

JONATHAN HAYTHORNTHWAITTE



DRACULA'S
AMERICA

SHADOWS OF THE WEST

THE KIN

THE KIN

“They took mah Pa! They took mah Pa an’ et him!!”

Wilbur Abernathy, sole survivor of the ill-fated
Kurtz–Abernathy Party, Appalachia 1870

Joining this Faction makes your Posse a degenerate pack of ghoulish cannibals with a taste for human flesh – this heinous act grants its more debased members supernatural powers, at the expense of their higher functions...

Faction Benefit: Dangerous to Know

This Posse cannot include Hired-Guns – they taste too good! In addition, members of this Posse cannot capture enemies for Bounty or go Bounty-Hunting between games.

Faction Benefit: Ghouls

When you join this Faction, your Boss must become the Patriarch or Matriarch (depending on their gender) on a 30mm base.

This model is Supernatural, Fearsome, and Tough, cannot use any Weapons or Gear, and gets +2 Dice in a Fight, whether Attacking or Defending. In addition, it starts each game with two Flesh Tokens (see below).

In addition, two other models become Cousins.

These models are Supernatural, Fearsome, cannot use any Weapons or Gear, gain a Move rate of 6”, and get +1 Die in a Fight, whether Attacking or Defending. In addition, they start each game with one Flesh Token.

Collectively, Patriarchs/Matriarchs and Cousins are termed Ghoul models.

Ghouls can never be Arcanists. If an Arcanist ever becomes a Ghoul, they lose all their Powers, Arcane Skills, and are no longer classed as an Arcanist!

If a Ghoul dies, you must have another appropriate non-Hired-Gun model in your Posse become a new Ghoul of the same type – as long as you never have more than one Matriarch/Patriarch and two Cousins in your Posse at any one time.

Ghouls also benefit from the use of Flesh Tokens, as described below.

Flesh Tokens

If a Ghoul causes an enemy or Bystander model to fall as a Casualty in a Fight, it gains a Flesh Token. Downed, friendly non-Supernatural models can be treated as enemies for these purposes – at the owning player’s discretion (it’d be a shame to waste all that good meat, after all!).

Each Ghoul may have a maximum of 3 Flesh Tokens at any one time.

A Ghoul may ‘spend’ one of its own Flesh Tokens – by simply discarding the Token – at various points during play to gain one of the benefits listed below.

- When Activated for a Move Action, increase its Move rate by +2” for the duration of that Action.
- Discard one Success rolled by an enemy that is Shooting at or Fighting this model.
- In a Fight, gain a +1 Die Modifier.
- When Activated while Shaken but before doing anything else, remove its Shaken token.
- When Activated while Down but before doing anything else, stand back up Shaken as if Recovered.

These benefits do not stack in any way (so you couldn’t spend two Flesh Tokens to add +4” to a Move Action, or get +1 Die and discard one of your opponent’s Successes in a Fight, for example)!





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