

# Just Another Night In Jamesville Scenario

Source: HK-47 and It's Wicked Fun  
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## Victory Conditions-

- \*The player with the most points at the end of the time limit.\*
- The player with the most points when only one player has monsters left.
- \*Any player who achieves 3 "goals" immediately wins the game

## Army Size-

Two-player game; 300-point armies; three actions per turn.

## Time Limit-

60 minutes

## Map-

Crumbling Mausoleum

## NPCs-

### Victims-

- 1x Chuck (Jock)
- 1x Vicky (Cheerleader)
- 1x Mrs. K (Teacher)
- 1x Officer O'Conner (Cop)
- 1x Officer Peterson (Cop)
- 1x U.S. Marshall Gerard (Sheriff)

### Monsters-

- 1 x Officer Corrigan (E. Zombie Cop)
- 1 x Sunny (R. Jester)
- 1 x Mrs. K. (R. Runaway)



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Set up

- \* Place Tree of the Damned and tombstones.
- \* Place Officer Corrigan (E. Zombie Cop) on its side in a square adjacent to a tombstone.
- \* Each player selects a crypt and places portals as usual.
- \* Each player provides three victims which are added to the victim NPCs above and placed randomly as usual.
- \* The victim NPCs each have their own crypt! Take the cards listed next to each victim and set them aside, use a duplicate victim token to keep track of which crypt belongs to who.

When a player chooses to move or slay a victim NPC; the player to that player's left can play cards from that NPC's crypt to intervene. If there is a specific way you must play any card it is listed on the next page. When an NPC's crypt card has been used, remove it from play. If the NPC does not play a card then the player to the active player's left may play one of their own.

If you do not have enough cards to make each NPC's crypt make a copy of the list below, using a single instance of a card for reference. When a card is used for one NPC's cross it off their list.

- \* Players place their monsters as usual.



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## Goals:

### \* A grave side grope:

Chuck and Vicky arrange to meet for a secluded kiss & cuddle. It's dark and has just started raining; Chuck phones Vicky and tells her to meet him under the big spooky tree when she gets to the graveyard

-- Move Vicky and Chuck adjacent to one another with at least one of them adjacent to the Tree of the Damned. +30 Victory Points\*

### Scorned Lover:

Chuck and Mrs K. had a one night fling a few months ago. Mrs K. took it a bit more seriously than Chuck did. This morning, Mrs K. overheard Vicky and Chuck arranging to meet in the graveyard and has decided to teach Vicky a lesson about moving in on her man.

-- Move Vicky and Mrs K. adjacent to one another. Replace Mrs K. victim token with Mrs. K slasher (R. Runaway) under your control. +20 Victory Points\*

### Unlucky In Love

Two become one... large pile of limbs.

-- Use the Unlucky In Love Plot Twist on Vicky to remove Chuck from the game, or vice versa.  
+60 Victory Points



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## Goals (cont.):

### \* Officer Down!

The two officers received a call stating a fellow officer has been killed and have found them selves in the local graveyard after sunset... they are beginning to suspect the anonymous call was a prank.

-- Move Officer Peterson and Officer O'Conner adjacent to one another with at least one of them adjacent to Officer Corrigan (E. Zombie Cop). Stand Officer Corrigan (E. Zombie Cop) up he comes into play under your control. +20 Victory Points

The player to your left places Sunny (R. Jester) in play adjacent to one of the three officers. Sunny comes into play under that player's control.

### \* Fugitive Recovery

U.S. Marshall Gerard has tracked a fugitive cop killer to Jamesville. Sunny's first victim was Gerard's last partner. Ever since then he works alone and rules don't matter nearly as much as they once did...

-- If Sunny (R. Jester) is killed while U.S. Marshal Gerard (Sheriff) is still in play then he is worth an additional 30 Victory Points.

### \* Serial Cop Killer

You laughing now, coppers?!? Cause it only gets funnier!

-- If both Officer O'Conner and Officer Peterson are slain while Sunny (R. Jester) is still in play then Sunny's controller receives +30 Victory points.



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### Fake Right, Run Left

Chuck lays down some wicked moves.

Play this card when Chuck is about to be slain.

Roll a d6.  
On a result of 4-6, the slaying attempt fails and Chuck moves a number of spaces up to or equal to the result.

"Come on! Give me your best shot!"

Just Another Night in Jamesville J 001

### Fumble!

Chuck drops the ball.

Play this card when Chuck is selected as the chosen victim.

