

FAIRY MEAT™

Miniatures Game

WAR



by
Scott
Leaton

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On Straight Fairies

Fairies, as you must surely have noticed by now, are all quite mad.

Of course, the same could be said of any authority on mental health who issues his professional opinion regarding little cannibal fairies, so you'll have to trust us on this simple fact. Whereas gnomes may claim to kill for science, and pixies might be driven by profit as well as cruelty, your typical fairy is simply as mad as a hatter after a night of absinthe milkshakes and a mallet to the head.¹

Yet even among the fairies, curiously enough, there are those which are cursed with a sort of insanity all their own. Rather than running about kissing sunbeams, drinking mushroom wine, or making little happy-face pictures with the warm glistening entrails of their very bestest friends, there's a handful of sorry sods who seek no joy or laughter from any activity whatsoever. This mental disorder (and a mental disorder it most certainly is) seems to be mercifully rare and only slightly contagious, and has become known among properly maladjusted fairies as "Frownface".

Unable to summon the slightest spark of mindless mirth, these insanely sane fairy-folk cast themselves out from fairy "society". They seek out new, decidedly unamusing reasons to live in new, totally boring corners of the fairy world. Any fairy stricken with frownface is likely to do quite a teensy tiny bit of soul-searching and introspection (it's one of the symptoms, after all), and will inevitably follow one of two possible paths.

Some frownyfaced fairies go on vain quests to become happy again, and try out all sorts of things to this end, from eating strange mushrooms to halfheartedly taunting domesticated cats. Given enough time and effort, these desperate souls inevitably wind up on the wrong side of their mortal coils. For that matter, many of them wind up on the wrong side of a housecat.²

The more common route for a joyless "frowner" is to try finding friends with similar interests and attitudes, presumably so they can spend all day moping and contemplating existence together.

Oddly enough, a group of sympathetic fairy "friends" is waiting to recruit- er, receive these lonesome little rainclouds, in the form of the dour and disciplined Straightedge Rebels!

1. Mad here refers to a mental state, as in psychotic, bonkers, over the rainbow, missing some pages, a few screws loose, candy in the curry, French, three hamburgers short of a fruit basket, kittens in the cupboard, mad. But yes, now that you mention it, some are also rather angry.

2. That's the inside, you horrible man!

The Straightedge Rebels

Long, long ago, in the deepest depths of a dark age Big People call "the Eighties", a rebellious pack of Moon fairies concluded that the fairy life wasn't quite as nice as it used to be. They looked around at the violence and addiction which filled the fairy world, and (owing to their sorry mental state) were actually saddened by it! "All dis rotten Meat stuff and Pink stuff," they would often say, "has been killin' our ol' school fairy kind-ness. Even kissin' ain't fun these days!"

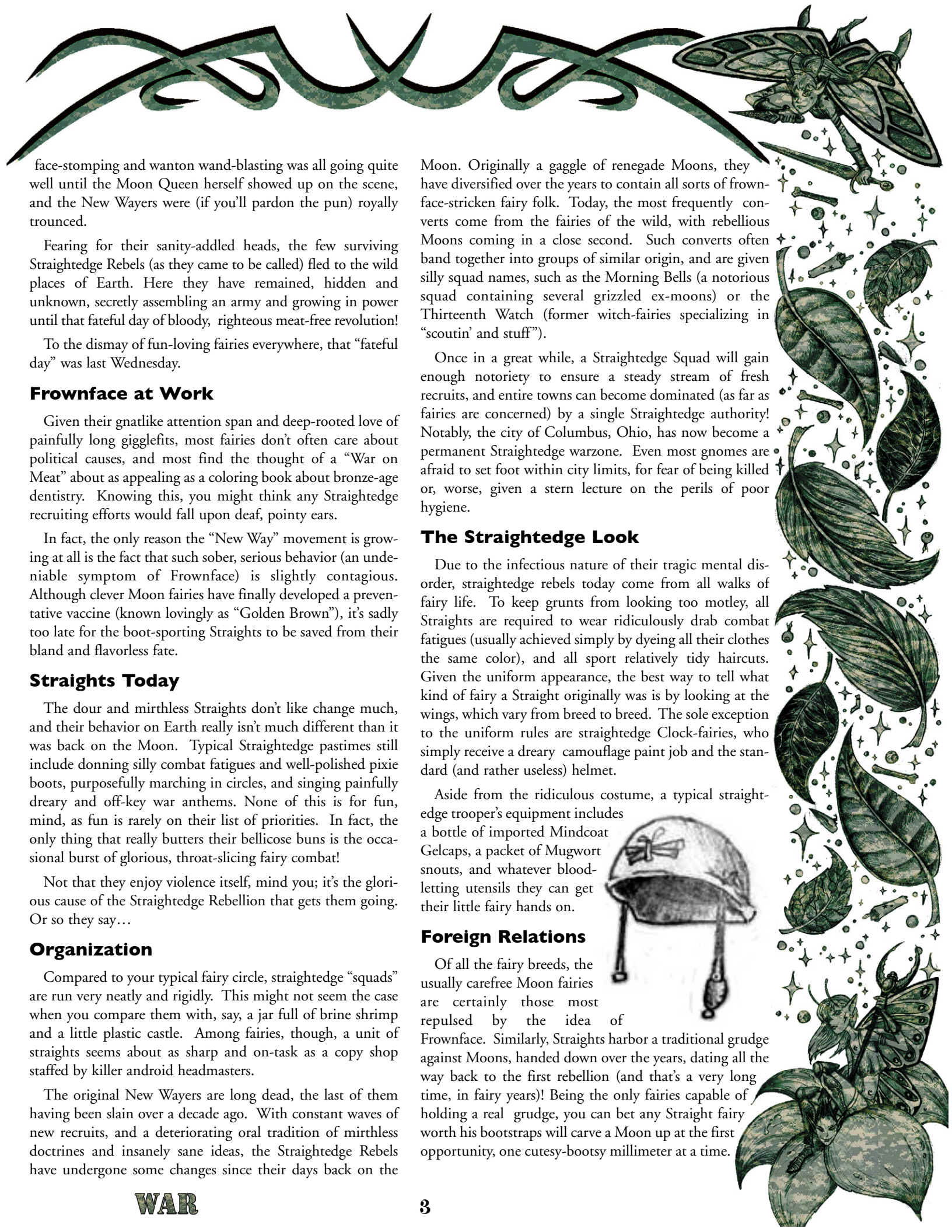
"We ought to knock it all off," offered one heavy-hearted fairy, "quit the Meat and the Pink, an' just see wot happens. It'd be the new way of doin' things, sorta."

"The others ain't gonna like that much!" a second pout-lipped fairy was heard to say. "They like their killin' and eatin' and kissin' the dead."

"Let's quit them others, then, an' do things ourselves like they oughta be done!" said a third fairy, waving her little fist and preparing to unleash a very clumsy slogan. "I say, if you wanna stop the killin', you gots to get to killin' all the killers first."

And kill they did- more or less! Calling themselves the "New Wayers", these rambunctious little ragamuffins marched straight to the gates of the Lunar Palace, and began their angry revolution right then and there. The righteous





face-stomping and wanton wand-blasting was all going quite well until the Moon Queen herself showed up on the scene, and the New Wayers were (if you'll pardon the pun) royally trounced.

Fearing for their sanity-addled heads, the few surviving Straightedge Rebels (as they came to be called) fled to the wild places of Earth. Here they have remained, hidden and unknown, secretly assembling an army and growing in power until that fateful day of bloody, righteous meat-free revolution!

To the dismay of fun-loving fairies everywhere, that "fateful day" was last Wednesday.

Frownface at Work

Given their gnatlike attention span and deep-rooted love of painfully long gigglefits, most fairies don't often care about political causes, and most find the thought of a "War on Meat" about as appealing as a coloring book about bronze-age dentistry. Knowing this, you might think any Straightedge recruiting efforts would fall upon deaf, pointy ears.

In fact, the only reason the "New Way" movement is growing at all is the fact that such sober, serious behavior (an undeniable symptom of Frownface) is slightly contagious. Although clever Moon fairies have finally developed a preventative vaccine (known lovingly as "Golden Brown"), it's sadly too late for the boot-sporting Straights to be saved from their bland and flavorless fate.

Straights Today

The dour and mirthless Straights don't like change much, and their behavior on Earth really isn't much different than it was back on the Moon. Typical Straightedge pastimes still include donning silly combat fatigues and well-polished pixie boots, purposefully marching in circles, and singing painfully dreary and off-key war anthems. None of this is for fun, mind, as fun is rarely on their list of priorities. In fact, the only thing that really butters their bellicose buns is the occasional burst of glorious, throat-slicing fairy combat!

Not that they enjoy violence itself, mind you; it's the glorious cause of the Straightedge Rebellion that gets them going. Or so they say...

Organization

Compared to your typical fairy circle, straightedge "squads" are run very neatly and rigidly. This might not seem the case when you compare them with, say, a jar full of brine shrimp and a little plastic castle. Among fairies, though, a unit of straights seems about as sharp and on-task as a copy shop staffed by killer android headmasters.

The original New Wayers are long dead, the last of them having been slain over a decade ago. With constant waves of new recruits, and a deteriorating oral tradition of mirthless doctrines and insanely sane ideas, the Straightedge Rebels have undergone some changes since their days back on the

Moon. Originally a gaggle of renegade Moons, they have diversified over the years to contain all sorts of frown-face-stricken fairy folk. Today, the most frequently converts come from the fairies of the wild, with rebellious Moons coming in a close second. Such converts often band together into groups of similar origin, and are given silly squad names, such as the Morning Bells (a notorious squad containing several grizzled ex-moons) or the Thirteenth Watch (former witch-fairies specializing in "scoutin' and stuff").

Once in a great while, a Straightedge Squad will gain enough notoriety to ensure a steady stream of fresh recruits, and entire towns can become dominated (as far as fairies are concerned) by a single Straightedge authority! Notably, the city of Columbus, Ohio, has now become a permanent Straightedge warzone. Even most gnomes are afraid to set foot within city limits, for fear of being killed or, worse, given a stern lecture on the perils of poor hygiene.

The Straightedge Look

Due to the infectious nature of their tragic mental disorder, straightedge rebels today come from all walks of fairy life. To keep grunts from looking too motley, all Straights are required to wear ridiculously drab combat fatigues (usually achieved simply by dyeing all their clothes the same color), and all sport relatively tidy haircuts. Given the uniform appearance, the best way to tell what kind of fairy a Straight originally was is by looking at the wings, which vary from breed to breed. The sole exception to the uniform rules are straightedge Clock-fairies, who simply receive a dreary camouflage paint job and the standard (and rather useless) helmet.

Aside from the ridiculous costume, a typical straightedge trooper's equipment includes a bottle of imported Mindcoat Gelcaps, a packet of Mugwort snouts, and whatever blood-letting utensils they can get their little fairy hands on.

Foreign Relations

Of all the fairy breeds, the usually carefree Moon fairies are certainly those most repulsed by the idea of Frownface. Similarly, Straights harbor a traditional grudge against Moons, handed down over the years, dating all the way back to the first rebellion (and that's a very long time, in fairy years)! Being the only fairies capable of holding a real grudge, you can bet any Straight fairy worth his bootstraps will carve a Moon up at the first opportunity, one cutesy-bootsy millimeter at a time.





