

Imp Hunter

by Tabs_Wargamer

The Story.... Lately the days have been unnaturally hot. The Solarstar could not possibly be causing all this heat. Maybe the ozone layer is real? No, I remember what it is now. Someone opened up the gateway to hell and now the heat from the forges is pouring out. And of course, so are lots and lots of nasty demons, who are killing the little livestock Jon Snacklebuzzle has left. Time to strike back, the farmers think. They spend what little money they have on a small team of mercenaries, mostly miserable sailors and some ex-soldiers dishonorably discharged, and set out to hunt demon....

The table....The table is about an acre of land on which is the gateway to hell is situated. The players forces should start in the outskirts of a farm (think fences, buildings and crop) The GM should scatter about some small forces of Imps and occasionally a demon troll here and there around the fields, which should be fairly flat, with some old crumbling walls and ruined crops. There should also be a graveyard or mausoleum of some sort... And of course the way gate.

The PC's....Each player should control a small force of 4-5 figures. This should include a distressed farmer, a son or two, a Sheppard and a mercenary. Each figure has their own goals, so players have a variety of objectives to complete for the game. Distressed farmer: The farmer wants to save as much as his land and livestock as he can. He will become enraged if his sons are hurt (may receive a bonus +1 in combat). Sons of the Farmer: The sons think they need to prove themselves, so they want to spill demon blood to impress the girls in the village. Sheppard: The sheppard's goal is to protect the livestock at all costs, including their life.

Mercenaries: The mercenaries are trying to do as little work as possible to earn their money and would rather shoo off the demons than beat them in combat. They would get very angry if all of their employers died (they wont get paid) and will want to secure at least one live farmer.

The Overall goal of the players is to, as the name says, get rid of those pesky Imps! Any dead Imps come out of the gateway at a rate of one per turn until the players find the secret of closing it (in GM only section) The Demon Trolls are best avoided, the kings soldiers will have to deal with those later (but players can kill them for extra marks!!). Remember players, you can choose to pursue the main goal or maybe you'd prefer to fulfill the objectives of the characters. Its up to you.

Remember GM's, keep narrator-ring the story. Try to describe combat and when the NPC's get angry. If any player tries to do something you didn't anticipate, like hide in the crops or try to climb into trees, just make a situation check and ask the players why they think they can do that. Read the GM's section.

Stats: Each figure has eight stats (not including HP) These stats are:
Combat: The figures skill with weapons and dodging, etc. Weapon Strength: The combat weapons attack and defensive score. Strength: The figures general strength. Agility: the figures ability to react quickly. Range: The amount of half inches a figure be from its target when shooting with the figures ranged weapon (may not have one). Ranged Weapon Strength: The weapon strength of the ranged weapon. Accuracy: A quota of the figures accuracy with ranged weapons. Move: The amount of half inches the figure may move per turn. A list of figures stats are on the Status sheet.

The Turn: The turn is as follows: Situation check: Should any player wish to perform an action such as climbing a tree or hiding in the woods, this is rolled for here. See situation checks for more details. The gateway can be closed if the criteria (see GM's section) has been met in this phase. Moving: Players move their figures up to their maximum movement distance in any direction. They may pivot and turn as they wish. The GM may now move his or her NPC's and describe anything interesting that might happen in the players new positions.

Situation Checks: The first step is repeated here if need be.

Ranged Combat: Figures may shoot at their targets in this step, in whatever order the GM likes. See the shooting section on what to do for ranged combat. After everyone that can has shot, remove any 'dead' figures.

Combat: In this step figures that are base to base with an enemy figure enter combat. Combats are resolved in the order the GM wishes. After combat remove any 'dead' figures. GM's and players should remember to be constantly describing what the figures are doing, the weather, etc.

Situation Tests: A situation test can be made when a player wants their figure to do something that there is no rule for. The GM decides on a difficulty based on what the action is and any bonuses the figure might get (strong man lifting a rock) and the player must roll a 2D6 and roll

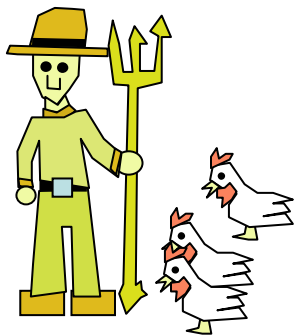
higher than the difficulty. Add any bonuses. (Players try to talk your GM into things) If the roll is higher the player does as he wants. The results of the action being done may be modified by the GM, should he or she wish it so. 3 is around the standard for a situation check.

Movement: Players move their figures, up to their maximum distance in any direction. They may pivot and turn as they wish. The GM may now move his or her NPC's and describe anything interesting that might happen in the players new positions. You may move through friendly figures, but not through enemies. You must perform a successful situation check to jump. Difficulty determined by the GM.

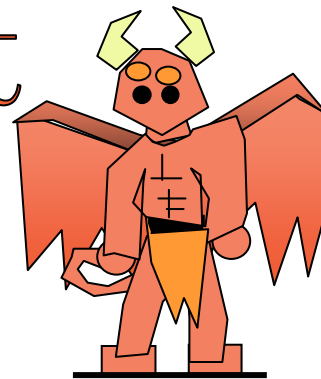
Ranged Combat: The GM delegates the order that the shooters shoot. This may change as he or she wishes. To shoot, the player must first delegate their figures target. If this is within the figures range, The figure must roll under its Accuracy to hit the target. If the attack does hit, the attack does its ranged weapon strength + D6 HP damage. After all shooting has been done remove any dead figures. (a figure is dead if its HP reaches zero)

Combat: Any opposing figures that are base to base enter combat. Combat order is resolved as the GM wishes. To begin, each player rolls a D6 for each figure in the combat and adds the figures combat scores to the score. The side with the higher score wins the ability to make a strike. To make a strike, the player delegates a target for each figure and rolls a D6 and adds it to his weapon strength. This is how much damage the strike will do if it is successful. The target figure may try to stop a strike by: a) dodging it or b) overpowering the striker. The GM may decide that no attempt may be made, or the figure may only dodge, overwhelm, etc. If the player decides option A, both players add their figures agility to a D6. If the striker gets the higher score, the target takes the damage. If the target gets the higher score, he dodges the attack and the combat continues next turn (for these two anyway). If the player chooses option b, the figures do the same but use their strength instead. And instead of dodging it the attempt is more of a diversion, like punching your enemy in the stomach when he lifts his axe to strike. After all combats have been resolved remove any dead figures. It is up to the GM if players are allowed to break off from combat.

This is the end of the section were the players are allowed to read. The GM section follows. *****GM ONLY SECTION***GM ONLY SECTION*****If you're a player, stop reading now. It will spoil the game. If you're the GM, continue. I recommend cutting this section out before you give the sheet to the players for them to read the rules. Keep it in your pocket for reference. Here is information on when to give bonuses: For the farmers: +1 combat, strength and agility if a son dies. This wears off if both sons die, as the anger turns to grief. For the sons: +1 move when within 2" of a demon troll, as they are still cowards. For the Sheppard: If any livestock die (They die immediately if the GM wishes to kill them, Place some fences around to make pens, the Sheppard's receive +1 accuracy, combat and movement. For the mercenaries: +1 combat if both distressed farmers die, as they wont get paid. Information on the weakness of the demons: The demons suffer a -1 combat, range, accuracy and strength if they are attacked with a weapon of the dead. When one of the PC's figures die, say something like: The father of two dead sons picks up the weapons of his children, tears flowing down his cheeks as he hacks away at the Imps that dragged them down. The Imps move back from the weapon, eyes wide with terror. The farmer then realizes the demons weakness... the weapons of the dead. He has got a shovel, and there is a graveyard over there... After this has been revealed any of the PC's figures that come into contact with a grave automatically begin inflicting these side effects on their enemies. There is no need to adjust the actual game for a description like the one you just gave, (for instance the farmer might actually be on the other side of the field when his sons die, and it only has to be one figure, on the same team or not). Information on closing the gateway: To close the gateway one PC figure must come within 4" of the gate. Read the following passage then: You notice a slight flicker in the gateway as you cut down an Imp. Perhaps if you got a little closer you might be able to figure out how to close it... When the PC figure moves into contact with the gateway, Read the following passage: You touch the (you being the figure, adjust if you think necessary) shimmering surface of the Gateway. It is cold, even though the heat that comes from the forges is hot enough to melt metal. Well, maybe not that hot, but still very hot. You slip and fall into the gateway. It is very hot. You hurriedly scurry out. Suddenly you remember an old saying... "When hell freezes over" You are pretty sure that there is a slab of ice somewhere in the farmhouse... For the PC's to close the gateway (and therefore win, after killing any Imps remaining in play), a figure must go to a farmhouse and back to the gateway. When the figure comes back from the farmhouse (note this on the status sheet if the figure has been to the farmhouse) moves into base contact with the gateway, hell freezes over and the waygate is closed.



Status Sheet



Player (red): _____

Player (blue): _____

Games master: _____

Blue Player

Distressed Farmer:

Com:5 Move:6 Wpn Strngth:3
Strngth:4 Aglty:3 Rng:8 Rngd
wpn Strngth:2 Accuracy:4
HP: _____/50 Equipment:
Pitchfork (weapon), Various
farming tools, rope.

Bonuses: _____

Son number one:

Com:4 Move:6 Wpn Strngth:4
Strngth:3 Aglty:4 Rng:7 Rngd
wpn Strngth:2 Accuracy:5
HP: _____/35 Equipment:
Axe (weapon), Various farming
tools, rope.

Bonuses: _____

Son number two (above stats):

HP: _____/35 Above
equipment.

