

# Hammerhead 2012

Participation Game

## Witchfinder General

Days of Revelation



Witch

Werewolf

Barguest

Thank you for playing

Witchfinder General: Days of Revelation

The following pages contain Maps and *Encounter Cards* to allow players to recreate the Hammerhead 2012 participation game.

[www.dashingdicegames.co.uk](http://www.dashingdicegames.co.uk)

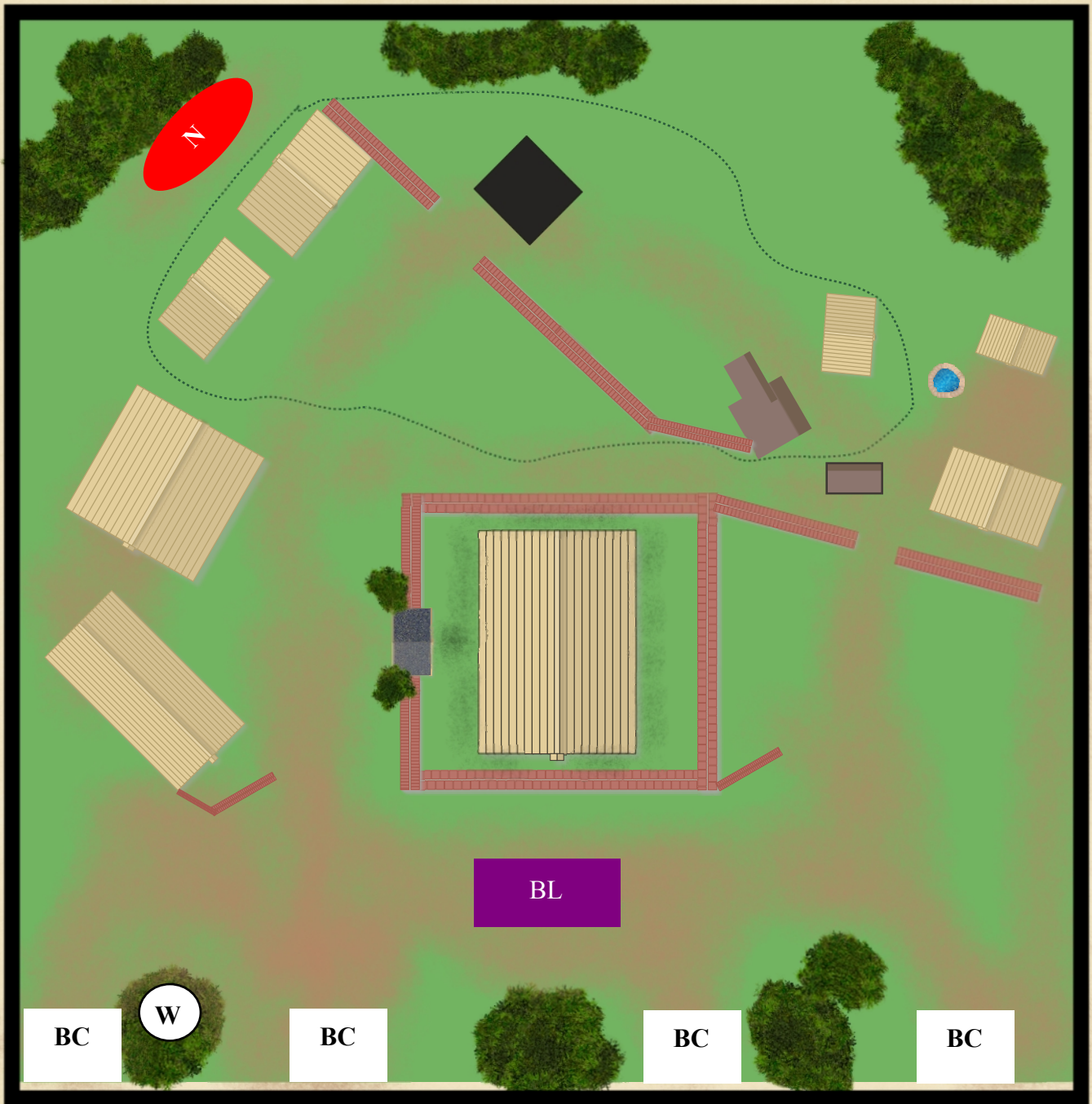
Killham Village 1642. Witchfinders led by Stickler T Morsleeb had captured a Blinder and a Witch. Bigal, the village apothecary, found a hated grimoire on the Witch. Local Lord, Undav Longhair, was furious as he had promised the Witch Coven protection. Undav dispatched Blinder Cavaliers and a host of vile abominations to release the prisoners. During the attack three Witches sought to wreak havoc upon the village and find the grimoire. Clubman Sergeant had fought this evil before. He gathered his most trusted companions and they made a vow to hunt and kill any vile abomination that dared to enter the village. On the 12th Feb 1642 as the sun set, leaving Killham to darkness, a most bloody and terrible battle began.