Other fairies, particularly the wild ones, just think of straight fairies as little fairylike gnomes. You see, not unlike gnomes, straights are a bit bland tasting, and they're also monstrously fun to taunt, tease, and eventually dismember. About the only difference between straights and gnomes, in the eyes of other fairies, is that gnomes have bigger, bouncier breasts.

As far as allies go, the only outside help a squad of Straightedge Rebels can really count on is that of pixie mercenaries and goblukes. Whereas goblukes are duly despised by the cannibalistic fairies and vampiric moons, straights have an uncommonly good relationship with the savage and feral beasts. This might seem like an odd pairing, until you realize that straights are perfectly happy to let a gobluk gobble up any dangerously dead bodies on the battlefield. They encourage it, in fact! As far as pugnacious pixies are concerned, they'll work for absolutely anyone who's willing to pay, including the otherwise friendless Straightedge Rebels. Of course, more observant pixies might ask just where straights get all those lovely pixie combat boots, to which the answer is usually a bullet to the pixie's head...

Curiously, some anonymous gnomes have taken to freely distributing a number fairy-sized firearms to Straight squads. Arming little fairy pests is certainly not something any level-headed gnome would do, and it's generally accepted that the insidious Krimtips are behind it. The leading theory among gnomes is that, by arming one particularly warlike faction of fairies, the rest of the fairy-folk will be weakened and less prepared for mass Krimtip enslavement. Only time will tell what those chubby fellows are really playing at!

The War Begins

In what passes for fairy history, the arrival of the Straightedge Rebels couldn't have come at a worse time. The Moon-fairy presence on Earth had become very well established, for one thing. Worse, the insidious Krimtips had just "come out of the closet," so to speak, and were beginning their worldwide crusade to enslave fairykind. But perhaps most significantly (and strangely), the wildly anarchistic fairies who started it all were actually getting organized!

The Wild Queens

Some time after the lunar invasion began, reports surfaced here and there concerning "wild royalty". It seems that the return of fairy royalty, in the form of Moon fairies, somehow triggered the occasional birth of similar fairies in the wild. Unlike "proper" royals, these fairies embraced the savage, flesh-eating lifestyle of their mates,

and quickly floated to the top of the fairy-folk food chain. Declaring themselves monarchs among fairies (which, relatively speaking, they certainly were), the greatest of these Wild Queens began to take command of their anarchic kin, stitching together vast kingdoms from the wandering warbands and short-lived circles around them.

Organization

The typical Wild Kingdom is not at all unlike a fairy circle, in principle; the general idea is that everyone shares a bit of any life-giving meat they come upon, and tries their very fairy best not to eat other members.³ While life in a fairy-circle doesn't allow for quite as much personal power, it does ensure a fairy will never splatter her own brains against a sharp pebble to stop the relentlessly nightmarish pains of advanced meat withdrawal, which is a pretty groovy deal!

Under the brutal rule of a Wild Queen, several such circles join together to form a larger, more efficient whole, gobbling up warband after warband to feed the hungry masses within. Once her rule is established, a Queen's job is very easy and carefree, which naturally attracts numerous usurpers to the throne on a daily basis. These ambitious little idiots become little more than a yummy delivery service to the Queen and her close mates, as these foolish fae are quickly slain and eaten. This makes the Queen's job even more luxurious, attracting even more doomed usurpers, resulting in more free meals, and so on. All in all, it's good to be queen, if you fancy the devouring-all-who-oppose-you business.

Lunar Knights

After the moons clashed with their first wild queen, there was quite a bit of commotion at the next meeting of the Lunar Court. While some of this commotion concerned which color was to be this year's new orange, the main order of business was just what was to be done about these upstart fairy kingdoms. With the natives organizing under the aid of powerful royalty, this new development threatened to turn the tide of invasion quicker than yogurt through a small poodle.⁴

The courageous Lunar Knights, usually considered too important for risky scuffles, took this opportunity to snatch a ticket to the front line. Lunar Knights are, after all, trained for combat from the moment they're born, and they're probably the only really high-level bluebloods with even a drip of fairy butt-kicking knowhow, when you come down to it. Nonetheless, even when the invasion of Earth began, they saw little or no real lip-smacking action.

Fame and glory on the battlefield are a knight's bread and glitter, and they were quite tired of standing around guarding magical 8-tracks and acting as bouncers at royal balls. Thus it was agreed (after a few more moon-fairy defeats) that, for the first time in centuries, Her Majesty's Pretty and Popular Fairy

3. Once in a while, this actually works!

4. This is very quick, in terms of standard poodle digestion rates.





Knights would be sent into actual, honest-to-Bowie combat, to set things proper once and for all.

Out of the Woods

Remarkably, at approximately the same time, strange new creatures also entered the fray! You might be thinking this is one heck of a coincidence, and a pretty unbelievable one at that. But then, you're reading a book about fairies, so what do you know? Eh, wiseguy? Eh?

Return of the Imps

With all of these great and powerful fairies now smashing and slashing about, it isn't hard to see why a fairy-crafting witch would want a similar minion for her own insidious purposes. Many witches tried to conjure or assemble a mighty witch-fairy champion of their own, but it was all for naught. Wild queens and lunar knights were physiologically very different than the little fairies they were used to butchering, and they proved rather difficult to brainwash, let alone to slowly carve up with a consecrated hobby knife.

The solution came to Cleo first, and as usual, the other witches promptly ripped it off themselves. Through some poking and prodding of certain nether-spirit's nether-regions, she learned that the old sentries of the Unseelie were, incredibly, still around. These puckish little creatures, called Imps, had been asleep deep within the bowels of the earth for hundreds of years, quietly awaiting the return of their vanished Unseelie mates. Being the insidiously evil creature that she is,



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Harlot woke them up early, and made a little bargain with them: in exchange for some help in the occasional fairy fight, she'd do her witchy damndest to track down the ancient Unseelie.

Even the imps knew this wasn't bloody likely, but once disturbed from their ancient slumber, they figured some old-fashioned fairy hunting would be a refreshing change of pace!

Impish Anatomy

In the old days, imps were the lesser minions of a powerful (and rather weird) little character named Paon. Created by Paon in his own silly, strange image, imps sport a pair of hooved, goat-like legs, a tiny human torso, and a pair of small, useless horns on their foreheads. While they lack the wings common to their fairy friends, imps are capable of flight using the same sort of magic whenever their muscular legs don't carry them quite high enough.

The Impy Life

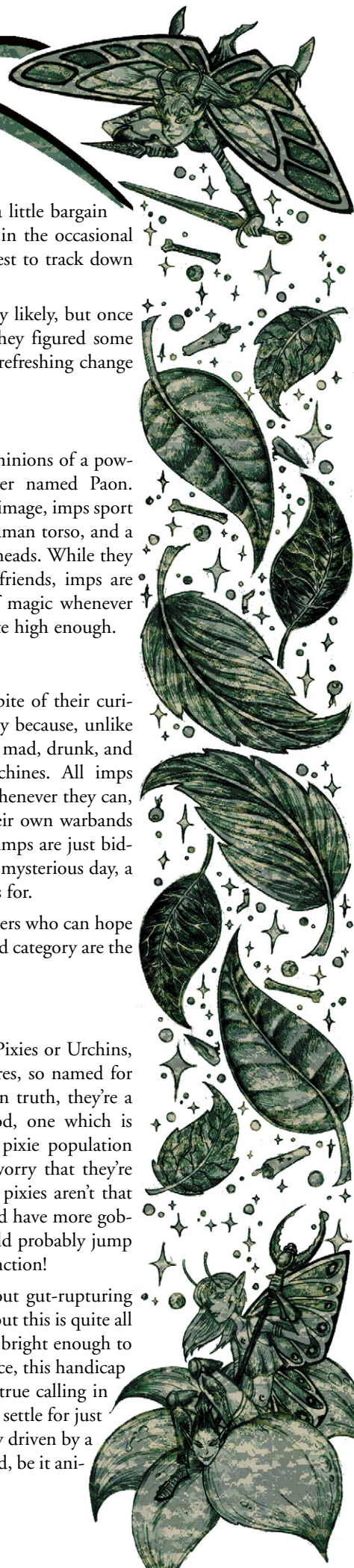
Cricken absolutely despise imps, in spite of their curiously similar appearances. This is mostly because, unlike the sensible and stylish cricken, imps are mad, drunk, and altogether untrustworthy trouble machines. All imps delight in creating chaos and mayhem whenever they can, and it's a wonder they don't turn on their own warbands more often. Truth be told, the devious imps are just biding their time, playing it safe until some mysterious day, a day which they've been waiting centuries for.

Imps aside, probably the only newcomers who can hope to compete with fairies in the Utterly Mad category are the drooling, frothing...

Goblukes

Known less commonly as either dire Pixies or Urchins, goblukes are ravenous little green creatures, so named for their uncanny resemblance to goblins. In truth, they're a rare recidivistic mutation of pixie blood, one which is becoming increasingly common as the pixie population declines. While some cultures might worry that they're being killed faster than they can breed, pixies aren't that kind of culture. In fact, if it meant they'd have more goblukes to fight alongside, most pixies would probably jump in and help push their race towards extinction!

Goblukes don't have the ability to spout gut-rupturing insults which their pixie brethren enjoy, but this is quite all right by them. Although goblukes aren't bright enough to form a complete word, let alone a sentence, this handicap does little to dissuade them from their true calling in life. You see, unlike fairies, goblukes don't settle for just eating meat. Instead, they're instinctually driven by a mad hunger to eat everything in the world, be it animal, vegetable, mineral, or grape-nut.





Goblike Anatomy

Goblikes appear for all the world like a cross between a pixie, a toad, and a garbage disposal. They pack powerful claws on their crude hands and feet, and rarely stand upright, instead squatting down on their powerful spring-like legs. The most striking superficial feature of these little green monsters is their toothy, chinless grin, which resembles nothing so much as a steel bear trap. These triangular incisors are quite necessary to any goblike, as they assist in getting anything and everything to fit down their throat and into the true horror of goblike anatomy: the stomach.

Goblike stomachs are a natural mystery. It seems that they defy physical space itself, being larger on the inside than they are on the outside, not unlike a time-travelling police box. Once something has been eaten by a hungry goblike, it remains in this black hole of a belly for all time- or at least until the creature's gut is forcibly opened by some equally hungry fairy-folk!

Goblikes Go to War

Being the truly mindless eating machines that they are, goblikes aren't the sort to give a damn who they work for. They'd just as soon eat anyone they meet! Pixies are no stranger to these beasts, and have found ways to control them with a loose system of simple commands and (literally) painful insults. Impressively, the Straightedge Rebels have also managed to field goblikes in battle. This



is a trickier affair, however, since it involves raising and domesticating them from birth, which is needless to say a very dangerous operation. It's worth it in the end, though, as nothing quite terrifies a pack of cannibal fairies like competition in the eating department!

I. New Rules

Skill Points

When playing in a Fairy Meat campaign, a figure's learning experiences result in the acquisition of Skill Points. These points (recorded on a sheet called the Fairy Roster) basically reflect the fighter's hands-on experiences in particular areas of combat. A figure with a few points of Sharp is a better shot, for example, while a figure with points in Quick can move a little faster than the rest.

Some special figures, such as brownie heroes and the Greater Fae, also use Skill Points in standard non-campaign games. When playing a regular one-shot game, such figures begin the battle with the Skill Points listed in their descriptions.

