

BREZINA SISTERS

MOVE 3
RESILIENCE 3
HEALTH -
RANGE 0
RANGED ATK 0
MELEE ATK 6



AT THE START OF THE CONFRONTATION PLACE BOTH BREZINA SISTERS IN THE SAME SPACE. DRAW A SEPARATE BOSS BEHAVIOUR CARD FOR EACH SISTER EACH TURN. IF ONE SISTER IS DEFEATED, FLIP THIS CARD.

VAMPIRIC BITE: FOR EACH DAMAGE A SISTER DEALS TO AN AGENT SHE HEALS ONE DAMAGE.

DEVASTATING BEAUTY: IF IS ROLLED WHEN TESTING DEFEND AGAINST A SISTER'S ATTACK, THE TARGET AGENT IS STUNNED (IN ADDITION TO THE NORMAL EFFECTS OF A RESULT).

KATHERINA BREZINA

BOSS, UNDEAD, VAMPIRE

MOVE *
RESILIENCE *
HEALTH 8
RANGE *
RANGED ATK *
MELEE ATK *



REFER TO BREZINA SISTERS CARD FOR STATS, ABILITIES AND RULES

ANNALIESSE BREZINA

BOSS, UNDEAD, VAMPIRE

MOVE *
RESILIENCE *
HEALTH 8
RANGE *
RANGED ATK *
MELEE ATK *



REFER TO BREZINA SISTERS CARD FOR STATS, ABILITIES AND RULES

COUNTESS ILONA KAKOSY

BOSS, UNDEAD, VAMPIRE

MOVE 3
RESILIENCE 3
HEALTH 10
RANGE 0
RANGED ATK 0
MELEE ATK 7



VAMPIRIC BITE: FOR EACH DAMAGE THE COUNTESS DEALS TO AN AGENT SHE HEALS ONE DAMAGE.

PARALYSING VISIONS: IF AN AGENT ROLLS WHILE TESTING FIGHT OR DEFEND AGAINST THE COUNTESS THEY DISCARD ONE ACTION CUBE. IF THEY HAVE NO CUBE TO DISCARD THEY SUFFER ONE EXTRA DAMAGE (THIS DAMAGE HEALS THE COUNTESS).

BARON KONIG

BOSS, UNDEAD, VAMPIRE

MOVE 4
RESILIENCE 3
HEALTH 12
RANGE 0
RANGED ATK 0
MELEE ATK 9



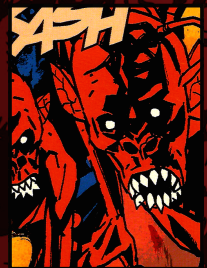
VAMPIRIC BITE: FOR EACH DAMAGE KONIG DEALS TO AN AGENT HE HEALS ONE DAMAGE.

FURY: IF KONIG INFLECTS DAMAGE ON AN AGENT ALL OTHER AGENTS IN THE SAME AREA TAKE 1 DAMAGE (THIS ADDITIONAL DAMAGE DOES NOT HEAL KONIG).

VAMPIRWACK

MINION, UNDEAD, VAMPIRE BRAWLER

MOVE 4
RESILIENCE 2
HEALTH 8
RANGE 0
RANGED ATK 0
MELEE ATK 5



VAMPIRIC BITE: FOR EACH DAMAGE THIS ENEMY DEALS TO AN AGENT IT HEALS ONE DAMAGE.

VAMPIR STURM: INCREASE THIS ENEMY'S MELEE ATTACK BY 1 (TO A MAXIMUM OF 8) FOR EVERY OTHER VAMPIRWACK IN THE SAME ROOM.

SONDERWÄCHTER

MINION, MILITARY

MOVE 2
RESILIENCE 2
HEALTH 6
RANGE 0
RANGED ATK 0
MELEE ATK 4



DRÄNGEN: SEE THE RULES ON THE DRÄNGEN CARD.

NEUES ZIEL: IF THERE ARE NO VAMPIRWACKS ON THE BOARD THIS ENEMY GAINS THE 'BRAWLER' TAG.

KREUZELEKTRISCHES: IF AN AGENT ROLLS WHEN TESTING DEFEND AGAINST THIS ENEMY THEY ARE STUNNED (IN ADDITION TO THE REGULAR EFFECTS OF A RESULT).

Drängen

THE RULES FOR THE SONDERWÄCHTER ENEMY ARE AS FOLLOWS...

IF THERE IS AT LEAST ONE VAMPIRWACK IN RANGE OF THE SONDERWÄCHTER (DEFINED AS BEING WITHIN IN THE SAME OR AN ADJACENT AREA) THEN THE SONDERWÄCHTER DOES NOT MOVE OR ATTACK. INSTEAD ALL VAMPIRWACKS IN RANGE ARE MOVED ONE AREA TOWARDS THE NEAREST AGENT. VAMPIRWACKS MAY BE MOVED MULTIPLE TIMES BY THIS RULE IF THERE ARE MULTIPLE SONDERWÄCHTERS ON THE BOARD.