Bonuses: _____

Sheppard:

Com:5 Move:6 Wpn Strngth:3
Strngth:4 Aglty:5 Rng:10 Rngd
wpn Strngth:3 Accuracy:5
HP: _____/45 Equipment:
Crook (weapon), Various farming
tools, rope

Bonuses: _____

Mercenary:

Com:7 Move:6 Wpn Strngth:5
Strngth:5 Aglty:4 Rng:8 Rngd
wpn Strngth:4 Accuracy:5
HP: _____/75 Equipment:
Sword or club (weapon), Shield

Bonuses: _____

Red Player

Distressed Farmer:

Com:5 Move:6 Wpn Strngth:3
Strngth:4 Aglty:3 Rng:8 Rngd
wpn Strngth:2 Accuracy:4
HP: _____/50 Equipment:
Pitchfork (weapon), Various
farming tools, rope.

Bonuses: _____

Son number one:

Com:4 Move:6 Wpn Strngth:4
Strngth:3 Aglty:4 Rng:7 Rngd
wpn Strngth:2 Accuracy:5
HP: _____/35 Equipment:
Axe (weapon), Various farming
tools, rope.

Bonuses: _____

Son number two (above stats):

HP: _____/35 Above
equipment.

Bonuses: _____

Sheppard:

Com:5 Move:6 Wpn Strngth:3
Strngth:4 Aglty:5 Rng:10 Rngd
wpn Strngth:3 Accuracy:5
HP: _____/45 Equipment:
Crook (weapon), Various farming
tools, rope

Bonuses: _____

Mercenary:

Com:7 Move:6 Wpn Strngth:5
Strngth:5 Aglty:4 Rng:8 Rngd
wpn Strngth:4 Accuracy:5
HP: _____/75 Equipment:
Sword or club (weapon), Shield

Bonuses: _____

Demons

Demon Troll One:

Com:8 Move:6 Wpn Strngth:6
Strngth:9 Aglty:5 Rng:18 Rngd
wpn Strngth:6 Accuracy:5
HP: _____/260 Equipment:
various weapons such as rocks,
trees, pieces of steel, etc.

Bonuses: _____

Demon Troll Two:

Com:8 Move:6 Wpn Strngth:6
Strngth:9 Aglty:5 Rng:18 Rngd
wpn Strngth:6 Accuracy:5
HP: _____/260 Equipment:
various weapons such as rocks,
trees, pieces of steel, etc.

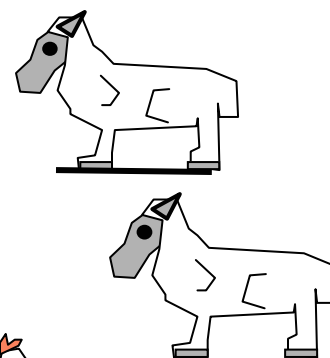
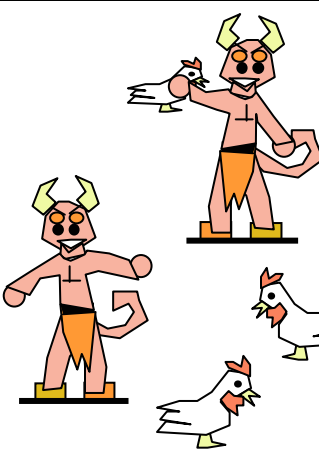
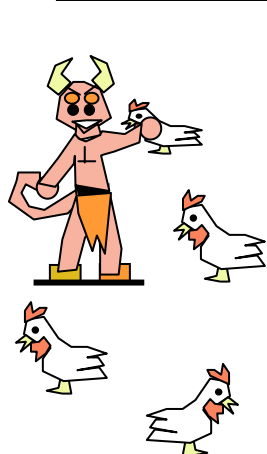
Bonuses: _____

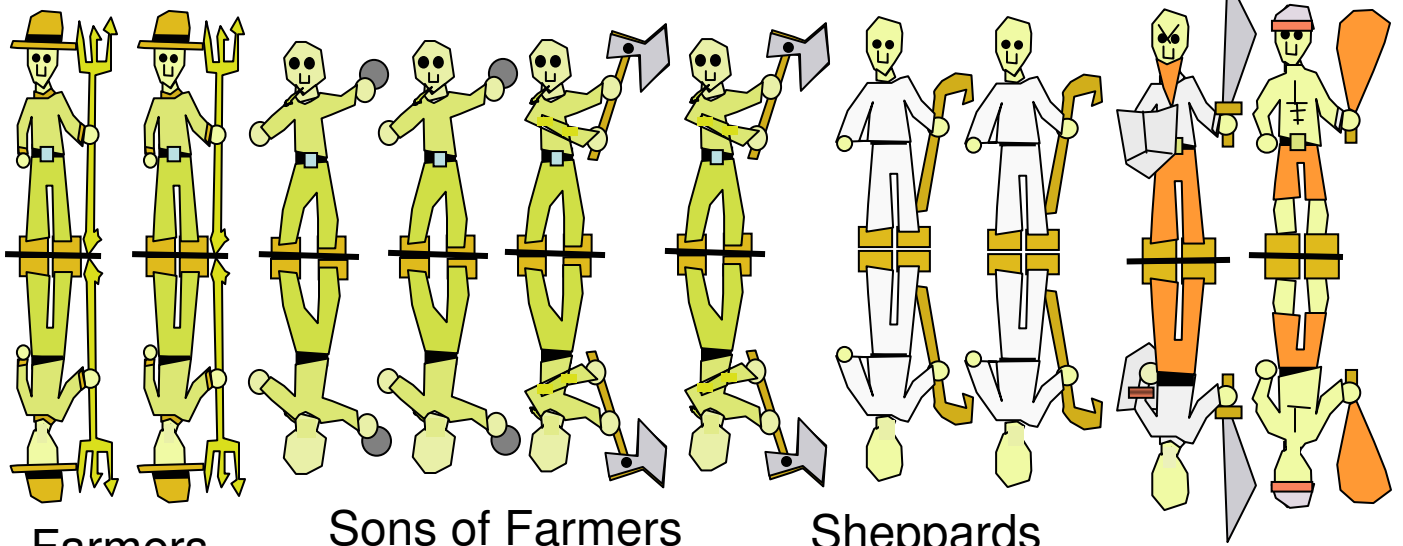
Imps:

Com:4 Move:6 Wpn Strngth:3
Strngth:2 Aglty:5 Rng:8 Rngd
wpn Strngth:2 Accuracy:4
HP: _____/20 Equipment:
various weapons such as rocks,
etc.

The Turn:

