

Van Helsing's Hunters have discovered the resting place of six terrible brides of Dracula.
Can they slay the horrors before the Count himself arrives?

The legendary Dr. Van Helsing and his human Hirelings are attempting to stake six slumbering Brides of Dracula. They must hurry, for the Brides are waking, and the Count himself is almost certainly nearby...

This will be a tough fight, for only Van Helsing can actually kill the Count. The Prince of Darkness, on the other hand, must decide whether to dedicate his fearsome presence to Van Helsing or protecting his defenseless Brides!

The Setup

The scenario takes place in a cemetery that covers an entire 4' by 4' gameboard. Sixteen crypts, coffins, or graves should be scattered about the map.

Special Rules

- **Hidden Brides:** Dracula's player secretly places a token under six of the eighteen crypts. When Van Helsing or a Hireling touches a crypt, he turns it over to see if a Bride is present.

Sleeping Brides are automatically hit with a raise, but the attacker must still cause a wound to kill them.

- **Awake, My Beauties!:** Deal the Brides in from the start of the game. Each round, roll a die for each Bride. On a 6, the Bride awakens and is placed on the table. The Bride can act immediately.

Victory

The Hunters win if they destroy Dracula or stake all six Brides.

The Children of the Night win only if they kill Van Helsing!

Van Helsing's Slayers

The Hunters walk onto the board via the southern gate.

Note that only Van Helsing himself has Occult and can permanently harm Dracula.

Van Helsing's forces consist of:

- Van Helsing
- 3 x Hirelings

Van Helsing

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Abilities: Champion, Combat Reflexes, Command, First Strike, Level Headed, Marksman, Nerves of Steel, Occult, Quick, Strong Willed

Gear: Flintlock Pistol w/silver bullets (Range 5/10/20, Damage 2d6+1, RoF 1), silver rapier (Str+d4, Parry +1).

Cost: 45

Hirelings (5)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Abilities: None

Gear: Musket (Range 10/20/40, Damage 2d8, RoF 1, Snapfire), musket as club (Str+d6).

Cost: 33



Children of the Night

The Brides begin play sleeping and hidden, as described above. Dracula appears on the second turn and is dealt in normally. Place him anywhere within 6" of the northwestern corner of the map. The owning player can decide if he begins play in mist or physical form.

Dracula's forces consist of:

- Dracula
- 6 Brides of Dracula (each Bride is a separate unit, though they all act on the same Action Card)

Dracula

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d10

Skills: Fighting d10, Shooting d6

Pace: 6; Parry: 7; Toughness: 9

Abilities: Change Form, Children of the Night, Claws (Str+d4), Improved Frenzy, Invulnerability, Level Headed, Mist, Undead, Weakness (Silver)

Gear: Claws (Str+d4)

Cost: 91

Bride of Dracula

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d, Shooting d6

Pace: 6; Parry: 7; Toughness: 9

Abilities: Improved Frenzy, Level
Headed, Undead, Weakness (Silver)

Gear: Claws (Str+d4)

Cost: 17



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			Dracula
			Van Helsing
			Hireling
			Hireling
			Hireling
			Hireling
			Hireling
			Hireling

			Hireling
			Hireling
			Hireling
			Hireling
			Bride
			Bride
			Bride
			Bride



Crypts

Cut out each of the 18 Crypts below and place them around the graveyard. Dracula's player should mark six of them to denote which have a Bride within.

