

Children of the Fields



The Children of the Fields is the name given to Lady Sylvia Winterly and her monstrous and maniacal followers.

Lady Sylvia Winterly's family have lived on her sprawling estate for countless generations, and taken care of the people on the land. Like nature itself, Winterly and her ancestors can be both benevolent and cruel – literally willing to make any sacrifices for the good of the many.

6.0 *Colour*

A.K.A

starring **Simon Lee**

The Children Of The Fields

by DENNIS WAITELY

A top government official is found dead in a country lane, his lungs full of grain. The local police seem baffled, but a vacationing Adam Kismet senses that all is not well down on the farm...

Adam Kismet SIMON LEE
 Ms Pargeter PAULA WILCOCKS
 Lady Sylvia Winterly INGRID PETROV
 Mr Mangel DAVE PROUSE
 May Queen BRITT ELKLAND

Producer PRESTON TREVOR
 Director SAM PONSDALE

Outsiders may find themselves involved in dreadful rituals to ensure a good harvest or to see unborn children grow up healthy and strong. The family have an innate grasp of the wild magical forces of all things which grow, each member's talent manifesting in its own way. Lady Winterly can bring crops to life to trap those intruding within her fields, and can bring the very sheafs stuffing scarecrows to life!

Cast Special Effect

Child of the Fields

Winterly and her charges have very little truck with the trappings of modern society – transistorised gadgets and suchlike. You cannot include any *Mechanoids* in your cast if it also contains any cast members with this effect. Nor can any *Child of the Fields* be equipped with any *Gadgets*.

Supporting Cast

Statistics for Lady Winterly and her Corn Dolls are given below, but she is also able to call on a formidable variety of allies:

- The formidable services of *Mr Mangel*, a huge turnip-headed monster armed with a scythe
- *May Queens* – village maidens with a very distracting allure
- The capering but violent dancing *Mummermen*
- Eager but bloodthirsty *Villagers* armed with rusty implements

Full rules for these models and the *Magical Construct* special effect will appear in a forthcoming supplement.



“Nothing in there son, but wheat and that old scarecrow.”

Sergeant Pevensey, Adam Kismet Associates

- ADAM KISMET ASSOCIATES -
- Children of the Fields -

15. GREAT HALL, INTERIOR

Night. The great feasting hall of Winterly Grange, lit only by candles and a fierce blaze crackling in the impressive fireplace. Landscapes, hunting scenes and portraits of the Winterly line cover the oak-panelled walls. A large sturdy dining table dominates the hall.

It has been set for two - Lady Sylvia WINTERLY at one end and ADAM Kismet at the other. She is a striking woman with close cropped hair and fine features, wearing a figure-hugging evening gown and bolero jacket. ADAM has left his seat and stares out of a large leaded window at the ornamental gardens below, an expression of furious concentration on his face. Behind Lady WINTERLY's seat, in the shadows, the gigantic inhuman form of her servitor Mr MANGEL looms.

WINTERLY (smiling)

You really should try the food before it goes cold. Cook has prepared an excellent game pie for the occasion.

ADAM (still looking out of the window)

You're too kind, your ladyship. But "That which is not freely given"

WINTERLY (finishing the proverb)

"- may ensnare the unwary." Very good. You know the old laws.

Lady WINTERLY swivels out of her seat and rises to her feet, a flute of champagne in one hand. She moves toward ADAM. Mr MANGEL jerks to life as she does so, his razor sharp scythe catching the candle light.

WINTERLY (to MANGEL)

Be at peace, my loyal one. Mr Kismet means me harm, isn't that right Adam?

ADAM looks over his shoulder at her as she sways closer to him, a predatory look on her face. He grips his jade pendant tightly in one hand.

ADAM (sardonically)

A pity you haven't seen fit to extend the same courtesy to my companion out there in your maze!

WINTERLY (dismissively)

The office girl? Put her out of your mind. She reeks of the city. Besides, my mummermen shall have her soon and she'll be beyond all concern, returned to the good earth.

ADAM's eyes flash green as he holds the jade pendant forth, flooding the great hall with a pure light. Lady WINTERLY hisses as if scalded.



Lady Sylvia Winterly

Villainous Guest Star | 60 Ratings

Move	Def	Hits	Str	Agi	Int	Mor
6	3	3	2	3	6	4

Special Effects

Child of the Fields, Leader (4), Magic (2), Seduce, Sixth Sense

Lady Winterly's *Leader* ability can affect Corn Dolls or any model with the *Child of the Fields* special effect.