4 ft X 4 ft table

# Witchfinder General

## Wicked Deployment Map

Table Edge A



### Wicked Deployment Key

Table Edge B

- BC** Deploy one Loose Formation containing 5 Blinder Cavaliers
- BL** Deploy one Loose Formation of 8 Blinders
- W** Deploy the lone Witch that is preparing to summon.
- N** Deploy the Loose Formation of 5 Noctelinger.

All other Wicked figures can be deployed within 6 inches of board edge B

5 points

# Witchfinder General

Wicked  
One

Witches

“You must retrieve the Grimoire! The cursed Apothecary has got the book and intends to hand it over to the Witchfinders. With all haste go to his hovel of a home and get me that book!”

You have two Witches under your command. You have three *goes* to get to the Apothecary’s abode and retrieve the Grimoire.

You have one Witch that can ‘*summon*’ and you can issue each Witch with up to three ‘*broom move*’ commands.



5 points

# Witchfinder General

Wicked  
Two

Werewolf

“The moon is ripe and it is time to feed. Those impudent Witchfinders are growing in confidence and they are becoming a menace. Kill the ones that lead them”.

You have one Werewolf under your command. You have three *goes* to hunt and kill a Stickler or a Preacher.

You can begin the game with your werewolf in human form or already transformed.

Players can opt to use a vampire instead of a werewolf.



5 points

Wicked  
Three

# Witchfinder General

Blinder Cavaliers

“Sharpen your swords and wind your flintlocks! They have our men captive - but not for long. We ride within the hour”.

You have five Blinder Cavaliers under your command. You have three *goes* to get to your comrade and release him before he is executed.

Once per *go* your Blinder Cavaliers may ‘*shoot on the move*’.



5 points

Wicked  
Three

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# Witchfinder General

Wicked  
Two

Blinder Cavaliers

“Sharpen your swords and wind your flintlocks! They have our men captive - but not for long. We ride within the hour”.

You have five Blinder Cavaliers under your command. You have three *goes* to get to your comrade and release him before he is executed.

Once per *go* your Blinder Cavaliers may ‘*shoot on the move*’.



1 point per enemy casualty

Wicked  
Three

# Witchfinder General

Blinders

“We advance through the churchyard and follow our favourite plan.  
Kill anything that moves!”

You have 8 Blinders under your command. 5 of the Blinders carry muskets, 2 pikemen and one man with a pistol. You have three goes to dispatch the enemy dragoons defending the far wall.

Bonus 5 points if you can kill the enemy and forage a chicken.



1 point per enemy casualty

Wicked  
Four

# Witchfinder General

Noctelinger

“When you have done my bidding you may feed - but not a moment before”.

You have five Noctelinger under your command. You must find and attack the execution party and allow the prisoners to escape.

You have three goes to complete your orders.



2 points per captive

Wicked  
Two

# Witchfinder General

Barguest

“**Fetch** my beauties. A fight always gives me a good appetite”.

If you ‘kill’ an enemy figure in fisticuffs on a D6 roll of 4+ they are captured instead.

You have three barguests under your command. You have three goes to capture a clubman, a dragoon or a witchfinder and drag your victim within 8 inches of your table edge.



2 points per enemy casualty

Wicked  
One

# Witchfinder General

Witch

“Whilst you get the book I will summon assistance to wreak havoc upon this putrid village”.

You have one Witch under your command. You must spend your first go conducting a powerful summoning ritual. For one *command* you can summon at the start of your second go and add 2 to the the D6 result that you roll. You have a total of three goes to summon assistance and dispatch as many Witchfinders as possible.

