THE SILVER BAYONET:
NEW SOUTH WALES

By Purple Wyrm

Sydney - Capital of New South Wales **- Unknown Artist, ca1800**

Farewell to old England for ever,
Farewell to my rum culls as well,
Farewell to the well-known Old Bailey,
Where I once used to to cut such a swell,

Singing too-ral-lai, oo-ral-lai addity,
Singing too-ral-lai, oo-ral-lai ay,
Singing too-ral-lai, oo-ral-lai addity,
We're bound for Botany Bay,

-- “Botany Bay”

INTRODUCTION

At the time of the Napoleonic Wars Australia was mostly unknown to the people and countries of Europe. The continent's coastlines had been mapped by the Dutch and the English - and the latter had established a penal colony on the east coast - but the vast interior was a mystery that could conceal any number of wonders or terrors.

This document attempts to provide rules for Silver Bayonet Units originating from the small and isolated penal Colony of New South Wales, and for the creation of scenarios set in wider Australia.

***Bunyip* – J. Macfarlane, 1890**

DISCLAIMER

Colonialism sucks.

Nothing in this document should be construed as supporting colonisation, either in general or in the way it was practised, and continues to be practised, in Australia.

The representation of Indigenous Australian culture and beliefs in this document should not be thought of as anything more than a pastiche, filtered through the Silver Bayonet ruleset. The author has tried to avoid offence, but unreservedly apologises for any offence inadvertently caused.

This document was prepared on the land of the Whadjuk people of the Noongar nation. Sovereignty was never ceded.

THE COLONY OF NEW SOUTH WALES

It is the year 1805.

Seventeen years ago a fleet of eleven British ships carrying over 1,400 convicts, marines, sailors, officials and a handful of free settlers landed at Botany Bay on the far side of the world from Europe with orders to establish a colony. This outpost was not only intended to absorb the overflow from Britain's chronically overstretched penal system, but to secure the region from the attentions of the dastardly French, who were eyeing the South Pacific with eyes at least as greedy as those of their neighbours over the Channel.

The need for a new penal colony was occasioned by the successful rebellion of thirteen of Britain's North American colonies in 1776. These colonies had previously served as a dumping ground for the country's excess convicts, and while Britain still retained control of Canada it was reluctant to send criminals to a place where freedom lay just over the southern border. Experiments with sending convicts to Africa failed, and it quickly became apparent that a new colony was required.

In 1770 the explorer Captain James Cook had charted the east coast of the mysterious southern continent of New Holland and claimed it for Britain as “New South Wales”. Among his reports was a description of a bay – which he named after his ship's botanist – with fertile soil, excellent water supplies, and a pleasant, mild climate. In 1786 the decision was made to plant a new colony at this bay, and on May 13th 1787 the “First Fleet” left Portsmouth under the command of Captain Arthur Phillip, the man selected to be the inaugural Governor of the Colony of New South Wales.

When the fleet arrived eight months later it quickly became clear that Cook's report was wildly optimistic. Botany Bay was surrounded by poor, sandy soils and lacked a reliable source of fresh water. Hasty exploration discovered the vast natural harbour of Port Jackson ten miles or so to the north, and the fleet relocated, founding the colony at Sydney Cove on the land of the Gadigal people of the Eora nation on January 26th, 1788.

While conditions were hard, the convicts provided a ready source of free labour and development was swift. Land was cleared, farms were established, and by November a second settlement had been started at Rose Hill (later renamed Parramatta) at the west end of Port Jackson. Initial relations with the Eora people were relatively peaceful, with Phillip determined to treat them fairly and justly – with the glaring exception of forcefully taking their land.

Just two years later, however, things had changed. The Bidjigal people of the Dharug Nation around Rose Hill had started to violently resist colonisation under the leadership of the warrior and Cleverman Pemulwuy. Phillip's attempts to respond were hampered by the Marines, who – based on long-established military traditions – rankled at being given orders by a Navy man. A number of farcical expeditions against the Dharug did nothing to improve matters

The situation was resolved by the arrival of the New South Wales Corps, a newly raised army regiment specifically assembled for the colony. The Corps started arriving in mid 1790 and the Marines were officially relieved in September 1791.

The arrival of the Corps helped reestablish order, and so when the ailing Governor Phillip departed for medical treatment in England in December 1792 he had no qualms leaving the Corps' commander - Major Francis Grose – in charge.

Grose immediately took advantage of the situation by abolishing the civil administration established by Philip and placing the colony under direct military control. The civilian court system was shut down in favour of military tribunals and the collective farms that had been feeding the colony were broken up and the land handed out to Corps officers, including one Lieutenant John Macarthur who received 100 acres of the best land at Parramatta.

The colony had always suffered from a lack of hard currency, and spirits – universally referred to as “rum” - had become a common means of exchange. Phillip had tried to restrict this practise, but Grose embraced it, removing all restrictions and using his position to establish the Corps as the dominant importer and manufacturer of rum. Officers were able to use their influence and growing wealth to cheaply buy up almost all the rum entering the colony and then exchange it for goods and services at inflated rates. They also imported stills, and even when the colony was running short of grain, large amounts were diverted to rum production. This activity led to the New South Wales Corps attracting their lasting, derisive nickname – “The Rum Corps”.

Major Grose returned to England in 1794, leaving the Rum Corps firmly in charge. John Macarthur – now promoted to Captain – had amassed enough power to have almost complete control of the colony's finances, serving as both paymaster for the Corps and Inspector of Public Works. His highly productive farm supplied produce that he sold at extortionate rates, and he secured the tender for military uniforms for his family business back in England. Before long he was the richest and most powerful man in New South Wales.

It was also in 1794 that the colony began to establish farms along the Hawkesbury River on the land of the Dharug Nation. Pemulwuy's guerilla war intensified with increasing casualties on both sides – although the balance always favoured the firearms of the colonists over the spears of the Dharug.

The replacement for Governor Phillip finally arrived in September 1795 in the person of Captain John Hunter. He quickly attracted the ire of the Rum Corp by attempting to restore civilian government, which included forcing Macarthur to resign from his Inspector post. In response Macarthur started a campaign of letter and pamphlet writing, sending missives back to England blaming Hunter for all the colony's ills – in particular the rum economy and chronic drunkenness that Hunter was actually attempting to stamp out.

Hunter attempted to break the Corps' control over the rum trade and to limit the amount of convict labour that could be commandeered by officers, but was thwarted by the fact that the Corps was the body responsible for enforcing his rulings, resulting in his orders being undermined or ignored. The Corps also retained control of the court system, and used it to aggressively persecute its civilian critics, while turning a blind eye to the violent intimidation used by officers to control the population.

The war with the Dharug reached a head in early 1797 when a large group of Bidjigal started raiding farms to the north-west of Parramatta. In March, after several deaths, the local colonists organised an armed posse and set out to confront the raiders. They

ambushed a large group of Indigenous people, who fled. Several hours later they were approached by a group of warriors led by Pemulwuy. Fighting broke out and after casualties on both sides the Bidjigal were forced to retreat. Pemulwuy was shot seven times and captured. He was taken to the hospital at Parramatta and was expected to die, but he swiftly recovered and escaped several weeks later, boosting his already impressive reputation with stories of being immune to the invaders' bullets.

