

Witchfinder General: Days of Revelation

Witchfinders Reference Sheet

Witchfinder Stickler- Veteran

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	2+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
Whats that noise?	5 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Ride Lock pick D6 + 3
Weapons	Two pistols & Sword

Witchfinders add 1 to their self control rolls when they are within 6" of a Stickler

Witchfinder Pikeman- Trained

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	N/A
Take Aim Short to Medium	N/A
Take Aim Medium to Long	N/A
Reload	N/A
Fisticuffs Attack	D6+ 2 strike first
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 point
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Pike & Sword

Apothecary - Veteran

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	2+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
Whats that noise?	5 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Lock pick D6 + 3 Ride, Revive,
Weapons	1 Pistol & Sword

Witchfinder Preacher- Veteran

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
Whats that noise?	5 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Get thee back, Ride
Weapons	Pistol, Sword, the Good Book, Cross

Get Thee Back! A Vampire has a Self Control of 5 when it is within 6" of a Preacher with a cross.

Witchfinder Musketeer - Trained

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 point
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Matchlock Musket & Sword

Pistol Ranges

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

Musket Ranges

Close Range	Short to Medium	Medium to Long
1+ to 4 inches	4+ to 12 inches	12+ to 20 inches

Beaky Mask: an apothecary has a 4+ avoid harm roll against the evil eye.

Revive: for one command an apothecary in base contact with a wounded figure may restore one constitution point on a D6 roll of 3+ to the wounded figure.

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Vampires, Blinders & Werewolf Reference Sheet

Vampire

Manoeuvre (in human form)	Easy 6, Tricky 5, Nasty 4
Manoeuvre Proximity (in human form)	Easy 4 + D3, Tricky 4+ D3, Nasty D6
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	2+
Fisticuffs Attack	D6+ 3 (D6 + 4 in Bat Form)
Fisticuffs Defend	D6+ 3 (D6 + 4 in Bat Form)
Self Control	2 or higher on a D10
Constitution	3 points
Whats that noise?	5 or less on a D6
Senses	Hunter
Gumption	Fingers & Thumbs, Shape Shifter, Ride, Master
Weapons	Pistol, Sword, Fangs

See pages 64-65 for additional fisticuffs, Blood Sucker, Master and Shape-shifter rules.

Blinder Pikeman- Trained

Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	N/A
Take Aim Short to Medium	N/A
Take Aim Medium to Long	N/A
Reload	N/A
Fisticuffs Attack	D6+ 2 strike first
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 point
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Pike & Sword

Werewolf

Manoeuvre	Easy 8, Tricky 8, Nasty 5
Manoeuvre Proximity	Easy 6 + D3, Tricky 6+D3, Nasty D6
Take Aim Close	N/A
Take Aim Short to Medium	N/A
Take Aim Medium to Long	N/A
Reload	N/A
Fisticuffs Attack	D6+ 4
Fisticuffs Defend	D6+ 4
Self Control	2 or higher on a D10
Constitution	3 points
Whats that noise?	5 or less on a D6
Senses	Hunter
Gumption	Shape-shift, Pounce, Bounding Leap, Hunter
Weapons	Tooth & Claw

Blinder Captain- Veteran

Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	2+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
Whats that noise?	5 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Ride, Lock pick D6 + 3
Weapons	Two pistols & Sword

Blinders add 1 to their self control rolls when they are within 6" of a Captain or their Master

Blinder Musketeer - Trained

Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 point
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Matchlock Musket & Sword

Pistol Ranges

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

Musket Ranges

Close Range	Short to Medium	Medium to Long
1+ to 4 inches	4+ to 12 inches	12+ to 20 inches

Werewolf Gumption

See page 62 for *Shape-shift*, *Pounce* and *Bounding Leap*. Page 74 for *Hunter*.

Vampire in Fisticuffs

When it is in human form a Vampire rolls two attack and two defend dice and chooses the highest result.

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Vile Abominations, Angry Villagers & Clubmen Reference Sheet

Witch

Manouvre (on foot)	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity (on foot)	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit with evil eye (1+ to 4)
Take Aim Short to Medium	4+ to hit with evil eye (4+ to 8)
Take Aim Medium to Long	5+ to hit with evil eye (8+ to 12)
Reload	N/A
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	2 or higher on a D6
Constitution	2 points
Whats that noise?	4 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Magic, Bounding Leap
Weapons	See page 68 and 69

See pages 68-69 for weapons, *Evil eye*, *Distraction* and *Familiars*. Page 67 for *Broomstick*.

