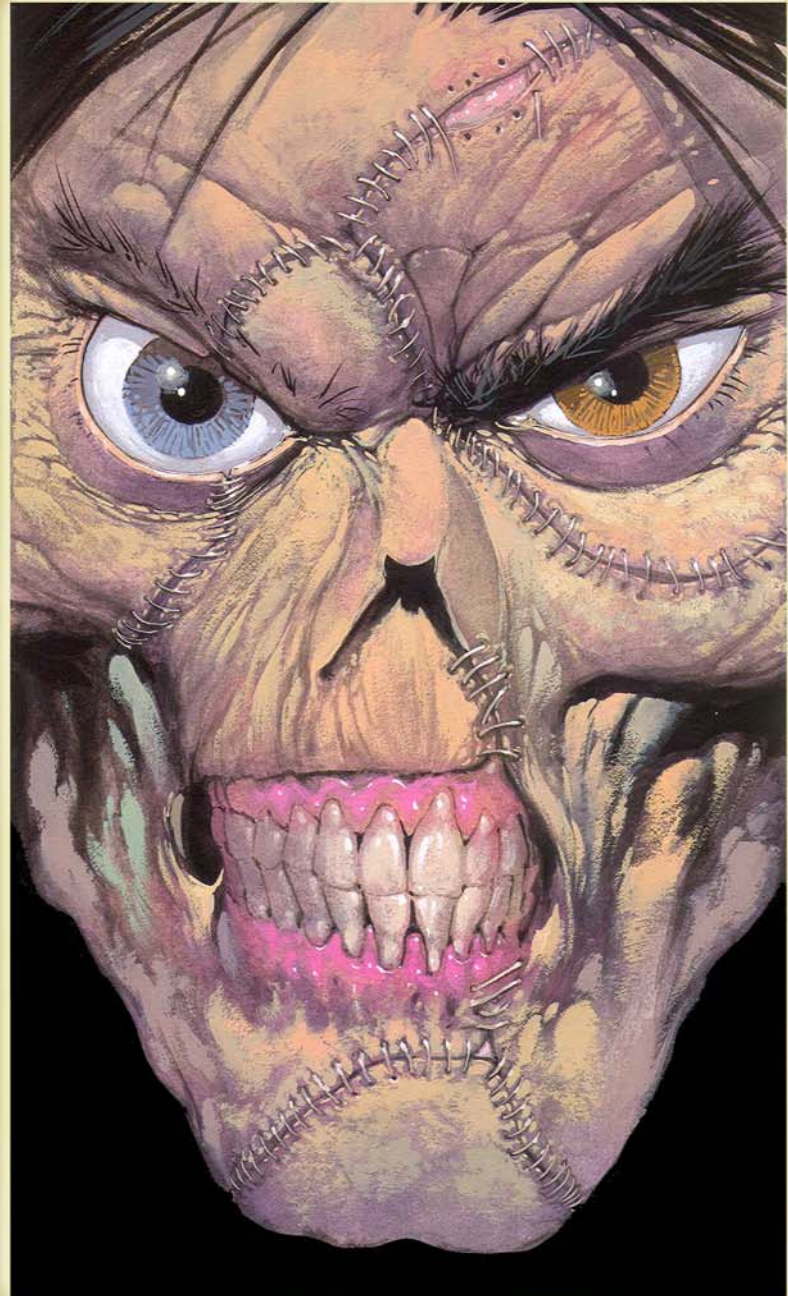
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Game



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