Unique Effects

Field Fetch

The Field Fetch is a small doll made of corn, an heirloom of the Winterly line imbued with great magical potential. While she is holding the Fetch, Winterly can cast the following spells:

Fury of the Fields (10+)

The swaying of crops becomes more frenzied as the very stalks seek to trap those within! Place the large blast template with the centre anywhere within Lady Winterly's line of sight. Enemy models within this area and on open ground (not pavement, tarmac, underground or similar) must pass a Str test to be able to move. If this test is failed the action counts as having been used. This spell remains in play until it is

“Rise my thirsty Children. And drink of life!”

Lady Sylvia Winterly, Adam Kismet Associates

cast again or the caster voluntarily dispels it as a free action. The Fury of the Fields can be moved up to 4" per turn if the caster expends a special action.

Animate Corn (12+)

With a dreadful creaking the silent straw-filled guardians of the fields come alive! Place a new Corn Doll anywhere in open ground (not pavement, tarmac, underground or similar) within 12" of Lady Winterly. This model remains in play unless dispelled or otherwise reduced to 0 Hits. The casting number increases by one for each Corn Doll in play as a result of this spell. These new Corn Dolls count when determining the number of models to be activated in future turns.

Attacks

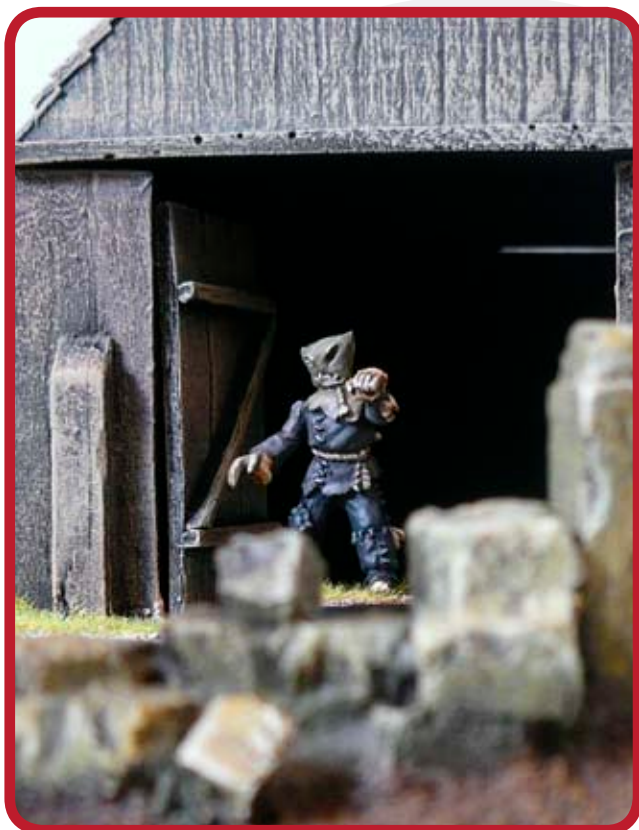
Weapon	Range	Hit	Str	Notes
Brawl	Melee	5+	2	Stuns

Casting Spells

Models with the *Magic (x)* special ability can use spells as part of their activation. They gain a number of casting dice equal to the number in brackets. To cast a spell the caster must spend a special action, then roll any number of unused casting dice and add their Int. If the result equals or exceeds the spells casting number the spell succeeds – see the individual spell effects for details. If any 1's are rolled, the process of casting the spell has exhausted the caster and they cannot use any further actions this turn. Each individual spell can only be cast once per turn, unless otherwise noted. Casting dice are replenished the next time the model activates, but 1 unused magic dice can be held over from one turn to the next.

Example: Casting Spells

Lady Winterly activates to defend the borders of her village from a patrol of suspicious Policemen. Her *Magic (2)* ability grants her 2 casting dice, which she intends to use to cast her *Animate Corn* spell. She spends a special action and her player rolls – 1 and 6. Adding 7 to her Int of 6 makes 13, exceeding the required casting number of 12, so a Corn Doll is placed just out of sight, in a field on the other side of a hedgerow. Having rolled a 1, she now cannot use her remaining action.



Mr Mangel

Hay! You'll have someone's eye out!

Every year a secret and dread ceremony takes place – dry corn stalks are collected and magically imbued with great power. Rags hundreds of years old are stuffed and an ancient implement brought out from its revered resting place. With a great rustling of the crops in the fields for miles around, the huge magical construct rises again.