The Corps' campaign against Governor Hunter resulted in him being recalled to Britain in 1800 to answer the many accusations they had levelled against him. He was replaced by Captain Philip Gidley King. Although he quickly came into conflict with Macarthur and the Corps, King proved to be made of sterner stuff than Hunter. In 1801, after Macarthur wounded a superior office in a duel, King had him arrested and sent for trial in Britain – reasoning that he could not receive a fair trial in the colony's corrupt courts.

With Macarthur out of the way King was able to start meaningful reform of the colony. He regulated wages and prices, encouraged diversification of crops, oversaw the construction of new infrastructure, and encouraged exploration. New settlements were established at Port Phillip Bay and in Van Diemen's Land – and while the former failed after several months, the latter survived and expanded.

Not all went well however. Indigenous resistance continued, and in 1801 King offered a reward for the capture of Pemulwuy dead or alive. The resistance leader was found and killed in June of 1802, and in a final indignity his head was pickled and sent to Britain as an anthropological curiosity. His son Tedbury continued the fight. A drought broke out in 1803, requiring more farming land to be opened up, creating even more conflict with the Dharug. A major uprising of Irish convicts in March of 1804 pushed law and order in the colony to the limit, and put the victorious Rum Corps in a stronger position to resist the Governor. And in June 1805 a triumphant John Macarthur returned from exile with orders from the Colonial Secretary for the handover of even larger grants of land to start a wool industry.

It is the year 1805 and the Colony of New South Wales is at war. It is at war with the Indigenous nations, it is at war with the Australian environment, and with the ongoing conflicts between the Governor, the Rum Corps, and rebellious convicts it is at war with itself. The ancient and unknown lands over the as-yet impassable Blue Mountains are waiting and none can say what wonders and terrors may dwell there, and require the special talents of Silver Bayonet units to exploit or destroy them.

INDIGENOUS AUSTRALIANS AND THE DREAMING

When the English colonists arrived in 1788 the continent of Australia was home to somewhere between 300,000 and 3 million Aboriginal and Torres Strait Islander people, divided into hundreds of nations, speaking around 250 distinct languages. All of these nations were to suffer catastrophic disruption, destruction and dispossession as European colonisation spread across the continent, some of them being wiped out entirely.

'The Dreaming' (or even 'Dreamtime') is a somewhat misleading English term referring to the body of sacred knowledge and law that stands at the centre of Indigenous Australian culture, religion and belief. The Dreaming explains the world and a group or individual's relationship to it, in the form of narratives. Indigenous cultures had no writing, so these narratives were passed down orally, maintaining cultural knowledge over millennia.

Every nation has its own Dreaming, which is broken down into specific Dreaming stories for specific plants, animals, land-forms, places, phenomena and people. A Dreaming narrative explains why something is the way it is, how it relates to the world, how it can be used (or cannot be used), and what rights and responsibilities a person has in relationship to it. It typically also contains characters who act as moral exemplars - both positive and negative - demonstrating the consequences of correct and incorrect behaviour.

Dreaming narratives are by their nature sacred, and many specific Dreamings are limited in who can learn them. Whether an individual can know about a specific Dreaming is based on factors such as gender, age, family, and levels of initiation. There are many Dreaming narratives that simply cannot be told or taught to certain people, which can prove problematic when dealing with modern western society.

A Cleverman or Cleverwoman is a healer (both physical and spiritual) and a keeper of Dreaming knowledge. They are skilled in traditional medicine and law, and particularly powerful Clever people are believed to have supernatural powers. Some Clever people are claimed to be able to use these powers to curse or kill – although such use of powers is usually regarded as sorcery and prohibited by law except under extremely specific circumstances.

For the purposes of this ruleset "The Dreaming" is used to refer to creatures originating from Indigenous legend and the supernatural abilities ascribed to Clevermen and Cleverwomen. This should not be understood to have any more than an extremely basic resemblance to genuine Indigenous culture and spirituality, and no offence is intended by this use.

***Corroboree at Newcastle* - Joseph Lycett c.1818**

NEW GENERAL ARMOURY

Harpoon: A harpoon is a shooting weapon. If hit, the target is stunned even if no damage is inflicted. A harpoon may be used once, then is expended for the rest of the game.

Weapon	Eq. Slots	Range	Damage	Notes
Harpoon	3	Speed +4”	Power +1	If hit, target is *Stunned*

NEW SPECIAL ARMOURY

Flask of Rum: A flask of Rum may be discarded to reroll a Courage or Terror Check.

SPECIAL RULES

Antipodean Poisons: Australia is home to some of the world's most venomous wildlife. Any figure that is poisoned during a game set in Australia receives -1 to their next roll on the Injury and Death Table and *must* make a roll on the table even if they were not removed from the board during the game.

Extreme Temperatures: See *Egypt: Shadow of the Sphinx,* page 16.

Spiders: Venomous spiders are a genuine threat in all parts of Australia. To represent this add an extra card (the Ace of Diamonds would be appropriate) to the Clue Marker Deck. If this card is drawn when Investigating, the figure has disturbed and been bitten by a spider. They lose one Health, and must make a Courage Check as if bitten by a creature with the *Venomous* attribute. The card is then shuffled back into the deck. The marker does not count as having been investigated.

Thirst: See *Egypt: Shadow of the Sphinx,* page 18.

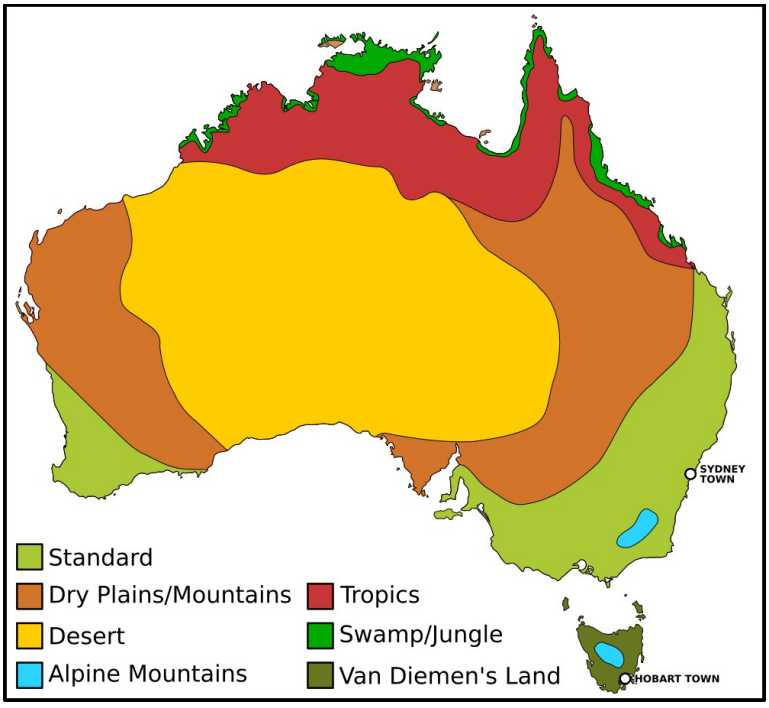
OPTIONAL RULE - REGIONS

Australia is *big*, and its landscapes include humid jungles, tropical savanna, sandy deserts, tall forests, and snow-capped mountains. This variety means that a single set of environmental rules can't accurately represent the location of every scenario, and not all monsters can realistically occur in all places.

