

Character Sheets

FACTION: _____ Witches _____

Faction: Witch		Weapon	
Character Name	HP	Melee	Range
Reverend Burroughs	10	Sword	Pistol
Resilience	Diplomacy	Melee Val	Shoot Val
5	2	2	3

Faction: Witch		Weapon	
Character Name	HP	Melee	Range
Skadegamutc	10	Knife	Magic Staff (Musket)
Resilience	Diplomacy	Melee Val	Shoot Val
4	2	2	3

Faction: Witch		Weapon	
Character Name	HP	Melee	Range
Pukjinskwes	10	Knife	Magic Staff (Musket)
Resilience	Diplomacy	Melee Val	Shoot Val
4	2	2	3

Faction:		Weapon	
Character Name	HP	Melee	Range
Resilience	Diplomacy	Melee Val	Shoot Val

Faction:		Weapon	
Character Name	HP	Melee	Range
Resilience	Diplomacy	Melee Val	Shoot Val

Character Sheets

FACTION: _____ Witch Hunters _____

Faction: Witch Hunter		Weapon	
Character Name	HP	Melee	Range
Cotton Mather	10	Sword	Pistol
Resilience	Diplomacy	Melee Val	Shoot Val
5	2	2	3

Faction: Witch Hunter		Weapon	
Character Name	HP	Melee	Range
Increase Mather	10	Sword	Pistol
Resilience	Diplomacy	Melee Val	Shoot Val
4	2	1	3

Faction: Witch Hunter		Weapon	
Character Name	HP	Melee	Range
John Alden	10	Tomahawk	Musket
Resilience	Diplomacy	Melee Val	Shoot Val
4	2	2	2

Faction:		Weapon	
Character Name	HP	Melee	Range
Resilience	Diplomacy	Melee Val	Shoot Val

Faction:		Weapon	
Character Name	HP	Melee	Range
Resilience	Diplomacy	Melee Val	Shoot Val

Quick Reference

Actions

- Normal movement (combined with shooting, reloading, melee, or searching): 6 inches
- Run movement (cannot be combined with anything): 4 + D10 inches
- Shooting, reloading, and searching – any two in any combination
- Melee

Shooting

$(D10 \text{ Roll} + \text{Shoot Value}) - (\text{Range} + \text{Cover} + \text{Resilience}) = \text{Hit Points Subtracted}$

The result is the number of Hit Points subtracted from the target figure's current total. If the result is 0 or less, the shot is a miss.

Weapon	Short Range	Long Range	Extreme Range
Pistol	Up to 6" (0)	6" to 12" (2)	Not Allowed
Musket (or Magic Staff)	Up to 18" (0)	18" to 32" (2)	32" to 48" (3)
Bow	Up to 14" (0)	14" to 28" (2)	Not Allowed
Tomahawk	Up to 6" (3)	Not Allowed	Not Allowed

Type of Cover	Modifier	Description
Tall Grass	1	Target at least 1" inside tall grass area
Forest	1	Target at least 1" inside forest area
Fence (Wooden)	1	Target on opposite side of wooden fence, and next to it
Stone Wall	2	Target on opposite side of stone wall, and next to it
Window	3	Target only visible in window from outside the building

Melee

$(D10 \text{ Roll} + \text{Melee Value}) - (\text{Weapon Modifier} + \text{Resilience} + \text{Capture Modifier}) = \text{Hit Points Subtracted}$

Combat is simultaneous. If the attacker is attempting to capture the target figure, and they score more Hit Points of damage than they receive in return, then the target figure is captured. Otherwise, the capture attempt fails.

Weapon Type Used by Figure	Modifier
Bare Hands	3
Tooth and Claw	0
Improvised Weapon	2
Knife	1
Tomahawk	0
Sword	0
Bayonet (on Musket) or Spear	0

Figure Characteristics

The following is a table which gives a complete list of the various figure's characteristics which will be needed during play.

Name	Faction	Curr Points	Hit Points	Shoot Value	Melee Value	Resilience	Diplomacy	Character Points	Default Weapons
Cotton Mather	Witch Hunter		10	3	2	5	2	22	Pistol, Sword
Increase Mather	Witch Hunter		10	3	1	4	2	20	Pistol, Sword
Rev. Burroughs	Witch		10	3	2	5	2	22	Pistol, Sword
Militia Sgt	Witch Hunter		10	3	2	3	2	20	Musket, Tomahawk
Militia Man	Witch Hunter		10	2	1	2	2	17	Musket, Tomahawk
Skadegamutc	Witch		10	3	2	4	2	21	Magic Staff, Knife
Madockawando	Wabanaki		10	2	1	5	2	20	Musket, Tomahawk
Wabanaki Sagamore	Wabanaki		10	2	1	3	2		Bow or Musket, Tomahawk
Wabanaki Warrior	Wabanaki		10	2	1	2	2	17	Bow or Musket, Tomahawk
Benjamin Church	Witch Hunter		10	3	2	5	2	22	Musket, Tomahawk
Ranger Sergeant	Witch Hunter		10	2	2	5	2	21	Musket, Tomahawk
Ranger	Witch Hunter		10	2	1	5	2	20	Musket, Tomahawk
Baron De St. Castine	French		10	3	2	5	2	22	Musket, Sword
Milice Sergeant	French		10	2	2	3	2	19	Musket, Tomahawk
Milicien	French		10	2	1	2	2	17	Musket, Tomahawk
Lost Brave (Wabanaki Zombie-Witch)	Supernatural		10	2	3	3	2	20	Tomahawk
Dire Wolf	Supernatural		3	NA	4	3	2	14	Tooth and Claw
Large Familiar	Supernatural		1	NA	3	3	2	11	Tooth and Claw
Small Familiar	Supernatural		1	NA	1	3	2	9	Tooth and Claw
Plague Rats	Supernatural		1	NA	2	2	2	9	Tooth and Claw
Townfolk	Towns People		10	2	2	3	2	19	Improvised Weapon
John Alden	Witch Hunter		10	2	2	4	2	20	Musket, Tomahawk
Pukjinskwes	Witch		10	2	2	4	2	20	Magic Staff, Knife
Aglebem (giant frog)	Supernatural		3	NA	3	5	2	15	Tooth and Claw
Keekwajoo (werewolf)	Supernatural		5	NA	4	5	2	18	Tooth and Claw
Chenoo (ice giant)	Supernatural		5	2	4	5	2	18	Tooth and Claw
Townfolk Zombie	Supernatural		1	2	2	3	2	10	Improvised Weapon