

Showdown in Sleepy Hollow: Ragged Jack Meets The Headless Horseman!

By Scott Pyle. All original material copyright Blue Moon Manufacturing.

This scenario uses the Goalsystem rules found in the **Chaos In Carpathia** rulebook. It also uses figures from BMM105 "A Legend of Sleepy Hollow Scenario" and the new special figure **Ragged Jack** available through this web site and directly from Old Glory. In this scenario a new supernatural menace comes to Sleepy Hollow several years after Ichabod Crane and the townsfolk have defeated and laid the Headless Horseman to rest. Starting on a cold October 23rd evening folks in Sleepy Hollow start turning up dead.

The grisly manner of their deaths suggests a supernatural source, but a quick check of the Horseman's resting place indicates that he is indeed still peacefully interred amidst the ruins of a great dead elm tree where the sometime hero Ichabod Crane managed to trap him. Several nights after the first murder, aged townswoman and rumored witch Agnes Harker witnesses the fiend in action slaying a farmer in his field, and the creature spares her, but delivers this message: "All of the people of Sleepy Hollow must pay a blood tithe of one member of their family to Ragged Jack for the sins they committed against his father, Bill Spekes. Spekes was a Tory during the 1776 War for Independence. Several over-zealous townsmen tarred and feathered the English sympathizer, killing the man in the process.

The young son of the slain Tory swore revenge, and grew up a scholar of the dark arts of sorcery. He made a pact with dark beings to seize the power necessary to make the people of Sleepy Hollow pay. He became Ragged Jack, a foul, pumpkin-headed aberration astride a hellish steed. He wielded a pair of cursed axes capable of slaying any living thing. He told the old woman that if the blood tithe was not paid by October 30th he would slay everyone in the town.

That's when the townsfolk came to Ichabod Crane. He would know what to do! And Crane thought hard, seeking answers in every old book, folktale, or story he had ever heard. He wracked his brain but could come up with only one answer: fight a fiend with a fiend. He would have to resurrect the Headless Horseman and send him against Ragged Jack! The Horseman did not truly live, so could his blade counter Jack's axes? It was Sleepy Hollow's only hope!

This is a two-part scenario. In part I Crane and several heroic townsfolk must go to the haunted tree on Devil's Night and quickly resurrect the Headless Horseman before Ragged Jack can find them and stop the ritual. In part II, the Horseman must defeat Ragged Jack and reclaim his mantle as the one true supernatural terror in Sleepy Hollow.

Part I. Awakening the Horseman

In this scene Ichabod Crane and some brave townsfolk must perform a ritual to re-awaken the Horseman while also fighting off Ragged Jack, who has pursued them to the haunted tree where the Horseman slumbers. If Crane does not perform the ritual in time, the Horseman will still awaken to battle Jack, but he will be in a weakened state and Jack will have a real advantage.

Ichabod Crane (Cost: 50 GBP)

Str 2 Agl 3 Mnd 4 Res 4

Move: 5" DR Pool: 3

Special Traits

Combat Evade x 2

□ □ **Doubting Thomas** (Crane may use his denial of the supernatural to aid him in dire times. He may add up to +2D to his Agility defense goal rolls prior to making a defense roll.)

Iron Will x 1

Scholar x 3

Sharp Senses x 3

Fate: 4

Vitality: 3

Equipment

Forbidden Lore x 3

A clever and resourceful battler of the supernatural, what Ichabod lacks in physical prowess he makes up for with a keen and inquisitive mind.

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Agnes Harker, the Old Crone (Cost: 30 GBP)
Str 1 Agl 1 Mnd 4 Res 5

Move: 4" DR Pool: 2

Special Traits
Gypsy's Luck
Old Crone
Scholar x 1
Sharp Senses x 1

Fate: 8

Vitality: 2

Equipment
Walking Stick

Old Crone
Old Crones possess one less Vitality than a normal starting character and add only +2" to their Move on charges. If any other friendly model remains standing on the board they may not be directly attacked by any enemy models.

This old woman claims to be over a century old, and there are some who believe her. She possesses an uncanny knack for rotting out the supernatural, and some say she carries spells and charms that can curse or kill her enemies. She has chosen to ally with her sometime rival Ichabod Crane to defeat the menace of Ragged Jack.

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Sleepy Hollow Town Militia (Cost: 46 GBP)
Str 3 Agl 3 Mnd 2 Res 3

Move: 5" DR Pool: 4

Special Traits
Combat Attack x 1
Combat Evade x 1
Crack Shot x 2
Sharp Senses x 1

Fate: 3

Vitality: 5 henchmen

Equipment
Knife
Rifle (archaic)

These stalwart defenders have unfortunately become well used to supernatural horror and stand strong in the face of it. Armed with their courage and their trusty rifles, they are determined to help Crane and the Crone awaken the Horseman so he can battle Ragged Jack.

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Ragged Jack (Cost: 66 GBP)
Str 6 Agl 3 Mnd 2 Res 4

Move 9" DR 7[1]

Special Traits
Combat Attack x 3

Implacable (Ragged Jack is a ghost and need never make a post-battle table roll if used in a campaign. He may only be slain by scenario specific conditions. He also never earns experience.)

Sharp Senses x 2

Spectral Mount (Ragged Jack and his ghostly mount count as one model, ignoring the normal rules for mounted models presented elsewhere on this site).