The Skills

There are seven different kinds of skill points. These are Crafty, Quick, Stealthy, Nimble, Slippery, Vicious, and Sharp. The effect of each skill is listed on the Skill List later in the book.

Once gained, skill points never go away (unless the figure gets the Amnesia wound), and are not taken as damage. In campaign play, each figure's skill points are recorded on the Fairy Roster, in the area labeled "skills and wounds".

Trump Bonuses

Most skills have a "trump bonus". This means that they grant a bonus to the value of a player's main card, just like a support trump does, during particular actions. This bonus is in addition to any support trumps the player might use.

Trump bonuses are cumulative. For instance, if a skill grants a trump bonus, and the figure has three points in that skill, the total trump bonus granted by the skill is three.

Example: Syrinx, a Witch-Fairy, has two Vicious skill points. This means that, when she makes a hand-to-hand attack, she gets a Trump Bonus of two.

She decides to attack Sydney the Pixie, and draws her attack cards. Let's say she plays an Eight as her main card, with two supporting trump cards. This would give her main card a value of (2 trumps + 8 =) 10.

Since this is a hand-to-hand attack, her two Vicious points come into effect. Each Vicious point gives her a Trump Bonus of one when attacking in hand-to-hand, so this further raises the value of her attack by two (one for each Vicious

point). The value of her main card is now at Twelve, and Sydney is about to be knocked out of his stinky pixie boots...

Note that the Crafty skill gives a trump bonus to order cards, which can't normally be "trumped up". Also, the Quick skill does not give a trump bonus, instead granting the figure extra inches of movement.⁵

Trump Bonuses are not actual trump cards, and cannot be used for zapping or regaining twinkle. Nice try, chuckles!

Greater Fae

In the past, we've mainly focused on the smaller, less ethereal varieties of fairy-folk. This is mainly owing to the relative rarity of certain varieties, as well as the generally aloof and unpredictable behavior typical of more powerful entities.

In truth, however, fairies have been known to come in an immense range of shapes, sizes, and temperaments. In the dark places of the world, weird fairy spirits sometimes inhabit acres of wilderness, prancing in and out of the material world at will without rhyme or reason, owing nothing to any sort of method. Others, such as the cruel goblins, simply don't involve themselves in fairy affairs, instead occupying themselves with frightening humans, devouring livestock, and obsessively playing vintage pinball machines.

Closer to our own little part of the fairy spectrum are those fairies which lie somewhere between the tiny pixies and, say, Mothman. While slightly larger (about two heads) and more



5. In the magical Land of the Skills, Crafty and Quick are known as the "freak skills", and are reviled and cast out by the other, less quirky skills. Serves them right, I say.

powerful than the average fighting fairy, these creatures still concern themselves with the simpler pleasures, like killing and eating their friends. We shall call this special class of fairy the Greater Fae, because that's really all they are. And, as they involve themselves in the same battles as the little bastards we're concerned with, we've included rules for them in this book!

Special Rules

Extra Order Cards

While they're hardly intelligent by the standards of Big People, the Greater Fae possess a bit more mental altogetherness than ordinary fairy-folk. While this doesn't increase their speed or strength, it does make them a tad craftier in combat! To reflect this unusual awareness, all Greater Fae receive two Order Cards each round, rather than just one.

Treat this extra Order card just like any Order card gained from "thinking". A Greater Fae may only act on one of her order cards; the extra card simply gives her more options regarding when to make her move.

Partly Ethereal

Unlike common fairy-folk, the Greater Fae are held together more by magic than by solid matter. This partially ethereal nature makes them harder to injure, while at the same time making them relatively weaker for their size.

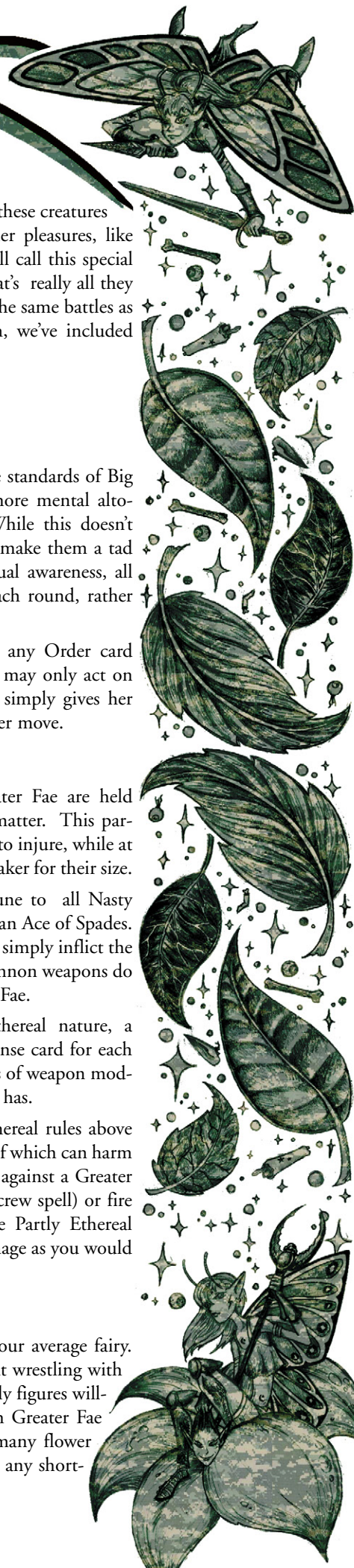
As a result, all Greater Fae are immune to all Nasty Hits, and also from the special effects of an Ace of Spades. Such hits mean less to a Greater Fae, and simply inflict the usual one point of damage. Similarly, cannon weapons do not inflict double damage upon Greater Fae.

In addition, due to their partly ethereal nature, a Greater Fae always gets at least one defense card for each individual attack against them, regardless of weapon modifiers or the number of attacks a weapon has.

The only exceptions to the Partly Ethereal rules above are damage done by fire or magic, both of which can harm even the greatest of fairies. If an attack against a Greater Fae comes from magic (such as a Corkscrew spell) or fire (such as a flamethrower), disregard the Partly Ethereal rules above, and treat the attack and damage as you would with any lesser fairy.

Unusually Large

Greater Fae are slightly bigger than your average fairy. Not much, of course, but enough so that wrestling with one only winds up looking silly! The only figures willing to engage in a wrestling match with Greater Fae are other Greater Fae, no matter how many flower bouquets, mix tapes, or candied eyeballs any shorter fairies might have to offer.





Using the Greater Fae

Greater Fae are, compared to other fairies, relatively rare. This means that a warband (however large) may only use a single figure which falls into the Greater Fae category.

Each Greater Fae has an affinity for a certain fairy faction. This preference is noted in the figure's description, under "alignment". The listing for a Lunar Knight, for example, states that she will only work for Moon-fairies.

Greater Fae are far too picky to go rogue, and may only be used alongside the fairy breeds to which they're aligned.

Goblukes

Most Greater Fae have some sort of gimmick, such as a Glitter-like ability. However, unlike other Greater Fae, the ravenous, toadlike Goblukes are just weird enough to warrant their own section of special rules!

Hopping

Goblukes don't fly, as they lack any sort of wings. Instead, they hop about on their powerful legs, rather like a toad. This takes them up to 12" forward, and over (or onto) anything 12" high or less. If you're using the rules for extended flight, they may also climb up the sides of solid objects, at a rate of 12" per turn.

Hopping is not flying, and is unaffected by spells which increase or decrease a figure's flight ability.

Eating Enemies!

Goblukes are, in essence, big, sloppy mouths on legs. Their chief form of attack is a wide, high-inescapable chomp, with which they consume enemies, objects, and any semblance of good manners.

If any damage is caused by a gobluk bite, that damage is removed wholly from the victim's fairy card, and placed in the gobluk's hyperdimensional belly (located, oddly, next to the gobluk's own card). Unlike most damage, the attacker may choose to remove these bitten points from either the Life half of the card, or the Meat half of the card!

To prevent confusion, goblukes simply mangle any inedible meat points (such as that of pixies or gnomes). This prevents anyone who feasts upon the meat in the gobluk's belly from worrying about whether it's yummy useful fairy meat or not.

Eating the Dead!

Goblukes eat everything. Fairies, gnomes, flowers, license plates, model airplanes, and even pot noodles have found their way into gobluk bellies!

A gobluk may, instead of moving or attacking, eat three points of edible meat. If they choose not to move or attack, they can eat a whopping six points in a single turn! Of course, goblukes don't get stronger or tougher from eating meat; any Live or Kill points eaten in this way simply become more noxious garbage, sloshing around in their space-defying magical bellies.

As previously stated, to prevent mixing edible meat with inedible meat, don't place any inedible meat in a gobluk's belly.

Eating Equipment!

In addition to eating meat, a gobluk may eat weapons or items off of fallen figures. These, too, end up in their titanic stomachs. Goblukes don't use weapons, as they're much more fun to devour!

Eating Complete and Total Rubbish!

Goblukes can, at the players' discretion, eat any small object there is. For instance, if the goal of a scenario is a magical key, there's no real reason a gobluk can't gobble that down, too. Be sensible about it, of course; anything much larger than a coin (such as a shoe, for instance), would take far too long to devour, gamewise.

A Gut of Gold

A gobluk's own meat is inedible, and cannot be eaten. However, the contents of its stomach are a different matter entirely...





When a goblite dies, the belly is split open, and the meat-rich contents of its belly may freely be eaten by any hungry (and slightly disgusted) fairies!

In addition, if you're using the optional rules for grave-robbing, any of the weapons and items within its belly may be picked up, carefully licked off (it's just delicious fairy-blood, after all), and used.

Using Goblites

Thankfully, the repugnant goblites are rather rare. Like any other Greater Fae, only a single goblite may be used at any time. Furthermore, while goblites are technically Greater Fae, they're made of pixie-stuff and aren't very fairylike at all. That said, they really get on famously with those filthy pixies! Any number of goblites may be used in any pixie gang.

Straightedge Rebels

So, dewdrop, do you think you've got what it takes to command a squad of mindless straightedge rebels? Antennae-bending discipline? Staggering self-control? A certain love for short hair, long pants, and totally flavorless chewing gum?

Then listen up, you quivering pile of pixie-puke. First off, you should know that there's very little difference between playing Straight fairies and any other kind of fairy. The main differences are found in their use of Mindcoat Gelcaps and Mugwort, as well as a strict adherence to the very peculiar Vow of Abstinence.

Mindcoat Gelcaps

All Straight fairies receive a free lifetime supply of these little ruby capsules. Administered before battle, Mindcoat Gelcaps "coat" a fairy's magical mind, acting as a twinkle-repellent shield of sorts.

As a result, any spells which directly target a "coated" fairy costs one extra twinkle point to cast. Spells which do not exclusively affect the target are wholly unaffected. Moreover, any spells the Mindcoat user casts upon herself are affected, and so cost an additional point to cast.

Note that Mindcoat Gelcaps don't affect spells which an enemy casts upon herself (such as Shimmer), even if it eventually winds up affecting the Mindcoat user!

A Straight fairy is required to be on Mindcoats at all times, and always swallows several capsules before each battle. If you're using grave-robbing rules, you should know that Straight fairies don't take extra pills into battle, and thus they cannot be looted.

