

GARGOYLES!

A supplement for *Rippers: The Horror Wars*™

Thomas Scratch was a complete failure. He was kicked out of Oxford for failing science, booted from the apprenticeship of a prominent doctor for his clumsiness, and even blackballed by a secret coven of sorcerers in London for his stupidity.

So Thomas wandered to London's rooftops and decided to end his miserable existence. A great storm gathered as he wailed at the world, cursing God and all those He had created. He collapsed onto the back of a massive gargoyle, sobbing hot tears and pounding his frail fists on the statue's unfeeling flesh. He muttered one last curse, a mish-mash of arcane terms he'd learned from the London warlocks and made to throw himself from the top of St. Pancras Station.

Lightning struck! Scratch was hurled backwards and lay in a smoking heap. He cried again—he couldn't even manage to kill himself right!

He was still sobbing when the gargoyle shook itself to life. The thing stomped over to Scratch and stood before him. Thomas screamed, thinking the beast was about to stomp him into the rooftop with its massive feet. But the creature picked up the scientist! It turned and looked about, then took off into the storm-wracked sky!

Thomas was flying! Wherever he commanded the stone monster to go, it went! The gargoyle was under his control!

He flew to the top of Shepherd's Church and cackled with glee at the city below. Oh, how he would make them pay now! They would all pay!

Scratch's gargoyle crouched next to him and petted another stone statue on the church's roof. Could Scratch do it again? What were the words he'd muttered? He tried a hundred different combinations as his new friend waited patiently. Finally, he remembered. His words rang out, lightning flashed, and the gargoyles of Shepherd's Church joined his unholy menagerie!

The stone guardians were invincible. Nothing could pierce

their rocky hides, and their incredible strength could open up London's banks, museums, and more!

Scratch would be rich, powerful, and respected now! And those who laughed would pay dearly.

GARGOYLES

The Gargoyle's are a new Cabal faction for *Rippers: the Horror Wars*. Fortunately for the world, Thomas quickly discovered his creations are only animate—and can only be created—during a storm. Thomas is on a quest to learn how to conjure tempests, but as yet has not uncovered this powerful spell. He has quickly gained the notice of the Cabal, however.

For the most part, Scratch and his minions keep to themselves, terrorizing his former professors and others he feels treated him poorly every time a storm arises.

The Cabal has just contacted Scratch, and offered him bits and pieces of the spell he seeks in exchange for his own knowledge. Scratch isn't foolish enough to give away that secret, but he does occasionally lend his services in exchange for bits of the storm summoning spell.

NEW SPECIAL ABILITY

FLIGHT

Several Gargoyles have the innate ability to fly. This allows the creature to ignore terrain effects. The number after the creature's Flight ability is its Pace while flying (which should be most all the time in the miniatures game).

Creatures cannot normally fly indoors unless the building is very large and it is agreed upon by both sides.

Creatures may "run" while flying—this is always a d10 instead of a d6.



DEATH FROM ABOVE

The following Savage Tale features this new faction and its assault on Johann Van Helsing. The Cabal has lured Johann and his friends into a trap atop a tall building in downtown London, and plans to destroy him there with the aid of Scratch's disguised gargoyles.

Like many of our Savage Tales, *Death From Above* features random Events that can take place during the fight. These are described at the end of the document—don't read them until they're triggered.

Setup: Set up the game as shown on the map below. The map is the roof of a tall building in London. The dark areas are the streets far below.

See Event 3 for Cabal deployment.

The Ripper player has 1000 points, and must purchase a Slayer (Johann Van Helsing). Ripper troops must be deployed on the rooftop or stairs east of the X.

Special Rules

Falling: Any figure that is Shaken or worse within 2" of the building edge must make a Strength roll. Those that fail fall!

Extras are removed from play unless they can fly. Flyers are moved to the edge and lose their next action instead.

Wild Cards get one chance to catch themselves. This is an Agility roll at -4. Those who fail are removed from play. Those who succeed lose their next action.

Victory: When the game would normally end, see Event 1.



