

WHAT THE...

HISS

# RETURN OF THE VAMPIRE



## THE STORY

RUMOURS ABOUT THAT COUNT CHOKK YULA, THE DREAD VAMPIRE, AND HIS BRIDES HAVE TAKEN UP RESIDENCE IN A DESERTED WAREHOUSE DISTRICT ON THE OUTSKIRTS OF LONDON. FOUR LEAGUES OF ADVENTURERS HAVE DESCENDED ON THE SUSPECTED LOCATION OF HIS LAIR. THEIR GOAL IS TO DESTROY THE PRECIOUS COFFINS WHERE THE VAMPIRES HIDE FROM THE DAYLIGHT, SCATTER THE VAMPIRES' DIRT FROM THEIR HOMETLAND ON WHICH THEY SLEEP, AND SEIZE WHATEVER TREASURES OR ARCANIC ARTIFACTS THE COFFINS CONTAIN. THE PLAN IS TO ARRIVE AT MIDNIGHT, WHILE THE VAMPIRES ARE AWAY HUNTING. BUT NONE OF THE LEAGUES ARE AWARE THAT THE OTHERS ARE INTENT ON THE SAME MISSION!

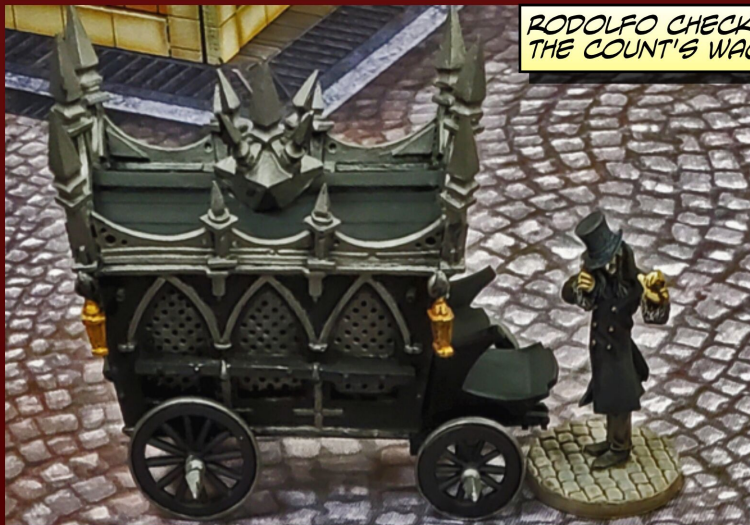
## THE SCENARIO

THE PLOT POINTS ARE FIVE COFFINS. ONE OF THE COFFINS BELONGS TO COUNT CHOKK YULA: THIS IS THE MAJOR PLOT POINT. THREE OTHERS ARE FOR HIS THREE BRIDES. THERE IS ONE EMPTY COFFIN, A "RED HERRING." THE TYPE OF PLOT POINT IS DETERMINED BY THE DRAWING OF THE REWARD CARD AFTER THE PLOT POINT IS SUCCESSFULLY COMPLETED. ALL PLOT POINTS-EXCEPT FOR THE RED HERRING!- PROVIDE ONE UNDROPPABLE VICTORY POINT, WHICH REPRESENTS THE RENOWN EARNED BY THE LEAGUE FOR THE DESTRUCTION OF THE COFFIN AND SCATTERING OF ITS DIRT. MINOR PLOT POINTS PROVIDE AN ADDITIONAL VICTORY POINT AND THE MAJOR PLOT POINT (THE COUNT'S COFFIN) PROVIDES AN ADDITIONAL THREE VICTORY POINTS. THESE POINTS REPRESENT THE TREASURE STORED IN THE COFFINS. THESE VICTORY POINTS ARE DROPPED IF A CHARACTER GOES DOWN.

THE COUNT HAS INSTALLED FOUR STONE GARGOYLES TO PROTECT THE AREA. EACH OF THESE HAS A PERILOUS AREA WITH A RADIUS OF THREE INCHES AROUND THEIR EDGES. ANY CLIMBING IS ALSO PERILOUS. AND, OF COURSE, A PERIL FOR EACH PLOT POINT MUST BE PASSED BEFORE ATTEMPTING THE PLOT POINT.

BECAUSE OF THE LATE HOUR, SHOOTING RANGE IS LIMITED TO 12 INCHES.

RODOLFO CHECKS OUT THE COUNT'S WAGON.



