

FUBAR – Something Wicked this way comes

Introduction

This is a fun supplement to allow players to enjoy destroying a small mid-western American town.

Courage & Horror

Each group of Heroes begin with so many Courage points. Each individual monster or mob of monsters has a Horror rating. Each time heroes come with 6" of a monster or group of monsters for the first time they must make an Expertise check or lose Courage points equal to the monster's Horror rating. Once all their Courage points are gone further encounters suppress figures = the Horror rating. A few figures such as the Slayer and the Witch-Hunter are Unafraid and ignore Horror ratings.

The Heroes

College Kids

These can deploy in three types:

1. Cheerleaders. 3 Courage Points.

These deploy in troupes of six to twelve figures and count as Seasoned. They are armed with high pitched screams and high kicks.

If a Cheerleader troupe chooses to scream, any other heroes within 12" must come to their aid on their own activation.

Their great agility means that they are counted as having light armour.

One Cheerleader Troupe can be led by a **Slayer**. This pretty young girl is Elite and can permanently kill any Vampire she hits with a single blow. She adds 3 Courage points to the group.

If deployed on her own the Slayer is Unafraid.

2. Jocks. 6 Courage Points.

These deploy in teams of six to twelve figures and count as Seasoned. They have light (Football) armour and carry baseball bats. If they assault in a line, base to base, they get +1 to close combat in that turn.

3. Nerds. 4 Courage Points.

This group of clever misfits deploy in huddles of four to six figures and count as Seasoned. They are unarmoured but can use Weird Science. This is a strange effect with a 24" range that counts as a single weapon with 4FP's against monsters.

Nerds can be led by a **Goth Girlfriend**. She is Veteran, has light armour (black leather coat) and spiky jewellery. She adds 2 Courage points to the Group. She also makes Nerds Unafraid of Clowns. College Kids can deploy from cars (which carry up to six kids) and/or Pick-up Trucks (which carry up to eight).

Townsfolk

After the initial shock of a monster attack the townsfolk will soon rally to the flag, and defend their homes and businesses. They have a number of different unit types:

Homeowners. 2 Courage Points.

4-6 Green figures armed with Pistols. If led by a **Soccer Mom** they will be Seasoned.

Survivalists. 4 Courage Points.

3-4 Seasoned Figures armed with Assault Rifles.

The National Guard: 2 Courage Points.

Squad of 8 Green figures armed with Assault rifles and Grenades (2 each). They will have a Truck.

The Sheriff's Dept. 4 Courage Points.

The Sheriff and his three Deputies are Veterans and are armed with Shotguns & Pistols. They have light armour. They will have 2 squad cars.

The Minister. He is Unafraid.

The town's Minister is a Veteran, but is unarmoured and unarmed. Instead he can attempt to Abjure monsters. He targets a monster or group within 12" and holds up his

crucifix while reading from his bible. If he can roll above the monsters' Horror Rating on 1D6 they must retreat one full move away from him.

The Witch-hunter: He is Unafraid.

This Elite Figure is armed with a repeating Crossbow and a Sword (+1 in Close Combat). He has Medium Armour.

White Witches. 6 Courage Points.

These are Veterans and Deploy in a coven of three to seven figures. They are armed with knives and spells (which count as Grenades against monsters). White Witches can fly over people, monsters and terrain during their move but must land at the end of it.

The Monsters

The forces of darkness are always out there lurking in the shadows and waiting for their chance to wipe out a small mid-western American Town and enslave its people.

Zombies

Fast Zombies. Horror Rating 2.

These are the victims of the Zombie Plague.

They are Green and can only Walk, Run or Assault. They deploy in mobs of five to ten. If they KO a hero, on their next activation that hero becomes a Zombie.

Slow Zombies. Horror Rating 1.

These are the living dead, raised from their graves by foul necromancy.

They are Green and can only Walk or Assault.

They deploy in mobs of five to twenty. They always move towards the nearest group of visible heroes, unless ordered otherwise by a Vampire.