**Summoning** (you can only summon once)

Roll a D6 (and add 2 during this game) and see what assistance you have summoned:

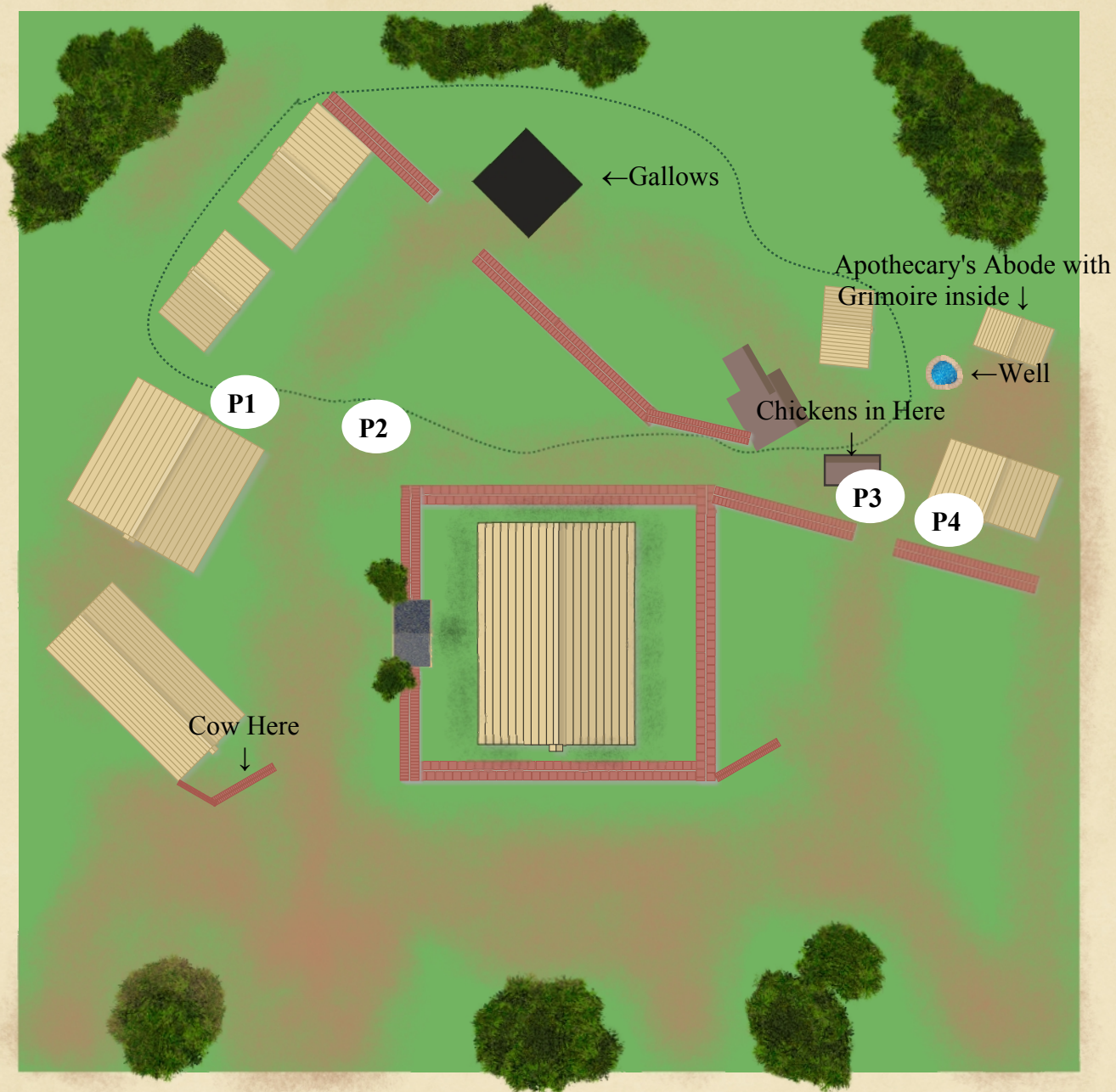
Result of 3 = 2 Familiars Result of 4 = 1 Barguest

Result of 5 = 2 Barguests Result of 6 = 1 Great Beast

See page 69 of the rulebook

# Witchfinder General

## Captives Deployment Map



**Each Loose Formation of  
Blinder Cavaliers must  
rescue their captured  
comrades**

Figures by Redoubt Enterprises  
from author's collection.



Good One

# Witchfinder General

Witchfinders

“They shall not pass! Smite the vile abominations”.

You have 1 Stickler and 10 trained Witchfinders under your command. 6 armed with muskets and 4 pikemen. Although outnumbered you must not falter and hold your position. Do not let the enemy pass.

You have three goes to hold your position and dispatch as many of the enemy as possible.