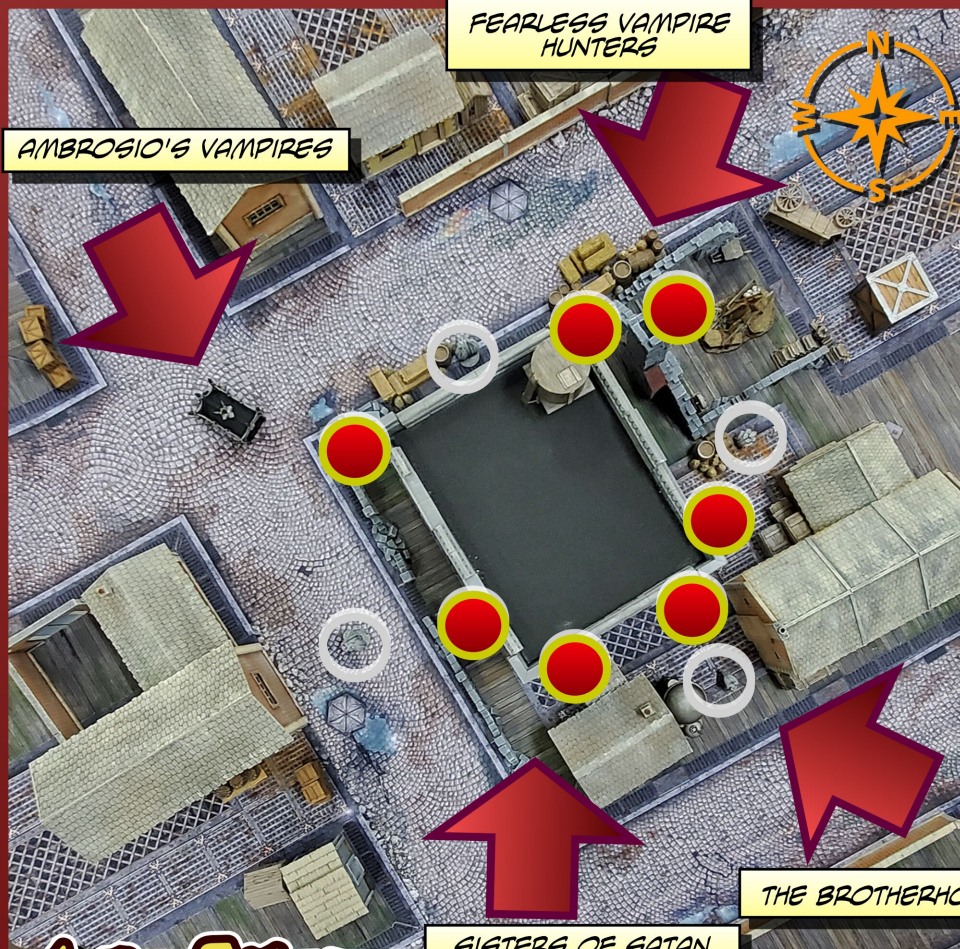
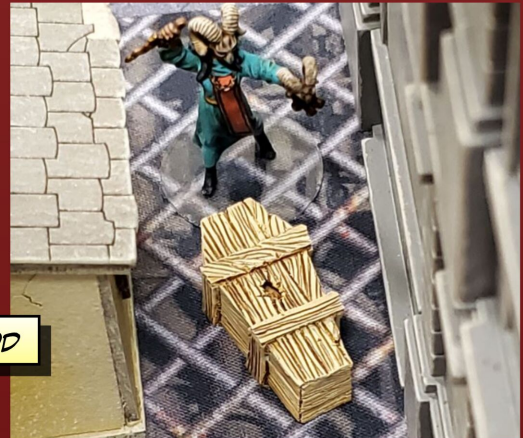
THE BROTHERHOOD CAUTIOUSLY ADVANCES ON A COFFIN, A GARGOYLE BLOCKING THEIR WAY.

# THE TABLE

 COFFIN

 GARGOYLE

EACH LEAGUE MUST SET UP WITHIN 6 INCHES OF A TABLE EDGE. CHOSEN SET-UP LOCATIONS ARE SHOWN.



# THE CAST



# SISTERS OF SATAN

ENTER FROM THE SOUTH

A CULT OF EX-NUNS DEDICATED TO SERVING SATAN IN ALL HIS EVIL WAYS. THEY HAVE A PATHOLOGICAL LOATHING FOR THE CATHOLIC CHURCH IN GENERAL AND THE BROTHERHOOD IN PARTICULAR!



# FEARLESS VAMPIRE HUNTERS

ENTER FROM THE NORTH

DR. ABRAHAM VAN HELSING HAS GATHERED A LEAGUE OF VETERAN ADVENTURERS TO ERADICATE THE SCOURGE OF VAMPIRISM FROM THE WORLD.



