

19 Souls Escalation Deck: Scenario 1

The hunt for one of the most "Impudent, Scurrilous, wicked creatures in the world!"

Background

It's 1693 and the the witches are terrorizing the town of Amesbury, where they have hidden the witch, Susannah North Martin. All of the townsfolk are in hiding when Benjamin Church and his rangers arrive and occupy the meeting house. Now, the townspeople are trying to get to the safety of the meeting house. At the same time, Cotton Mather is trying to find and capture Susannah all while helping get the townfolk to the meeting house.

Objective:

The witches must stop the with hunters from getting the town folk to the meeting house and keep the witch hunters from getting Susannah off the table edge.

The witch hunters must find Susannah and get her off the board, as well as help get the townsfolk to the meeting house.

Setup

With the 19 Souls Escalation deck, you only need 4 terrain features. A meeting house, a well, a graveyard, and a town square. The rest of the standard card setup is the same as the original game. Place your terrain pieces and designate an area for the town square, then place any other scatter terrain (more scatter the better to give characters cover). You will then place 10 spawn markers (#1-10) no closer than 6" from each other and no closer than 10" from the meeting house. Besides the character cards for the core characters, you will need the cards for Church and his rangers. Church and the rangers will deploy in the meeting house and only activate if any of the witches band enters the meeting house. Church will get his own activation roll for him and the rangers, so it is ill advised to attack the meeting house.

Start of the Game

Turn one starts per the standard rules, with the following exceptions:

Before they draw their location card for the starting location, the Witch Hunter can place two townfolk on two different spawn markers.

The witches will draw a second location card, after they draw their starting location, and keep the second card in their hand (this does not count toward their hand count). The witch hunters must search locations to find Susannah. If the witch hunters get an item found card, AND it is the card in the witches hand, then they have found Susannah and must get her back to Salem (by leaving the board with her).

If the witches draw a starting location of the meeting house, all of their core characters get a free run movement for the first turn, so as to not activate the Rangers. IF they choose to stay, the rangers will attack AND they get first strike (which means the attack first, rather than simultaneous and the can choose their attack)

End of turn

All standard rules apply. Objective levels move up or down in the following conditions:

Witches:

Witch kills a witch hunter

Witch captures a townfolk

Witch Hunter:

Witch Hunter kills a witch

Witch hunter gets a townfolk to the meeting house

Also at the end of the turn, roll 2 D10. Place two more town folk at the corresponding spawn points.

Townfolk movement and activation

Any spawned townfolk move toward the meeting house at the end of the turn, and are controlled by the witch hunters (activation doesn't go against activation roll). IF the witches come in contact with a townfolk, and capture them, they take control of that townfolk at turns end, instead of the witch hunters. The witch hunters must capture them back, to take control of them again.

Church and his Rangers activation

Church and his rangers can only enter the game if the meeting house is under siege, or the witches enter. Then the witch hunter player gets a second activation roll just for Church and his rangers. They activate as normal. If you really want to spice up the scenario, you can add the Untied Colonies expansion if/when they come into play.