

THE JERSEY DEVIL

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LIFE

THE JERSEY DEVIL - SPECIAL RULES

POWER & SAVAGE ATTACKS

Savage Attack - Hamstring Slash	6	1
Savage Attack - Luning Strike	5	2
Power - Terrorize	4	

VITAL INFO

Demon Hero, Large Model.

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Flying - This character may fly for any move action.
Hearty - Reroll 1D6 from a failed saving throw.
Pulverize - Enemies taken out of action in melee combat cannot be revived.
Savagery - May learn savage attacks.

POWER & SAVAGE ATTACK RULES

Hamstring Slash - This melee attack grants +1 strength. If the target fails his defense roll, he will be unable to move as if he was hurt with a binding weapon.
Luning Strike - One melee attack per activation may have a 2 inch range rather than the usual 1 inch. Your Personal Space will still remain 1 inch.
Terrorize - Ranged. Target enemy character must make an immediate Morale roll. If failed, they will flee by making a normal move action directly away from you.

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MISS LAVOE

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LIFE

MISS LAVOE - SPECIAL RULES

EQUIPMENT & POWERS

Hand Cannon	5	10
Staff of Curses	4	M
Power - Evil Eye	5	
Power - Restless Dead	5	

VITAL INFO

Demon Hero, Leader of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Bad Mojo - If Miss Lavoe leads your gang, any Mortal enemy will be forced to reroll their first successful Morale roll in the game, as long as she is not out of action.
Hearty - Reroll 1D6 from a failed saving throw.
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.
Ranger - Treat outdoor Area Terrain as open ground while moving.
Spiritualist - Communing with spirits will give you insight into the battle ahead. This character may reroll any one D6 per Game Turn.

POWER & EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed
Staff of Curses - Light 2-Handed Melee. Grants the Evil Eye power.
Evil Eye - Ranged. 1 enemy suffers -1 Defense from your next attack.
Restless Dead - Radius. Revive 1 friendly undead model.

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THE TALL MAN

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LIFE

THE TALL MAN - SPECIAL RULES

EQUIPMENT & POWERS

Vorpal Cane Sword	5	10
Power - Soulsteal	5	1
Power - Terrorize	5	

VITAL INFO

Demon Hero

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Ambush - When setting up your game, the Tall Man does not get placed before the game starts. Instead they may appear inside any piece of Area Terrain or Building, starting in the second Game Turn or any Game Turn thereafter. Appearing will count as one Move action. He cannot appear in terrain that is already occupied by an enemy model that is still standing.
Creepy - Mortal characters must pass a Morale roll before they can willingly move into the Tall Man's Personal Space.
Escapist - Enemies do not receive free attacks when you Break Away from melee combat.
Parry - Gain +1 Defense from Melee Attacks.

EQUIPMENT & POWER RULES

Vorpal Cane Sword - Strong 1-Handed Melee, Vorpal
Soulsteal - Melee. Treat as 1-Handed attack. Wounds inflicted by this power cannot be healed in any way. If the target is taken out of action, they cannot be revived.
Terrorize - Ranged. Target enemy character must make an immediate Morale roll. If failed, they will flee by making a normal move action directly away from you.

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THE BELLE WITCH

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LIFE

THE BELLE WITCH - SPECIAL RULES

EQUIPMENT & POWER

Bowie Knife	4	M
Poison Bombs	4	3
Power - Grasping Roots	3	3

VITAL INFO

Mortal Henchman, member of the Wicked.

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Alchemist - May carry unlimited Poison Bombs
Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

EQUIPMENT & POWER RULES

Bowie Knife - Strong 1-Handed Melee
Grasping Roots - Ranged, Binding
Poison Bombs - Thrown, DOT (poison)

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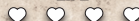
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CHARLIE GRAVES

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LIFE



CHARLIE GRAVES - SPECIAL RULES

EQUIPMENT & POWER

Sixgun	4	8
Sixgun	4	8

Power - Deadeye of the Dead

VITAL INFO

Undead Henchman, member of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
Gunslinger - Lower base to hit Target Number by one when using pistols.
Manhunter - Gain +1 D6 to Hit against any Mortal.

EQUIPMENT & POWER RULES

Sixgun - Pistol, 1-Handed
Deadeye of the Dead - Self. Ignore the to hit penalty for long ranged attacks until your next activation.

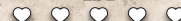
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EATER OF HEARTS

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LIFE



EATER OF HEARTS - SPECIAL RULES

EQUIPMENT & POWERS

Sacrificial Blade	4	10
Sixgun	4	8

Racial Trait - Bloodsucker

Power - Unholy Speed

VITAL INFO

Wendigo (Undead) Henchman, member of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Hearty - Reroll 1D6 from a failed saving throw.
Manhunter - Gain +1 D6 to Hit against any Mortal.
Tough - Gain +1 Health (already added to stats).