If you want to makes things a tad more realistic, you can specify that a scenario takes place in a specific region, and adjust the rules and monsters appropriately. Note that the *Spiders* and *Antipodean Poisons* apply to all regions.

REGION	SPECIAL RULES	MONSTERS
Standard	Extreme Temperatures* Thirst*	Replace Cassowary with Emu Replace Crocodile with Mungoon-Gali
Dry Plains/Mountains	Extreme Temperatures* Thirst	Replace Cassowary with Emu Replace Crocodile with Mungoon-Gali Replace Drop Bear with Min-Min Replace Yara-Ma-Yha-Who with Devil Dingo
Tropics, Swamps and Jungle	Extreme Temperatures Thirst	No changes
Desert	Extreme Temperatures Loose Sand Thirst	Replace Crocodile with Mungoon-Gali Replace Drop Bear with Min-Min Replace Whowie with Wonambi Replace Yara-Ma-Yha-Who with Devil Dingo Replace Nargun with Ngayurnangalku
Alpine Mountains	Loose Sand (representing rough terrain and scree)	Replace Cassowary with Emu Replace Crocodile with Mungoon-Gali Replace Ngayurnangalku with Nargun
Van Diemen's Land	None	Replace Cassowary with Emu Replace Crocodile with Mungoon-Gali Replace Ngayurnangalku with Nargun

* Roll 1 die at the start of the game. On 1-5 this rule applies. On 6-10 it does not.



OPTIONAL RULE - KURDAITCHA

Among indigenous Australians a “Kurdaitcha” or “Feather Foot” (a reference to the emu feather shoes that grant them supernatural stealth) is a culturally sanctioned assassin sent to kill someone who has seriously transgressed against traditional law. If your opponent agrees you may replace a single Cleverman in your unit with a Kurdaitcha.

KURDAITCHA						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+0	+0	13	+4	10	20
Attributes: Bushman, Nimble, Bone Pointing, Stealth						
Equipment: Hand Weapon						

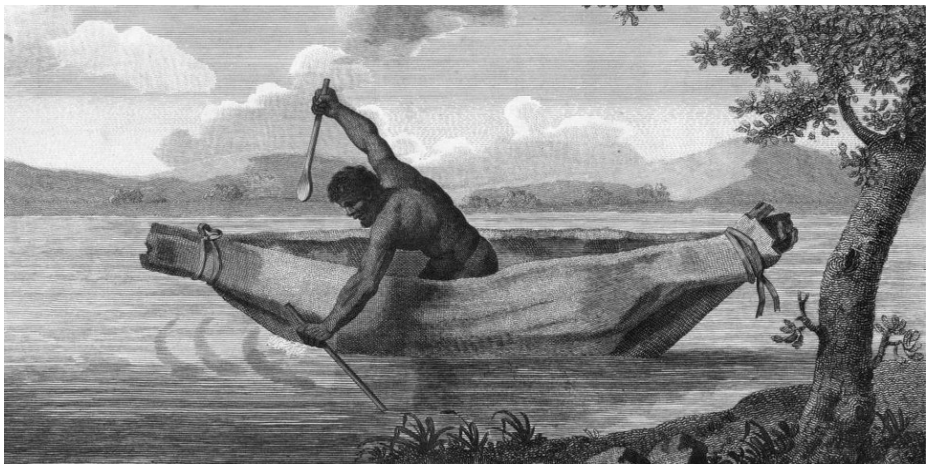
Bone Pointing: A Kurdaitcha is armed with a ritually charged weapon crafted from a human leg bone. When pointed at its target it unleashes a terrible curse that causes death.

At the start of a scenario in which you are using a Kurdaitcha, have your opponent secretly select two of their figures, concealing one in each hand. Select which hand you prefer – this figure is the Target of the Kurdaitcha.

During play the only action a Kurdaitcha may make is to move. It may not investigate any clue markers, and may only attack if Forced. If attacked it may Strike Back or Back Off as normal.

If the Kurdaitcha is within 6 inches of its Target and has a completely unobstructed line of sight to them, it may point the bone and activate the curse. The Target must make a Courage Check (TN13). If they pass there is no effect. If they fail they are immediately removed from the table as if reduced to zero Health.

Regardless of the outcome, the Kurdaitcha must use their subsequent Activations to move to the nearest board edge and exit.



European depiction of Bidjigal Cleverman and Resistance Leader Pemulwuy - 1804

NEW SOUTH WALES RECRUITMENT LIST

There's the captain as is our commander,
There's the bosun and all the ship's crew,
There's the first and the second-class passengers,
Knows what we poor convicts go through,
-- “Botany Bay”

New South Wales' limited resources, small population and vast distance from Europe mean that may of the standard troop types found in the motherland simply aren't available. Soldiers are divided into two lists - the General List, which may be recruited from without limit, and the Special List, from which a maximum of two soldiers may be recruited. A single foreign soldier may be purchased as per the “Going Outside the List” rule.

General List: Convict, Doctor, Cleverman, Bushranger*, Explorer, Junior Officer, Loyalist*, Missionary*, Native Scout*, Rum Trooper*, Sailor, Whaler, Woodsman*

Special List: Discovery Serviceman, Highlander, Infantryman, Marine, Occultist, Veteran Hunter, Supernatural Investigator

Soldiers marked with an asterisk may take the *Bushman* attribute at Recruitment for an additional 4 points.

The New South Wales Colony in 1798

NEW SOLDIERS

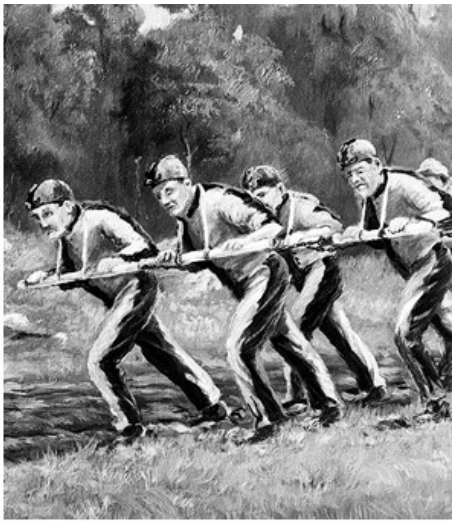
BUSHRANGER

It is not uncommon for convicts to make a break for freedom into the bush. While some of these 'bolters' attempt the trek to China (widely believed to lie just over the Blue Mountains) and some seek simply to be left alone, others take up a life of theft and banditry, becoming 'Bushrangers'. It is the survival and combat skills of these latter than can prove of use to Silver Bayonet units.

BUSHRANGER						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+1	+1	13	+0	10	19*
Attributes: Combat Rider, Improvised Armour, Master of Cover						
Equipment: 2 Pistols						

CONVICT

There is no shortage of convicts in the penal colony of New South Wales and a military expedition can easily conscript some to haul equipment and make up the numbers. No one would be mad enough to trust them with firearms though, and many will take the first opportunity to escape into the bush.



CONVICT						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+0	+0	13	-1	10	5
Attributes: Quick to Run						
Equipment: Hand Weapon						

CLEVERMAN

The indigenous inhabitants of the Australian continent have their own traditions of magic, with Clevermen and Women able to use their connection to the land to heal, protect, and defend their people. The state of war between the natives and colonists means Clevermen more often find themselves fighting against the British, but occasionally one may join forces with the invaders to defeat a greater evil.