Mugwort

A relatively new tactic among Straights is the smoking of Mugwort. These dried, magical herbs are rolled into little sticks (or "snouts"), and, when smoked, somehow make a

fairy's meat less nutritious for the enemy. They're also rather habit forming, although no Straight would dare admit to having a habit!

A fairy using Mugwort effectively spoils her own meat. While this doesn't affect her combat ability when she's alive, once she dies, it makes her corpse less valuable to scavengers. Whenever a Mugwort smoker is slain, the player who owns the fallen fairy must immediately remove four points of meat from the corpse's Fairy card. These points are lost forever, and cannot be eaten (or otherwise absorbed) by anyone!

A limitless supply of Mugwort is standard issue for all straightedge rebels, and has no cost. It may be looted, but other fairies find the stuff tastes like curried bat droppings and simply refuse to eat it.

The Vow of Abstinence

What fun would being straightedge be if you didn't swear off all forms of fun? It would be more fun than it is now, of course, but the joyless life is a Straight fairy's lot of choice.

As a proud badge of collective distinction from other, less strong-minded fairies, Straights all take the Vow of Abstinence upon enlistment. This oath forbids them from corrupting themselves with any "dirty stuff", namely meat or Pink.⁶

To put it simply, if a Straight fairy ever gives in and willingly uses Pink or eats meat, she's marked for death by her mates, and is instantly controlled by an enemy player (as detailed in the main rules for treachery). After the battle, the weak-willed traitor fearfully flees to points unknown, to live in guilty shame until the end of her days. Serves her right, the scum!

Building a Straightedge Squad

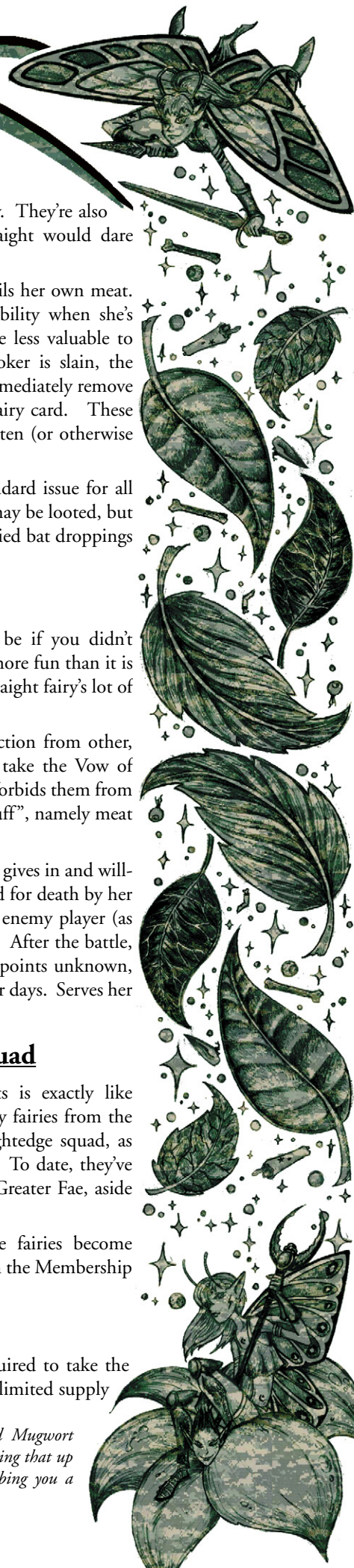
Putting together a team of Straights is exactly like assembling a regular fairy warband. Any fairies from the main rulebook may be used in a Straightedge squad, as well as rogues from other fairy factions. To date, they've been unable to get their hands on any Greater Fae, aside from the occasional Goblite...

Once "enlisted", these formerly sane fairies become straightedge rebels, and are outfitted with the Membership Package.

The Membership Package

All fairies in a Straight squad are required to take the Vow of Abstinence, and all receive an unlimited supply

6. Oddly enough, mind-altering pills and Mugwort smokes don't count as "dirty stuff" - but don't bring that up to a Straight, or she'll just respond by prescribing you a weeklong regimen of busted teeth.





of Mugwort and Mindcoat Gelcaps. This is all free, and has no additional cost whatsoever.

Weapons and Equipment

Like a standard fairy warband, a Straightedge squad gets most of its stuff from looting enemies, and may be armed with any weapons from the main rulebook, as well as any Moon fairy and Witch fairy weapons they like.

Straightedge squads may use any of the magic items listed in the Fairy Magic Items list, which is located in this very book. Getting magic items from other fairy factions' lists is more difficult, and the varying rules concerning this are found in other factions' supplements.

Using the Straightedge Weapons List

Straights are also entitled to the special straightedge weapons list. This list is full of stuff only the Straights can get, unless it's pried from their cold, dead fairy fingers! In case of just this event, the guns Straights use are intentionally built without an accessible ammo chamber—a little gnome-built failsafe, intended to keep the weapons out of non-straightedge hands. While a Straight fairy may get her weapons reloaded whenever she likes, other fairies aren't so fortunate.

If you're playing in a campaign, this means that any Straightedge-only firearms looted by anyone other than Straight fairies or gnomes are useless in subsequent battles. Sorry!

Bits 'n Pieces

Extended Fairy Flight!

It's not unusual for a fairy to require some serious altitude, after falling off of a human-sized table, or perhaps smelling some meat on a high wall shelf. Fear not, earth-bound readers, for the sky's the limit with these optional rules for extended fairy flights! The moon-fairies were the first to pioneer this particular method of getting extremely high (as is so often the case), and these days it seems everyone with wings is giving it a go.

The extended flight rules allow any fairy (of any type or breed) to pounce 12" upward, and then remain suspended there to continue flight next turn. The figure should still be placed on the ground (to show where it is on the horizontal plane), unless of course you're playing in zero gravity, or in a tub of weight-suspending goo.⁷

It's important to keep track of how high the fairy is, in inches, so it's a good idea to jot the altitude down on a piece of paper. Alternatively, if you're the sort of shameful person with percentile dice lying around, you might try using those instead.

Such long-term flight is rather stressful for a fairy, and requires considerable focus and concentration—something fairies don't have much of in the first place. As a result, no actions may be taken while flying in this way. In addition, only twinkle-spells which increase altitude may be used, as anything else would distract the fairy from the arduous task at hand!

Instant Veterans

When playing in the campaign rules (detailed in the following chapter), figures get tougher and meaner after each battle. This results in more than a few seasoned elites, smarter and stronger than the rest, who rise above common fairydom into the ranks of pint-sized infamy. As much fun as watching a fairy hack her way to glory and power one victim at a time might be, there isn't always time to play a whole campaign before the security guards kick you and your mates out of the steam tunnels.

For such time-pressed (or impatient) players, we suggest the following system for creating seasoned veterans in one-shot games. Note that these rules are not compatible with the actual campaign rules, and are intended purely for use in single-battle games. You'll likely find that using these optional Instant Veterans rules feels about as cheap and heartless as reading the last page of a Philip K. Dick novel, but that's what you get for messing around with the natural order of the Universe. You've been warned!

Natural and Unnatural Skills

As will be revealed in the following chapter, each breed of wee folk is born with a natural inclination towards certain skills. These are a figure's Natural Skills. The natural skills available to each type of figure are listed in the Natural Skills List found later in this book.

After picking up a few tricks from her enemies, a figure might learn skills other than her natural skills. When creating Instant Veterans, such skills are known as Unnatural Skills.

Instant Skill Points

When using the Instant Veteran rules, any figure may be given up to five skill points (natural or unnatural) by paying the proper cost, in force points.

Natural Skills have a cost of 2 force points per skill point, whereas Unnatural Skills have a cost of 4 force points per skill point. To keep things from getting too out of hand, an Instant Veteran figure may have no more than four skill points in any single skill, and may not be given more than five total skill points altogether (natural or unnatural).

7. For those of you who think this is a neat idea, weight-suspending goo is available at any good top-secret military airbase. Just wait until dark, and then check the barrels out back, just left of those dumpsters full of glowing astronaut corpses.



Instant Promotions

When using the Instant Veteran rules, a figure may be given up to three additional Live, Kill, or Twinkle points, for a cost of 4 points apiece.

An Instant Veteran figure's total Live and Kill points may never exceed a total of twelve points. In addition, no fairy may exceed a total of six Twinkle points. Any more than that, and the poor thing's head would pop!

It may sound like a fun way to pass the time, but military history tells us that popping your fairy's tiny heads isn't exactly a winning strategy, even if you throw the heads at your enemies first.

Instant Battle Wounds

Skill points come from the experience gained through a lifetime of killing and surviving. When living such a life, it's only a matter of time before even the craftiest fairy runs out of luck! To reflect this, just before the battle, all Instant Veterans must draw one card for each skill point they possess. For each ace or deuce drawn, the figure bears some sort of Battle Wound, and must immediately take one point of damage (live or kill, player's choice) from her Fairy Card.

Jokers! If a Joker is drawn when determining battle wounds, the figure has spent much of her life playing insightful and educational miniature battle games, and thus she receives one extra skill point in any natural skill. She also has the real-world technical skills she'll need to get ahead in life, and will



WAR

probably end up working at the space agency or designing skyscrapers or something.⁸

2. Greater Fae List

Wild Queen

When the Moons returned, their presence triggered the birth of fairy royalty on Earth once more. However, to the Moon fairies' dismay, these great and mighty fairies were growing up in the wild, without a proper lunar upbringing. Not surprisingly, most of this "wild royalty" had a craving for meat in their bellies, and they took after the bloodthirsty natives in both behavior and voracity!

Wild Queens aren't technically queens (as spiteful Moons are always whippishly quick to point out), but it's as close as any barbarian fairy's going to get. Fairies in the wild lack any sense of authority, so Wild Queens have to earn their rightful respect the hard way- by slashing, biting, chewing, and belching naughty limericks all the way to the top. Many adopt crowns made of leafstems and bits of glittering rubbish, and all take after their cannibalistic kindred in style and dress, favoring boots, gloves, warpaint, and the (occasionally decorative) bandage.

Special Rules- Wild Queens are uncannily brutal, and may make one extra hand-to-hand attack (or perform an attack-equivalent action) each turn. This second attack may be performed before or after movement, whenever the attacking player likes.

Alignment- A Wild Queen may be used in any normal fairy warband, and may use any weapons or items available to a fairy warband.

