

## INTRODUCTION

In *Fear and Faith* you have all manners of horrors, including corporeal undead like vampires, mummies and zombies, and immaterial ones like ghosts and spirits. Each monster has its own required method of extermination. With magic spells, hand-to-hand attacks from magical creatures, immunities, weaknesses and incorporeal entities things can get complicated. This document is meant to clarify the interactions between weapon /attack types and targets. and offer a quick lookup table on what kills which monster.

### MAGIC ATTACKS

Unnatural creatures are considered magical in game terms and their attacks affect monster types who would normally be immune to hand-to-hand attacks. The hand-to-hand attacks of vampires, werewolves, demons, mummies, all Immaterial creatures when attacking other Immaterial creatures, and even mortal models armed with a magic weapon count as magic attacks. Quite obviously, spells used in ranged combat count as magic attacks too.

This means, in general, that monsters can always hurt each other. Special weapons like Razor, Heavy Weapon and chainsaw count as magic if wielded by a magic creature; thus a Vampire may pick up a two handed sword and use it to decapitate a Werewolf. In these cases, the weapon is treated as an extension of the model's body.

Witches and other mortal spellcasters, although capable of magic, are NOT magical creatures. Familiars, possessed individuals and objects animated by demons possessing them count as magical creatures.

Slashers, common criminals and cultists are not magical creatures unless they have the word "Supernatural" in their profile entry.

All "creatures from beyond" on p.38 including the avatar of space gods but excluding cultists and ensorcelled victims count as magical creatures. So Cthuzan can crush a vampire in its mighty pincers, but the High Priest of Yog Botot will have to cast a spell or use his athame (magic weapon) or a stake if he wants to kill a vampire.

All creatures from the Mummies list are magical creatures.

All Artificial creatures are magical creatures (we will add mechanical non-magical creatures at some points but to avoid confusion we will label them "Mechanical").

**Zombies do not count as magic creatures.** This assumes zombies are created by a pseudo-scientific cause like a virus. In a future supplement we will add Voodoo Zombies that will count as magical creatures.

### HOW TO USE THE TABLE

Cross index the monster type and the attack type, and read the result. Note that time of the day (night or day) and even the status of the target (knocked down zombies etc) can alter the result. The "Bullet" entry comprises shotgun pellets, bullets and shot from antique weapons.

### COMBAT RESULTS EXPLANATION

A NE on the table means "No Effect" - that monster type cannot be affected by that attack type.

A "L" means the attack type is Lethal.

A "LIM" means "Limited damage only": the best effect that attack form can score against the target is a Recoil (if the creature is beaten with an odd number on the die) or a Knock Down (if the creature is beaten with an even number on the die or is doubled or trebled in combat).

A "N" means the attack has normal effects: recoil, knockdown, kill, gruesome death.

A "SP" means Special. See the relevant rule in F&F.

An "AIM" means that an aimed attack (costing two actions) that doubles the target or rolls a natural 6 on the die (regardless of what the target rolls) kills the target. Treat an unaimed attack as Limited.

AIML means that any Aimed attack is Lethal.

A "POW" means that a power attack (costing two actions) that doubles the target or rolls a natural 6 on the die (regardless of what the target rolls) kills the target. Treat a non-powerful attack as Limited.

A number (such as +2 or -1) after the entry means that the attack has that C modifier.

### FIRE

Fire is shown for completeness. Flamethrowers are not currently part of the rules but will be detailed in a future add on. Their use will be limited in the average scenario. Fire is Lethal against mummies.

*What Kills Who? An Add-On for Fear and Faith*

**WHAT KILLS WHO TABLE**

Weapon or attack type	Cross reference with creature type										
	Vampire at night	Vampire in daylight	Vampire in Mist Form (day or night)	Mummy	Werewolf	Zombie	Fallen or Transfixed Zombie	Ghost or spirit	Demon	Creature from Beyond	Human or Animal
hand to hand attack from mortal (includes Razor)	Lim	N	NE	N	Lim	Lim	Lim+2	NE	N	N	N
hand to hand attack from magic creature	N	N	NE	N	N	N	N+2	NE	N	N	N
magic hth weapon	N	N	N	N	N	N	N+2	N	N	N	N
Stake	SP	SP	NE	N-1	Lim-1	Lim-1	Lim-1	NE	N-1	N-1	N-1
Silver hand to hand weapon	Lim	N	NE	N	L	Lim	Lim+2	NE	N	N	N
Silver Bullet	Lim	N	NE	N	L	AIM	AIM	NE	N	N	N
Bullet	Lim	N	NE	N	Lim	AIM	AIM	NE	N	N	N
Holy Water	N	N	N	NE	NE	NE	NE	NE	N	NE	NE
Sun Grenade	L	L	L	NE	NE	NE	NE	NE	NE	NE	NE
Grenade	Lim	N	NE	N	Lim	L	L	NE	N	N	N
hand-to-hand attack from immaterial creature	NE	NE	N	NE	NE	NE	NE	N	NE	NE	NE
entangle	N	N	NE	N	N	N	N	NE	N	N	N
crossbow with wooden bolts	AIM	N, AIM	NE	N-1	Lim -1	Lim-1	Lim-1	NE	N-1	N-1	N-1
chainsaw	Lim	N	NE	N	N	L	L	NE	N	N	N
heavy weapon	Lim	N	NE	N	Lim	POW	POW+2	NE	N	N	N
fire	N	N	NE	L	N	N	N	NE	N	N	N
pistol shooting in close combat	Lim	N	NE	N	Lim	AIM	AIML	NE	N	N	N

## What Kills Who? An Add-On for Fear and Faith

### RULE CLARIFICATIONS AND ERRATA

The special rules "Unique" and "Long Move" are missing or explained in other parts of the document. Unique models are single characters; only one can be in a campaign at any time, and if a Unique model is killed, it cannot be replaced. See FF p.42.