Clevermen may only serve in New South Wales units. They may not be purchased by other nations, even by use of the “Going Outside the List” rule.

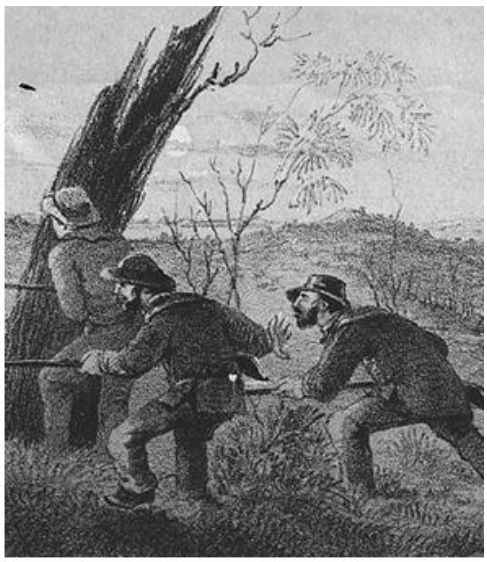
CLEVERMAN						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+0	+0	13	+3	10	20
Attributes: Bushman, Power of the Dreaming						
Equipment: Hand Weapon						

EXPLORER

While the British claim the entire eastern half of the Australian continent, the colony only occupies a small region pinned between the coast and the Blue Mountains, with the rest of the country entirely unknown. Explorers are those bold individuals prepared to leave the safety of civilisation to seek out new farming and grazing land, and other resources necessary to colonial expansion. As the only Europeans with knowledge of what lies beyond the boundaries of the colony – not to mention their experience surviving in the wilds - such men are a valuable asset for special units.

EXPLORER						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+1	+1	14	+1	10	20
Attributes: Bushman						
Equipment: Hand Weapon, Rifle, Cartridge Box						

LOYALIST



The Loyal Associations of Sydney and Parramatta are civilian militias established by Governor King to maintain public order and provide reinforcements for the New South Wales Corp in times of unrest. They performed this duty admirably during the convict uprising at Castle Hill in 1804, and while not as well drilled or trained as full time soldiers they are held in much higher regard by the free settlers, who are generally fed up with the depredations of the Rum Corps.

LOYALIST						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+0	+0	12	+0	10	7*
Attributes: For King and Country!						
Equipment: Musket, Cartridge Box						

MISSIONARY

The Protestant faith arrived in Australia with the first colonists in 1788 and as the British presence grew clergy of various faiths arrived to minister to the settlers and convicts. It wasn't long before some of the most determined of these set out to bring their truth to the indigenous inhabitants of the land. While their success has been mixed at best, their bravery and experience can prove inspiring for those heading out to fight the darkness.

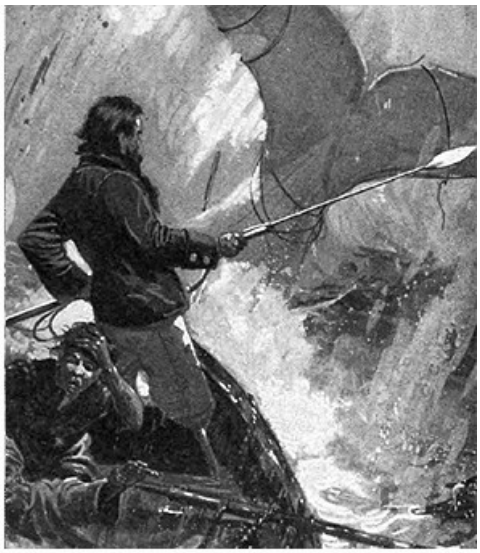
MISSIONARY						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+0	+0	13	+2	10	14*
Attributes: Strong Faith OR Inspiring OR Educated (choose at recruitment)						
Equipment: Blunderbuss and Shot Bag OR Volley Gun, Hand Weapon						

RUM CORPS TROOPER

Recruited mostly from Britain's military prisons the men of the New South Wales Corps are some of the most disgraceful soldiers in the Empire, being mostly interested in gambling, drinking, and lining their own pockets at the expense of the civilians and convicts they're mean to be protecting. When push comes to shove however they're generally capable of holding the line, and can usually shoot straight – as long as they happen to be sober.

RUM CORPS TROOPER						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+1	+0	12	+0	10	8
Attributes: Most Material Advantage						
Equipment: Musket, Cartridge Box						

WHALER



Whaling and sealing ships had sometimes visited the waters surrounding Australia before 1788, but once a friendly port was available they began arriving in droves. Harpooners – who stand in the prow of small rowboats to hurl harpoons into their gigantic quarry – are useful in a special unit for both their strong arms and their reckless courage.

WHALER						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Recruit**
6	+1	+1	13	+2	10	14
Attributes: Steady Legs						
Equipment: Harpoon and Hand Weapon						

UNIFORMS AND CLOTHING

The NSW Corps wear the standard infantry uniform of the British Army with yellow collar, epaulettes, and cuffs, and light grey trousers. Members of the Loyal Companies are dressed similarly when being drilled or on parade, but if called up suddenly will report for duty in their everyday clothing.

Male convicts are issued with cheap leather shoes, loose fitting trousers and button up shirts, the latter two made from unbleached cotton and repeatedly stamped with the “Broad Arrow” symbol of British government property. For cooler weather they have blue woollen jackets and brimless caps. Neckerchiefs are common and many will obtain hats with proper brims to deal with the harsh Australian sun.

Female convicts are issued with simple dresses or shifts of unbleached cotton, similarly stamped with the broad arrow.

Traditionally, Indigenous people wear skirts and waist-cloths made from skins and woven natural fibres. In colder conditions, highly decorated full body cloaks made of possum and kangaroo skin are worn. Many Indigenous people in the vicinity of the colony however have adopted elements of European clothing.

Inhabitants of New South Wales – Edward Charles Close, 1798

NEW MONSTERS

BOLTER

“Bolter” is the common term for an escaped convict living wild in the bush. While commonly desperate and half starved, many of them will fight ferociously to maintain their freedom.

BOLTER						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+1	+0	12	+2	10	1
Attributes: Master of Cover, Strong						
Equipment: Hand Weapon						

BUNYIP

No one – be they colonist or Indigenous – are entirely clear on what a bunyip looks like. Sometimes they appear as chimeras, randomly combining the features of other animals, while at other times they resemble a sea serpent, a dragon, or even a giant wombat. What is beyond dispute is that these swamp-dwelling monstrosities are a potent threat, and should never be underestimated.

BUNYIP						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+2	+0	16	+6	16	3
Attributes: Amphibious, Creature of the Dreaming, Submerge, Gatecrasher, Large, Trample, Very Strong,						
Equipment: Teeth and Claws (Hand Weapon)						

BUSHRANGER

Life for a 'bolter' can be extremely hard, so it's only to be expected that some escaped convicts turn to theft, banditry and murder to survive. Raiding isolated homesteads and ambushing travellers can provide the essentials of life for a while, but it's a precarious existence that typically ends with either a bullet or a hangman's noose.