Terrifying Aura
Tough

Fate: 4

Vitality: 4

Equipment
2 Battleaxes (DN7*)
*Strength bonus added in.

This pumpkin-headed fiend made a deal with dark powers to gain vengeance on the people of Sleepy Hollow for the town's role in his Tory father's death. He wields twin axes and rides a hell-spawned horse into battle.

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Setup: Ichabod Crane, the town militia, and Agnes should be setup in the middle of a 4' x 4' board that represents a portion of the haunted forest around Sleepy Hollow. In the center of the board should also be a large, dead tree representing the Horseman's final resting place. Crane must be placed within 2" of this tree and it is there he must perform the ritual (see Special Rules below). Ragged Jack must setup 4" in along one of the four board edges. The rest of the board should consist of copses of trees and other terrain representing underbrush.

Special Rules: The following special rules apply for this scenario:

Difficult Ground: Each player should take it in turn to declare at least one clearly delineated area of the board not large than 10" x 10" as difficult ground.

The Ritual! Ichabod Crane must use his Mind + Scholar versus a TN4 to collect goals toward completing the ritual that will fully awaken the Headless Horseman. He must succeed on this check three times in order to awaken the Horseman. Making this check counts a special action. Fate dice may be traded to make a second check on the same turn if the first one fails, but Crane cannot score two successful checks on the same turn.

Injuries! Any Vitality loss sustained by the combatants carries over to the next scenario (Part II: A Fiend Against a Fiend).

Objective: Ichabod Crane and the townsfolk must raise the Horseman. Ragged Jack must try to stop them.

End Game: Once the third successful check is made, the Horseman awakens and the scenario ends. If Ragged Jack manages to take out Ichabod Crane before the ritual is complete the scenario also ends, but the Horseman is still raised by all of the violence and bloodshed. However, Ragged Jack will have an advantage against him in Part II.

Scenario Rewards: If played as a campaign game, surviving models who can earn experience gain +2 pts. for successfully

reviving the Horseman. Other normal rewards for scenarios apply (see pg. 73 of the Carpathia rules).

Part II. A Fiend Against a Fiend!

The revived Headless Horseman must battle against Ragged Jack and some of his supernatural constructs for supernatural supremacy in Sleepy Hollow. If the Horseman was properly raised by the Ritual, he fights as normal.

The Headless Horseman (Cost: 69 GBP)
Str 5 Agl 4 Mnd 2 Res 5

Move 10" DR 6[1]

Special Traits

Combat Attack x 3

☐ Frightful Shriek (The Horseman emits a harrowing cry that freezes foes in their tracks. Instead of attacking, the Horseman uses his shriek, and models within 6" must make a TN3 Resolve roll or lose their next move.)

Implacable (The Headless Horseman is a ghost and need never make a post-battle table roll if used in a campaign. He may only be slain by scenario specific conditions. He also never earns experience.)

Sharp Senses x 2

Spectral Mount (The Horseman and his ghostly mount count as one model, ignoring the normal rules for mounted models presented elsewhere on this site).

Terrifying Aura

Tough

Fate: 5

Vitality: 4

Equipment

Sword (DN6*)

*Strength bonus added in.

Supernatural scion of Sleepy Hollow, the Headless Horseman seeks vengeance and a chance for eternal rest. This cursed Hessian soldier was given his final rest by the resourceful Ichabod Crane but now he hears the call to battle from beyond the grave.

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Pumpkin-Headed Fiends (Cost: 45 GBP)
Str 4 Agl 2 Mnd 1 Res 5

Move 6" DR 4[1]

Special Traits

Combat Attack x 3

Claws (DN5)

Pathfinder (Ignore difficult ground in woodland terrain)

Sharp Senses x 2

Tough

Fate: 5

Vitality: 5 Henchmen

Sensing that the battle could shift when the Horseman arrives on the scene, Ragged Jack quickly sprinkles five seeds onto the haunted ground around him and five vaguely humanoid, pumpkin-headed killers spring up around him to do his bidding. They count as henchmen group and players can use SuperFig code HE14 Devil's Knight Henchmen to represent the group.

Setup: All models should be set up exactly where they left off in Part I. As mentioned earlier any damage or other conditions carry over exactly from the previous scenario. The newly arrived Headless Horseman should be placed within 5" of the haunted tree. The newly arrived Pumpkin-Headed Fiends should be placed within 5" of Ragged Jack.

Special Rules: none

Objective: This one is quite simple, as each side attempts to destroy the other. If the Headless Horseman KO's Ragged Jack, he will immediately leave play, filled with a desire to resume haunting Sleepy Hollow. If Ragged Jack KO's the Headless Horseman, he will next turn on Crane and the Sleepy Hollow folk until they or he are finished.

End Game: The scenario ends when all of the models from one side are KO'ed.

Scenario Rewards: If played as a campaign game, surviving models who can earn experience gain +2 pts. for victory. Other

normal rewards for scenarios apply (see pg. 73 of the Carpathia rules).



Players can use this scenario as a starting point for other supernatural encounters in Colonial America. Blue Moon Box 108 Colonial Civilians provides a wealth of extra characters to populate any village or hamlet, and the other great Blue Moon and Old Glory figure ranges will provide a multitude of antagonists for the denizens of your embattled villages.

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