

Digger Reader

Measurements	Easy 5, Tricks 4, Nasty 4
Measurements: Personality	Easy 5, Tricks 6, Nasty 5
Take Aim Close	4+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	4+ to hit
Reload	4+ to hit
Flintlock Accuracy	4+ to hit



Highlanders

"Cò dhumas coir ris an Eaglais?
Dh'fhàs I dorcha;
No dhumas suas ar luchd
cinneadh ris na borbbaith?"

*(Who will defend the church? She has grown dark
who will support us for against the heathens?)*



The terror of the cattle raiding party moved steadily under the dim light of the half moon. Crouching low, the experienced cowards instinctively stopped as they approached the crest of the hill.

The local Highlander, Cam Rannach, began to fret when the light was carried a foot above that was strange and unfamiliar. Cam guessed 'war' to be the only reason Highlanders then slowly crept forward in order to survey the land ahead.

As he anticipated Cam could observe their intended prize below, a well fed herd of cattle (although he noted if several thatched houses nearby - but that was not all. Another group of armed men were conspiring their descent from the opposite hillside).

Highland Warriors

Cowards are trained warriors of the Scottish Highlands that can skillfully use two hand weapons during combat, such as a Dirk and a broadsword, or excel in the practical use of the Lochaber axe. To reflect their skill in combat cowards have a basic Die 7 Attack and Defend ability. Highlanders have a unique Fighting Distance. Highlanders armed with a Lochaber axe have a 4x4x4 Fighting Distance.

Hidden Dagger: Highlanders carry a hidden dagger, for use in a desperate situation. A Highlander in a round of Fata Morgana against an opponent on foot may attempt to use his hidden dagger if the fight is a draw (i.e. neither contestant has managed to beat their face's defend score). Once a Die roll of 10 or higher is rolled, the Highlander has successfully used their concealed weapon during the fight and can make one roll on the Fata Morgana's Injury Chart.

Lochaber Axe (Drug Him Down): A Highlander armed with a Lochaber axe may attempt to use the back of the weapon to subdue a mounted opponent (or subvert a

watch in flight) during a round in control of the Highlander may use the Drug Him Down weapon. Their respective Attack and Defend scores are rolled. The player then rolls their 10-sided die. If the roll is 10 or higher, the player successfully subdues the opponent. The Highlander must then be rolled on the Injury Chart.

Old Nick & his Demonic Minions

'Old Nick' is but one of the names ascriptions folk give to the most feared author of lies, master of deceit, corrupter of men, collector of souls and the very root of evil. It is said that 'Old Nick' can stalk the land in many different forms: as a first gentleman, a black dog, a young woman, or even a man of the cloth. All such appearances hide the true hideous form of the demonic overlord.

Old Nick exerts his malevolent influence by manipulating the minds of others and preying on their broken hopes, earthly desires and petty jealousies. He encourages conflict at every opportunity; for war brings hunger, disease, loss and hatred - the ideal conditions for evil to thrive. Old Nick has many allies and his demons are said to be legion.

It is recommended that players use two different figures to represent the 'Old Nick' character in the game. One that is suitable to represent Old Nick in his 'true demonic form' and the other that is used when Old Nick is using a deceptive human appearance. The rules given later for 'Lord Morfide' can also be used as a guide by players if they want to create a different human version of 'Old Nick' for their games of 'Witchfinder General'.

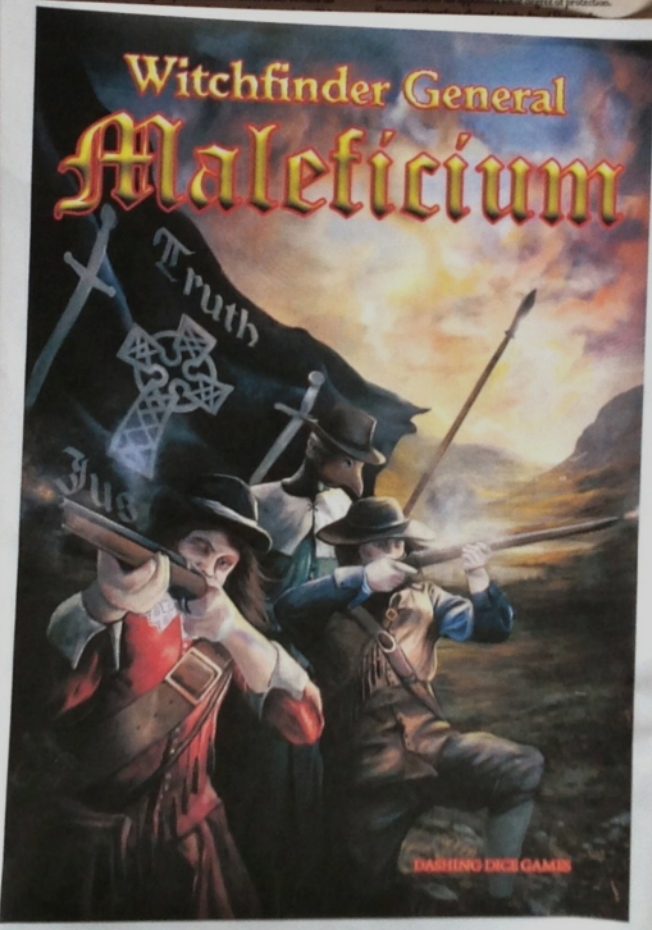


Corrupting influences.

Although Old Nick's corrupting influence may be the most devastating weapon that he can use in order to fulfil his

his ranged weapons, such as 'The Devils Claw', are not as ways entirely accurate and the presence of sturdy or light armor can offset his corrupting influence.

Witchfinder General Maleficium



FLASHING DICE GAMES



The Plagued

The Plagued are a group of people who have been afflicted with a terrible disease. They are often found in the most remote and desolate parts of the land. They are a people who have been forgotten by the world and who are slowly dying. They are a people who have been cursed by the devil and who are now suffering the consequences of their sins. They are a people who have been abandoned by God and who are now left to fend for themselves in a world of darkness and despair.