Chuck must recover his football, so cannot be moved from his current square.

"Damn it! Coach is gonna kill me!"

Just Another Night in Jamesville J 002

### Vicky! Where Are You?

Chuck makes a booty call.

Play this card when Chuck is selected as the chosen victim.

You move Chuck in order to help him make his rendezvous.

"Vicky? Is that you?"

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### Fashion Victim

Vicky pays the price for her hotness.

Play this card when Vicky is selected as the chosen victim.

Vicky breaks the heel of her high fashion pumps and can not be moved this turn.

"And I just bought these..."

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### Damn it, Chuck, Pick Up!

Vicky seeks the solace of her man.

Play this card when Vicky is selected as the chosen victim.

You move Vicky in order to help her make her rendezvous.

"Chuck, where are you?!"

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### Fashion Fighter

Vicky turns to guerilla warfare.

Play this card when Vicky is about to be slain.

The monster is dealt 1 damage. If it takes damage, the slaying attempt fails and you can move Vicky 1 space.

"I knew that hair spray would come in handy tonight!"

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### Gift Of Survival

Chuck's gift saves Vicky's life.

Play this card when Vicky is about to be slain by a vampire or werewolf.

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The monster takes 1 damage.  
Roll a d6.  
On a 4-6 the slaying attempt fails and you can move Vicky 1 space.

*"This silver cross was the perfect gift: sweet, fashionable, and practical."*

Just Another Night in Jamesville **1007**

### Conniving Bitch

Mrs. K. sweet talks Chuck.

Play this card when Mrs. K. is chosen as the selected victim.

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Mrs. K doesn't move, but instead move Chuck his full movement towards Mrs. K.

*"I know what you're up to, Chuck, and if you don't come see me RIGHT NOW..."*

Just Another Night in Jamesville **1008**

### Manipulative Bitch

Mrs. K. cons the innocent Vicky.

Play this card when Mrs. K. is chosen as the selected victim.

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Mrs. K doesn't move, but instead move Vicky her full movement away from Chuck.

*"Vicky, sweetie? For some reason Chuck just called me and he wants you to..."*

Just Another Night in Jamesville **1009**

### Police Radio

An officer calls for backup

Play this card when a cop is selected as the chosen victim.

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Select another victim in play. That victim becomes the chosen victim instead.

*"Dispatch? Sergeant? Anyone?"*

Just Another Night in Jamesville **1010**

### Nightstick

A cop uses non-lethal force.

Play this card when a cop is about to be slain.

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Roll a d6.  
On a result of 5 or 6 the slaying attempt fails and the monster is dealt 1 damage.

*"Back (thump) off (thump) scumbag (thump thump)"*

Just Another Night in Jamesville **1011**

### Be On the Lookout

A radio call gives a cop a warning.

Play this card when a cop is about to be slain.

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Roll a d6.  
On a result of 4 to 6 the slaying attempt fails and you can move the cop 1 space.

*"Calling all cars... calling all cars..."*

Just Another Night in Jamesville **1012**

### I Work Alone

Some victims don't want to be rescued.

Play this card when a cop, sheriff, or U.S. Marshall is about to be rescued.

The monster is dealt 1 damage.  
If it takes damage, the rescue attempt fails.

"I don't play well with others..."

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J 013

### Brawler

A victim defends himself with everything he's got.

Play this card when a male victim is about to be slain.

The monster is dealt 1 damage.  
If it takes damage, the slaying attempt fails and you can move the victim 1 space.

"I'm not going down easy"

Just Another Night in Jariesville

J 014

### Brawler

A victim defends himself with everything he's got.

Play this card when a male victim is about to be slain.

The monster is dealt 1 damage.  
If it takes damage, the slaying attempt fails and you can move the victim 1 space.

"I'm not going down easy"

Just Another Night in Jariesville

J 014

### Nightstick

A cop uses non-lethal force.

Play this card when a cop is about to be slain.

Roll a d6.  
On a result of 5 or 6 the slaying attempt fails and the monster is dealt 1 damage.

"Back (thump) off (thump) scumbag (thump thump)"

Just Another Night in Jariesville

J 011

### Nightstick

A cop uses non-lethal force.

Play this card when a cop is about to be slain.

Roll a d6.  
On a result of 5 or 6 the slaying attempt fails and the monster is dealt 1 damage.

"Back (thump) off (thump) scumbag (thump thump)"

Just Another Night in Jariesville

J 011