Slow Zombies cannot be suppressed.

Animal Men

Lycans/Wolfen/Manitou. Horror Rating 1.

These are Veteran figures that enjoy slaughtering the living. They deploy in packs of three to five figures. If they see any Vampires they will attack them first.

They are powerful in close combat and get a +1. They can climb over buildings and vehicles without slowing down.

Vampires

There are two types of Vampire, Both must deploy at night for daylight will kill them. A Vampire can fly over people, monsters and terrain during its move but must land at the end of it.

As Lords of the Undead bullets cannot harm them though crossbow bolts can, as do wooden weapons and stakes.

The Carpathian. Horror Rating 3.

This individual figure is Elite, can fly and if killed turns to mist and disappears. If killed by a Slayer it stays dead, otherwise it will return to the field in 1D6 turns. In combat any figure it kills may rise upon its next activation as a Slow Zombie.

It can command Slow Zombies.

Modern Vampires. Horror Rating 2.

These Veteran figures deploy in bands of two to four figures. If killed by a Slayer they stay dead, otherwise they will rise again in 1D6 turns.

The Re-animator.

This is a mad scientist who has created an army of composite humanoid servants. He himself is a fairly weak individual being Seasoned and unarmed. However his 'children' are far more dangerous.

Igor – the Devoted Assistant. Horror Rating 1.

This Veteran figure is armed with a Pistol and can lead a pack of reanimations.

Reanimations. Horror Rating 3.

These are Veteran monsters that deploy singly. Each is utterly mad and hugely strong getting +2 in close combat. Their composite nature gives them the equivalent of medium armour.

Reanimations have unearthly strength and can smash through buildings and throw vehicles to one side with a sweep of their mighty fists. They are susceptible to Pathos and will not attack an unarmed female figure on her own.

The Coven

Dark Witches. Horror Rating 1.

These are Veterans and Deploy in a coven of three to seven figures. They are armed with knives and spells (which count as Grenades against heroes). Dark Witches can fly over people, monsters and terrain during their move but must land at the end of it.

Mummies

These usually come from travelling exhibits of Egyptian or Incan artefacts. Give one hero a piece of jewellery from the exhibit and then the Mummies will focus their efforts on getting it back. Mummies are powerful enough to break down doors and even smash through walls.

There are two types of Mummies:

The High Priest. Horror Rating 4.

This Elite figure has the equivalent of medium armour and can cast spells (which count as Grenades). He cannot Run or Duck'n'weave.

He is often accompanied by four to eight Priests.

Mortuary Priests. Horror Rating 2.

These are Seasoned and have the equivalent of light armour. They cannot Run or Duck'n'weave.

The Cult

Usually demonic, satanic or devoted to the Old Ones (Great C'thulu etc.), members of these cults are utterly mad.

Cultists. Horror Rating 0.

These deploy as four to eight Seasoned Figures armed with pistols and shotguns.

High Priest/Demagogue. Horror Rating 1.

This figure is Veteran and is armed only with his faith (light armour) and spells (which count as Grenades).

A Cult may have a pack of Fast Zombies at its command. Though these are actually Townspeople who have been drugged and conditioned by the Cult.

The Slasher. Horror Rating 4.

This is an Elite Figure with the equivalent of light armour and is armed with very sharp things (+1 in combat).

This deranged lunatic has very special ability. Twice per game he can disappear from one spot on the table and reappear anywhere as long as it is within 3" of a victim. Then he can begin his activation. However, this must include an attack on that victim.

Troupe of Clowns. Horror Rating 1.

These Seasoned figures deploy in gangs of three to six and are always up to no good. They are armed with Lamentable Humour. This has a range of 12" and has 1 FP per Clown.

Nerds are terrified of clowns and count them as Horror Rating 3 unless they have a Goth Girlfriend in which case they are Unafraid of them.

Clowns can be led by a **Harlequin**. This Elite figure has no weapons but can transport the Troupe by stage magic up to 24" once per game.