FIGURES

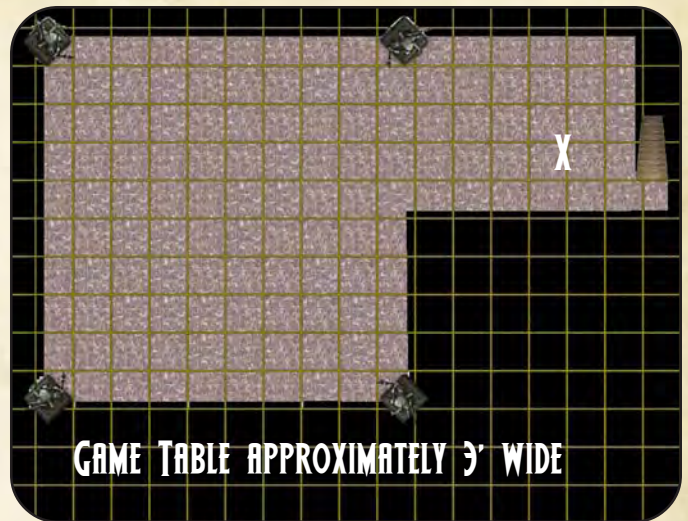
Gargoyles uses the following Vampire Wars Figures from www.oldgloryminiatures.com.

Scratch: The Defiler (GHG02)

Gargoyle: Gargoyle (GHG01)

Lesser Gargoyles: Winged Fiends (GHG03)

Animated Statues: Gollums (GHG04)



EVENTS

EVENT 1

The massive gargoyles cause the roof to collapse! The battle ends as the entire rooftop begins to crumble. Every non-flying figure must make an Agility roll or fall into the rubble below. These count as casualties for Victory Points!

EVENT 2

The Cabal player has 1000 points, and may only use troops from the Gargoyle faction. Scratch has arranged his gargoyles so that they look like part of the building. His Gargoyles must be set up at the four corners first, then evenly between each corner, and so on.

Flying Gargoyles may be placed in the black space left of the building. These have just shown themselves as Van Helsing arrives.

Scratch himself can either be placed on the rooftop—gloating about the cleverness of his trap—or in the arms of a flying gargoyle. A wise player puts him in the arms of a gargoyle so that the creature acts as Scratch's Guardian.



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SCRATCH (VILLAIN)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4
Skills: Fighting d4, Guts d6
Pace: 6; **Parry:** 4; **Toughness:** 4

Gear: —

Abilities: Scratch must be purchased to field any Gargoyles.

Cost: 54



GARGOYLE (VILLAIN)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10

Pace: 4; **Parry:** 7; **Toughness:** 11

Gear: Stone Fists (Str+2)

Abilities: Armor +2, Construct, Flight 8", Guardian (Scratch only).

Cost: 84



GARGOYLE (VILLAIN)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10

Pace: 4; **Parry:** 7; **Toughness:** 11

Gear: Stone Fists (Str+2)

Abilities: Armor +2, Construct, Flight 8", Guardian (Scratch only).

Cost: 84



LESSER GARGOYLES (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 3; **Parry:** 6; **Toughness:** 8

Gear: Stone fist (Str+2)

Abilities: Construct, Flight 8"

Cost: 160



LESSER GARGOYLES (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 3; **Parry:** 6; **Toughness:** 8

Gear: Stone fist (Str+2)

Abilities: Construct, Flight 8"

Cost: 160



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Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 3; **Parry:** 6; **Toughness:** 8

Gear: Stone fist (Str+2)

Abilities: Construct, Flight 8"

Cost: 160



ANIMATED STATUES (1)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8 19

Skills: Fighting d8, Guts d8 9

Pace: 4; **Parry:** 6; **Toughness:** 8

Gear: Various hand weapons (Str+2)

Abilities:

- **Cupid:** One of the four statues (the cherub) has a stone bow but no hand weapon and no Fighting skill. (Range 12/24/48, Damage 2d6+2), Shooting d8. It also has Flight 6".

Cost: 140



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