

## DRACULA AMERICA - COOP / SOLO RULES - v0.7

**OBJECTIVES AND PRINCIPLES :** The objective is to propose games in collaborative or solo mode, the bands playing together against an opponent automatically managed by the rules below. The design principle has been driven by simplicity and the desire to keep the random aspects of the game. The mechanics of automation therefore flows directly from these two principles. In addition, all the complementary rules of the author published on his blog are used (sprint, fire, ...).

### **STEPS :**

1. Choose the scenario. The coop / solo mode requires using a written scenario first. These rules are provided with a first scenario.
2. Choose the bands in the presence and build them, according to the usual method.
3. Depending on the scenario, position the sets, the enemies and the clues, if there are any.
4. Place the bands according to the usual rule.
5. Start the game!

### **SPECIAL RULES :**

1. Draw Phase: Enemies are also dealt by a deck of 54 cards, such as players. Each turn, one of the players draws the number of cards needed for the enemies and places them in a pile, face down. Players choose their card and then discover the first card of the enemy pack. The order of the actions is then solved as usual.
2. Action Phase: The enemies are managed according to the following principles:
  - If the card is ace-king-queen-valet-10-9, then 1 enemy figure has 2 activations.
  - If the card is 8-7-6-5-4-3-2, then 2 enemy figures have 1 activation each.
  - In any case, the figures are drawn randomly among those not yet activated. The actions performed then follow the following patterns.
  - If the model has a Fighter profile, it performs the first possible action in the following order:
    1. If the model is already in contact, it attacks.
    2. If the model is within range, it charges and triggers its attack.
    3. If possible, it moves to the nearest visible player model.
    4. If no player model is visible, the model rotates clockwise on itself until it sees a player model. When this is the case, the model moves in the direction of its target.
    5. If the scenario has Targets, then the model moves toward the Target.
    6. Finally, it moves randomly : throw 1D6. 1-3 : moves randomly, 4-6 : Lookout.
  - If the model has a Shooter profile, it performs the first possible action in the following order:
    1. If a target is in short or medium range, it performs a Shooting action.
    2. If the model can be placed within short or medium range of a target in 1 movement action, it performs this movement.
    3. If the model sees a target within range (regardless of range), it performs a Shooting action.
    4. Otherwise, it moves to the nearest visible player model.
    5. If no player model is visible, the model rotates clockwise on itself until it sees a player model. When this is the case, the model moves in the direction of its target.
    6. If the scenario has Targets, then the model moves toward the Target.
    7. Finally, it moves randomly : throw 1D6. 1-3 : moves randomly, 4-6 : Lookout.
  - An enemy model in Lookout is automatically activated using standard rules, and performs the following actions :
    1. If the model is a 'Shoot' and the target is in range, then it fires.
    2. Si the model is a 'Fighter', it charges the target if possible.
    3. In all other cases, the model does nothing, loosing its Lookout state.
  - Note 1 : "Fighter" or "Shooter" profiles are indicated in the scenario.
  - Note 2 : In the case where the enemy draws 2 cards or less, the remaining models selected systematically performs 2 activations, whatever the value of the card.
3. The other phases remain unchanged.

**CLUES :** Some scenarios use clues: they are markers of your choice to be placed in the field, either by scenario design or randomly. In case of random placement, divide your table into 10 rows and 10 columns (10 "lines" of 10cm and 10 "columns" of 10cm for example), then throw 2D10. Each result then indicates a line and a column, respectively. Place the Clue marker in the center of this intersection. The

effects and use of Clues are described in each scenario.

**TARGETS** : Some scenarios include one or more Targets. Targets can be a position, a building or a model. Target are used to move some creatures, as described above. Special rules can be applied also, depending on the scenario details.

## DRACULA AMERICA - COOP/SOLO SCENARIO

### 1 - William Anderson's Awakening

**PREAMBLE :** This first scenario is part of a larger campaign, not yet written. It is therefore mainly used to test the rules of cooperative / solo play.

William Anderson, the infamous Bushwalker was woken from the dead by a mysterious Necromancer, whose power seems terrifying. The evil forced of William Anderson has also made up infamous zombies around him! In front of this unknown opponent, the factions decide to unite and fight this new plague before he takes too much power.

**Models needed :**

- 1 Zombie "boss" : William Anderson,
- (Number of Players models) "basic" Zombies. For example, 2 players with 5 models each will give 10 Zombies (2 x 5).

**Set up :**

Place a graveyard in the center of the table, on a circle about 8 ". Place the rest of the model terrain as you wish. Randomly place 5 clues, as described in the generic placement rule. One clue per row / column intersection, replay identical positions. For each clue, roll a D6 : on 4+, place one Zombie in contact with the clue.

Place William Anderson's figure in the center of the cemetery, using the Lost Soul profile. In addition to the abilities of the Lost Soul, William Anderson has 2 revolvers and can fire 2 times per turn always at 3D8, without any other modifier and sees à 360°. When not Downed, William is totally immune to any form of damage (combat, shooting or magic) and can only be killed by Samuel P. Cox's weapons (see below). William is the Boss of the Zombies and is a Target. As special NPC, the following rules apply :

1. If an ennemy model is in range, William fires.
2. If no model is in range, then William launches his casts his special power : "Zombi Call". On 1 dice success, 1 Zombi apperas randomly at one of the remaining clues. If all clues have been collected, then the power has no effect.
3. If one action remains, then William enters in Lookout state.

When the last card is drawn and if William has not been activated, teh his is activated, with 2 actions, whatever the card is.

Within a 3 " radius of William, place the remaining Zombies. These zombies use the zombie profile of the basic book and are considered as Fighters. They are placed in such a way as to look towards the "outside" of the cemetery, that is, they turn their backs on William. Zombies and William fight to the end and are not subject to Bottle-Check tests. Zombis never Sprint.

**Special Rules :**

William Anderson can only be killed by the revolver or sword of Samuel P. Cox. Fortunately, these weapons are hidden somewhere around the graveyard !

When a player's model passes on one of the clues, it can freely (ie without additional actions) reveal it. The player throws 1D8, adds the number of clues already discovered to the result and consults the following table:

- 1-6: A zombie comes out of the ground and appears at 3 " from the model, turned towards it.
- 7: You found Samuel Cox's sword!
- 8: You found Samuel Cox's revolver!

If there are only 2 clues left and the sword and revolver have not been found, shoot at random to find out what object the players are finding.