Some Lurker players may wish to incorporate fear-causing terrain into their games, Scenes Of Horror allow for this. While no ‘official’ scenery exists players are encouraged to create their own. All you will need are three old, scratched up C.D.s., a few odds and ends and a sinister idea. Virtually any Scene Of Horror can be depicted, as the rules are the same for each piece of scenery, leaving you free to ‘decorate’ them to your own debauched taste. Templates could be made to represent some sort of voodoo hut, torture shack, evil crypt, burial mound, creepy well, Neolithic altar, bizarre architecture, mutilated victims, meteor impact, killer plants…anything that will strike fear into the hearts of mortal men.

A Scene of Horror costs 10 BP, and is added to your list in the same fashion as a Lurker model. After scenery has been set up, the Lurker player rolls D3 and may place this many Scenes Of Horror templates. Templates may be placed anywhere on the board outside the deployment zones. Scenes Of Horror may be used in conjunction with Plot Points if the Lurker player wishes and has enough BP.

Scenes Of Horror templates cause Fear in a 5” radius, measured from the edge of the template. All Human models passing through this area must take a Resolve test as usual. Once the test has been passed or failed another test is not required to move into or out of the radius. The template itself is another story: it represents the epicenter of the horrific scene. Any human model that finds itself on the template will roll (with a –2 modifier) on the Insanity Table as if they had failed a Resolve test. The Scene Of Horror is so disturbing that models re-entering the template must repeat the roll.

The cunning Lurker player can use Scenes Of Horror to the best advantage by placing Objective and Grave Markers on the template in scenarios where they are used. Just remember ALL Human models are affected by psychology! Keep those Cultists away…or make them so Drug Crazed they won’t care!