Barguest

Manouvre	Easy 8, Tricky 7, Nasty 4
Manouvre Proximity	Easy 6 + D3, Tricky 5+ D3, Nasty D6
Take Aim Close	N/A
Take Aim Short to Medium	N/A
Take Aim Medium to Long	N/A
Reload	N/A
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	3 or higher on a D10
Constitution	2 points
Whats that noise?	5 or less on a D6
Senses	Hunter
Gumption	Pounce, Hunter
Weapons	Tooth & Claw

Clubmen - Ordinary

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	4+ to hit
Take Aim Short to Medium	5+ to hit
Take Aim Medium to Long	6+ to hit
Reload	4+
Fisticuffs Attack	D6+ 1
Fisticuffs Defend	D6+ 1
Self Control	4 or higher on a D6
Constitution	1 point
Whats that noise?	3 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6
Weapons	See page 53

Noctelinger

Manouvre	Easy 5, Tricky 5, Nasty 4
Manouvre Proximity	Easy 4 + D3, Tricky 4+D3, Nasty 4+D3
Take Aim Close	N/A
Take Aim Short to Medium	N/A
Take Aim Medium to Long	N/A
Reload	N/A
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	Automatically pass -
Constitution	1 point
Whats that noise?	4 or less on a D6
Senses	Hunter
Gumption	Pounce, Rage, Hunter
Weapons	Sharp Implements, Tooth & Claw

See page 10 for origins of the Noctelinger and page 62 for *Rage*.

Angry Villagers

Manouvre	Easy D6, Tricky D6, Nasty D6
Manouvre Proximity	Easy D6, Tricky D6, Nasty D6
Take Aim Close	N/A
Take Aim Short to Medium	N/A
Take Aim Medium to Long	N/A
Reload	N/A
Fisticuffs Attack	D6
Fisticuffs Defend	D6 (D6 + 1 with blazing torch)
Self Control	4 or higher on a D6
Constitution	1 point
Whats that noise?	2 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & thumbs, Loose formation only
Weapons	Agricultural implements, 1 in 3 can carry a blazing torch

Clubmen - Trained

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 point
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	See page 53

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Turn & Go

1. Remove all **Green** and **On Guard Markers**.
2. Roll for the **Upper Hand**.
3. **Muster**. Take **self control tests** and / or **All is Lost** rolls as required.
4. In the order chosen by the player that won the **Upper Hand** move figures that have lost **self control** and are **scarpering**. Issue **reload** commands to any figure that has lost **self control** and is **head down**.
5. In the order chosen by the player that won the **Upper Hand** each player has a **go** to issue commands to either **three individual figures** or one **Loose Formation**. This sequence is repeated until each player has had sufficient **goes** for them to issue commands to every figure in their force. Remember, place a **Green Marker** next to figures that have been issued with commands.
6. End of a **complete turn**. Repeat sequence from 1 above.

Cavalry & Dragoons

Cavalry

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

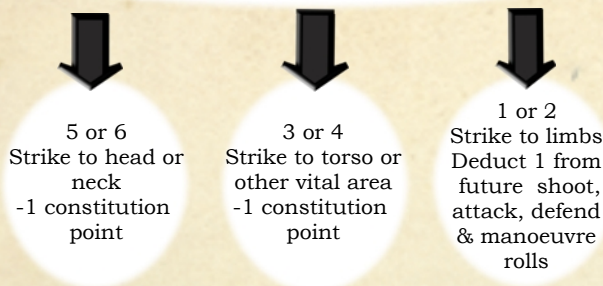
Dragoons

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

Cavalry and Dragoons on foot have the same manoeuvre distances as Common Folk. See pages 57 to 59 for *Mount*, *Dismount*, *Slash & Gallop*, *Unsaddled* and *Bolting horses*. Note, *Shoot on the Move*, is once per **go**.

Fisticuffs

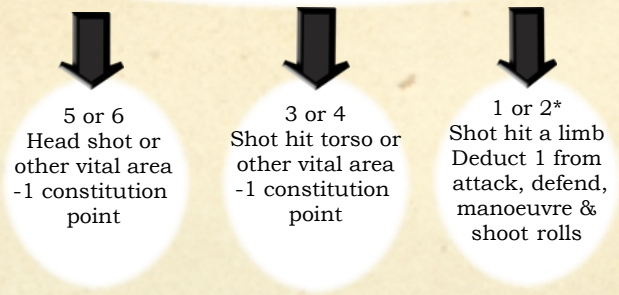
Roll a D6 for every successful blow



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.