BUSHRANGER						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+1	+1	12	+2	10	1
Attributes: Master of Cover, Nimble						
Equipment: 2 Pistols						

CANNIBAL

Some other 'bolters' – the least stable and most desperate - turn on their companions for a ready source of sustenance. Such wretches may sometimes be encountered in the wilderness - an encounter that inevitably ends badly for at least one person involved.

CANNIBAL						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+1	+0	13	+4	12	2
Attributes: Frenzy, Strong						
Equipment: Heavy Weapon						

CASSOWARY

An inhabitant of the tropical north, the flightless cassowary bird is the size size of a man, and its extreme territoriality and razor sharp talons make it a nightmare best avoided.

CASSOWARY						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
8	+2	+0	13	+5	10	2
Attributes: Frenzy, Nimble						
Equipment: Talons (Hand Weapon)						

DEVIL DINGO

The common dingo or native dog is no more or less dangerous than canines anywhere else in the world, but every now and then a pack will be encountered that seem far more intelligent and far more vicious than their common kin. These are nicknamed 'devil dingos' and many settlers and explorers have met their doom at the teeth of these evil beasts.

DEVIL DINGO						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
8	+1	+0	12	+0	12	1
Attributes: Master of Cover						
Equipment: Tooth and Claw (Hand Weapon)						

DROP BEAR

It's unclear whether drop bears are a natural part of the Australian landscape, or were corrupted from koalas by the Harvestmen, but either way many travellers have spent their last moments grappling with one of these vile things after it dropped from a tree right onto their head. Curiously, drop bears have a great aversion to salt and will avoid attacking anyone carrying a sufficient quantity of it.

DROP BEAR						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
4	+2	+0	13	+6	12	2
Attributes: Aversion to Salt, Death from Above, Frenzy, Master of Cover						
Equipment: Tooth and Claw (Hand Weapon)						

EMU

Usually placid, these man-sized flightless birds can deliver a flurry of devastating kicks when startled. They also display an almost supernatural resistance to firearms.

EMU						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
4	+1	+0	13	+1	10	2
Attributes: Nimble, Damage Reduction (3) shooting attacks only, Non-Aggressive						
Equipment: Talons (Hand Weapon)						

LITTLE HAIRY PEOPLE

These beings are called by many different names, but they're known universally for their hairy appearance, small size, strong smell, and mischievous nature. Usually benign, they are nonetheless protectors of the land and will not hesitate to attack those who trespass in sacred places or break traditional law.

LITTLE HAIRY PEOPLE						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+1	+2	16	+6	16	3
Attributes: Creature of the Dreaming, Master of Cover, Nimble, Pelt with Rocks, Small						
Equipment: Hand Weapon						

MAGPIE

A different species to the magpies of northern hemisphere, the carolling song of this black-and-white bird is one of the pleasures of the bush. Less enjoyable is the extreme territoriality it displays during the breeding season, aggressively swooping at any creature that comes anywhere near the tree in which it has built its nest.

MAGPIE						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
8	+0	+0	16	+10	4	1
Attributes: Flying, Indefatigable, Irritant, Small						
Equipment: Snapping Beak (Hand Weapon)						

MIN-MIN

The Min Min manifests as a floating ball of light, luring travellers from their path and into danger. Close up, its light is bright enough to prove blinding and disorientating.

MIN-MIN						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+1	+0	12	+8	12	2
Attributes: Allergy to Enchanted and Salt, Blinding, Ethereal, Indefatigable, Indestructible.						
Equipment: None						

MUNGOON-GALI

A larger relative of the racehorse goanna this man-sized monitor lizard is not only fast and vicious, but can spit corrosive venom at its foes. A single mungoon-gali can clear out an entire district, with the local indigenous people often preferring to move away rather than trying to kill it.

MUNGOON-GALI						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
7	+2	+2	14	+3	10	2
Attributes: Expert Climber, Lunge, Poison Spitter, Venomous						
Equipment: Claws (Hand Weapon)						

NAMORRODOR

A ferocious, evil spirit, the dog-like Namorrodor hunts for the weak, sick or dying, tearing out and devouring their hearts. So terrible is this being that – it is said – only a powerful Cleverman can kill it, and only at a specific time of night. European enchantments have, however, shown some success at dealing with these vile abominations.

NAMORRODOR						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
8	+2	+0	14	+8	14	3
Attributes: Creature of the Dreaming, Death Shriek, Powerful, Sense the Weak, Very Strong						
Equipment: Rending claws (Hand Weapons)						

NARGUN

Usually found lurking among caves and rock formations in the vicinity of rivers, Nargun are strange, half-human, half-stone creatures that are particularly fond of eating children. An intrinsic magic reflects some of the damage caused to a Nargun to bounce back upon its attackers, making dealing with them unusually difficult.

NARGUN						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+2	+0	14	+4	10	3
Attributes: Armour (2), Creature of the Dreaming, Bounceback (Shooting attacks only), Swimmer						
Equipment: None						

NGAYURNANGALKU

These cannibal creatures could be mistaken for humans at a distance, but on closer observation their fangs, long sharp fingernails, and complete lack of hair give them away. Dwelling beneath the beds of certain dry salt lakes, they have so much magical power at their command that they can strike at their foes from any distance.

NGAYURNANGALKU						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
7	+1	+0	12	+1	10	2
Attributes: Attraction to Salt, Creature of the Dreaming, Magical Strike, Master of Cover						
Equipment: Fingernails (Hand Weapons)						

PAPINIJUWARI

A race of violent, one eyed giants, the Papinijwari go hunting when shooting stars light up the night sky. They particularly enjoy drinking the blood of the sick, and will pick out and attack the weakest members of any group they encounter.

PAPINIJUWARI						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
5	+3	+1	14	+4	16	3
Attributes: Creature of the Dreaming, Large, Rock Hurler, Sense the Weak, Very Strong						
Equipment: Heavy Weapon						

RACEHORSE GOANNA

Despite their fearsome appearance, these lizards, far larger than anything encountered in Europe, are mostly harmless, but they do have the alarming habit of - when startled - mistaking humans for trees and scrambling up them for safety.

RACEHORSE GOANNA						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
8	+2	+0	14	+1	8	1
Attributes: Nimble, Small, Grapple						
Equipment: None						

RED KANGAROO

The largest species of its kind the red kangaroo stands as tall as a man and is more than capable of inflicting punishing, claw-tipped kicks that can sometimes disembowel their foe. Thankfully they are usually placid, but caution should be exercised during the breeding season.

RED KANGAROO						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
8	+2	+0	13	+5	10	1
Attributes: Bound, Non-Aggressive						
Equipment: Claws (Hand Weapon)						

SALT WATER CROCODILE

Perhaps the most fearsome of all of Australia's wildlife, the saltwater crocodile is found in the tropical north and can easily reach lengths of 20 feet. Equally at home in rivers and out at sea and almost bulletproof the crocodile is a nightmare made flesh.

See “Crocodile” in *Egypt: Shadow of the Sphinx*, page 52.

VENOMOUS SNAKE

Australia is home to some of the most venomous snakes in the world and it's best for any traveller in the bush to carefully watch their steps.

See “Viper” in *Egypt: Shadow of the Sphinx*, page 58.