- 1.Situation check
- 2.Move
- 3.Situation Check
- 4.Ranged Combat
- 5.Combat



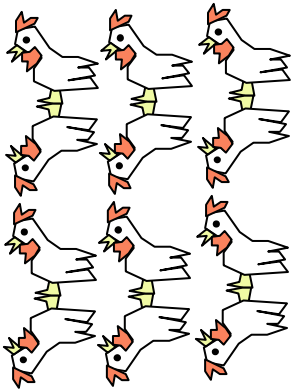


Farmers

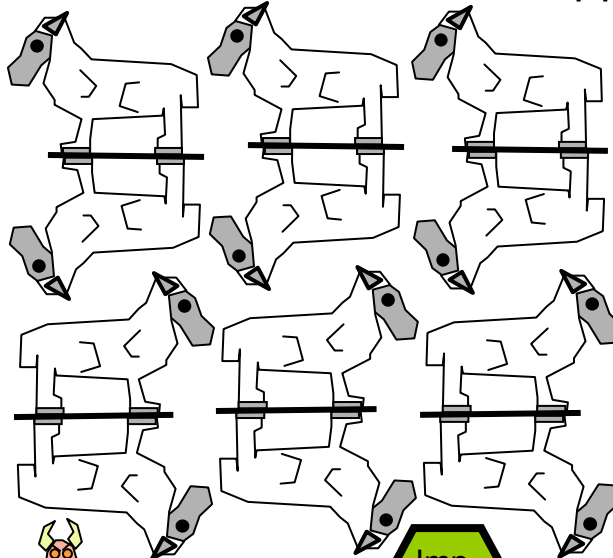
Sons of Farmers

Sheppards

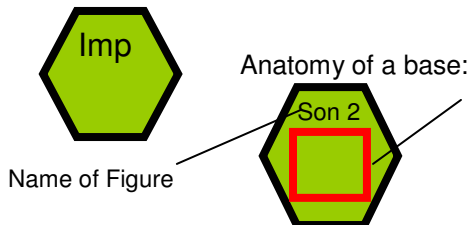
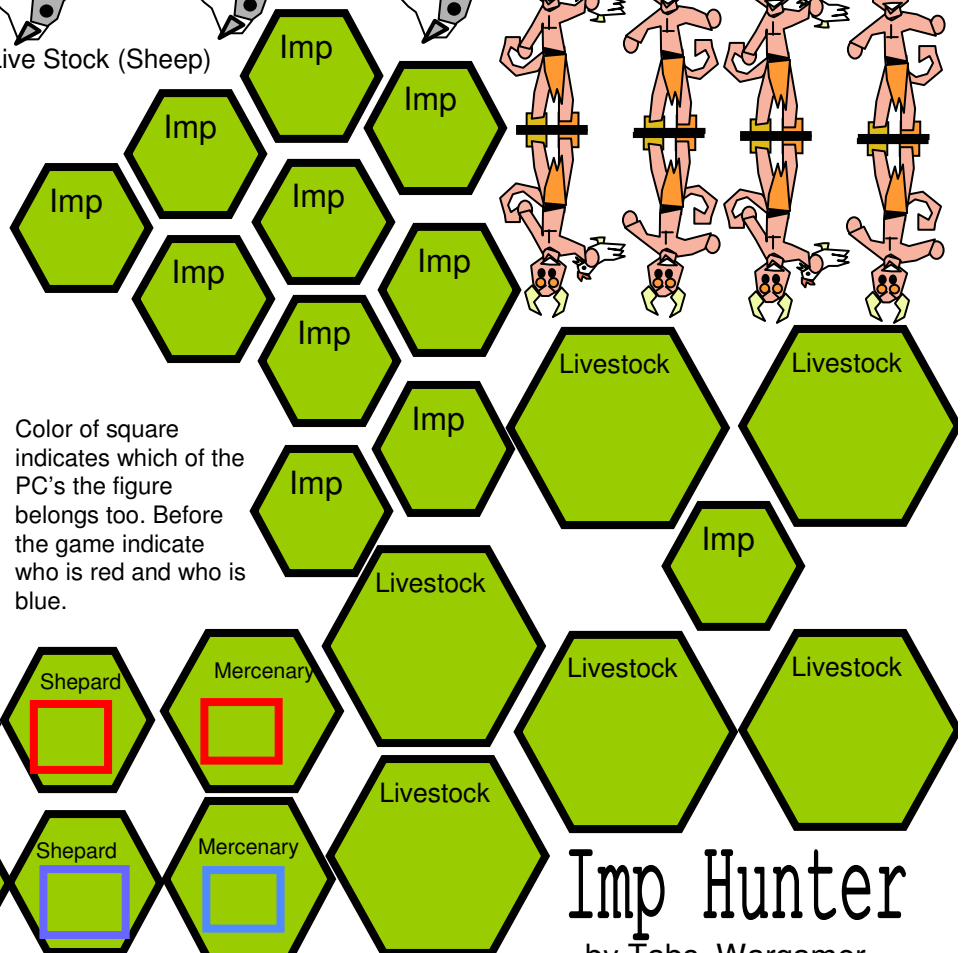
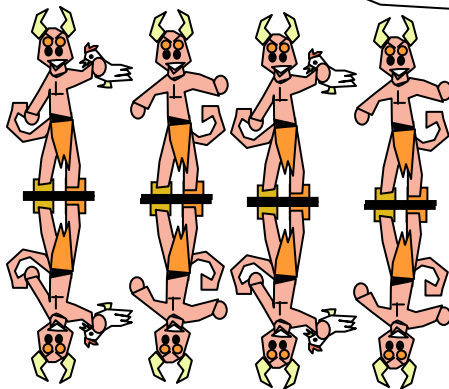
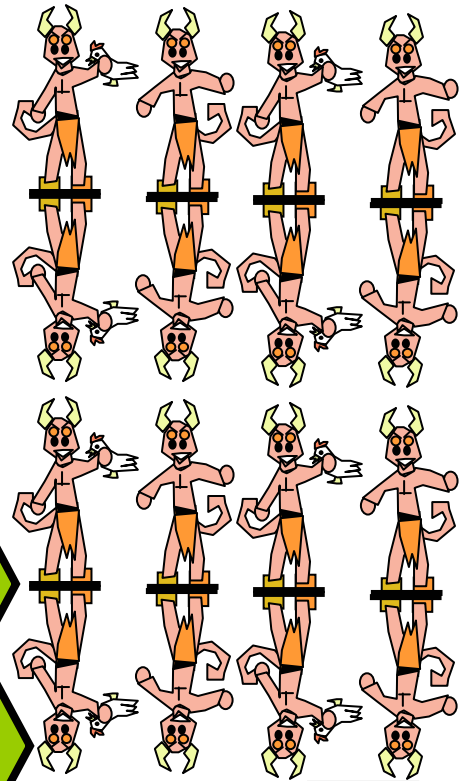
Mercenaries



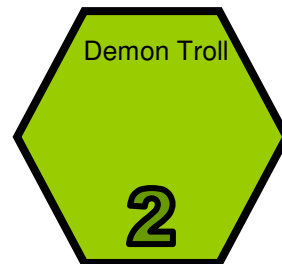
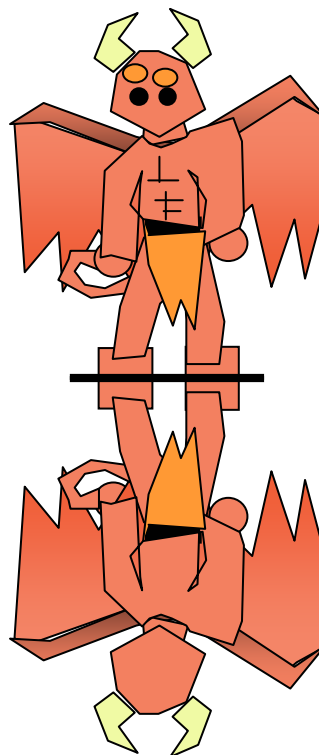
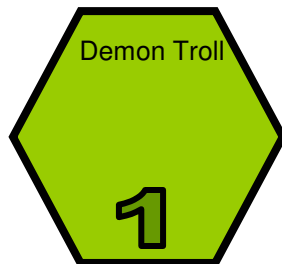
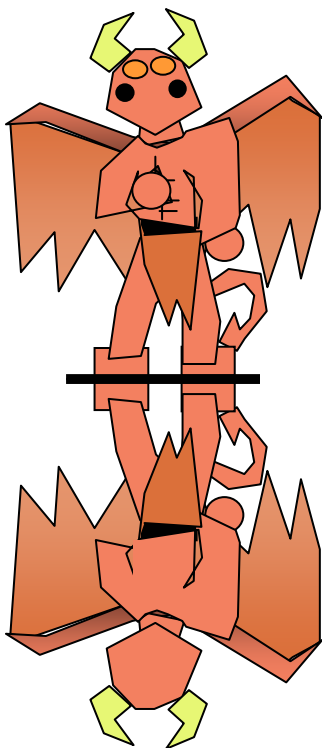
Livestock (chickens)



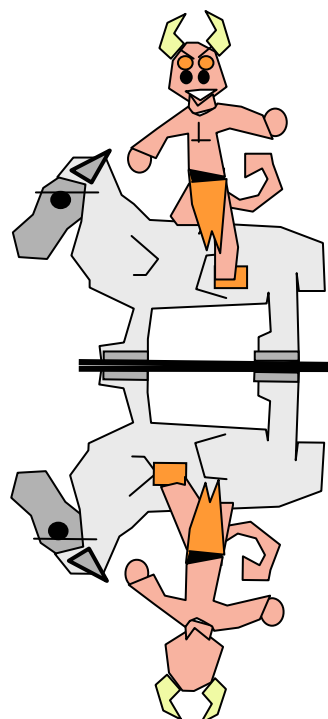
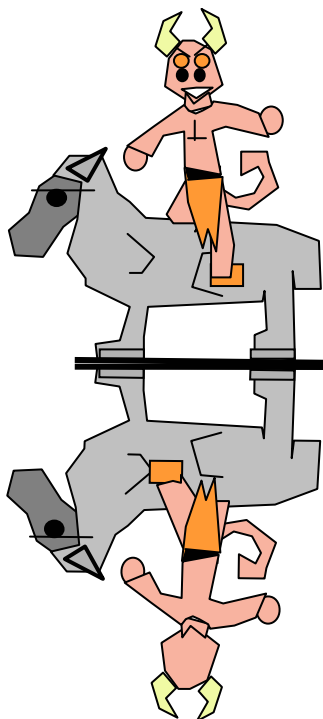
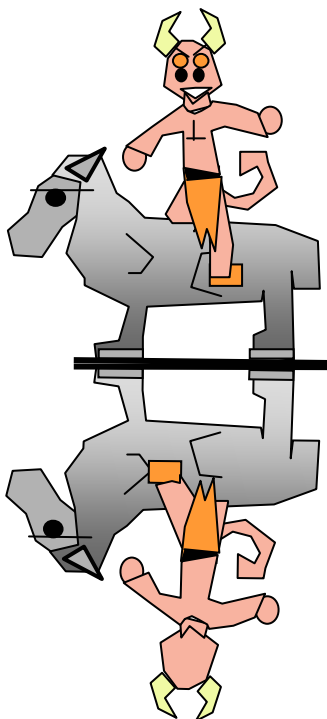
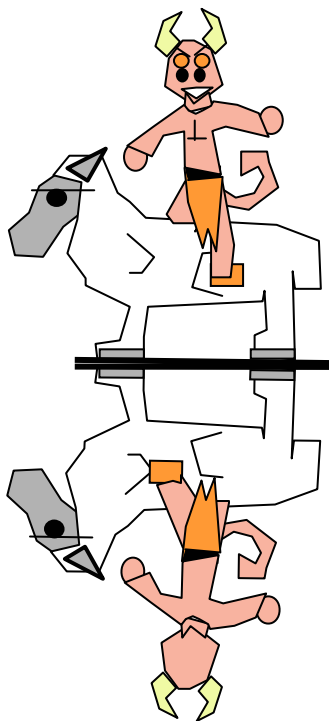
Live Stock (Sheep)



Color of square indicates which of the PC's the figure belongs too. Before the game indicate who is red and who is blue.



