

VOODOO

Disclaimer:

The following is a Hollywood version of voodoo modified for the game of Fear and Faith by Ganesha Games. It does not accurately represent any actual voodoo religion or beliefs. It is merely a figment of my imagination and a flight of sheer fantasy. Take no offense as none was meant.

Items herein are borrowed heavily from film, books and games.

Now on to the rules..

VOODOO

Voodoo is a religion of spirits. Spirits of the dead, though unseen, continue to inhabit the world of the living and in some cases can impact the world of the living by exerting their gifts and influence. Those men and women who are initiated into the secrets of voodoo and are able to practice and wield the arts and hence influence or control these spirits, are called Houngans, Mambos and Bokors.

These practitioners have the special ability Voodoo. Models with this special rule may use Rites.



Rites

Most of the greater rites and ceremonies of Voodoo are unavailable to models in a battle, as the required

time and actions prevent the proper execution of the rite. The risk of offending the spirit is too great. There are however some that are.

The mechanics the Rites are the same as the Witchcraft rules in Fear and Faith. The player declares his intention to perform a Rite. He chooses and rolls 1, 2 or 3 dice. The number of successes determines the amount of Voodoo Rite power. Failure on 3 dice (if rolled) results in a failed rite and an very angry loa. The model rolls a single d6+3 roll (+3 for the 3 failures) on the Insanity Table on page 18 as his/her loa bombards him. A Voodoo practitioner may only perform one rite per turn.

The amount of Voodoo Rite power determines the power and range of the Rite used. Power 1 equals short range. Power 2 equals medium range. Power 3 equals long range.

ATTACK - the target model must be in line of sight and within range (s/m/l), receives a ranged attack of power 1,2 or 3.

BLESSING - the target model's (within sight and range) Quality increases by one step. (+4 becomes +3). No more than one blessing may be placed on a model at any time. Blessing removes Curse. They cancel each other removing both.

CURSE - target model's (within sight and range) quality is worse by one step. (3+ become 4+). No more than one Curse may be placed on a model. Curse removes Blessing.

CURSED AREA - creates a circle with radius of s/m/l based on power. Opponent's models are at -1 combat.

SACRED CIRCLE - creates a circle with radius s/m/l based on power. Demons/Undead/evil outside radius cannot enter. Demons/Undead/evil inside or forced to enter are subject to free hack by the

protective loa.

ZOMBIE CREATE - model must be within 1 short of target model and in line of sight. Target must be dead or knocked out.

One point of power creates a basic zombie with stats of Walking Dead but will keep special ability Big if equipped.

Two points of power creates a better zombie with stats of Walking Dead but will keep special abilities Big and any weapon special abilities it possessed in life.

Three points of power creates an even better zombie with stats of Walking Dead but will keep special abilities Big, Voodoo and any weapon special abilities it possessed in life.

Any zombie thus created cannot be activated on the same turn as they were created. In addition, on their first successful activation, they must spend their first action to rise from prone position.

ZOMBIE DESTROY - target zombie (within line of sight and range) must roll quality test and score MORE successes than the Caster's power. Failure to score enough successes means the zombie was destroyed.



Voodoo Items

Certain objects are available to the practitioner of voodoo and the members of his/her warband. These objects must be purchased during the creation of the warband or later during advancement.

Charm/Fetish (cost 5) - Holy icon or object containing or housing a loa that grants good fortune

on the holder. Once per game, the holder may reroll any failed roll of the dice. Only one model per side may carry a Charm/Fetish.

Voodoo doll (cost 15) - special fetish that grants wielder the ability to attack target as though in close combat from afar without danger of personally being hurt. Range is s/m/l by successes when target is selected. Doll is target specific and may only be used against one single target. Doll is of no further use once target is killed.

Zombie powder (cost 10) - powder prepared by a Bokor then blown or thrown into the face of an opponent. Target must be no further away than one Short. Powder takes one action to use. Target rolls quality test. For each Rite Power point greater than target's successes, Bokor may control target model for one turn (roll for activation normally). Model activates during Bokor's turn and 2 failures breaks the miniature free from the Bokor's control.