IF THERE IS AT LEAST ONE VAMPIRWACK ON THE BOARD BUT NONE IN RANGE, THE SONDERWÄCHTER WILL MOVE TOWARDS THE NEAREST VAMPIRWACK UNTIL IT IS IN RANGE. IT THEN TAKES NO MORE ACTION THIS ROUND. IF IT ENTERS AN AREA WITH AN AGENT DURING ITS MOVE, IT STOPS AND MAKES A MELEE ATTACK THEN TAKES NO MORE ACTION.

IF THERE ARE NO VAMPIRWACKS ON THE BOARD THE SONDERWÄCHTER HAS THE 'BRAWLER' TAG.

Version 1.2 Updates

- Renamed "Nazi Vampir" to "Vampirwrack" which Google Translate assures me is German for "Vampire Wretch"
- Added Sonderwächter Enemy and "Drängen" card
- Added "Vampir Sturm" and "Raus! Raus!" Unexpected Threat cards
- Added "Garlic" Requisition cards because it's straight up embarrassing I didn't include it before

Send questions, feedback and miscellaneous threats to:

worldofwyrms@gmail.com

Latest versions of my Hellboy content can usually be found somewhere at:

<https://wyrmslog.wyrmsworld.com>

Enemies



Enemies



REZINA SISTER



MOVE 4
RESILIENCE 3
HEALTH -
RANGE 0
RANGED ATK 0
MELEE ATK 8



WHEN THE CARD IS FLIPPED TO THIS SIDE, REBUILD THE BOSS BEHAVIOUR DECK AS INDICATED BY THE SYMBOLS ON THE RIGHT.



UNTRAMMALLED RAGE: WHEN AN AGENT WOULD TAKE ANY AMOUNT OF DAMAGE FROM THIS ENEMY, THE ENEMY HEALS THAT MUCH DAMAGE, THEN INSTEAD OF APPLYING THE DAMAGE TO THE AGENT PLACE AN INJURY IN THE FIRST FREE SPACE ON THEIR TRACK, IF ALL SPACES ARE FULL THE AGENT FLIPS A DAMAGE MARKER AS NORMAL.

Enemies



Enemies



Enemies



Drängen

THE RULES FOR THE SONDERWÄCHTER ENEMY ARE AS FOLLOWS...

IF THERE IS AT LEAST ONE VAMPIRWACK IN RANGE OF THE SONDERWÄCHTER (DEFINED AS BEING WITHIN IN THE SAME OR AN ADJACENT AREA) THEN THE SONDERWÄCHTER DOES NOT MOVE OR ATTACK. INSTEAD ALL VAMPIRWACKS IN RANGE ARE MOVED ONE AREA TOWARDS THE NEAREST AGENT. VAMPIRWACKS MAY BE MOVED MULTIPLE TIMES BY THIS RULE IF THERE ARE MULTIPLE SONDERWÄCHTERS ON THE BOARD.

IF THERE IS AT LEAST ONE VAMPIRWACK ON THE BOARD BUT NONE IN RANGE, THE SONDERWÄCHTER WILL MOVE TOWARDS THE NEAREST VAMPIRWACK UNTIL IT IS IN RANGE. IT THEN TAKES NO MORE ACTION THIS ROUND. IF IT ENTERS AN AREA WITH AN AGENT DURING ITS MOVE, IT STOPS AND MAKES A MELEE ATTACK THEN TAKES NO MORE ACTION.

IF THERE ARE NO VAMPIRWACKS ON THE BOARD THE SONDERWÄCHTER HAS THE 'BRAWLER' TAG.

Enemies














 **Abduction!**

Agent in Boss' Area:
THE BOSS MAKES A MELEE ATTACK AGAINST AN AGENT IN THEIR AREA (USE TARGET PRIORITY IF NECESSARY). IF THEY HIT, THE LEAD AGENT REMOVES THE BOSS AND AGENT FROM THE BOARD AND SETS THEM UP IN A ROOM THAT DOES NOT CONTAIN ANY AGENTS, AS FAR AS POSSIBLE FROM ANY AGENTS. THIS ROOM MUST BE ADJACENT TO A ROOM THAT CONTAINS AT LEAST ONE AGENT.

Otherwise:
DRAW ANOTHER CARD, THEN SHUFFLE THIS CARD BACK INTO THE BEHAVIOUR DECK.




 **Seize Agent**

Agent in Boss' Area:
THE BOSS MAKES A MELEE ATTACK AGAINST AN AGENT IN THEIR AREA (USE TARGET PRIORITY IF NECESSARY). PUT THIS CARD IN PLAY NEXT TO THAT AGENT'S BOARD. WHILE THIS CARD IS THERE, THE AGENT CAN ONLY MAKE FIGHT ACTIONS - THESE MUST TARGET THE BOSS.

IF THE BOSS SUFFERS 3 OR MORE DAMAGE FROM A SINGLE ATTACK OR LEAVES THE ROOM, DISCARD THIS CARD.


Otherwise:
DRAW ANOTHER CARD, THEN SHUFFLE THIS CARD BACK INTO THE BEHAVIOUR DECK.