WHOWIE

Whowies are large, six-legged reptilian creatures with the gaping mouth of a giant frog, that dwell in caves along river banks and creep out at night to ambush prey. A single whowie can devour an entire campsite in a single night, but are thankfully highly susceptible to fire.

WHOWIE						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
4	+3	+0	15	+5	14	3
Attributes: Allergy to Fire, Amphibious, Creature of the Dreaming, Large, Sneak, Strong, Swimmer, Trample						
Equipment: Talons (Hand Weapon)						

WONAMBI

This gigantic snake lacks venom, but its powerful coils are more than capable of crushing a full grown man to death.

WONAMBI						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+2	+0	14	+1	16	2
Attributes: Constrictor, Expert Climber, Hypnotic, Indefatigable, Large, Poor Senses.						
Equipment: Crushing Coils (None)						

YARA-MA-YHA-WHO

This bizarre, red-skinned creature lurks in trees, waiting for weary travellers to sit down in the shade. It then pounces, subduing and sucking the blood out of its prey with its suction cup hands. Finally it swallows it's almost dead victim, regurgitating them several hours later. Even more horrifying, someone swallowed and regurgitated by a Yara-Ma-Yha-Who three times will be transformed into one of the creatures themselves!

YARA-MA-YHA-WHO						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
5	+2	+0	12	+3	12	2
Attributes: Death from Above, Creature of the Dreaming, Swallow						
Equipment: Suction Cup Hands (Hand Weapon)						

YARRI

Sometimes called the Native Lion, the Yarri is a large, cat-like predator with terrifyingly powerful jaws and hooked slashing claws. It is thankfully rare – or perhaps it's the survivors of encounters with one that are...

YARRI						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+2	+0	14	+5	12	3
Attributes: Lunge, Knock-Down, Nimble, Powerful, Sneak, Strong						
Equipment: Powerful Jaws, Slashing Claws (Hand Weapon)						

YOWIE

Opinion is divided on whether these elusive, hair-covered giants are a type of antipodean ape or a species of human, but everyone agrees an enraged Yowie is not a creature to be trifled with.

YOWIE						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
6	+2	+1	13	+1	12	2
Attributes: Indefatigable, Large, Non-Aggressive, Master of Cover, Rock Hurler, Very Strong						
Equipment: Fists (Hand Weapon)						

NEW ATTRIBUTES

Attraction to X: A creature with an *Attraction* treats figures with *X* weapons as being 4” closer when selecting the closest figure to attack or move towards (in case of a tie, the figure with *X* is selected). All attacks made by the creature against a figure with *X* weapons receive a +1 bonus.

Aversion to X: A creature with an *Aversion* treats figures with *X* weapons as being an extra 4” away when selecting the closest figure to attack or move towards (in case of a tie the figure without X is selected). All attacks made by the creature against a figure with *X* weapons receive a -1 penalty.

Blinding: A figure successfully attacked by a creature with *Blinding* suffers no damage, but has -1 to all rolls and is unable to make shooting attacks until the end of their next activation.

Bounceback: Any damage blocked by this creature's armour or damage reduction is inflicted on the attacking figure.

Bound: This creature suffers no penalties for moving through difficult ground and can automatically move over any terrain that is 4” high or lower. It receives +1 to melee when Moving to Attack.

Bushman: This figure is not affected by the *Extreme Temperatures* and *Thirst* rules.

Constrictor: As soon as a figure suffers damage from this creature they become *Constricted*. The only actions a *Constricted* figure may take are to make a melee attack against the creature constricting them, or Strike Back at the creature after it makes a melee attack against them. They may not Back Off, either voluntarily or after Striking Back. At the end of each turn a *Constricted* figure automatically loses 1 Health. A creature constricting a figure will always make a melee attack against that figure when activated.

Creature of the Dreaming: Creatures originating in the Dreaming do not exist entirely in our world. All damage inflicted on a creature with this ability by non-enchanted/non-blessed weapons is halved (rounded up). Additionally all firearms fired within 3” of the creature automatically miss.

Death Shriek: If this creature is killed, all figures within 10” must make a Terror Check (-4).

Death from Above: This creature enters the table by being placed atop the highest item of terrain not already occupied. It will do nothing on Activation unless a figure is within 3” of the terrain's footprint. If a target is within 3” place the creature's model next to the target figure, and make a melee attack with a bonus equal to the number of inches the creature has dropped. If on the ground and not in combat the creature will attempt to return to the terrain piece and climb back up it rather than attacking any new targets.

Drunk: This figure suffers the following modifiers to their profile: -1 Melee, -1 Shoot, +1 Courage.

Educated: When this figure Investigates a clue marker their player may spend a die from the Fate Pool to ignore the result, shuffle the drawn card back into the Clue Marker Deck, and redraw. This new draw must be kept. Note that this ability may not be used when the *Spider* card is drawn.

For King and Country!: Once per game when making a Move to Attack action this figure may roll an extra power die then select which of the two results to use.

Grapple: If a figure suffers damage from this creature it attaches itself to them and they become *Grappled*. While *Grappled* a figure's movement is reduced by 4”, they may not make shooting attacks, and all their rolls are at -1. The creature ceases to Activate until detached. Figures within 1” of the *Grappled* figure may make melee attacks against the creature at -1. If they roll doubles the *Grappled* figure suffers 1 Damage. If the creature suffers 3 or more Damage from a single attack it detaches and drops to the ground. Place it 2” away from the *Grappled* figure in a random direction. It will then resume Activating as normal.

Improvised Armour: The figure may be equipped with a suit of metal armour forged from plough blades. This provides Armour (3), but decreases speed by 2. A figure wearing improvised armour receives no benefits from *Bushman, Indefatigable*, or *Nimble.*

Knock Down: If this creature inflicts damage while making a Move to Attack, it's target is knocked to the ground. Knocked down figures receive -2 Defence.

Magical Strike: A creature with *Magical Strike* always counts as armed with a projectile weapon. It has unlimited range, but must be loaded before firing. Damage is equal to the Skill Die -1.

Most Material Advantage: At the start of a game make a roll on the Material Advantage table for this figure. If an item of equipment is rolled, the figure has that item for this game only.

Pelt with Rocks: This creature always counts as having a loaded weapon with a range of 12”. It can make a ranged attack at as many as three figures within a 5” radius. Each figure that would suffer at least 1 Damage loses no Health, but instead takes a fatigue marker.

Poison Spitter: This creature has the ability to spit venom at its foes. It always counts as armed with a loaded projectile weapon with a range of 8”. Attacks with this weapon ignore armour and inflict a maximum of 1 Damage, however any figure hit must make a Courage check as per the *Venomous* attribute.

Power of the Dreaming: This ability works the same as *Spells* from the base rules with the figure being able to cast the following Spells:

- **Curse:** As per the base rules.
- **Enchant Weapon:** A figure within 8” and in line of sight immediately has one of their weapons enchanted for the rest of the game.
- **Awaken Country:** Roll twice on the Australian Unexpected Events table and choose one of the results.

Powerful: Melee attacks from this creature use the highest number from the Skill or Power die.

Reformed: This figure receives the following modifiers to their profile: +1 Accuracy, +1 Defence, +1 Courage.

Sense the Weak: This figure will always move towards and attack the figure with the lowest Health in its line of sight.