Wild Queen (41 pts)

Greater Fairy

Kill: 5

Live: 5

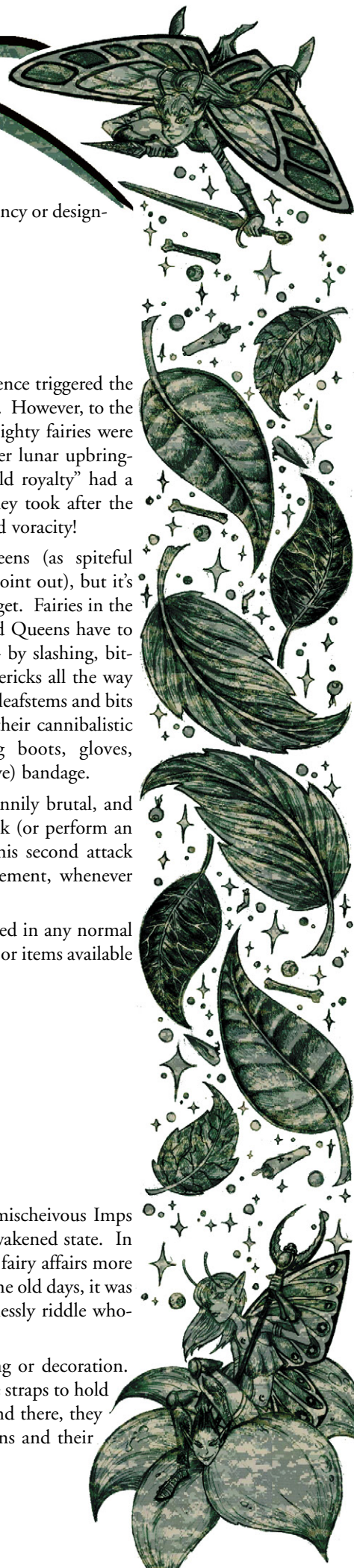
Twinkle: 4 (Sweet or Mean)

Skills: Vicious 3

Imp

Puckish and rude, the reclusive and mischievous Imps aren't at all bothered by their newly reawakened state. In fact, they seem to enjoy the new state of fairy affairs more than the fairies themselves. After all, in the old days, it was frowned upon for a bored Imp to senselessly riddle whoever he likes with a hail of arrows!

Imps don't find much call for clothing or decoration. Barring the occasional tribal tattoo, some straps to hold their quivers on, and a few leaves here and there, they wear nothing but fur between their horns and their hooves.





Special Rules- Imps are supernaturally handy with bows and arrows, and may fire any bow twice as a single action, at up to two different targets (or twice at the same target)! However, imps aren't so clever when it comes to other ranged weapons, such as arbalests or firearms.

Alignment- An Imp may be used in any normal fairy or wicked warband, and may use any weapons or items available to that warband. Imps are not technically witch-fairies, and may not be used as avatars.

Imp (34 pts)

Greater Wicked

Kill: 3

Live: 5

Twinkle: 1 (Sweet or Mean)

Skills: Sharp 2, Stealthy 1

Goblike

Only the goblikes can say just why they feel compelled to eat everything in sight, especially since they've got no hope of filling up whatsoever. They're not telling anyone anyway, which is due in no small part to the fact that they can't speak a single word except "grrah". To make matters worse, no one has the slightest idea what "grrah" even means, though most assume it has something to do with eating whomever is being addressed.

Goblikes decorate themselves in whatever simple and colorful adornments they can scavenge. Some wear pointed gnome hats, perhaps in an effort to seem more pixie-like. Numerous earrings and spiked leather strips are favorites. Many goblikes take to wearing a soft "shell" made from hedgehog hide, which is, in fact, how goblikes came to be referred to as "urchins".

Special Rules- Goblikes, of course, are naturally armed with Goblike Claws and the dreaded Goblike Bite. These are natural weapons, and cannot be looted after the goblike dies. In addition, goblikes function quite differently than fairies; refer to the Goblike rules chapter in this book for more information concerning the voracious beasties!

Alignment- A Goblike may be used in any straightedge warband or pixie gang.

Goblike (25 pts)

Greater Pixie

Kill: 6

Live: 4

Twinkle: 0

Skills: Nimble 2

Weapon	Def. Mod.	Att. Mod.	Attacks	Cost	Special
Goblike Claws	0	1	2	—	Riot
Goblike Bite	-2	0	1	—	—

Lunar Knight

Most lunar royals don't get on very well with their subjects, least of all on the battlefield. However they may try, being truly cool is just more difficult for the high nobility, and most settle for being impressively calm and well-dressed. Not so for Lunar Knights! These pink-saturated pretties are the captains of the Lunar Guard, and can slug it out with the best of their guitar-swinging underlings. Give them a guitar, and they can belt out some mean music to boot; just don't ask them to recite any Jim Morison poems, and they'll get along with the troops just fine.

Lunar Knights, like most members of the Lunar Guard, usually wear painted armor as a sort of "badge of office". Their hair is most often a magnificent ridge-like mohawk, and they fancy hawking gloves and satin capes to complement that "duke of glam-rock hell" image.

Special Rules- Lunar Knights are moon-fairies. They use Pink and regenerate Twinkle just like any moon-fairy, as detailed in the supplement *Sugar and Vice*.

Alignment- A Lunar Knight may be used in any moon-fairy band, and may be equipped with any moon-fairy items or weapons.

Lunar Knight (46 pts)

Greater Moon Fairy

Kill: 4

Live: 5

Twinkle: 6 (Glitz or Glammer)

Skills: Quick 2, Crafty 1

3. Weapon and Item Lists

Fairy Magic Items

The following items may be used by any fairy or pixie force of any kind, unless special rules apply to that faction (such as the Moon fairies, who refuse to use any filthy native equipment). A single figure may have any number of magic items.

AMBER ARMOR

COST: 2 POINTS

While not as strong as the armor gnomes use, Amber Armor is much lighter and easier for fairies to carry around. It's really nothing more than bits of dead leaves, magically hardened with amber, decorated and generously tied around various bits of a fairy's tiny body. Straightedge fairies love the stuff, and usually wear it beneath their cute little combat fatigues.

This crude armor gives the wearer one armor point. This gives her one extra card when making Live-based draws, so a fairy with two Live points and Amber Armor would typically draw three cards to defend. A figure may only wear one set of Amber Armor.

Armor points are not Live points and are not taken as damage, unless the damage is from a Joker or a magical attack (in which case the Armor point is taken first!). Likewise, destroyed Armor points cannot be healed. As Armor points do not reflect the health of the wearer, a figure with Armor points is still quite dead without Live or Kill points.

SUNFLOWER BOMBS **COST: 3 POINTS**

Although difficult and time-consuming to produce, sunflower bombs are a rare (and useful) example of straight-fairy ingenuity. These average-looking sunflower seeds are actually filled with a powerful desire to explode on impact, and also with lots of tiny, sharp fragments of old bottle glass. While the result is a potent weapon on the battlefield, Sunflower Bombs are often used (on particularly slow days) to terrorize small children, pets, and certain FBI agents.

Instead of attacking, a sunflower bomb may be dropped by a fairy onto any target (including a point on the ground) in mid-flight. A fairy must have an altitude of at least four inches when dropping the bomb, or she's subject to damage from the explosion. Upon hitting the target, it immediately explodes in a cloud of powdered glass, and inflicts a separate 2-card attack on every figure within four inches. Boom!

Due to the explosive nature of Sunflower Bombs, each bomb purchased may be used only once.

Weapon	Def. Mod.	Range	Attacks	Strength	Cost	Special
Sunflower Bomb	-	4	1	2	3	-



BOOBYTRAPS **COST: 3 POINTS**

Boobytraps are a Straightedge favorite, although other fairies have learned how to rig them up. They vary greatly, as some use little cobweb nets or covered pits, while others use trip wires tied to overturned cans full of very angry bees.

Each boobytrap is set up in the battlefield, just before players place their figures. If more than one player is using boobytraps, they should draw cards to determine who places them first. To set up a boobytrap, simply place a marker anywhere on the table. This isn't precisely where the boobytrap is, of course- it's just the center of a much larger, suspicious-looking area.

If any figure ends or begins her turn within 12" of a boobytrap counter, she must immediately draw a card to see if she's been caught:

2-10: The figure's managed to avoid any tricky traps- for now. Nothing happens.

Trumps: Boing! The trap has sprung, and the figure must spend some time getting out of it. No actions, twinkling, or movement may be taken by the ensnared figure on this turn, as well as on the figure's following turn. Remove the now-useless Booby Trap counter from the battlefield, as its purpose has been fulfilled!

Jokers: Dud! The trap has been sprung, and it does... absolutely nothing. Remove the counter from the battlefield, and try to set a decent trap next time!

While not an item in the typical sense, boobytraps take some time and equipment to set up, and thus must be purchased before the battle just like any other item. Each figure in a warband only has time to set up a single boobytrap each game.

BLACK WAND REPEATER **COST: 4 POINTS**

The savage fairy's answer to the guns wielded by gnomes and straightedge rebels, the Black Wand Repeater is more of an add-on upgrade than a weapon in itself. It's basically a heavy charred bone handle connected to a coiled poison ivy stem "sleeve", into which a standard Black Wand is carefully and firmly inserted. The black bone handle is held like a rifle and amplifies a Black Wand's power to dangerous levels, while the coil is a sort of magically protective sleeve, which keeps any unwanted spurts of deadly sparks from going where they don't belong. Still, the protective measures are only so effective after vigorous wand usage, and misfires do happen!

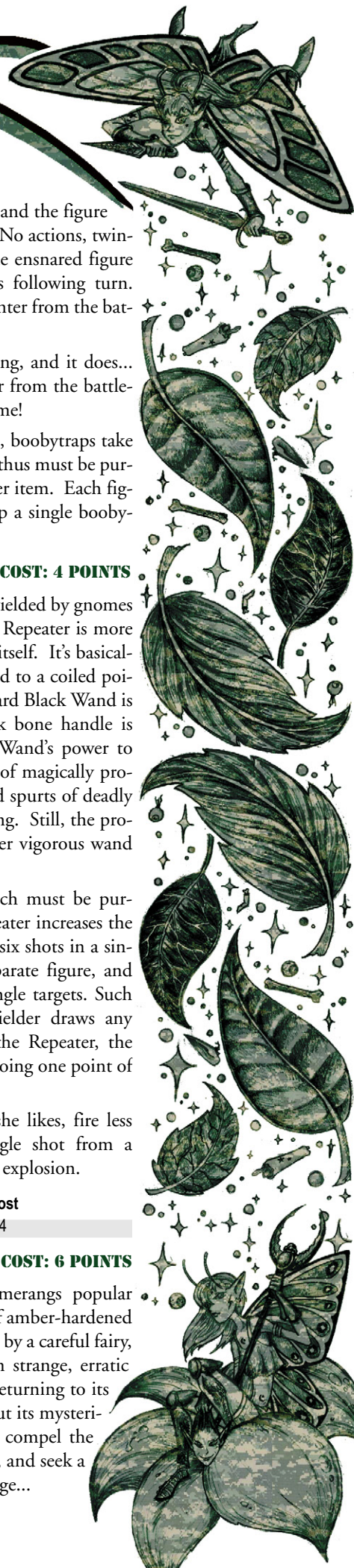
When affixed to a Black Wand (which must be purchased separately), the Black Wand Repeater increases the wand's rate of fire, giving the user up to six shots in a single action! Each shot may target a separate figure, and multiple shots may be grouped onto single targets. Such power has a price, however. If the wielder draws any deuces while making an attack using the Repeater, the wand overloads and explodes, instantly doing one point of Mangler damage to the user!

A figure using the Repeater may, if she likes, fire less than six shots. However, even a single shot from a repeater-enhanced wand runs the risk of explosion.

Weapon	Attacks	Cost
Black Wand Repeater	+5	4

RAZORANG **COST: 6 POINTS**

A new "spin" (ha, ha) on the boomerangs popular among Big Folk, the Razorang is made of amber-hardened leaves and twine. When thrown properly by a careful fairy, a single razor-sharp Razorang can fly in strange, erratic patterns, hitting several enemies before returning to its master's hand. However, something about its mysterious three-winged shape seems to oddly compel the blasted thing to eventually desert its user, and seek a new home on the roof of someone's garage...