EQUIPMENT & POWER RULES

Sacrificial Blade - Light 1-Handed Melee. Vorpal.
Sixgun - Pistol, 1-Handed.
Bloodsucker - Special Wendigo Trait. If you take an enemy out of action in melee combat, you will regain one previously lost point of health.
Unholy Speed - Self. You may double your distance for one movement action per activation.

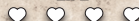
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FESTER

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LIFE



FESTER - SPECIAL RULES

EQUIPMENT, POWER & ATTACKS

Skull Totem	5	M
Power - Pestilent Cloud	3	3

Savage Attack - Stanky Musk

VITAL INFO

Undead Henchman, member of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
Hearty - Reroll 1D6 from a failed saving throw.
Savagery - May learn savage attacks.

EQUIPMENT, POWER & ATTACK RULES

Skull Totem - Strong 1-Handed Melee. If the target fails his defense roll, he will be afflicted with a DOT (disease) effect.
Pestilent Cloud - Ranged. If the target fails his defense roll, he will be afflicted with a DOT (disease) effect.
Stanky Musk - Self. Any enemy model moving into your Personal Space must make a Stamina roll with a target number of 5. If they fail, they cannot move and the action is lost.

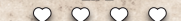
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MR. KREEPER

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LIFE



MR. KREEPER - SPECIAL RULES

EQUIPMENT & POWER

Envenomed Blade	4	M
Power - Evil Eye	3	2

VITAL INFO

Demon Henchman, member of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.
Flying - This character may fly for any move action.
Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

EQUIPMENT & POWER RULES

Envenomed Blade - Light 1-Handed Melee. If the target fails his defense roll, he will be afflicted with a DOT (poison) effect.
Evil Eye - Ranged. 1 enemy suffers -1 Defense from your next attack.

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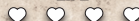
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THE RAKE

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LIFE



THE RAKE - SPECIAL RULES

EQUIPMENT & POWER

Vorpall Fingerblades	4	M+1
Vorpall Fingerblades	4	M+1
Power - Terrorize	3	

VITAL INFO

Demon Henchman, member of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Ambush - When setting up your game, this model does not get placed before the game starts. Instead he may appear inside any piece of Area Terrain or Building, starting in the second Game Turn or any Game Turn thereafter. Appearing will count as one Move action. This model cannot appear in terrain that is already occupied by an enemy model that is still standing.

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.

Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

EQUIPMENT & POWER RULES

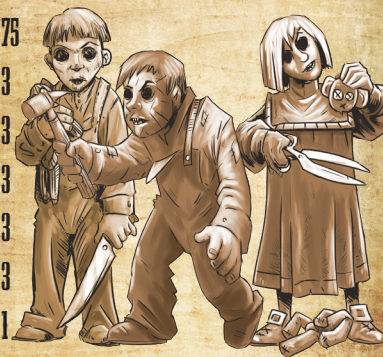
Vorpall Fingerblades - Vorpall. Light 1-Handed Melee

Terrorize - Ranged. Target enemy character must make an immediate Morale roll. If failed, they will flee by making a normal move action directly away from you.

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BLACK EYED CHILDREN

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LIFE



BLACK EYED CHILDREN - SPECIAL RULES

POWER

Power - Soulrend	3	1
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VITAL INFO

Demon Minion Team, 3 Models - Black Eyed Children may move and attack as a small group instead of individually. When attacking, select the closest Child to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Child able to hit the enemy.

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding. Sad and Helpless - Black Eyed Children prey upon their victim's empathy, taking the guise of lost children who need help. Enemy models cannot willingly attack them in melee combat, unless the Black Eyed Children attacked them first.

Scout - When setting up your game, Black Eyed Children may be placed anywhere on the board outside of your gang's starting area if you wish. They may not be placed in your enemy's starting area or within 8 inches of any enemy model.

POWER RULES

Soulrend - Melee. Enemies wounded by a Soulrend, they will lose two points of Health instead of one.

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ZOMBIES

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LIFE



ZOMBIES - SPECIAL RULES

POWER

Power - Undying

VITAL INFO

Undead Minion Team, 3 Models - Zombies may move and attack as a small group instead of individually. When attacking, select the closest Zombie to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Zombie able to hit the enemy.

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Devour - Enemies taken out of action in melee combat cannot be revived.

Hearty - Reroll 1D6 from a failed saving throw.

POWER RULES

Undying - Zombies are difficult to kill. At the start of each Game Turn, roll 1D6 for each Zombie that is out of action. On a roll of 6, they will stand back up again with 1 Health, and can be activated as normal. If a Zombie is taken out of action, but as able to get back up and remains standing at the end of the game, they will not count as a casualty.

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