Demon Trolls



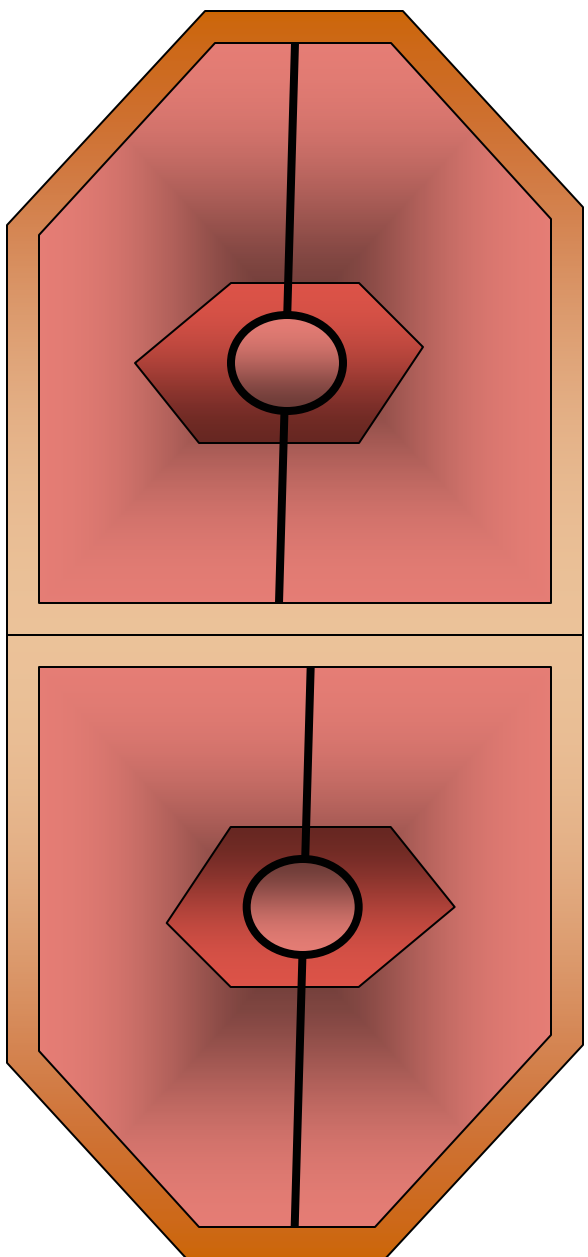
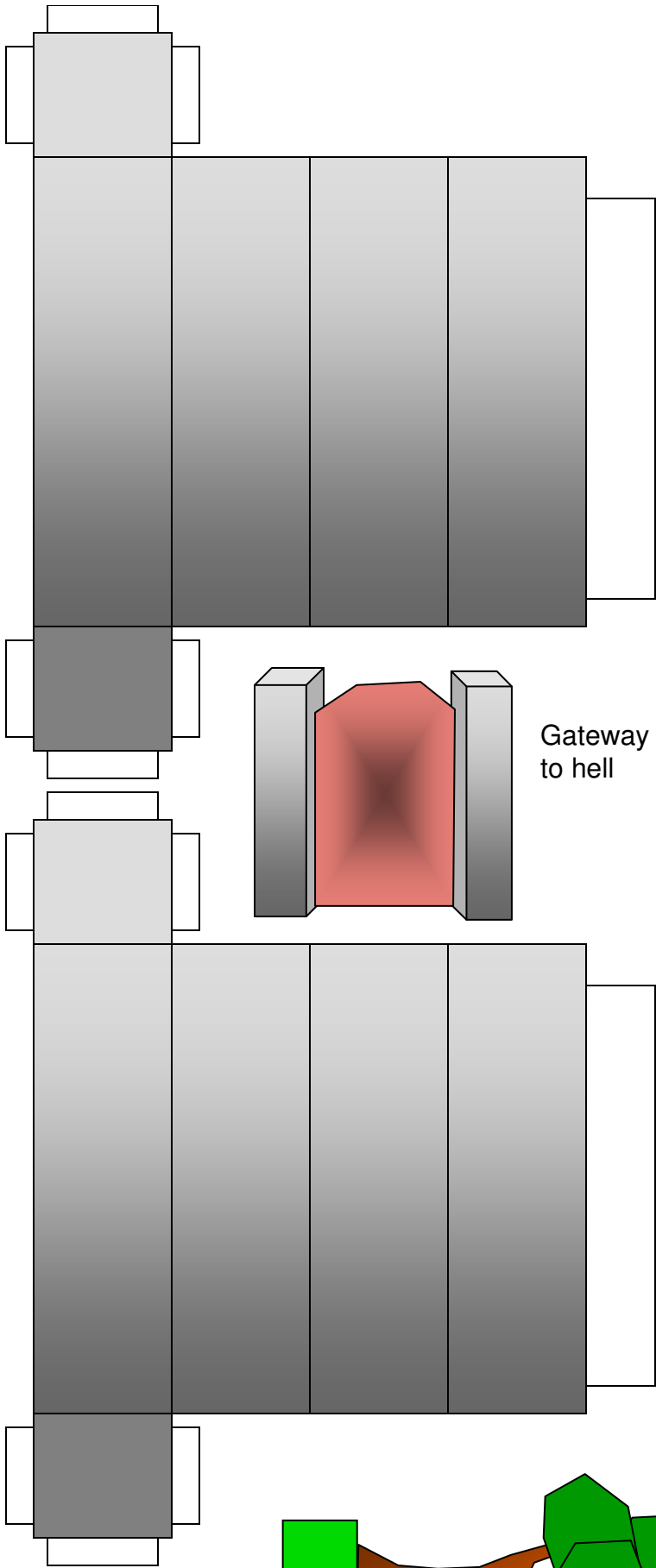
Just for fun- Imps on sheep.

Just thought I'd include some imps on the sheep for fun. Perhaps someone could use them in a racing game, or add some rules into this to allow for mounted imps... maybe I'll do it someday.

