

# Battle of the barn, stats. and rules for Witchfinder General

Matthew Rook	
Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	2+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
What's that noise?	5 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Lock pick D6 + 3, Ride
Weapons	Two pistols & Sword

Pickering & Drake	
Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	3+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
What's that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Musket & Sword

Royalist Musketeers	
Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 points
What's that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Matchlock Musket, Sword

Clubmen	
Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	3 or higher on a D6
Constitution	1 points
What's that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Varies as per figure

Royalist Commander	
Manoeuvre	Easy 5, Tricky 4, Nasty 3
Manoeuvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	3+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
What's that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Musket & Sword

	Musket Ranges	Pistol Ranges
Close Range	1+ to 4 inches	1+ to 3 inches
Short to Medium	4+ to 12 inches	3+ to 5 inches
Medium to Long	12+ to 20 inches	5+ to 10 inches

## Burn the barn

To burn the barn the player must designate one figure to be the 'Match man'. The Match man must be in base contact with the barn. He uses one Command in his Go that turn to attempt to light the barn, by rolling a D6 against this table. Only one attempt to light the barn can be made per turn, only one figure can be the Match man

1	<b>OOPS</b> The Match-man fumbles the job and sets himself on fire. He automatically runs 5" away from the barn and rolls on the floor to put himself out. The figure counts as knocked out for 2 turns. No more attempts can be made to burn the barn until he has recovered.
2 & 4	<b>Pfffs.</b> The barn is too damp to light, try again next turn.
5	<b>Slow burn.</b> The fire starts slowly, the barn will be consumed in 3 turns. Any figures in the barn by the start of the third turn from this one are killed.
6	<b>Blaze.</b> The barn starts to burn fiercely. Any figures in the barn have the remainder of this turn and the following turn to get out, otherwise they will be killed in the fire.



4' x 4' table



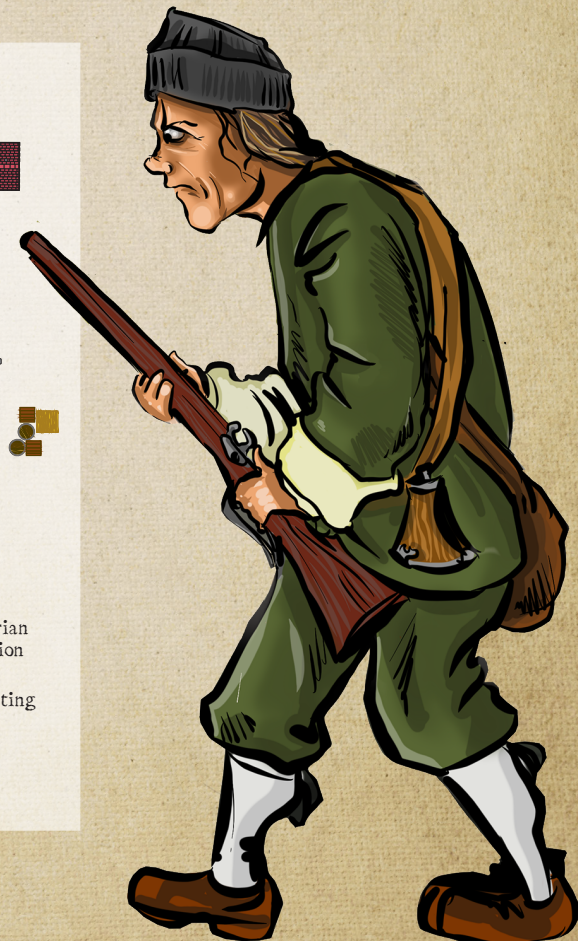
The farm

This is a suggested layout for the game. It is essential that there is plenty of scattered terrain to give cover to both sides, boxes, barrels etc. It is also strongly advised to have a model representing the barn that is able to have figures placed within it.

The Royalist player can deploy his troops anywhere within the starting area before the first turn. The Parliamentarian player must start with his in the barn.

Key:

- Out house 
- Farm 
- Fence 
- Wall 
- Barels/crate/bales 
- Barn 
- Tree 
-  Parliamentarian starting position
-  Royalist starting position
-  Clubmen entry point



# Setting up and playing

## The Scenario

Matthew Rook and two of his veteran musketeers are trapped in a barn surrounded by a band of Royalist soldiers. Help is on the way however, in the form of a band of local club-men. Can Rook and his comrades hold out long enough for help to arrive, and then make their escape...

## The Forces

### *Parliamentarian:*

Matthew Rook, Armed with two pistols and a sword.  
Pickering and Drake, armed with flintlock or matchlock muskets and a sword each.

### *Royalist:*

The royalist forces are 6 musketeers and one officer.

## The Farm

There is a suggested map layout of the farm on a 4'x4' table, on the previous page, but any layout with plenty of walls, houses and trees will do. It is essential that there is a building to represent the barn and a building to represent the farm house.

You can also have miniatures on the board to represent the farmer and his family. These are non-combatants.

The Barn counts as sturdy cover and only figures at the doors or windows of the barn are in sight.

## Victory conditions

*Parliament* win a total victory if all Rook, Pickering and Drake make it off the board alive.

If only one or two of the Parliamentary forces get off the board then it is a draw.

*Royalists* win if Rook and both of his men are killed or captured.

If one or two of the Parliamentary forces are killed or captured it is a draw.

## Special Rules

*Clubmen to the rescue!* After turn 2 (from the start of turn 3) there is a chance that some local club men arrive to help Rook and his men. At the start of each turn the Parliamentary player must roll 1 D6 on a roll of 4,5,6 club men arrive. If they do arrive, roll the D6 again, then half the score (rounding up) to calculate the number of club men that arrive. Do this each turn. The maximum number of clubmen allowed to join the game is 6.

*Fire, fire!* After turn 32 (from the start of turn 4) the Royalist player can attempt to burn the barn. (See the burn the barn rule section)

The game is advised for gloomy conditions, see page 86 in the main WFG rule book.