Mr Mangel is a huge and fearsome Corn Doll with the head of a huge turnip carved with an evil-looking face. He is armed with a huge scythe, which he uses to literally mow down the enemies of his brethren. He is Lady Winterly's brutal right hand, the physical strength she herself lacks.

Villainous Guest Star | 80 Ratings

Move	Def	Hits	Str	Agi	Int	Mor
1D6	5	2	4	2	2	0

Special Effects

Fearsome, Invulnerable (3) to firearms, Magical Construct, Sidekick (Lady Sylvia Winterly)

Unique Effects

Built For Destruction

Mr Mangel cannot attempt to make Shaken or Wiped Out Morale tests.

Flammable

Mr Mangel is made of tinder dry sacking, rope and straw. If he has any fire markers, then double the stated amount of hits on the Fire table.

Sweeping Stroke

The huge curved blade wielded by Mr Mangel is truly a dreadful instrument. Due to its great reach, his scythe cannot be used in close combat – all attacks made using this weapon count as shooting attacks. All models in range in Mr Mangel's front 180° arc suffer one attack when this weapon is used. If Mr Mangel is in base contact with enemy models, he can elect to move 1" away from base contact as a free action before making his scythe attack.

Attacks

Weapon	Range	Hit	Str	Notes
Kick	Melee	4+	5	
Reaping Sycthe	2"	4+	5	<i>Sweeping Stroke</i>

Extras

Corn Doll

– /16 ratings

Wearing their Killing 'ead!

The crude scarecrows left to guard the fields from birds can be brought to life to serve Lady Winterly. With jerky movements they advance from the rows, unseeing eyes merely holes in their sackcloth heads. Almost impossible to destroy, their malice and the terrible power of nature twisted against man drives them forwards.

Move 1D6 Def 4 Hits 1 Str 4 Agi 1 Int 0 Morale 0

Special Effects

Fearsome, Invulnerable (3) to firearms, Magical Construct, Slow

Unique Effects

Flammable

Corn Dolls are made of tinder dry sacking, rope and straw. If they have any fire markers, then double the stated amount of hits on the Fire table.

Attacks: Brawl (4+)

May Queens

– /8 ratings

Rose with thorns

May Queens are young village maidens dressed in sheer and flowing dresses, adorned with garlands of flowers. They flirt about, this way and that, like gossamer on the wind. The presence of these feminine damsels is very distracting, a fact of which Lady Winterly is very aware.

Move 7 Def 2 Hits 1 Str 1 Agi 4 Int 3 Morale 3

Special Effects

Child of the Fields, Seduce

Unique Effects

Damsel To Distraction

Shots aimed at or within 2" of one or more May Queens suffer a –1 penalty to hit. Models attempting to target a May Queen either by shooting or in melee must first roll 4+ on 1D6. If this roll is failed any action used is counted as having been spent.

Attacks: None

Mummermen

– /10 ratings

Capering Pistoliers

Mummermen dress outlandishly in a uniform comprising waistcoats, hats, long socks and various bells. They dance and caper about with sticks, bladders and handkerchiefs, and would be comical apart from their deadly skill with their flintlock pistols.

Move 6 Def 3 Hits 1 Str 3 Agi 4 Int 3 Morale 3

Special Effects

Child of the Fields, Dodge

Unique Effects

Capering and Japering

Despite being very hard to miss, Mummermen often end up where their opponents least expect them. Before the first turn's initiative roll, each Mummerman can take two free move actions. When they are missed by an opponent's shooting attack, a Mummerman can immediately move up to 2" – this free movement doesn't prevent a Mummerman from firing his Matchlock pistol this turn.

Attacks: Cudgel (hand weapon) (4+), Matchlock Pistol (3+)

Upgrade Options

- Upgrade one Mummerman to a Fool – gain the *Leader (2)* special ability (+8 ratings). This special ability can only be used on Mummermen.

Villagers

– /5 ratings

Countryside cultist

From the age of eight the inhabitants of Lady Winterly's parish have been serving their Lady – and the fields. From observing a strict respect for the force of nature, to taking part in dreadful ceremonies on ancient holy days, their attitudes to outsiders vary from unhelpful to extremely unfriendly.

Move 6 Def 3 Hits 1 Str 3 Agi 3 Int 3 Morale 3

Special Effects

Child of the Fields

Attacks: Hand Weapon (4+)

Upgrade Options

- Upgrade a maximum of 1 Villager in 8 to a Sergeant – gain the *Leader (1)* special ability (+5 ratings). This special ability can only be used on Villagers.