Instead of making an attack, a Razorang may be thrown into the air. It will then hit up to three different figures within 12" of the user, inflicting each one with a single 2-card attack before returning to the wielder's hand. However, if the Razorang ever draws a Deuce when attacking, it flies off into the wild blue yonder and lands upon a garage roof in some distant suburb, never to be used in combat again.

No, I don't know why. It's just how the Universe works in regards to flying toys, I suppose.

Weapon	Def. Mod.	Range	Attacks	Strength	Cost	Special
Razorang	-	12	1-3	2	6	-

Straightedge Weapons

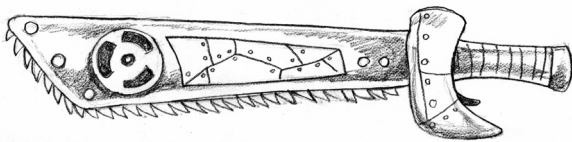
The following weapons may be purchased for use by Straight fairies. They may also be purchased by gnomes, for Clock fairy use.

MOTORSWORD

COST: 12 POINTS

The Motorsword has become a fairy favorite. Aside from the raw cutting power, it makes a very satisfying and irritatingly loud noise, similar to the sound produced by an angry mommy raccoon. It's so much fun, many fairies like to emulate this noise while cutting things with ordinary swords. Whrrrrrr!

Weapon	Def. Mod.	Att. Mod.	Attacks	Cost	Special
Motorsword	-2	2	2	12	Sword



SHOTGUN

COST: 15 POINTS

Everybody loves shotguns, and fairies are no exception. With two gleaming barrels and a kick that would make a gang of zombie sperm whales think twice, it's a dandy device for putting down fairies that get a bit too close for comfort. Err, that is, if close proximity to fairies makes you uncomfortable. Which isn't something I worry about. I'm a fairy's man, all the way. Um. Anyone for some rugby?

Weapon	Def. Mod.	Range	Attacks	Strength
Shotgun	-1	12	2	4
Cost	Clip	Ammo	Special	
15	8	M	-	



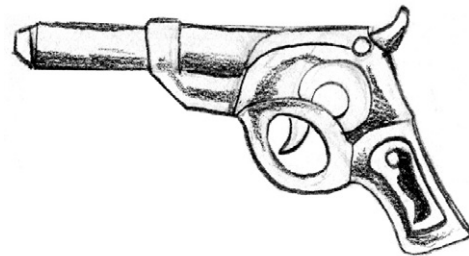
CRYSTAL PISTOL

COST: 12 POINTS

The ubiquitous Crystal Pistol is quickly becoming the colorful fairy sidearm of choice. Originally developed by the gnomes for use by their half-mechanical Clock fairy minions, this glittering blue gun has been traded to Moons, in exchange for the occasional guinea p... er, Moon fairy intern. Given its usefulness in inter-fairy firefights, the Straights are often given Crystal Pistols by their mysterious gnomish benefactors- which is almost enough to make them smile.

Almost.

Weapon	Def. Mod.	Range	Attacks	Strength
Crystal Pistol	-1	24	1	3
Cost	Clip	Ammo	Special	
12	12	VL	-	

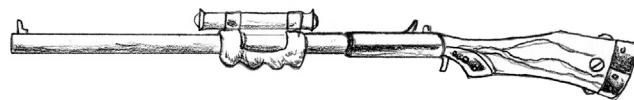


PRICK RIFLE

COST: 12 POINTS

A rather featureless little item, the Prick Rifle is a fairy-sized version of the gnomish Punch Rifle. While it lacks the latter's formidable punch, it more than makes up for it in range. After all, a keen-minded Straight knows not to get in the thick with a bunch of hungry primitives too quickly...

Weapon	Def. Mod.	Range	Attacks	Strength
Prick Rifle	0	48	1	3
Cost	Clip	Ammo	Special	
12	4	M	-	



4. Campaign Rules

Let's say the world has ended. It hasn't, of course, but let's pretend it has. There you are, trapped with a gaggle of slightly touched gamers in your chilly vintage bomb shelter, and you're looking for a way to whittle away the next hundred thousand mind-shattering years of squalid isolation.

Never fear, future morlocks! With the Fairy Meat Campaign Rules contained on the following pages, you can simulate the life-cycles of social organisms at war for days and days on end. Not only that, but you'll be gathering valuable post-apocalyptic experience in cannibalism, preparing you for the hellish, beastlike existence awaiting you and your chums on the crater-pocked surface.



Heck, even if you're only trapped in the moldy hind-quarters of your local game shop, and even if it's only for a day or two a week, the campaign rules bring a new dimension to Fairy Meat games. Let's not waste our time with such unlikely hypothetical situations, though. We've got rules to explore!

A Word about Campaign Games

The campaign rules presented herein are a bit more complicated than the typical game of Fairy Meat, and involve some unusual aspects, such as a pen-and-paper record sheet. If you're new to the game of Fairy Meat, it's recommended that you play around without these campaign rules for a while before diving in. You may also want to indoctrinate a group of players into Fairy Meat and assemble them into a league, as campaign games really aren't as much fun with only two players!

New Game Terms

Don't make plans for that extra kilobyte of brain space, kids, because it's time to increase your mostly useless Fairy Vocabulary:

The **Fairy Roster** is the record sheet used to keep track of all the little fairies or what-have-you. Each player uses her own Fairy Roster to keep track of her warband.

Experience Points are a spiffy way to keep track of just how battle-seasoned a figure is, and when to give her new skill points and promotions.

Promotions are opportunities for figures to grow in Live, Kill, and Twinkle points, or (in the case of gnomes) get more

gear.

Wounds are, well, wounds. Any fairy who fights long enough is bound to break some important bit of her body!

Fame measures just how famous (or infamous) your warband is, and determine how many figures are willing to tag along with your warband.

Preparing for War

Assembling a warband for use in a campaign isn't much different than it is for one-shot games. Essentially, the warband is just a bit bigger than usual, and only some of it goes to a fight.

Size and Cost limits

The first step in any campaign is settling on the size of the warbands involved, both in Force Points (the "cost" of a warband) and total number of figures (the warband's "size"). A reasonably-sized campaign might have a size limit of ten figures per warband, with a cost limit of 250 points.

The group may tinker with this number however they see fit, of course. In the future, published campaigns may call for different starting limits, as well.

Throughout the campaign, all warbands must stay within the established size limits, unless they've got enough fame to exceed the limits. Cost limits are more flexible; a warband may hoard as much wealth as it possibly can through the course of the campaign, if it wants.

Warband Types

Each warband belongs to a specific faction of the Fairy Meat world. The faction determines which fairy lists, weapons and items a warband has access to.

Most factions, such as Moon-Fairies or Wicked, may build warbands just as they would normally, along the guidelines set out in their respective supplements. There are a few exceptions:

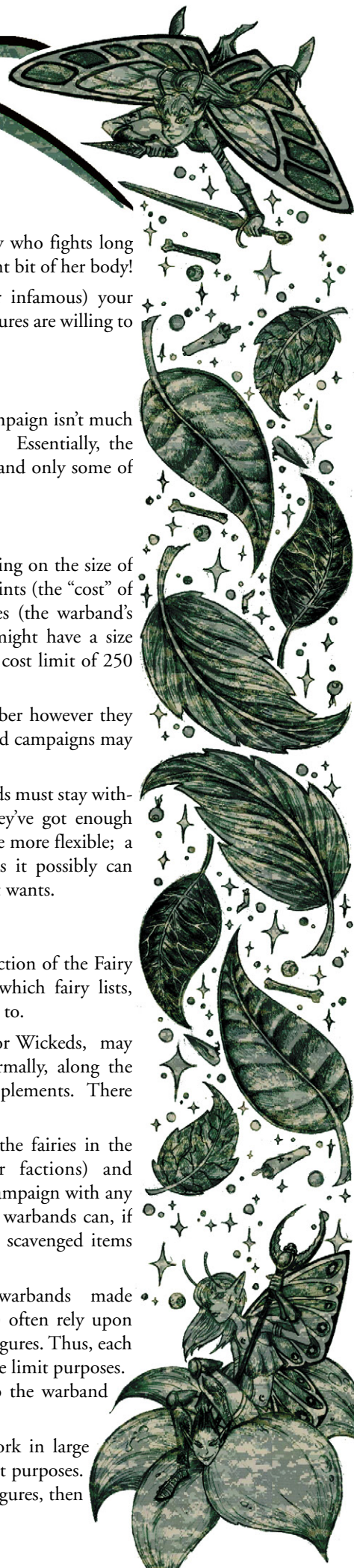
Rogue warbands (those made up of the fairies in the main book, and rogues from other factions) and Straightedge warbands may not start a campaign with any rogue figures or scavenged items. Such warbands can, if they like, purchase rogue members and scavenged items after the first battle.

Pixies (both as mercenaries and in warbands made entirely of pixies and their foul friends) often rely upon fielding large groups of smaller, weaker figures. Thus, each pixie figure counts as half a figure, for size limit purposes. However, pixie gangs must still stick to the warband cost limits, just like everyone else!

Gnomes, who are less inclined to work in large groups, count as two figures for size limit purposes. If the size limit for the campaign is ten figures, then



WAR





a gnome team may contain up to five gnomes (or three gnomes and four gremlins, etc). This includes all fully-grown gnomids, such as Krimtips and Leperchauns, but excludes gnome apprentices.

When assembling your warband, each figure should be equipped with at least one weapon. Unequipped surplus weapons may also be purchased, and deposited into the warband's hoard. Unused force points may also be deposited into the hoard, for later use.

Veteran Figures from previous campaigns may be purchased for the cost of the figure and her equipment, plus a cost equal to half of their experience points. When recruiting veteran troops, all of the figure's skills, spells, experience, wounds, and equipment carry over to the new warband!

In the name of fairness (ecch!), if none of the other players in the current campaign were around to witness this old veteran figure's previous rise to fame, it's up to them whether or not the figure is admissible.

Also, the rules for instant veterans (which are found in the previous chapter) are not admissible in campaign games.

Choosing a Leader

Once you've selected all of your figures, one of them must be elected as the leader. If any veterans are in the warband, the most experienced one becomes the leader. Otherwise, any figure (preferably one of the stronger ones) may be chosen as the leader.

The Fairy Roster

Once you've put together your warband, it's time to jot it all down on the handy-dandy Fairy Roster. This is a sheet of paper used to keep track of the figures, weapons, and items within a warband. (It's recommended to use a pencil for marking the fairy roster, as you'll need to change things and move bits around from time to time.)

Looking at the Fairy Roster, you'll see a number of woodsy-looking areas, with fiddly little scrolls and leafy bits. Each one of these areas is used to keep track of an individual figure within the warband.

Looking at the roster, you'll see each figure's area contains blank areas, eagerly awaiting a hearty meal of meaningful pencil-marks.

Each figure's Name, Breed (gnome, blood-fairy, moon-fairy, etc), Spells,

and Weapons & Items should all be entered in the appropriate blanks. The figure's natural skills (explained later on) should also be written down, in the area marked Skills & Wounds. At this stage, the figures have no wounds or experience points, so don't bother writing those down just yet.

In the sections marked Fairy Points, write down each figure's Live, Kill, and Twinkle. Leave the Damaged Points area blank... for now.