# AMBROGIO'S VAMPIRE BROOD

ENTER FROM THE WEST

THE UPSTART VAMPIRE AMBROGIO LEADS HIS BROOD IN A COVERT CRUSADE TO DESTROY THE GREAT PRINCE CHOKK YULA AND ULTIMATELY SEIZE THE TITLE OF KING OF THE VAMPIRES.



# THE BROTHERHOOD

ENTER FROM THE EAST

BROTHER ABRAHAM, INFURIATED BY WHAT HE BELIEVES IS THE CATHOLIC CHURCH'S FEEBLE EFFORTS TO COMBAT EVIL IN THE WORLD, HAS FORMED A CULT OF LIKE-MINDED MONKS WHO BATTLE THE FORCES OF DARKNESS THROUGHOUT THE WORLD. AND WOE TO ANY WHO GET IN THEIR WAY!

# THE GAME



THE SISTERS ADVANCE, A COFFIN ALREADY IN VIEW...



AMBROGIO LEADS HIS BROOD...

AND VAN HELSING AND THE GREAT HUNTER HEAD FOR THE COFFINS.



VAN HELSING ATTEMPTS A PLOT POINT, BUT ONLY GETS ONE SUCCESS.



DRAT! THIS ONE'S HARDER THAN I THOUGHT!

WHAT HAVE WE HERE, CLARA MY LOVE? HA HA HAAA!



IT IS GOOD, MASTER...

AROUND THE CORNER, AMBROGIO AND CLARA ENCOUNTER A COFFIN. AMBROGIO WILL FALL SHORT OF THE NECESSARY SUCCESSES, BUT CLARA WILL SEIZE THE PLOT POINT ON HER TRY!

THE GREAT HUNTER SUCCEEDS ON A COFFIN PLOT POINT, AND...



GREAT SCOTT! IT'S THE COUNT'S COFFIN! AT LAST!



YESSS!

BROTHER MALACHI SKIRTS A GARGOYLE AND SUCCEEDS ON A PLOT POINT!

TURN BACK, MONK SCUM. THE DARK LORD WILL NOT LET YOU PASS!



AN EPIC BATTLE COMMENCES BETWEEN GR. STELLA AND HER ARCH FOES, THE BROTHERHOOD!

WHAT THE...

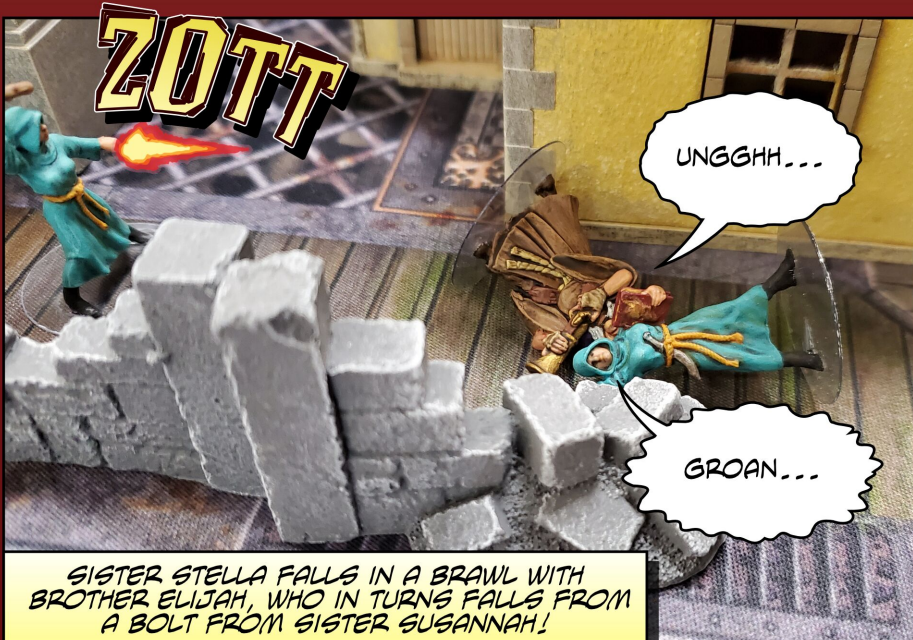


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CLARA IS ABOUT TO MAKE VAN HELSING'S JOB MUCH MORE DIFFICULT! THIS PLOT POINT WILL ELUDE HIM!