Soul Drain: If a figure fails a Terror Check caused by this creature's *Soul Shear* Ability, the creature gains 1 Health. This *can* raise the creature's Health above its initial value.

Swallow: If this creature inflicts at least 3 damage to a figure in a single attack the figure is *Swallowed*, and is removed from the table. If the figure was not killed by the damage and the creature is subsequently killed, the figure is released and returns to the table in the monster's location. If the Campaign rules are being used a figure that has been swallowed must roll on the Injury and Death Table (even if they were released) with a -1 penalty.

Rose Hill (Parramatta) **– Fernando Brambila 1793**

AUSTRALIAN UNEXPECTED EVENT TABLE	
Die Roll	**Event**
1	**Drizzle:** A light rain starts to fall. All shooting attacks suffer a -2 Penalty.
2	**Dust Storm:** The maximum line of sight for the scenario is reduced to 10”.
3	**Lightning Strike:** Each player should roll 1 die and add 2 for each figure with the *Bushman* Attribute they have on the table. The player with the highest result may choose 1 figure on the table to be struck. Officers may not be chosen. Roll 1 die, the chosen figure suffers damage equal to the result.
4	**Earthquake:** All figures on the table without the *Steady Legs* Attribute must make a Speed Check (TN15). All figures that fail lose 1 Health and have their speed halved (rounded up) until the end of their next Activation.
5	**Bush Medicine:** Both players may choose a figure with the Bushman Attribute to heal up to 3 Health. This may not exceed the figure's initial Health.
6	**Strange Howl:** All figures must make a Terror Check (-0).
7	**Spirits of Place:** No power or skill dice can be used from the Fate Pool this turn. Monster dice may be used as normal.
8	**Swarms of Flies:** On activating each figure must make a Courage Check (TN8). If they fail they immediately gain a Fatigue marker
9	**Sacred Site:** Each figure must make a Courage Check (TN10) before Activating. If they fail they cannot act this turn.
10	**Bushfire:** The maximum line of sight is reduced to 10” for the rest of the scenario and at the start of every Initiative Phase each player must choose 2 of their figures to take 1 Damage, or 1 of their figures to take 2 Damage.

Australia as known in 1804

AUSTRALIAN UNEXPECTED ENCOUNTERS TABLE	
Die Roll	**Encounter**
2	Namorrodor
3	Ngayurnangalku
4	Papinijuwari
5	Yowie
6	Wonambi
7	Min-Min Light
8	Little Hairy People
9	Cannibal
10	Bushranger
11	Roll on Wildlife Table
12	Venomous Snake
13	Escaped Convict
14	Saltwater Crocodile
15	Mungoon-Gali
16	Yarri
17	Yara-Ma-Yha-Who
18	Bunyip
19	Whowie
20	Nargun

AUSTRALIAN WILDLIFE TABLE	
Die Roll	**Encounter**
1	Cassowary
2	Magpie
3 to 4	Emu
5	Racehorse Goanna
6	Devil Dingo
7 to 8	Red Kangaroo
9	Drop Bear
10	Primary Player's Choice

MATERIAL ADVANTAGE TABLE	
Die Roll	**Event**
1	**Drunk:** The trooper has the *Drunk* Attribute for this game.
2	**Rifle:** Replace the Trooper's musket with a rifle for this game.
3	No Effect
4	**Breastplate**
5	No Effect
6	**Flask of Rum**
7	No Effect
8	**Oil and Torches**
9	No Effect
10	**Reformed:** Permanently replace this Trooper's *Most Material Advantage* Attribute with the *Reformed* Attribute.

SAMPLE AUSTRALIAN SCENARIO

ISLAND OF THE DAMNED

In June 1629 the Dutch East India Company ship *Batavia* was wrecked on the barren Abrolhos Islands off the western coast of New Holland. Her commander, Francisco Pelsaert, and his officers set off in a small open boat to summon help, and command of the 300 or so survivors was assumed by a Company official named Jeronimus Cornelisz.

In October Pelsaert returned with a rescue ship, only to discover that Cornelisz had overseen a months long orgy of violence during which he and his followers had brutally slaughtered over a third of the survivors. Appalled, Pelsaert executed the murderers and - after recovering most of the *Batavia*'s cargo of silver coinage - departed, leaving the corpses of Cornelisz and his victims to the sand and the sea.

Long regarded as a tale of purely human depravity, documents recently uncovered during operations in the Low Countries suggest that greater forces may have been at work in the Abrolhos. Jeronimus Cornelisz – a follower of the notorious heretic Johannes van der Beeck – may have deliberately directed the *Batavia* to the Abrolhos in order to seek an ancient magical artefact concealed among the islands by earlier voyagers, and the multiple savage deaths at his hands may have been a dark ritual to uncover its hiding place.

You have been dispatched to search the islands for any sign of this artefact (and the lost silver!), but beware! It is certain that ships from other powers are on their way to seek the prize for themselves...

SETUP

Set up a 3'x3' board and designate 1 edge as North. Place a roughly 4”x4” square of low walls in the centre of the table. This is the remains of a small, stone-built fort constructed by the shipwrecked survivors. Place three approximately 7”x7” areas of difficult ground around the fort, each at least 6” inches away from its walls and from each other. Mark one of these as a rock pool. The rest of the table should be covered in rock piles, low hills, and low, scrubby bushes.

Place a clue marker in the middle of the rock pool. The players then take turns to place clue markers until there are five on the board. No clue marker may be placed within 6” of another clue marker.

Once all the clue markers are in place, each player should roll a die. The player who rolls highest should choose one side of the table and place all members of their unit within 2” of that table edge. The other player should then place all members of their unit within 2” of the opposite table edge.

SPECIAL RULES

- The *Thirst*, *Extreme Temperatures, Spiders,* and *Antipodean Poisons* rules apply to this scenario.

- No figure may ride a horse in this scenario.

- Figures within the fort are in cover and get +1 Accuracy when making shooting attacks against targets outside of the fort.

- At the beginning of each Monster Phase the Primary Player makes a Monster Roll by rolling a Power die and a Skill die. They must then consult the Monster Entry Table to determine what monster appears, and what table edge it appears on. They place the indicated monster within 2” of the indicated edge, and at least 3” away from all other figures.

- Jeronimus Cornelisz is a special monster who will appear in the centre of the rock pool when one of the following conditions is met...

    - Three Ghosts are on the board at the start of the Monster Phase.
    - A 10 is rolled on the Monster Roll Power die.
    - The Ace of Spades is drawn from the Clue Marker Deck.

- Cornelisz can only appear once. If he is already on the board, or has already been defeated he does not reappear.

- The scenario ends when Cornelisz's Amulet (see below) is moved off the board.

CORNELISZ'S AMULET

- If Cornelisz is defeated he is replaced by a special clue marker. A figure investigating this marker automatically claims Cornelisz's Amulet.
- A figure carrying the Amulet may pass it to an adjacent figure as long as there are no enemies within 2” and one of the figures spends an action.
- If a figure carrying the Amulet is reduced to 0 Health, place a clue marker representing the amulet at their location. Any figure adjacent to this marker may spend an action to pick up the amulet.

