

The “Afflicted”

When the Rev. Burroughs arrived in Salem, he brought with him an orphan by the name of Mercy Lewis. Burroughs had taken Lewis under his care when her family was killed by the Wabanaki during a raid on Casco, the site of the “most considerable” English fort on the Eastern seaboard. The surrounding village had been pillaged and burned, and many of the citizens ambushed and slain.

When Burroughs gained his supernatural power, he bewitched the girl. Mercy subsequently acted as an agent for the Devil and “afflicted” many young girls in Salem. She used these girls to accuse people in Salem of Witchcraft, thereby making the Witch Hunters job much more difficult.

In this expansion there are new characters (see stats below), and new card types. These characters can be played by a Witch player or a Neutral player who torments both sides.

New Card Type:

“Accusation” - When this card type is played, one of the girls will accuse the character(s) on the card of witchcraft. If successful, an Accused marker is placed on the character and a lynch mob appears at a random location (draw a Location card, and add 3 townsfolk with improvised weapons to the afflicted roster). These lynch mobs will move every turn, regardless of activation roll, towards any character with an accused marker. If they come in contact, they automatically melee.

Name	HP	Hit Points	SV	MV	Resilience	Diplomacy	Default Weapons
Mercy Lewis		10	1	1	4	4	improvised weapon
Sarah Churchill		10	1	0	2	3	improvised weapon
Mary Warren		10	1	0	3	3	improvised weapon
Elizabeth Parris		10	1	0	2	3	improvised weapon

Scenario




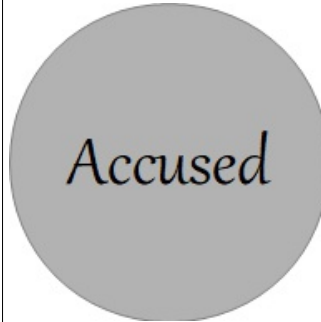












“No Mercy for Burroughs..... or Salem”

It's been days since Reverend Burroughs has arrived in Salem with Mercy Lewis in tow. Mercy has been recruiting girls in the village to help her accuse the witch hunters of witchcraft, throwing the townfolk off the trail of Burroughs and his followers. However Mercy meets up with John Alden and learns the truth about Burroughs... so, now she wants to bring Burroughs AND the witch hunters down.

This expansion scenario will allow the players to begin experimenting with deck building for the game.

Setup: Use the co-op play expansion rules. Instead of all players playing witch hunters, make one player The “Afflicted”. You may want to use the witch hunter additional player pack (or the witch additional player pack) to combine with the “Afflicted” pack for enhanced play. All rules from the rule book and the co-op expansion apply. The “Afflicted” will work against both the Witch Hunters and Burroughs.

Game Play: The “Afflicted” will be busy accusing witch hunters of heresy during play.... until Burroughs shows up (either at the beginning of the turn or during the “level boss” phase). If the “Afflicted” can interrupt Burroughs during the beginning of a turn, they may do so. Otherwise they will ignore the “level bosses” until Burroughs arrives. Then the “Afflicted” will join the fight to defeat Burroughs. However the lynch mobs will continue to attach the hunters that have been accused.

 <p><i>Accused</i></p>	 <p><i>Accused</i></p>	 <p><i>Accused</i></p>	 <p><i>Accused</i></p>
 <p><i>Accused</i></p>	 <p><i>Accused</i></p>	 <p><i>Accused</i></p>	 <p><i>Accused</i></p>
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