Mark the area labeled Fame with a big, ominous "zero". At this point, your laughable warband is about as famous as the guy who played drums for The Waitresses. Sorry.

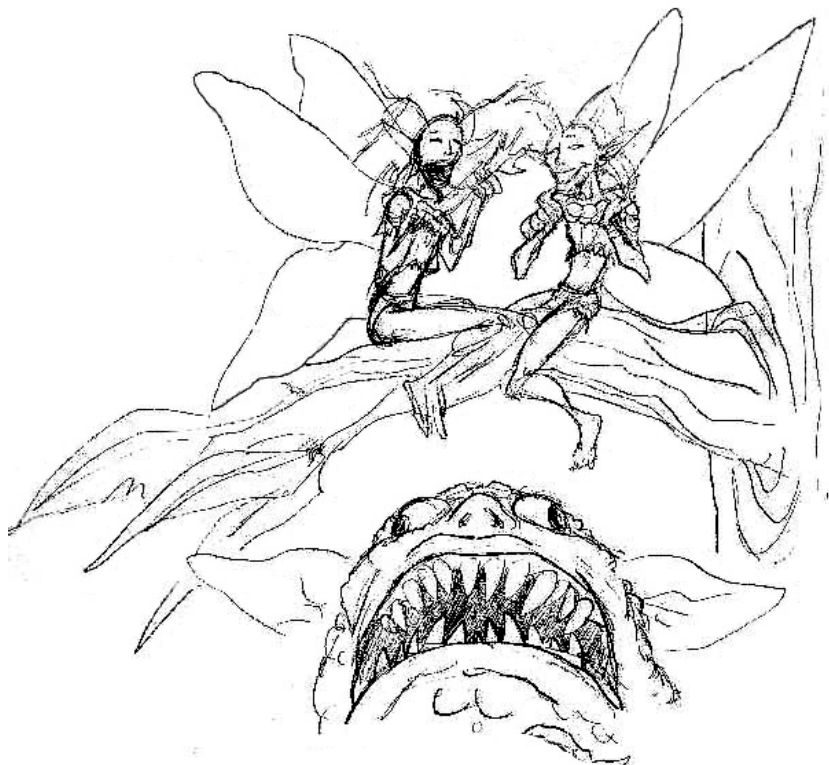
Finally, the warband's Hoard, located at the bottom of the sheet, is where all extra force points and surplus weapons and items are recorded.

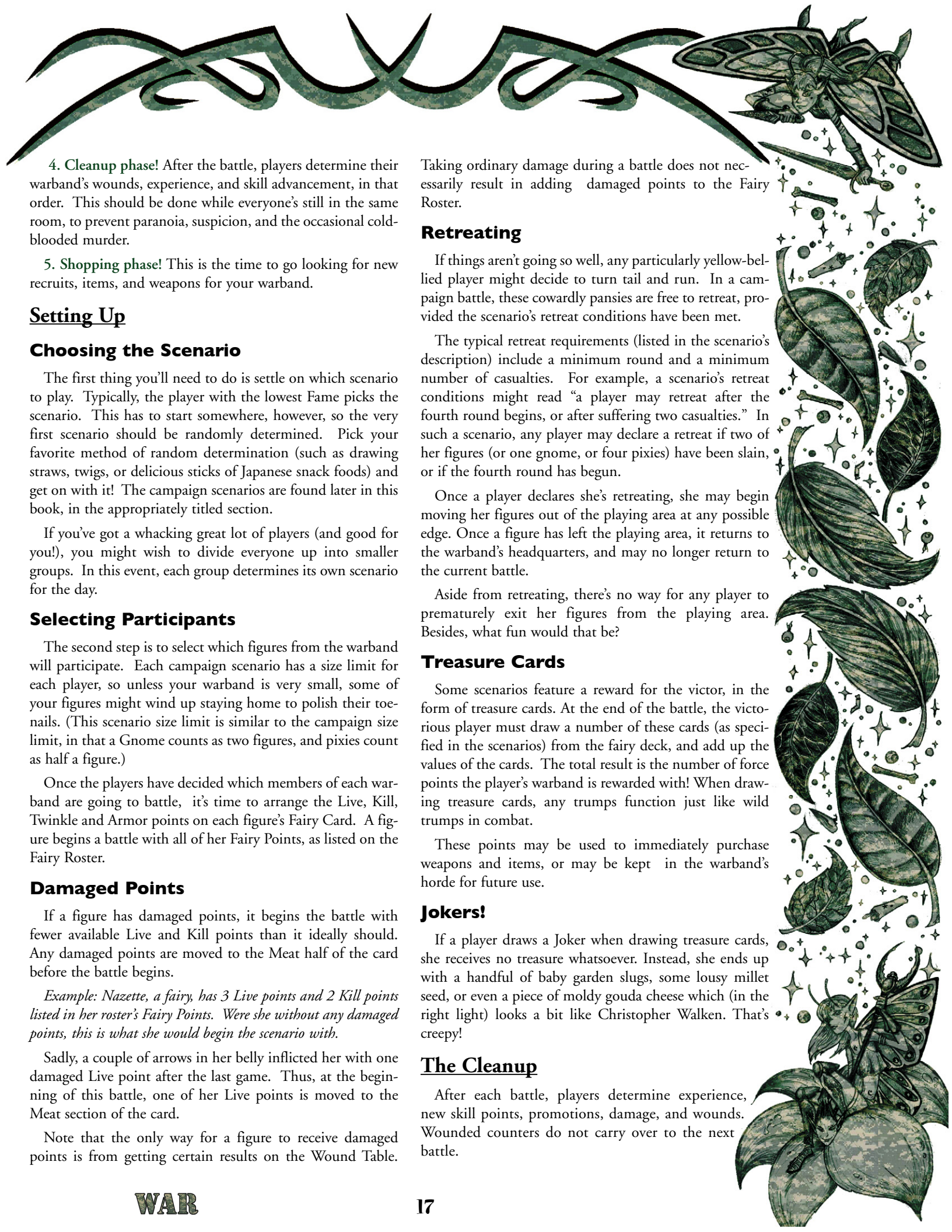
Now, gaze in pride at your freshly pencilled-in Fairy Roster! You and your mates are ready to start bashing each other's fairy brains out and chugging brightly-colored blood from tiny, still-warm skulls. Of course, it would help if you'd read the rest of the campaign rules first...

The Campaign Process

During the course of each game in a campaign, players perform the following steps, in order:

1. **Setup phase!** Settle on the scenario, choose which figures to use, and set up the fairy cards.
2. **Healing phase!** Now that you know which figures aren't participating in the battle, it's a good time to heal them up.
3. **Fight phase!** Defend! Offend! Kill! Eat!





4. **Cleanup phase!** After the battle, players determine their warband's wounds, experience, and skill advancement, in that order. This should be done while everyone's still in the same room, to prevent paranoia, suspicion, and the occasional cold-blooded murder.

5. **Shopping phase!** This is the time to go looking for new recruits, items, and weapons for your warband.

Setting Up

Choosing the Scenario

The first thing you'll need to do is settle on which scenario to play. Typically, the player with the lowest Fame picks the scenario. This has to start somewhere, however, so the very first scenario should be randomly determined. Pick your favorite method of random determination (such as drawing straws, twigs, or delicious sticks of Japanese snack foods) and get on with it! The campaign scenarios are found later in this book, in the appropriately titled section.

If you've got a whacking great lot of players (and good for you!), you might wish to divide everyone up into smaller groups. In this event, each group determines its own scenario for the day.

Selecting Participants

The second step is to select which figures from the warband will participate. Each campaign scenario has a size limit for each player, so unless your warband is very small, some of your figures might wind up staying home to polish their toenails. (This scenario size limit is similar to the campaign size limit, in that a Gnome counts as two figures, and pixies count as half a figure.)

Once the players have decided which members of each warband are going to battle, it's time to arrange the Live, Kill, Twinkle and Armor points on each figure's Fairy Card. A figure begins a battle with all of her Fairy Points, as listed on the Fairy Roster.

Damaged Points

If a figure has damaged points, it begins the battle with fewer available Live and Kill points than it ideally should. Any damaged points are moved to the Meat half of the card before the battle begins.

Example: Nazette, a fairy, has 3 Live points and 2 Kill points listed in her roster's Fairy Points. Were she without any damaged points, this is what she would begin the scenario with.

Sadly, a couple of arrows in her belly inflicted her with one damaged Live point after the last game. Thus, at the beginning of this battle, one of her Live points is moved to the Meat section of the card.

Note that the only way for a figure to receive damaged points is from getting certain results on the Wound Table.

Taking ordinary damage during a battle does not necessarily result in adding damaged points to the Fairy Roster.

Retreating

If things aren't going so well, any particularly yellow-bellied player might decide to turn tail and run. In a campaign battle, these cowardly pansies are free to retreat, provided the scenario's retreat conditions have been met.

The typical retreat requirements (listed in the scenario's description) include a minimum round and a minimum number of casualties. For example, a scenario's retreat conditions might read "a player may retreat after the fourth round begins, or after suffering two casualties." In such a scenario, any player may declare a retreat if two of her figures (or one gnome, or four pixies) have been slain, or if the fourth round has begun.

Once a player declares she's retreating, she may begin moving her figures out of the playing area at any possible edge. Once a figure has left the playing area, it returns to the warband's headquarters, and may no longer return to the current battle.

Aside from retreating, there's no way for any player to prematurely exit her figures from the playing area. Besides, what fun would that be?

Treasure Cards

Some scenarios feature a reward for the victor, in the form of treasure cards. At the end of the battle, the victorious player must draw a number of these cards (as specified in the scenarios) from the fairy deck, and add up the values of the cards. The total result is the number of force points the player's warband is rewarded with! When drawing treasure cards, any trumps function just like wild trumps in combat.

These points may be used to immediately purchase weapons and items, or may be kept in the warband's horde for future use.

Jokers!

If a player draws a Joker when drawing treasure cards, she receives no treasure whatsoever. Instead, she ends up with a handful of baby garden slugs, some lousy millet seed, or even a piece of moldy gouda cheese which (in the right light) looks a bit like Christopher Walken. That's creepy!

The Cleanup

After each battle, players determine experience, new skill points, promotions, damage, and wounds. Wounded counters do not carry over to the next battle.



Experience

If a fairy survives a battle, she may walk away a little wiser about the ins and outs of combat. After a few more “learning experiences”, even the thickest pupil at Murder School is bound to find something she’s good at, growing in talent, agility and prowess. Of course, sometimes she just loses an eyeball...

Experience is good for one of two things. First, it’s used to determine when a fairy gets more powerful, through Promotions or the acquisition of Skill Points. Second, it’s yet another way to get higher numbers than other players, which can be used to determine your relative superiority over other human beings.

Example: Ace, a Human Being, is playing in a campaign against George, another Human Being. Ace’s fairy warband contains a Hardcore Fairy with 87 experience points. The best fairy in George’s warband, a Doom Fairy, has 65 experience points.

Ace: “My best fairy has 87 experience points. Beat that, skippy.”

George: “Darn, my best fairy has a paltry 65 experience points. I tremble like a frigid gerbil- nay, like a shorn badger- in the luminous presence of your superior cosmic mind.”

Ace: “Don’t be silly, Georgie, old chum! For an amateur, you did a spiffing job. Now, for my next trick, I fancy I’ll date your sister.”

Onlookers: “What a guy!”

