

Kooky Teenage Monster Hunters



Written by Andy Frazer

illustrated by Andrea Sfiligoi

Edited by Jean Brown

Playtesting, helpful comments, volunteer work:

Bobby Frazer; "American" Bob Pinkney; Eddie Kane; Richard "Fleece" McNeil;

Jimmy Dowdel, Steve Thompson

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INTRODUCTION

Have you ever watched one of those shows? You know the ones... a group of uncommonly attractive, angst-ridden teenagers (all with unlikely "relationship problems") manage to juggle going to College, with fighting a town full of hellish monsters, while still managing to get their assignments done... and of course deal with the "relationship problems" they will forget about two minutes after leaving Campus!

Then this supplement is for you!

Kooky Teenage Monster Hunters [KTMH] uses the Fear & Faith rules to create groups of geeky, self-centred, yet uncommonly attractive teenagers to battle the forces of darkness... leaving the town free for going to the mall, frat house keggers and weekends being tormented by "relationship problems"!

Just don't get into an unlikely relationship with an uncommonly attractive, angst-ridden monster... that's just so WHATEVER!



♥ *Guiding us through the world of KTMH will be Missy... Missy has been a Monster Hunter since she was a freshman, so she knows what's what!*

NEW ENVIRONMENTAL RULES

I'LL HAVE A STAKE WITH ALL THE TRIMMINGS!

Many monster hunters find themselves in perilous situations and often have to improvise on the fly. While a model is within a suitable terrain feature (e.g. forest, ruin etc.) they can search for a viable weapon to use against an enemy.

To search, a model needs to spend 2 actions and then makes a roll on the following table...

D6 ROLL	RESULT
1-2	Nada... nothing... diddly-squat! – the model does not find anything suitable as a weapon.
3	It'll have to do! – the model finds something small and hard suitable for bouncing off a monster's head... it can only be used as an untrained weapon (even if you are proficient with Thrown Weapons)... but it counts as a Thrown Weapon!
4	Something heavy! – the model finds a big rock or branch suitable for smashing a monster's head in... it can only be used as an untrained weapon (even if you are proficient with Heavy Weapons)... but it counts as a Heavy Weapon!
5	Something sharp! – the model finds a sharp length of metal or wood suitable for sticking in a monster... it can only be used as an untrained weapon (even if you are proficient with stakes)... but counts as a Stake!
6	Time for some payback! – the player may choose any of the above results from this table

KILL LIKE WITH LIKE...

In KTMH it is not unusual for monsters to be fighting monsters. Regardless of the weapons a monster is armed with, it can always harm (or kill) another monster of the same type (e.g. Vampires can always hurt other Vampires)

DANGEROUS TERRAIN

This is an area of ground that is potentially fatal to those trying to cross it. Pools of acid, clouds of poisonous gas, radiation hotspots, flaming buildings, minefields and areas of chaotic magic can all qualify as Dangerous Terrain.

When a model enters an area of Dangerous Terrain, the player must roll a D6. If the result is a 1, the model falls and its activation ends. The model must make this check for each movement action they take that ends within the area of dangerous terrain.

If a model activates within dangerous terrain, if it rolls a natural 1 on any of its activation dice, it suffers a kill result. If it rolls two or more natural 1s, it suffers a gruesome kill result..

NEW SPECIAL RULES



Hi, I'm Missy... I've been hunting monsters for like ages! Ever since a vampire ate my first boyfriend Chris, I think he was cheating on me with Veronica... you know... she sits beside Jessie in science. Oh... and I mean Chris was cheating not the Vampire, although he was cute... the Vampire I mean not Chris. Anyway, if you want to fight monsters, you're going to need some totally awesome moves... well some of these moves aren't so awesome... but those are for losers and losers get eaten... You can see all my comments in italics... so let's look, OK... kisses!

AFFABLY EVIL

Some monsters are just lame... totally lame... but they're still monsters. So they gotta get some stake!

This model does not cause fear when it charges. In addition, when this models scores a gruesome kill result in hand-to-hand combat, only enemy models within Short range need to make a morale check.

To have this special rule, the model must be a monster and cannot also have the Aura of Terror, Fearful or Very Fearful special rule.

AWESOME MAGIC

So many girls I know are interested in totally awesome magical things... although ones I know never really got into it... not when there's shoes to buy! Although I suppose if you can totally do magic, you could just totally like take the shoes and stuff... erm... that's not good!

Your magical powers are strong. However the temptation to overextend your abilities can lead to terrible repercussions for your friends.

You may use your magic as a Ranged Attack, Transfix or as a Curse (See Special Rules; F&F pg.23).

However, if you roll 3 failures on your magic roll, you release your "Dark Half". For the rest of this activation, your opponent can control this model as though it had 3 spell points.

BACK TO BACK

[PERSONALITY ONLY]

There's nothing like taking it to the monsters man-to-man... or girl-to-man... or just you and your buddy kicking butt!

This model is actually two (or more) heroes who fight in close proximity to each other. This should be represented with two miniatures on the same base or on two bases that always remain in contact during play. This model cannot be ambushed (in other words,