Vampire (8 points), Witch (5 points), Werewolf (5 points), Barguest (3 points) Blinder Cavalier (2 points) Blinder (1 point).

NB: This was a special rule for the Hammerhead participation game. Most Loose Formations are normally composed of 4 to 8 figures, with the exception of Angry Villagers

Good One

5 points

# Witchfinder General

Witchfinder Cavalry

“There be a Witch near the village brewing a potion most foul. Go now, find the hag and stop her”.

You have five mounted Witchfinders under your command. You must ride with haste to find and dispatch the Witch before she completes her evil magic.

You have three goes to complete your orders.



Good Two

# Witchfinder General

Clubmen

“I saw one bleed and I say if it can bleed, it can die. Are you with me?”.

You have five trained clubmen under your command, 4 armed with muskets and one armed with a pistol. You have three *goes* to dispatch a barguest (3 points) or a werewolf (5 points) attacking your village.

You can deploy anywhere within 30 inches of your board edge *after* your opponent has placed their forces.



8 points per enemy casualty

Good  
Three

# Witchfinder General

Angry Villagers

“They steal our food, insult our women and scare our children - Enough is Enough!”.

You have ten Angry Villagers under your command led by Stern John, the Magistrate. You must defend your village and stop the enemy getting to Hangman’s Hill.

You have three *goes* to complete your orders. ‘*Ambush*’ - you do not need to place your figures on the table at the start of the game.

The gamesmaster will advise you on when and where you can deploy the Angry Villagers.



1 point per enemy casualty

Good  
Three

# Witchfinder General

Dragoons

“Drive them back! The enemy have no regard for the sanctity of this place”.

You have five dismounted dragoons armed with muskets under your command. You have three *goes* to to secure the churchyard and dispatch the enemy Blinders attacking your position.

Bonus 5 points if you can kill the enemy and forage a cow.



5 points

Good  
Four

# Witchfinder General

Execution Party

“Thou Shalt not Suffer a Witch to Live”.

You are in command of the Execution Party guarding a captive Blinder and a Witch. Despite the sudden enemy attack you intend to finish your orders and hang the prisoners. You have three *goes* to get to the gallows. You can only move D6 inches per command. Once within 1 inch of the gallows you can hang 1 prisoner at the cost of one command for every member of the execution party.



# Witchfinder General

Witchfinder Stickler, Preacher and Apothecary



Good Two

A Stickler, Preacher and Apothecary were gathered by the village well when the attack began. They were waiting for the dragoons to take the confiscated Grimoire to safety. The Grimoire is hidden nearby in the Apothecary's humble abode.

You have these three hardy fighters under your command. Use them wisely to fight and smite the vile abominations.



5 points

Good One

# Witchfinder General

Mounted Witchfinder Dragoons

The godly village apothecary has called for assistance. He confiscated a Grimoire from one of the captives. Ride now to him, this foul text must not fall back into enemy hands ”.

You have five mounted dragoons under your command. You must ride to the apothecary's abode and secure the Grimoire.