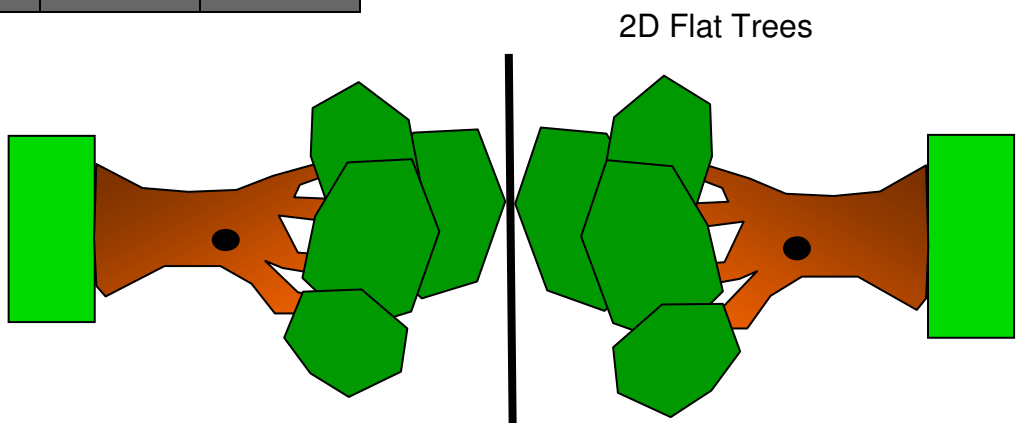
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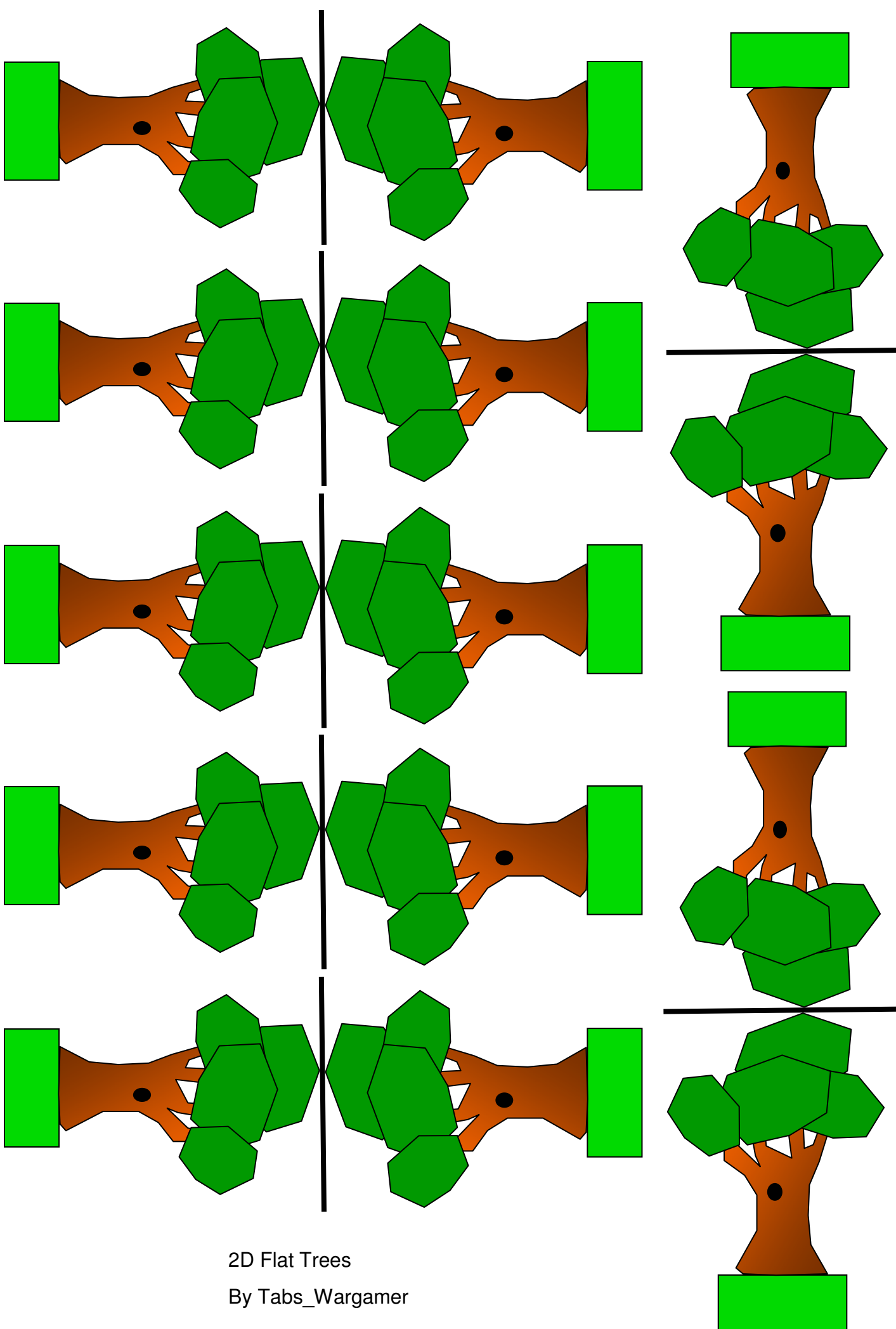
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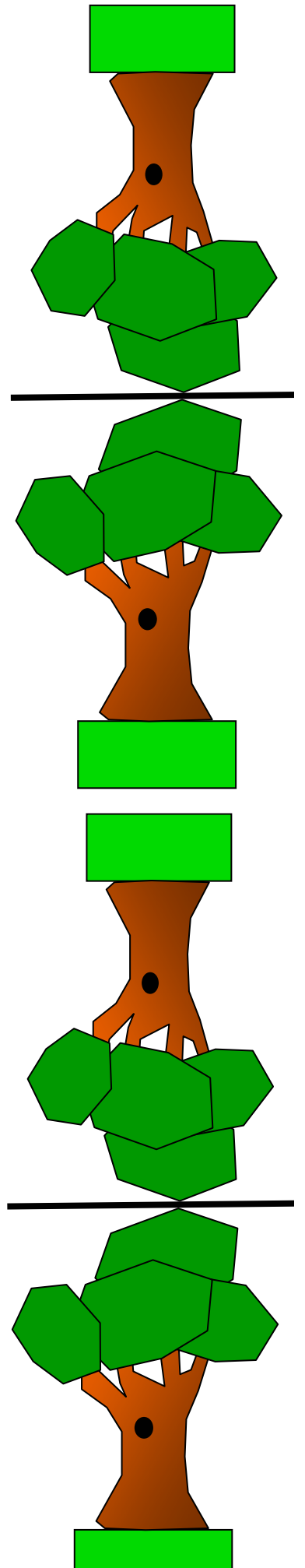
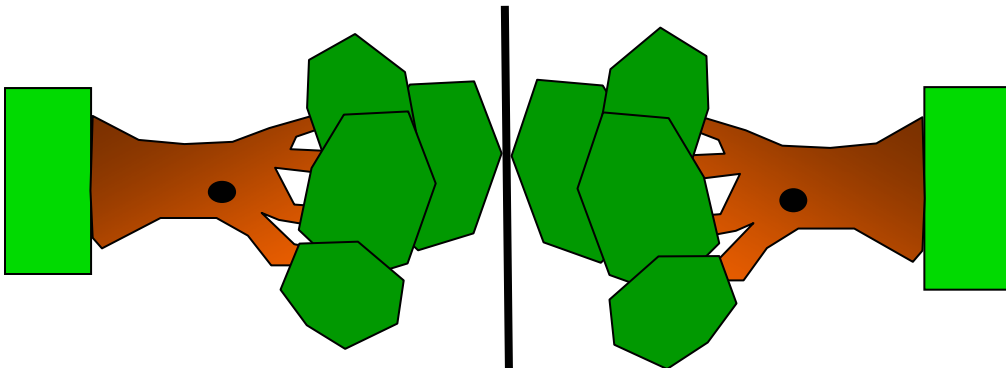
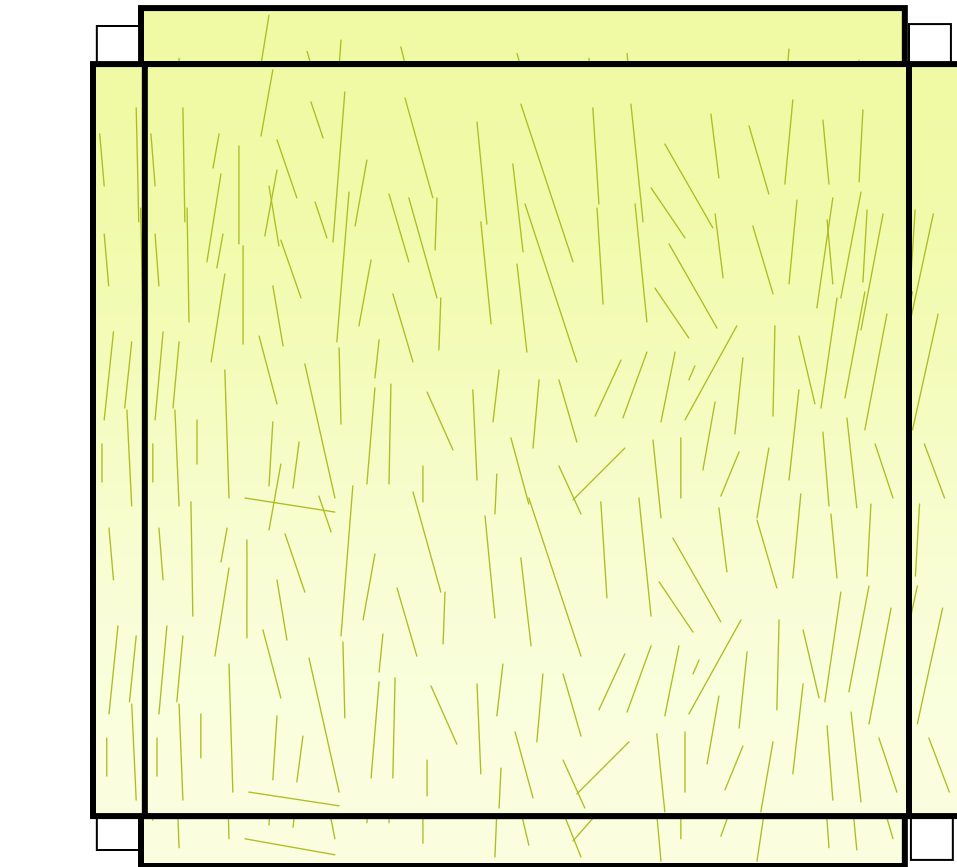
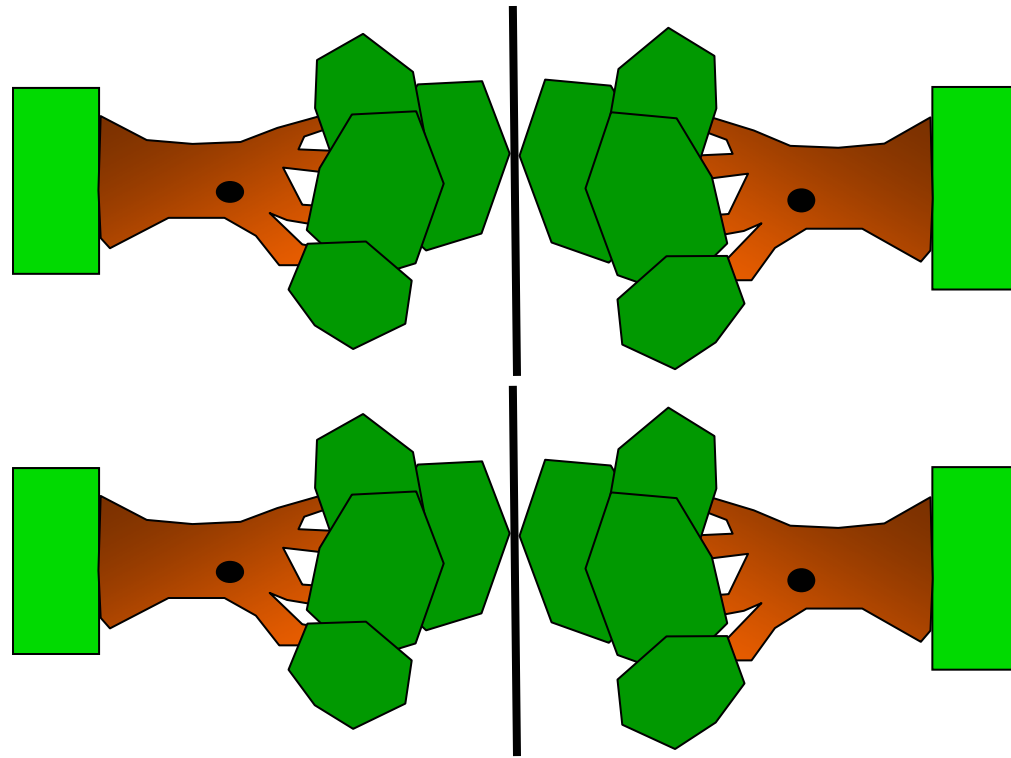
My terrain for Imp Hunter
by Tabs_Wargamer