 **Vampiric Escape**

Boss has suffered at least 4 damage:
THE LEAD AGENT REMOVES THE BOSS FROM THE BOARD AND SETS IT UP IN A ROOM THAT DOES NOT CONTAIN ANY AGENTS, AS FAR AS POSSIBLE FROM ANY AGENTS. THIS ROOM MUST BE ADJACENT TO A ROOM THAT CONTAINS AT LEAST ONE AGENT.


Otherwise:
DRAW ANOTHER CARD, THEN SHUFFLE THIS CARD BACK INTO THE BEHAVIOUR DECK.




 **The Vârcolac!**


UNEXPECTED THREAT
(SEE THE UNEXPECTED THREATS RULES CARD)

ENEMY: ILONA KÁKOSY
SET UP COUNTLESS ILONA KÁKOSY IN AN AREA CONTAINING NO AGENTS, BUT WITH VISIBILITY TO AS MANY AGENTS AS POSSIBLE. IF THERE ARE MULTIPLE VALID AREAS THE LEAD AGENT CHOOSES ONE. IF THERE ARE NO VALID AREAS, PLACE HER IN THE SAME AREA AS THE LEAD AGENT.

ALL AGENTS VISIBLE TO THE COUNTLESS MUST THEN TEST DEFEND  VS AN ATTACK OF 6. ANY AGENT THAT WOULD TAKE DAMAGE FROM THIS ATTACK IS INSTEAD STUNNED.

DISCARD THIS CARD WHEN THE COUNTLESS IS DEFEATED.





 **All men will pay!**

UNEXPECTED THREAT
(SEE THE UNEXPECTED THREATS RULES CARD)

ENEMY: BARON KONIG
SET UP BARON KONIG IN THE SAME AREA AS THE AGENT WHO IS FURTHEST FROM ANY OTHER AGENTS (USE TARGET PRIORITY IF NECESSARY).

AS SOON AS THE BARON IS REDUCED TO FOUR OR LESS HEALTH REMOVE HIM FROM THE BOARD AND REPLACE HIM WITH A CLUE COUNTER, THEN DISCARD THIS CARD.




 **May we be Your Friends?**

UNEXPECTED THREAT
(SEE THE UNEXPECTED THREATS RULES CARD)


ENEMY: BREZINA SISTERS
SET UP THE BREZINA SISTERS. PLACE ONE IN THE LEAD AGENT'S AREA - SHE IMMEDIATELY DRAWS AND RESOLVES A BEHAVIOUR CARD. PLACE THE OTHER IN THE SAME AREA AS THE AGENT AT THE BACK OF THE TARGET PRIORITY QUEUE - SHE IMMEDIATELY DRAWS AND RESOLVES A BEHAVIOUR CARD.

WHEN BOTH SISTERS ARE DEFEATED, PLACE A CLUE COUNTER IN THE AREA WHERE THE SECOND SISTER WAS DEFEATED THEN DISCARD THIS CARD.




 **Vampir Sturm!**


UNEXPECTED THREAT
(SEE THE UNEXPECTED THREATS RULES CARD)

ENEMY: VAMPIRWACKS
PUT THIS CARD IN PLAY. EACH TIME A ROOM IS EXPLORED - AFTER THE ROOM IS SET UP - THE LEAD AGENT ROLLS  AND ADDS THAT MANY VAMPIRWACKS TO THE ROOM IN AREAS OF THEIR CHOICE (IF THERE IS NOT ENOUGH ROOM FOR ALL THE VAMPIRWACKS ADD AS MANY AS POSSIBLE).

EVERY TIME A VAMPIRWACK IS DEFEATED PLACE A MARKER CUBE ON THIS CARD. WHEN THERE ARE CUBES EQUAL TO THE NUMBER OF AGENTS +2 ON THIS CARD, ADVANCE INFORMATION GATHERED BY TWO AND DISCARD THIS CARD.

IF THERE ARE NO UNEXPLORED ROOMS DISCARD THIS CARD.




 **Raus! Raus!**

UNEXPECTED THREAT
(SEE THE UNEXPECTED THREATS RULES CARD)

ENEMY: VAMPIRWÄCHTERS
THE LEAD AGENT SETS UP AN UNUSED 2 x 1 ROOM TILE AS CLOSE AS POSSIBLE TO THEIR AGENTS AREA, WITH A SINGLE DOOR CONNECTING TO THE BOARD. SET UP A VAMPIRWÄCHTER AND A VAMPIRWACK IN BOTH ROOM AREAS, THEN ADD AN EXTRA VAMPIRWACK FOR EVERY TWO AGENTS, DISTRIBUTED AS EVENLY AS POSSIBLE BETWEEN THE AREAS. FINALLY ADD A CLUE IN THE AREA WITHOUT A DOOR.

IF ALL THESE MODELS ARE DEFEATED, THE AGENTS MAY MOVE THE DOOM TRACK BACK ONE SPACE. ANY RULES ALREADY TRIGGERED BY THE TRACK REMAIN, AND DO NOT HAPPEN AGAIN, THEN DISCARD THIS CARD.



BOSS Behaviour



BOSS Behaviour



BOSS Behaviour



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Doom



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