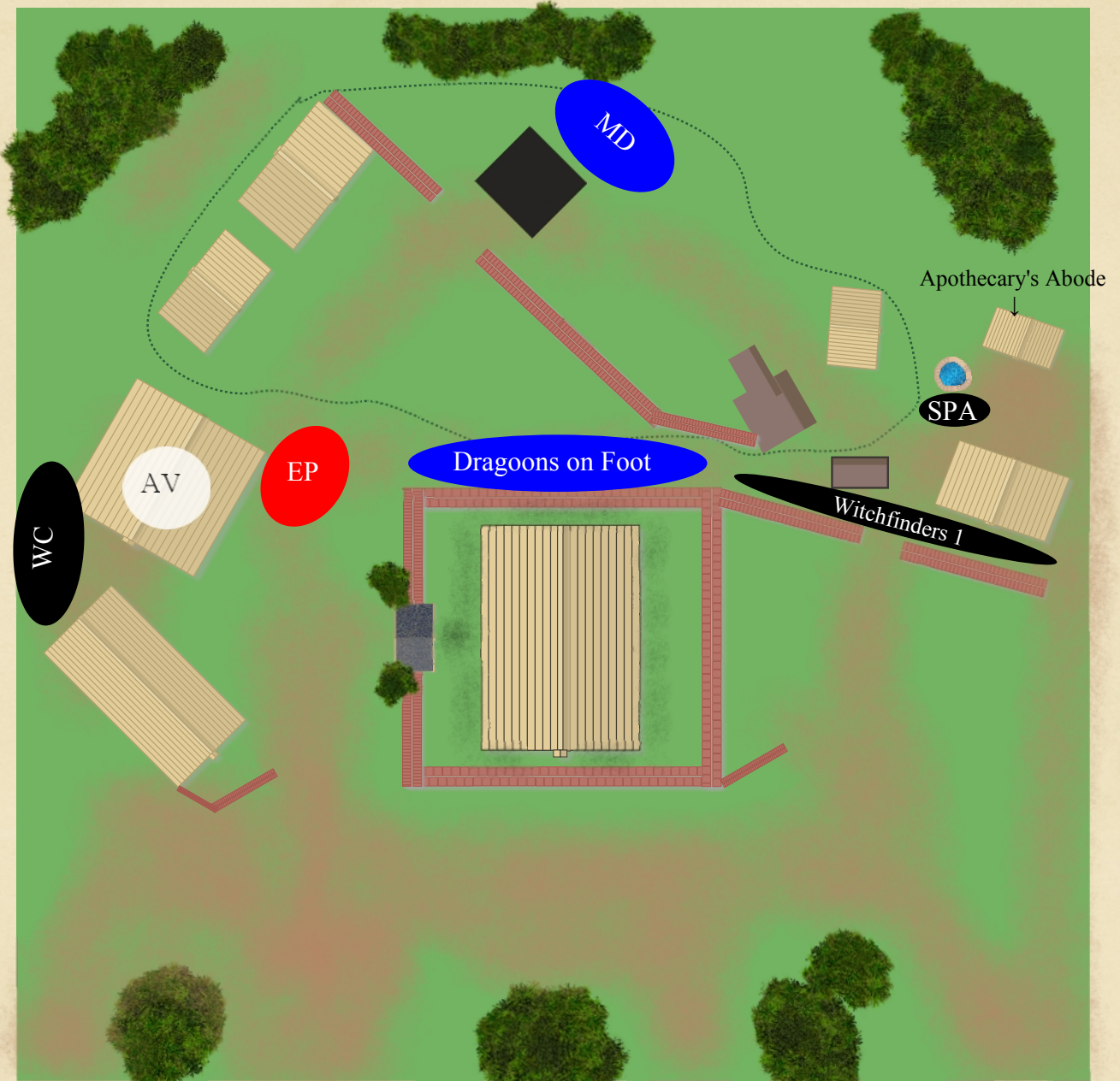
You have three *goes* to complete your orders.



# Witchfinder General

## Witchfinders Deployment Map

Table Edge A



Witchfinder Deployment Key

Table Edge B

- EP** Execution Party
- MD** 5 Mounted Dragons
- SPA** Stickler, Preacher & Apothecary
- AV** Angry Villagers do not have to be deployed. They can ambush from the building and be placed on the board at any time the commanding player chooses.

The Clubmen hunting barguest or werewolf can be placed within 30 inches of board edge A after the wicked side has deployed their forces.

- WC** 5 Witchfinder Cavalry

## Cavalry

<b>Manoeuvre*</b>	Easy 8, Tricky 7, Nasty 4 (water only)
<b>Manoeuvre Proximity*</b>	Easy 6 + D3, Tricky 5+ D3, Nasty D6 (water only)
<b>Take Aim Close</b>	3+ to hit (Shoot on the move 4+)
<b>Take Aim Short to Medium</b>	4+ to hit (Shoot on the move 5+)
<b>Take Aim Medium to Long</b>	5+ to hit (Shoot on the move 6+)
<b>Reload</b>	3+
<b>Fisticuffs Attack</b>	D6+ 3
<b>Fisticuffs Defend</b>	D6+ 3
<b>Self Control</b>	2 or higher on a D6 3 or higher on a D6 when on foot
<b>Constitution</b>	1 point
<b>Whats that noise?</b>	4 or less on a D6
<b>Senses</b>	'4 on a 3'
<b>Gumption</b>	Fingers & Thumbs, Lock pick D6 + 2, Ride, Slash & Gallop
<b>Weapons</b>	Two Pistols, Sword

### Pistol Ranges

Close Range	Short to Medium	Medium to Long
1+ to 3 inches	3+ to 5 inches	5+ to 10 inches