SISTERS SARAH AND SOPHIA SEIZE A PLOT POINT WHILE SISTER SUSANNAH WATCHES THEIR SIX!



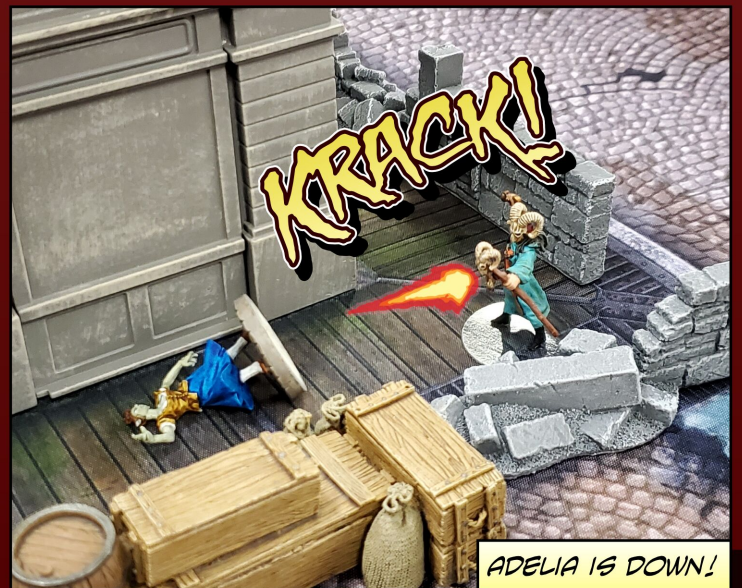
SISTER STELLA FALLS IN A BRAWL WITH BROTHER ELIJAH, WHO IN TURNS FALLS FROM A BOLT FROM SISTER SUSANNAH!



AMBROGIO ADVANCES ON VAN HELSING...



SISTER SARAH SURPRISES ADELIA, MUCH TO ROLDOFO'S ALARM!



ADELIA IS DOWN!



# AS THE POLICE APPROACH, THE FOUR LEAGUES FLEE!

GATHERING THEIR WOUNDED, THE COMBATANTS SCATTER BEFORE THE APPROACH OF THE LOCAL AUTHORITIES. IT HAS BEEN A HARD FOUGHT AND VICIOUS CONTEST, AS THE HATRED BETWEEN THE LEAGUES BROUGHT THE FIGHTING TO A FEVERED AND RELENTLESS PACE!

## THE FINAL RESULTS



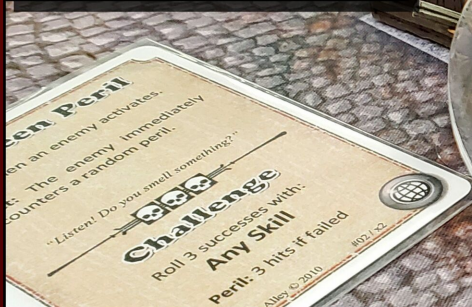
IN THE END, IT IS THE GREAT HUNTER'S SEIZURE OF WHAT TURNED OUT TO BE COUNT CHOKK YULA'S COFFIN THAT CARRIES THE DAY FOR THE **FEARLESS VAMPIRE HUNTERS!** WITH SO MANY OF THE COMBATANTS LOCKED IN VICIOUS FIGHTING, NONE OF THE OTHER LEAGUES CAME AFTER THE HUNTER TO TRY TO SEIZE HIS TREASURES! THE VAMPIRE HUNTERS WIN WITH FOUR VICTORY POINTS. BECAUSE OF THE CONSTANT FIGHTING, NO LESS THAN THREE MINOR PLOT POINTS WERE LOST WHEN THEIR HOLDERS WENT DOWN! **THE BROTHERHOOD AND SISTERS OF SATAN** WILL EACH FINISH WITH THREE VICTORY POINTS AND **AMBROGIO'S BROOD** WITH ONLY ONE! SURPRISINGLY, THE RED HERRING PLOT POINT IS NEVER DRAWN!

THE HEROINE OF THE BATTLE IS SIDEKICK SISTER STELLA, WHO SINGLE-HANDEDLY TOOK ON THREE BROTHERS IN A CONTINUOUS STRUGGLE, AND LIVED TO TELL THE TALE!

AIEE!

IN INFERNIS ARDERET!

KRANG



IN THIS MEMORABLE ENCOUNTER, SHE INFLICTED 3 HITS ON EACH OF THREE BROTHERS, WITH TWO OF THE RESULTING HEALTH CHECKS FAILING AND BROTHER ABRAHAM DAZED (NO ACTIVATION NEXT TURN)!