

Box 5: Streets of London

Official Goalsystem stats for the Ripper and his adversaries from Scotland Yard.

By Aaron Tobul

Players may use these rules in their Chaos In Carpathia games, playing the forces of Scotland Yard as a unique faction all its own, or incorporating the Consulting Detective into a campaign as a special character. The Ripper may only be hired as a special character by Vampire or Treasure Hunter warbands.

The Consulting Detective (Cost: 54 GBP)

The world's first and pre-eminent consulting detective is the man the police go to when they are stumped. While not given to superstition, he does admit that the forces of the supernatural can not be discounted.

Str 3 Agl 3 Mnd 5 Res 4

Move: 5" DR Pool: 4

Special Traits

Combat Attack x 2

Combat Evade x 2

Iron Will x 1

Lightning Reflexes x 1

Scholar x 3

Sharp Senses x 3

Unique

Fate: 4

Vitality: 3

Equipment

Forbidden Lore x 3

The Doctor (Cost: 51 GBP)

The doctor has long shared the detective's lodgings as well as his adventures.

Although his wit is not as sharp as the detective's, he is good in a fight and loyal until the end!

Str 3 Agl 3 Mnd 3 Res 4

Move: 5" DR Pool: 3

Special Traits

Combat Attack x 1

Crack Shot x 2

Healer

Tough

Fate: 4

Vitality: 3

Equipment

Medical Bag

Service Revolver (Heavy Pistol)

London Bobbies (Max 2 Cost: 40 GBP)

The stalwart coppers of the Empire's capital have been called upon to battle all manner of strange and mysterious evils. As a consequence they have become perhaps the world's finest crime-fighting organization.

Str 3 Agl 3 Mnd 3 Res 3

Move: 5" DR Pool: 4

Special Traits

Combat Attack x 2

Sharp Senses x 1

Tough

Fate: 3

Vitality: Henchmen - 4 models

Equipment

Billy Club

Lantern

Working Girl (Cost: 37 GBP)

Practitioners of the world's oldest profession may be found in almost any settlement. A hard life in the more dangerous areas of a major metropolis has given them rudimentary survival skills and street smarts. Unfortunately, this is sometimes not enough to protect them from the perverse minds determined to prey upon those at the margins of society.

Str 2 Agl 3 Mnd 3 Res 3

Move: 5" DR Pool: 4

Special Traits

Combat Evade x 1

Cowardly

[] Killing Strike

Sharp Senses x 2

Fate: 3

Vitality: 3

Equipment

Hat Pin (count as knife)

The Ripper (Cost: 58 GBP)

The Ripper is a mysterious figure known for murdering a string of prostitutes in the east end of London. His identity – as well as his motives – are unknown. Speculation is rampant, but certain agents suspect he is a powerful servant of one of the many cults of the old and nameless gods and that his heinous acts are part of a sinister ritual. Others avow that he is a vampire who mutilates his prey in order to disguise his true nature. Whether or not any of this is true, all agree that the sooner he is caught, the better!

Str 3 Agl 4 Mnd 4 Res 3

Move: 5" DR Pool: 4

Special Traits

Combat Attack x 2

Combat Evade x 1

Knife Fighter

*Master of Shadows

Scholar x 2

Sharp Senses x 2

Solitary

Terrifying Aura

Unique

Fate: 3

Vitality: 3

Equipment

Forbidden Lore x 1

Knife

*Master of Shadows

A model with this trait is practiced in hiding in shadows and making his way through little-known alleys and sewers. He may move through any difficult terrain at no penalty, although he may not move through prohibited terrain, through walls, etc. A model with this trait also adds +1 to his roll when models attempt to detect him while hiding.

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