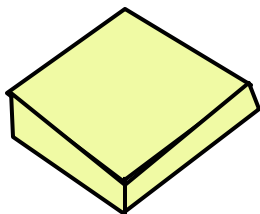
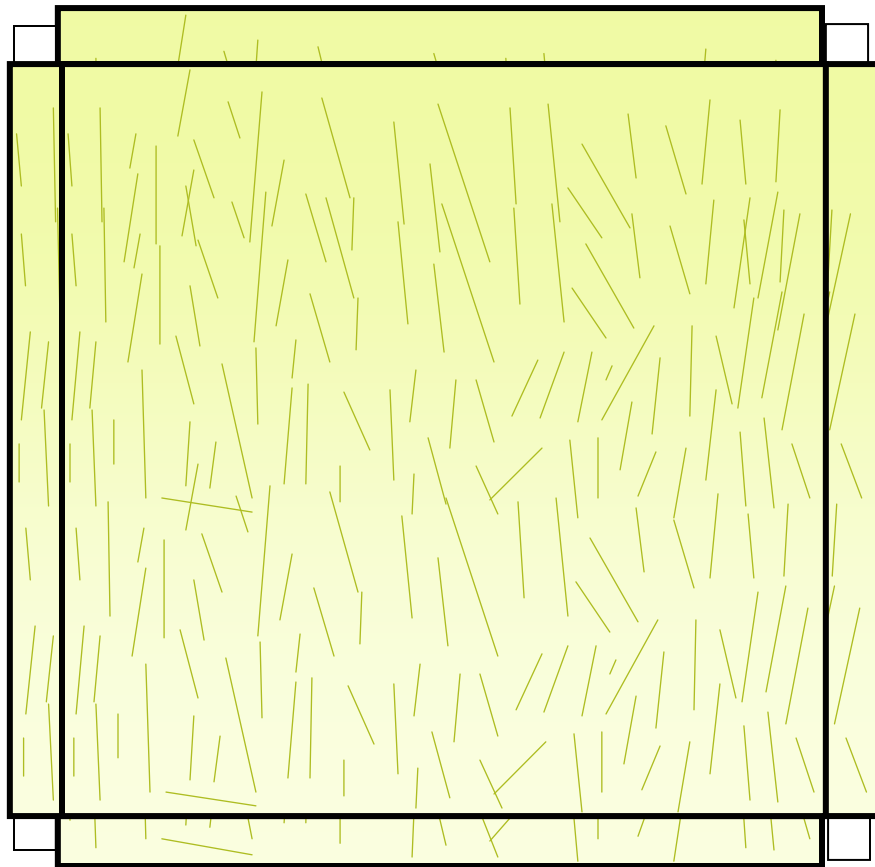
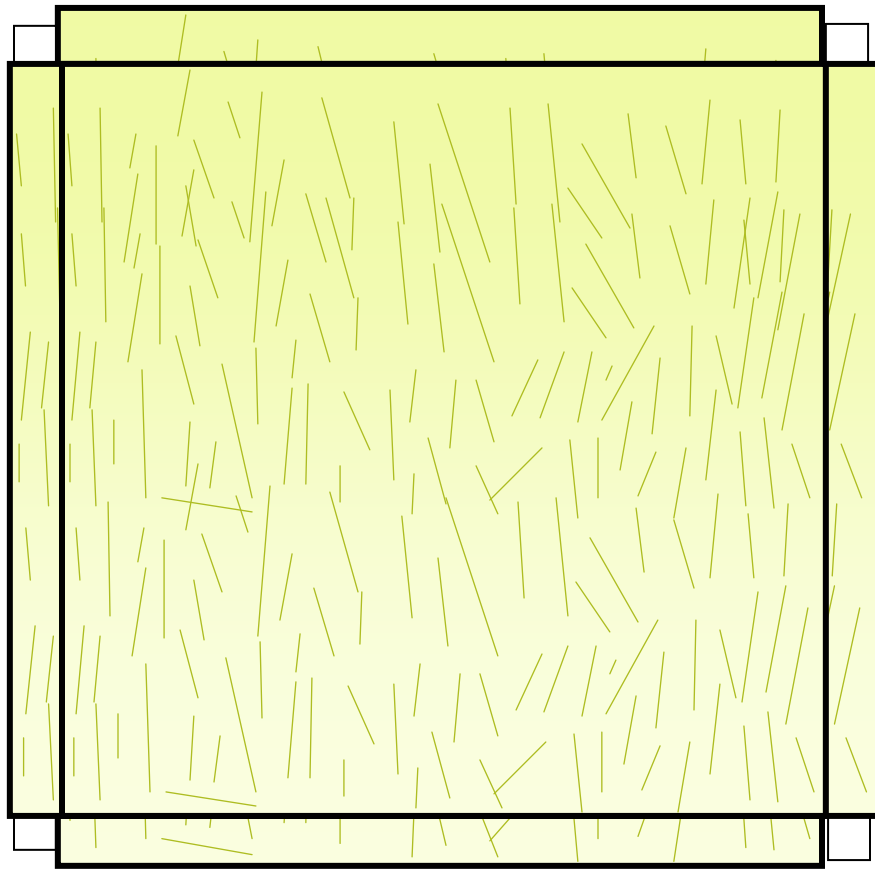
2D Flat Trees



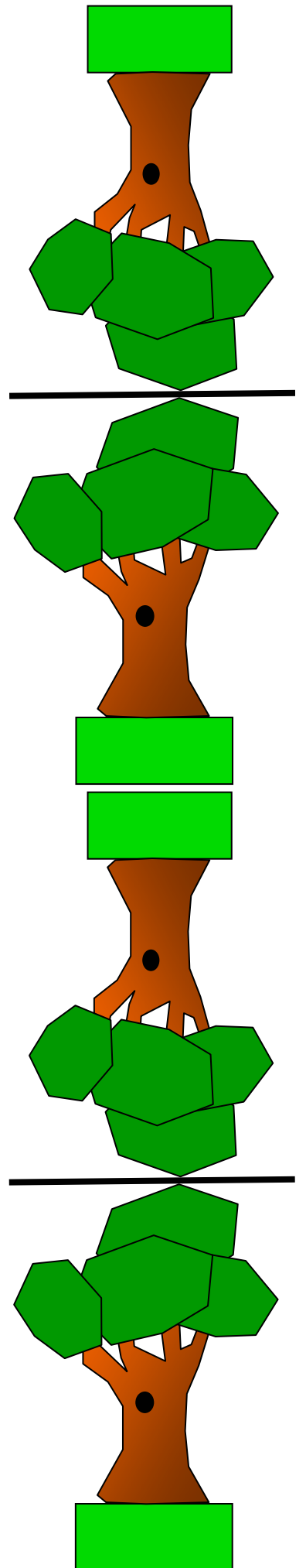
2D Flat Trees
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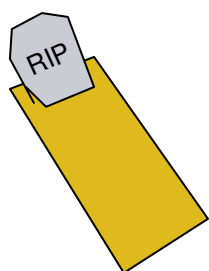
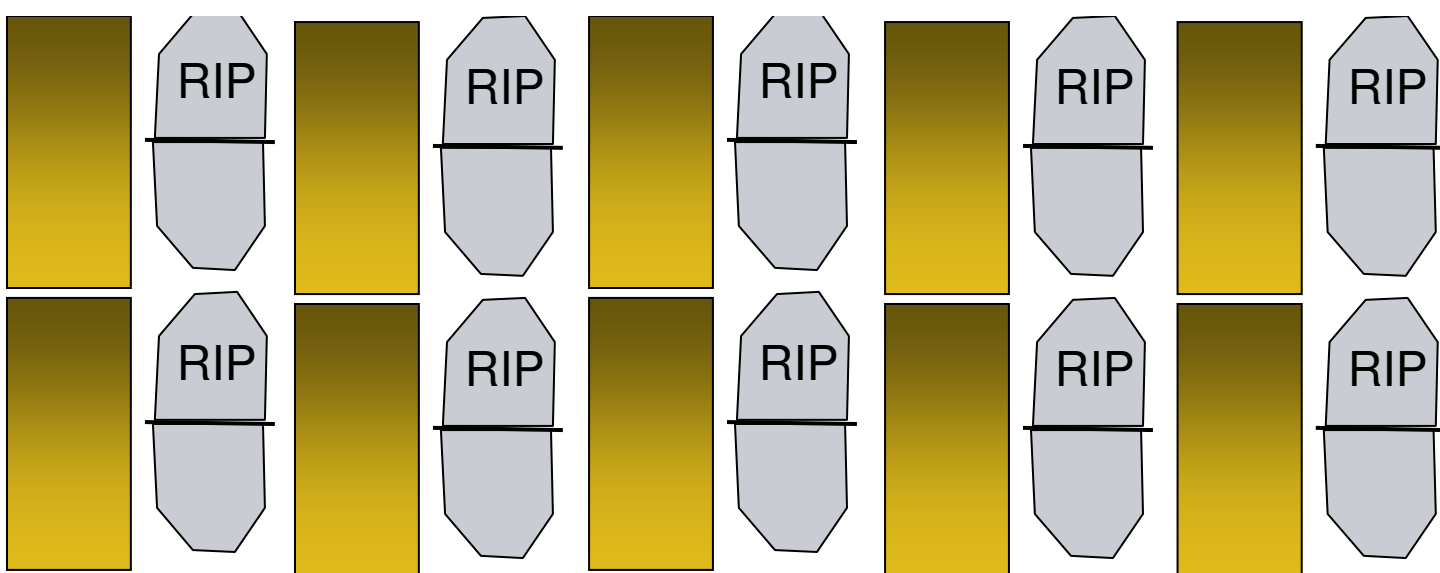