Models with "Long Move" use the Long measuring stick when moving.

### WEAPONS

To save space we didn't give a separate entry to all weapons. Just check the weapons table: the information there is correct and up to date.

Crossbow needs further explanations. A crossbow has Long range, no Combat bonus, and can shoot both wooden bolts and silver-tipped bolts in addition to regular bolts. It requires two hands to use, one action to reload after each use, and its range penalty is doubled. Wooden bolts have -1 to C against any non-vampire targets. Silver tipped bolts are Lethal versus Werewolves.

All models carry regular bolts. The player can exchange regular bolts with wooden ones. Only a model with the Silver Weapon rule can carry silver tipped bolts. If a model armed with silver tipped bolts runs out of missiles, it means that he ran out of silver tipped ones -- he still has normal bolts.

### DEMONS AND CREATURES FROM BEYOND

We barely scratched the surface here. We'll add more special abilities and different profiles in future supplements, and some of those rules will supercede the rules in the table. Certain powerful entities and demons will be oblivious to all damage and you'll need special campaign actions or spells to bring them down.

### FAQ

*When a model Recoils it is then regarded as unengaged with its hand to hand combat opponent. Is this correct? I cannot find it stated explicitly anywhere.*

A model has to be in base to base contact to be in hand-to-hand. So if he recoils, he is no longer in contact and is therefore unengaged.

*The Zombie rule states that "Any aimed attack with a pistol is Lethal against*

*a zombie if the zombie is knocked down or transfixed and the shooter is adjacent." Is the word "pistol" there an error? Should it read "ranged weapon" or something like that?*

No, I mean pistol as in handgun, NOT rifle. There is an advantage in pistols, they can be used at close quarters. This rule represents putting your gun to the temple of the zombie and BLAMM! You must be adjacent to do that and the zombie must be knocked down or otherwise "stuck". We use the same rule for a zombie behind a cage, or behind a fence or door once he has attacked it but didn't manage to break it down (in this case since you are not in close combat we allow the use of longer guns too). We use the same rule again for a zombie run over by a car or in a manhole with his head sticking out.

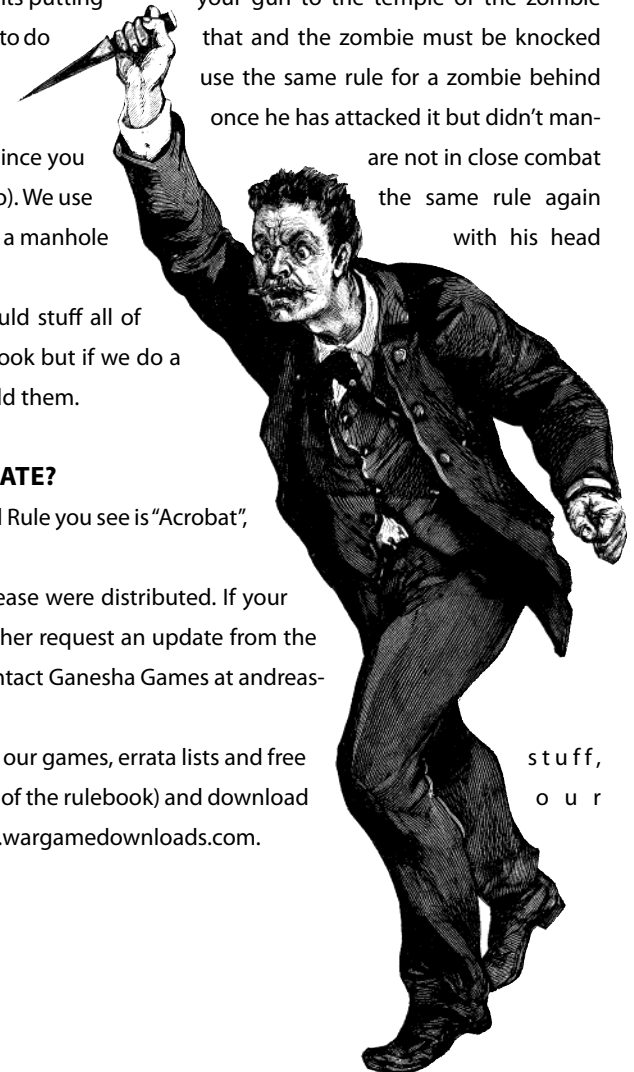
Now, there was no way we could stuff all of these special cases in a 48 page book but if we do a zombie campaign book, we will add them.

### IS YOUR RULEBOOK UP TO DATE?

Go to page 23. If the first Special Rule you see is "Acrobat", your rulebook is updated.

A few copies of a previous release were distributed. If your copy is not up to date, you can either request an update from the e-seller where you bought it or contact Ganesha Games at andreas-fligoi@gmail.com

For general informations about our games, errata lists and free join our yahoo group (listed on p.1 of the rulebook) and download free webzine Free Hack from [www.wargamedownloads.com](http://www.wargamedownloads.com).



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