MONSTER ENTRY TABLE			
Power Die	**Monster**	**Skill Die**	**Board Edge**
1 to 2	Skeleton	1 or 2	North
3 to 5	Ghost	3 or 4	East
6	Racehorse Goanna	5 or 6	South
7	Mungoon-Gali	7 or 8	West
8 to 9	Venomous Snake	9 or 10	Primary Player's Choice
10	*See Special Rules*		

ISLAND OF THE DAMNED CLUE MARKER TABLE	
Card	**Clue**
King of Spades	**Bone Fragment:** Add one Power Die to your Fate Pool.
Queen of Spades	**Rusty Nail:** A nail from the scaffold used to hang the murderers. All attacks made by the figure count as Blessed for the remainder of the scenario. If the figure can already make Blessed attacks add one Skill die to your Fate Pool.
Jack of Spades	**Silver Coins:** Add one Skill die to your Fate Pool.
Ten of Spades	**Salt:** There is enough crusted sea salt here to quickly fill a pouch. This figure is equipped with a Salt Bag for the rest of this scenario.
Ace of Spades	**Faded Parchment:** It appears to be a chart of the islands, labelled in some kind of code. If Jeronimus Cornelisz is not already on the board, place him in the middle of the rock pool. Add one Monster Die to your Fate Pool.

JERONIMUS CORNELISZ						
Speed	**Melee**	**Accuracy**	**Defence**	**Courage**	**Health**	**Experience**
7	+3	+0	14	+10	12	3
Attributes: Allergy to Blessed and Salt, Nimble, Indefatigable, Indestructible, Seek the Parchment, Soul Drain, Soul Shear						
Equipment: None						

Soul Drain: If a figure fails a Terror Check caused by Cornelisz's *Soul Shear* ability, Cornelisz gains 1 Health. This CAN raise his health above its initial value of 12.

Seek the Parchment: If the figure holding the Faded Parchment is in Cornelisz's line of sight he will move towards and attack that figure, even if another figure is closer.

REWARDS

Units receive the following bonus experience points for this scenario.

+1 experience if a soldier recovered any silver.
+1 experience point if the unit Investigates four or more clue markers.
+1 experience point if at least 3 ghosts were killed.
+1 experience point if at least 4 soldiers exit the table.
+1 experience point if a soldier exits the table holding the Faded Parchment.
+2 experience points if a soldier exits the table holding Cornelisz's Amulet.
+2 experience points if soldiers exit the table holding both the Faded Parchment and Cornelisz's Amulet.

AFTERMATH

If a unit has both the Faded Parchment and Cornelisz's Amulet they can use the latter to decode the former and find the location of the artefact. If they only have one of these items then further investigations will be required. Either way, the location is undoubtedly protected and further battles will be required to lay claim to the prize...

SCENARIO SEEDS

- During the 1600s and 1700s a number of Dutch East India Company ships vanished in the vicinity of Australia (*Vergulde Draeck* 1656, *Ridderschap van Holland* 1694, *Zuytdorp* 1712, *Fortuyn* 1724, *Aagtekerke* 1726, *Zeewijk* 1727). In addition to large amounts of silver any of these ships could have been carrying “special” items that the European powers would be keen to recover for their fight against the Harvestmen - if not each other.

- In the 1970s a panel of Egyptian hieroglyphs was discovered carved into a rock face in Kariong, New South Wales. There is also an oddly pyramid-shaped hill near Gympie in Queensland. Could the ancient Egyptians have voyaged to Australia, and if so, what did they leave behind?

- Mysterious ancient shipwrecks have been reported from Warrnambool, Victoria (the Mahogany Ship) and Busselton, Western Australia (the Deadwater Wreck). If not one of the lost Dutch ships, what could they be, and what treasures or threats could they contain?

- Kalkajaka is a mountain sized pile of huge black boulders located in north Queensland. The gaps between them form an unmappable maze of tunnels and passages, and local folklore is rife with stories of people and animals – including entire herds of cattle – vanishing there without trace. Were they lost in the tunnels or is there a more sinister cause?

- Although mostly forgotten today legends used to abound about the Haunted Hills just to the east of Moe, in Gippsland, Victoria. Strange, cat-like animals would be seen, mysterious thumping and growling sounds would emerge from the ground, and cattle being driven through the area would spook and stampede without warning. Later the hills became notorious for vehicular accidents. What could be lurking under the ground there?

- In the 1940s and 50s Donald Nicholson spent many years digging for treasure around Savages Hill near Inverloch, Victoria. He claimed that this treasure included a secret formula concerning light and energy from the Biblical Temple of Solomon - something that would be of interest to all the European powers.

- On Valentines day in 1900 a number of students from a girl's school mysteriously vanished during a visit to the geological formation known as Hanging Rock near Newham, Victoria. This actually never happened, but the influence of Joan Lindsay's 1967 novel *Picnic at Hanging Rock* by is such that many Australians believe the place to be unnatural and cursed. What could be lurking around Hanging Rock a century or so earlier?

- For fans of cosmic horror, in *The Shadow Out of Time* H. P. Lovecraft placed the haunted ruins of the impossibly ancient City of the Great Race in northern Western Australia. Silver Bayonet units versus Flying Polyps anyone?

CONCLUSION AND NOTES

I first became aware of The Silver Bayonet thanks to Peachy (https://peachy.tips/) of the Juggz podcast and after procuring a copy quickly became obsessed with both the setting and the elegant ruleset. This document is the result of that obsession, which hopefully goes some way to explaining some of the crazier ideas found within.

I've tried to keep things reasonably historically accurate. Probably the biggest divergence from real history is allowing Bushrangers to wear Ned Kelly style armour decades before Ned Kelly was even born. The temptation to field such an iconic Australian figure against vampires and werewolves was simply too great to resist.

Very few of these rules have been thoroughly play tested. I heartily welcome feedback, especially concerning soldier recruitment costs, monster experience values, and anything that's too complex, badly over/underpowered, or simply doesn't work. Please bear in mind though that units from New South Wales are intended to be more thematic – the best that an isolated colony can pull together - than highly effective and competitive.

I've tried to ensure that all images used in these rules are public domain. If I've screwed up and used an image you hold the rights to let me know and I'll immediately remove it.

Please contact me on Reddit as u/TheMightyGoatMan or via my website at wyrmworld.com with any comments, or feedback!

– Purple Wyrm, August 2026

Now all you young Dukies and Duchesses,
Take warning from what I here say,
Mind all is your own as you toucheses,
Or I'll see you in Botany Bay,

-- “Botany Bay”

REVISIONS AND UPDATES

Version 1.0: The original. August 2026.

Version 1.1: Minor copy-edits. August 2026.

Version 1.2: Revision of Regions. Added a new scenario seed. Added Creative Commons Licence. August 2026.

LICENSING

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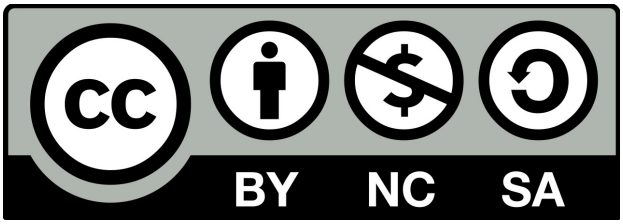
Basically you can do what you like with this stuff as long as you don't charge money for it, you give me a shout out, and you let other people do the same with whatever you come up with.

If you do do anything cool I'd love to see it - drop me a line!



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