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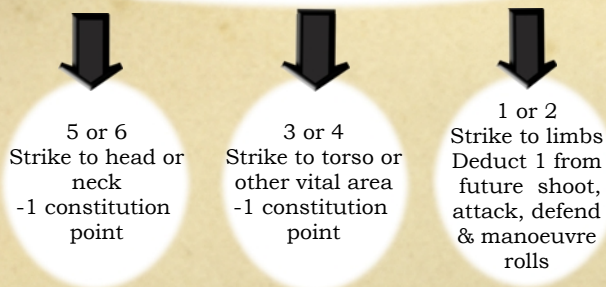
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## Fisticuffs

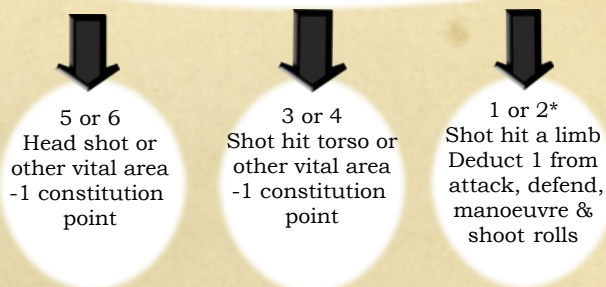
Roll a D6 for every successful blow



APPLY THE ONE HIGHEST RESULT UNLESS DOUBLES OR TRIPLES

## Shot Injury

Roll 1D6 per successful shot

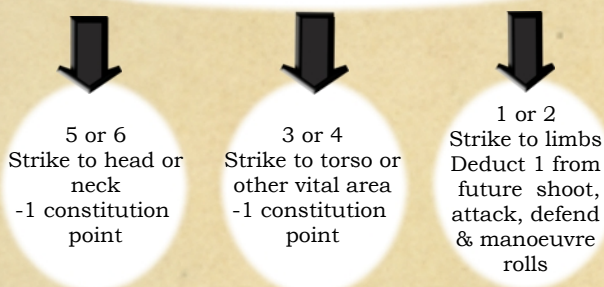


A figure being shot at does not receive an avoid harm roll just for wearing a helmet or breastplate

But a Scratch! If more than one constitution point remains ignore injury rolls of 1 or 2.

## Fisticuffs

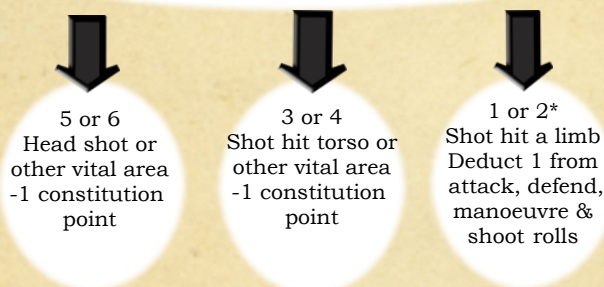
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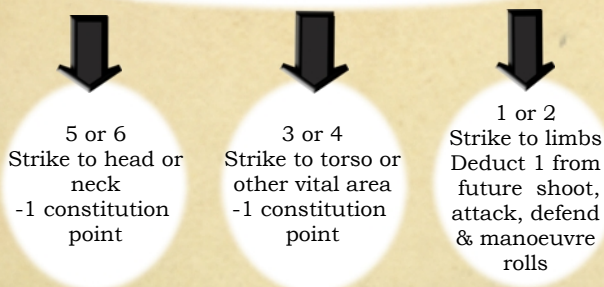


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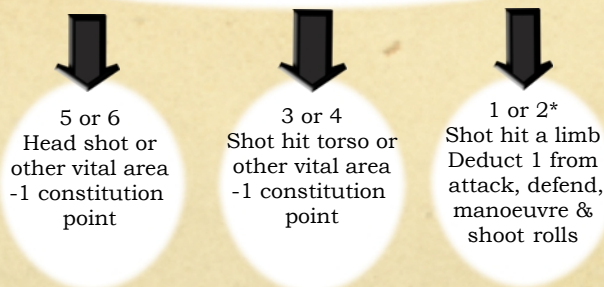
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## Pistol Ranges

<b>Close Range</b>	<b>Short to Medium</b>	<b>Medium to Long</b>
1+ to 3 inches	3+ to 5 inches	5+ to 10 inches

## Musket Ranges

<b>Close Range</b>	<b>Short to Medium</b>	<b>Medium to Long</b>
1+ to 4 inches	4+ to 12 inches	12+ to 20 inches

## Pistol Ranges

<b>Close Range</b>	<b>Short to Medium</b>	<b>Medium to Long</b>
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## Musket Ranges

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