2D Flat Trees+ Cropfield\ By Tabs_Wargamer

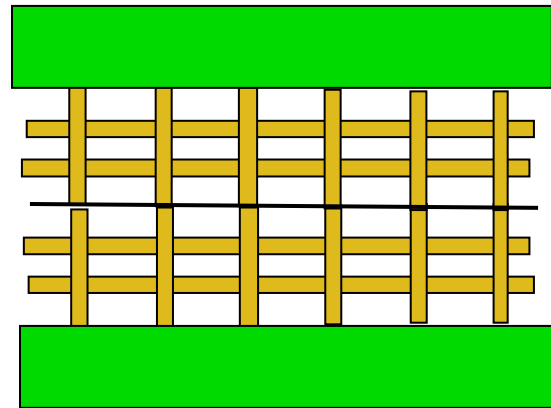
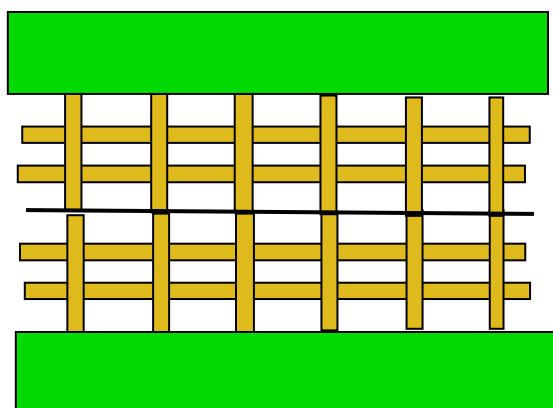
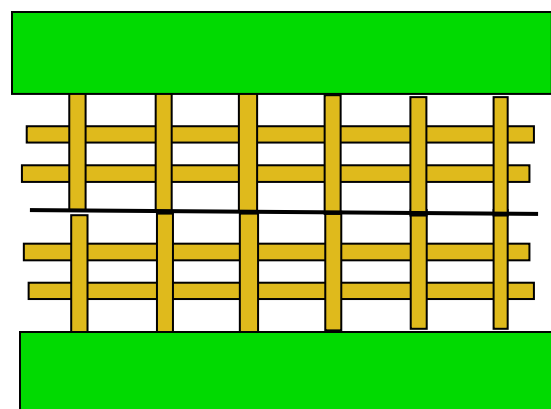
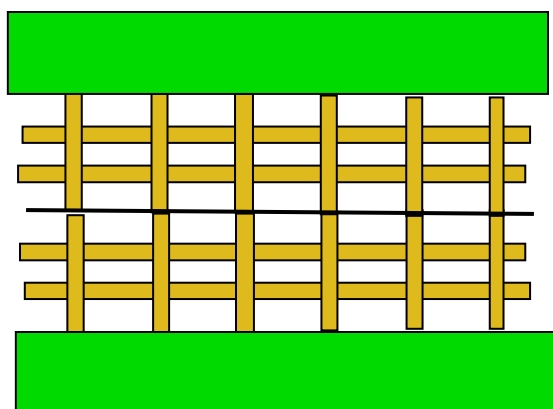
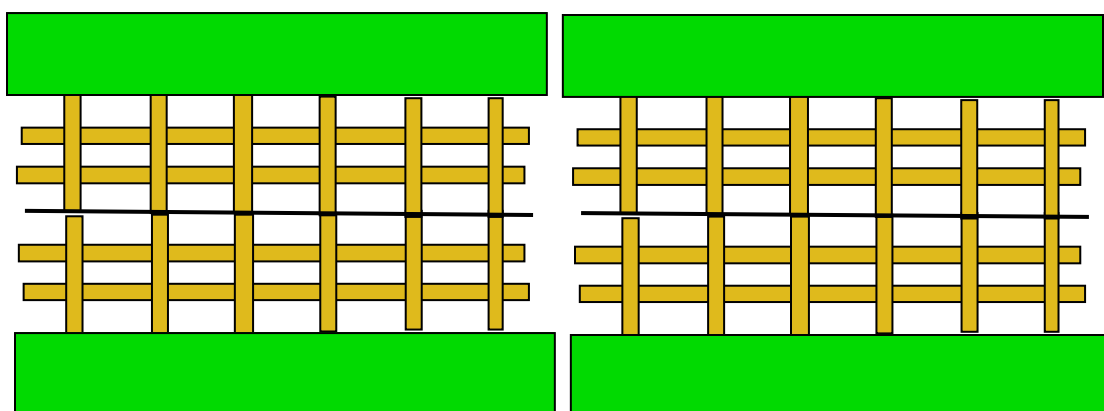


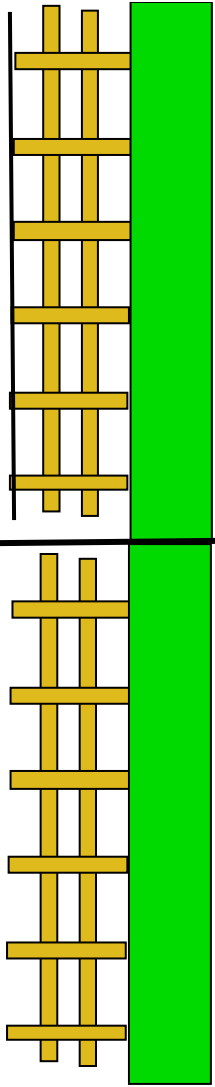
2D Flat Trees+ Cropfields\ By Tabs_Wargamer



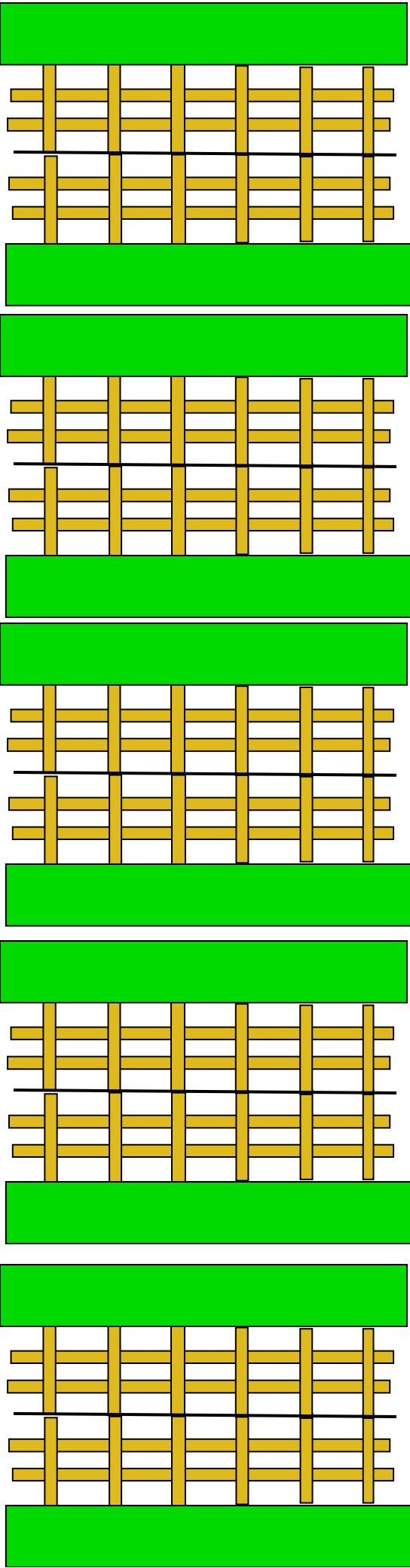
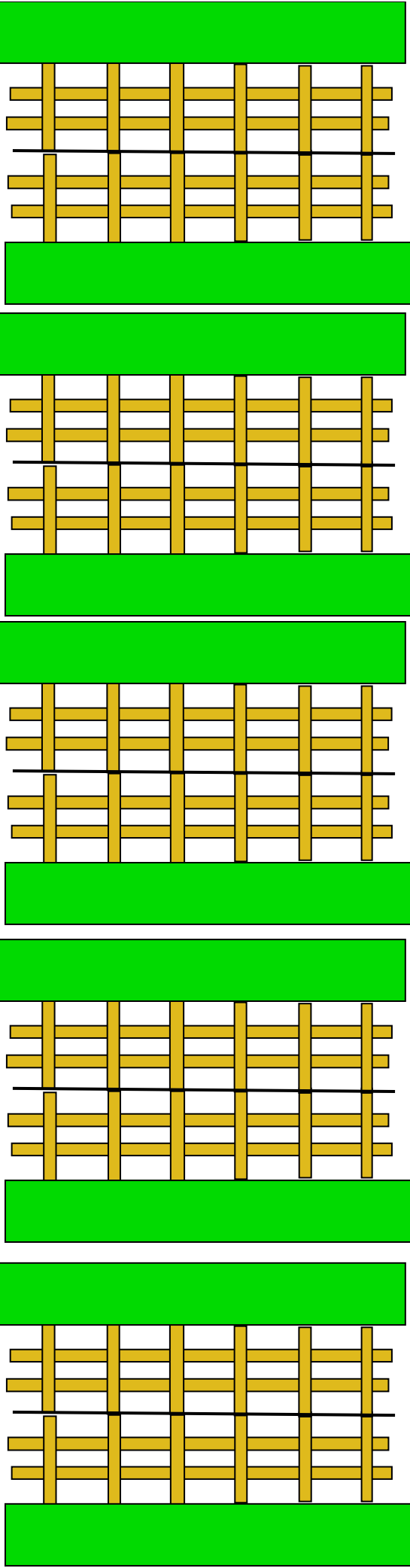


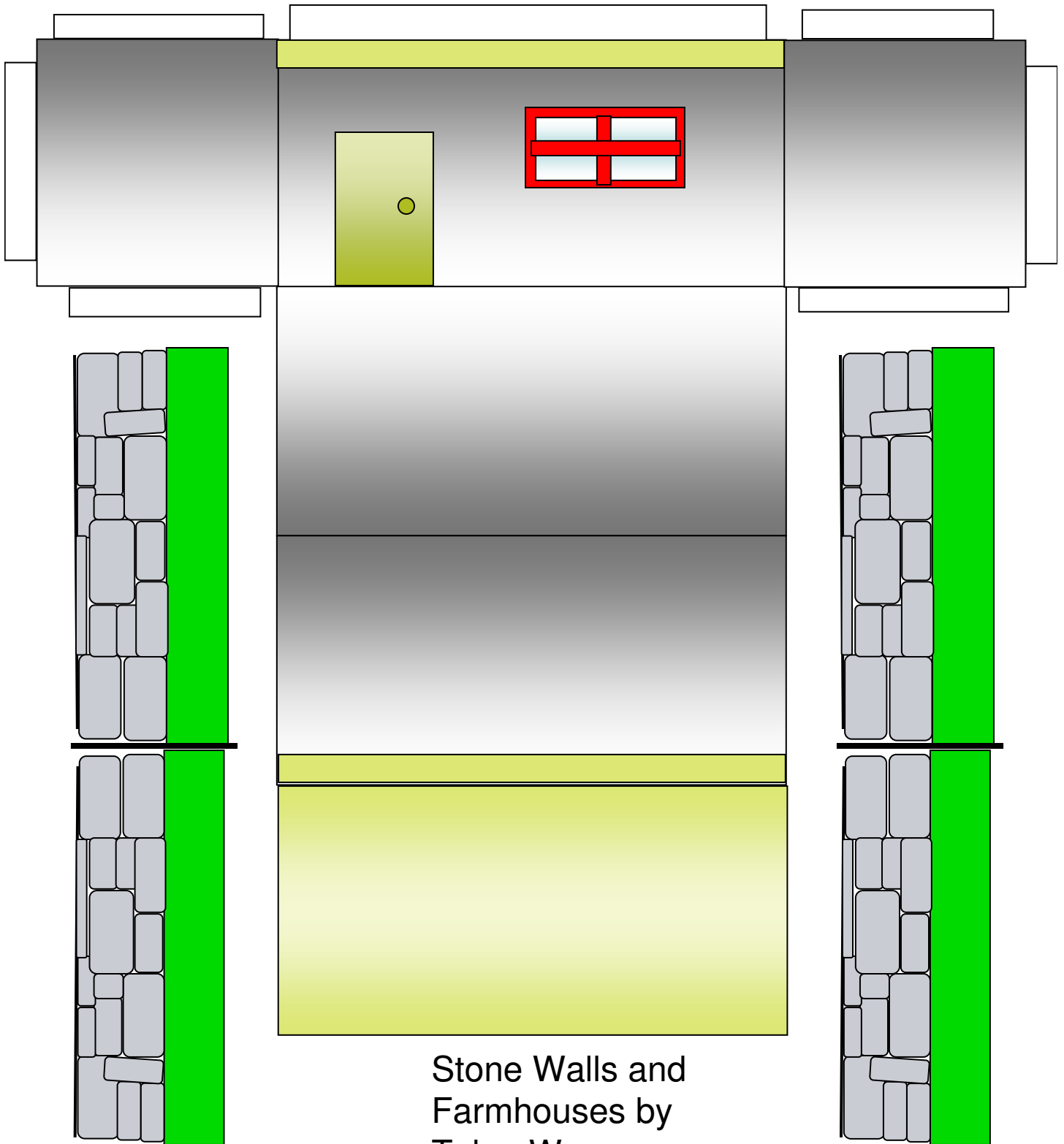
Graves



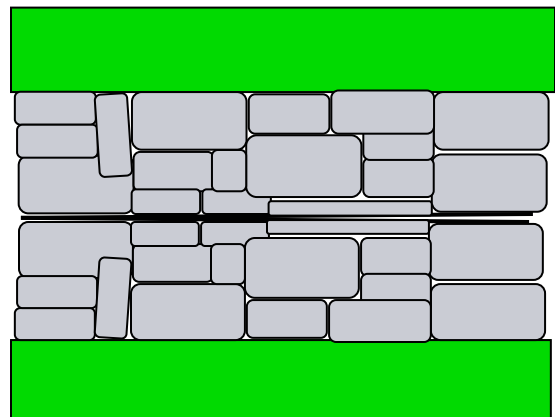
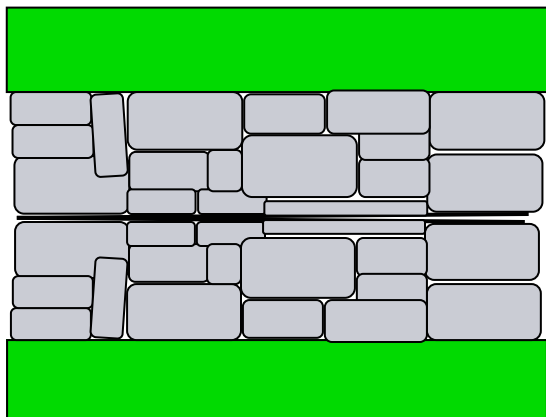


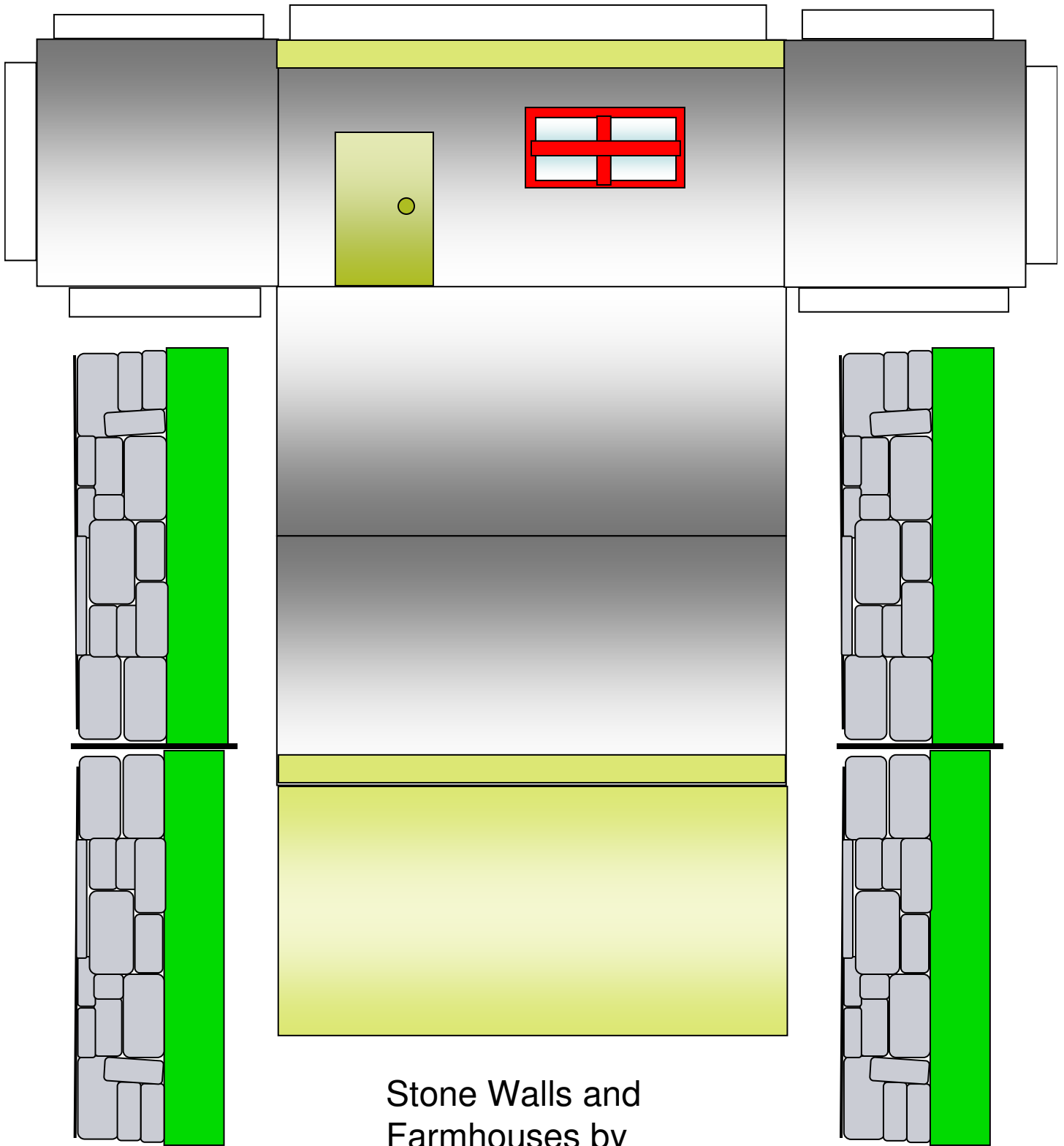
Rail Fences by
Tabs_Wargamer



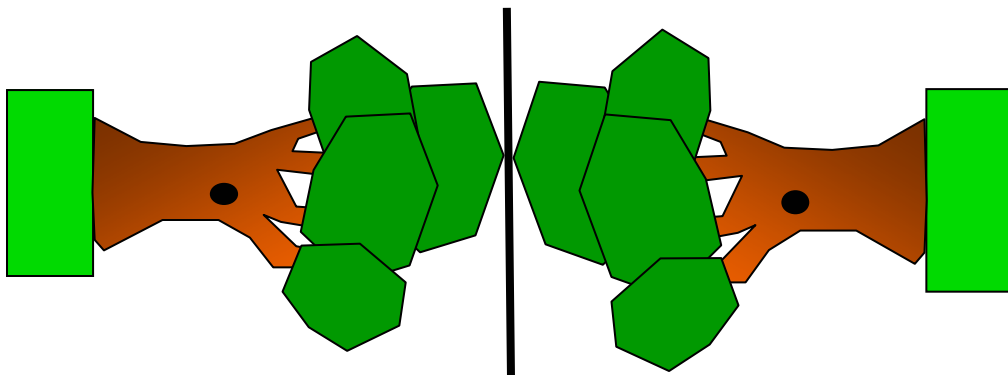


Stone Walls and
Farmhouses by
Tabs_Wargamer





Stone Walls and
Farmhouses by
Tabs_Wargamer



<<A tree<<