At least, that’s how it usually goes.

Gaining Experience

A figure gains experience from performing certain notable feats during the course of a battle. Experience points are awarded as follows:

1 point- if the figure survives a battle.

2 points- if the figure survives and the warband achieved the scenario objective.

2 points- if the total number of Fairy Points (live and kill) on the top half of a figure’s card are higher, at the end of the battle, than they were at the beginning of the battle. (Pink points count as Fairy Points, for this purpose.)

Example: Butterbomb, a fairy, has just finished participating in a particularly filling scuffle. According to the Fairy Roster, she began the battle with three Live points and two Kill points- a total of five Fairy Points.

In the course of the battle, after eating some meat and taking some blows, she ended up with four Live points and three Kill points. Thus, at the end of the battle, she now has a total of seven Fairy Points. Seven Fairy Points is an improvement over the five she began with, and for this stunning achieve-

ment she gets two shiny new experience points.

Experience for killing foes is awarded according to difficulty, as follows:

For slaying a less experienced enemy figure, the figure gets 1 experience point.

For slaying a more experienced opponent, the figure receives 2 experience points.

For slaying an opponent with more than twice as many experience points, the figure gets the 2 points above, as well as an additional 2 experience points- a total of 4 experience points.

Acquiring Skill Points

Each time a figure’s experience points reach a multiple of five during a campaign, the figure may increase any one of her existing skills by one point. If the figure is not entirely pleased with the skills she’s got, she may instead try to gain a new skill by drawing...

The Skill Card

When a figure wishes to learn a new skill, she must draw a single card, and consult the table below. Be wary, though- this is done instead of gaining a skill point!

SKILL CARD RESULTS

Card	Result
2-10	Sorry! No new skills today.
Trump	Pick any new skill. This skill begins with a value of 1.
Jokers!	Replace any current skill with a new skill! This new skill has just as many points as the old skill did.

Natural Skills

Every type of figure is naturally proficient at certain skills. Pixies, for example, are born with a little stealthiness in their blood, whereas witch-fairies are often uncommonly crafty. These natural tendencies, oddly enough, are called Natural Skills.

Due to their instinctive status, a figure begins the game with her natural skills at level zero. Yes, a skill which has zero points is useless, but since the figure already has that skill, she may skip the Skill Card-drawing bit and immediately begin building skill points in those skills!

Greater Fae have no need for natural skills. Instead, they begin the campaign with their own skill points, listed in the Greater Fae’s statistics.

Are you sick of the word “skill” yet? Well, I certainly am. Skill... It sounds kind of soggy and crispy at the same time, like an over-fried fish in a puddle of acid. Skill, skill, skill. I can practically smell it.

Say, I’ve got an idea! Let’s change the subject to...

Promotions

If a figure fights long enough and well enough, she'll become eligible for a promotion. This might involve her naturally growing bigger and stronger (likely the result of much meat-eating), or it might be some kind of reward for good service (the usual cause among Moons and Straights).

Each time a figure's experience points reach a multiple of twenty-five, she may increase her Fairy Points (listed on the fairy roster) by one Live, Kill, or Twinkle point (whichever she likes). Congratulations!

However many promotions she's eligible for, a figure's total Live and Kill points can never total higher than twelve points. A figure may never have more than six twinkle points, as well.

Gnomes and Promotion

Gnomes, to their dismay, never get physically stronger from promotions. They're already physically as good as they're going to get, without the help of more gadgets and gizmos. Even gnome apprentices (who still have decades of growing up to do) don't grow fast enough to have any bearing in a campaign.

To reflect this, all gnomes (including Krimtips and Leperchauns) which get promoted receive twenty points' worth of gear. These points can be used right away to get the lucky Gnome some funny new hat (or something), or they may be deposited into his team's Horde for future use.



WAR

Gremlins and Clock-Fairies are still eligible for promotions, of course, seeing as they're not really gnomes.

Greater Fae and Promotions

Greater Fae are on their way out of the material plane, and thus rarely increase in strength or vitality. While they may gain new skill points, Greater Fae figures never receive promotions, however much they beg.

Fortune

Throughout a campaign, warbands amass a treasure trove of shiny baubles, useful parts, and weapons. This illustrious stash (usually stored in a well-concealed, abandoned mousehole) constitutes the warband's Treasure Horde.

Whenever a scenario grants treasure as a prize, the resulting points and weapons are jotted down in the roster sheet's Treasure Horde. Points in the Horde may be spent on weapons and new recruits between games. Of course, weapons and items within the horde may be swapped and equipped freely among members of the warband between games, or even traded with other warbands (if they're playing nice!)

Weapons Into Love

Between campaign games, any metal items within a warband's Horde may be melted down and cast into actual-sized, fairy-shaped statuettes. The resulting metal statuettes are, in game terms, more or less useless. Unless, that is, you consider their amazing magical ability to help you get some glorious love! For every useless figurine created from melted-down weapons, the warband's player will receive ten points's worth of pure love⁹.

Fame

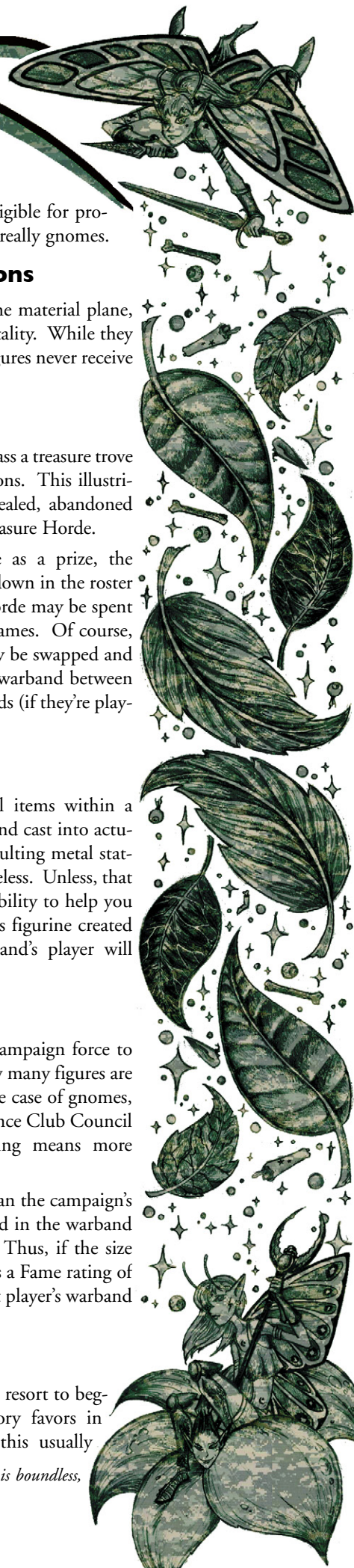
Fame is an important thing for any campaign force to have! For fairies and pixies, it affects how many figures are willing to tag along in a warband. In the case of gnomes, fame means more funding from the Science Club Council or Krimtip Control- and more funding means more mechanical minions!

If a warband has more Fame points than the campaign's Size Limit, the number of figures allowed in the warband becomes equal to the warband's Fame. Thus, if the size limit in a campaign is 8, and a player has a Fame rating of 10, the number of figures allowed in that player's warband increases to 10.

Spending Fame

When times are rough, a warband can resort to begging, pleading, and performing unsavory favors in order to attract new figures. While this usually

9. No, there aren't any rules for love. Love is boundless, and has no rules. Idiot.





works, it certainly isn't good for your image!

A warband may spend Fame points as though they were Force points, solely for the purpose of purchasing new figures. Each fame point spent in this way reduces a new figure's cost by three points.

Fame points cannot be spent on weapons or equipment. Unlike fairies, inanimate objects couldn't care less how famous a warband is!

Gaining Fame

A warband's reputation depends heavily on the involvement of the warband's leader. Fame points are awarded after each battle, as follows:

1 Fame point- If the warband's leader was present in the battle, but the warband was not victorious.

1 Fame point- If the warband's leader stayed home, and the warband was victorious.

2 Fame points- If the warband's leader was present and the warband was victorious.

0 Fame points- If the warband's leader stayed home, and the warband was not victorious.

Lose 1 Fame point- If the warband declared a retreat at any point during the battle.

Lose all Fame points!- If the warband's leader was slain in battle, the warband's Fame instantly plummets to zero. Oh, the shame!

Wounds

Yes, wounds! Painful, deep, gushing wounds! What evening's entertainment would be complete without the risk of, say, brain damage? Or ruptured flesh, or severed limbs? Truly, any evening without these basic pleasures cannot hope to amuse a modern and civilized gentleperson like yourself. With this in mind, let's take a look at just how bad that little scratch can get!

Wounded Counters

When playing in a campaign battle, you'll need to have some kind of wound markers (such as a band-aid) handy. These are used to note whether or not a figure is eligible for getting a lasting wound at the end of the fight.

Each and every time a figure receives a nasty hit during each battle, place a single marker on the figure's Fairy Card. This marker will remain on the figure's card until the end of the battle, when wounds are determined.

Wounded counters cannot be healed away through a healing potion or spell. They represent something beyond simple damage, and can only be healed with time.

Determining Wounds

At the end of a battle, before figuring out experience and advancement, each figure is dealt a number of cards equal to the number of wounded counters she's got. It's then time to consult the Wound Table, and determine just how grievous each wound really is.

Unless the wound's description states otherwise, any wounds a figure receives must be written on that figure's "skills and wounds" portion of the Fairy Roster. There it shall remain, until healed.

Healing Wounds and Damage

All wounds a figure receives, aside from the permanent sort, may be healed over time. Each time the warband goes to fight, any wounded figures which don't participate may heal one wound. A figure may also heal one of her Damaged Fairy Points in this way.

Damaged points are not as severe as wounds, and may be healed (during a battle) through magic spells or devices.

Permanent Wounds

...are just that: **permanent**. They cannot be healed, ever. Well, this was certainly a short section, wasn't it?

Regeneration and Wounds

Figures which regenerate, such as Leperchauns, never need worry about any wound results other than those resulting in damaged points. It's one of the benefits of being undead!

Greater Fae and Wounds

The Greater Fae are partly ethereal, and (with some time and strain) can heal even the most frightfully revolting wounds. As a result, permanent wounds are not considered permanent to Greater Fae, and they may be healed just like any other wounds.

Long Term 'Shroom Effects

If you're fortunate enough to be using the rules for eating strange and peculiar mushrooms (as every decent Fairy Meat player should), you should know that the madness induced when an Ace of Spades card is drawn is, in fact, permanent. To reflect the fairy's utterly mad status in a campaign, the wound "Tripping" should be written in the figure's Skills and Wounds sections, where it must remain for all eternity, never to be healed!

Well, I am sorry, but that's what eating strange mushrooms will get you. Just be grateful you didn't end up writing books for a living, shroom-head! Worse, you could have wound up handcuffed to a filing cabinet in some wretched warehouse in Illinois, with nothing to eat or drink but hot dog water, stale chipotle and moldy old comic books. Seriously.

THE WOUND TABLE

Card	Result
2-10:	Black eye and bloody nose! A few stitches, some rest, and bloody revenge is all this soldier really needs! Add one paltry point of damage to the figure's Damaged Points (live or kill). Don't bother recording this as a Wound on the Fairy Roster; it's simply more damage that needs to be healed.
Ace:	Festering wound! The wound gets a bit funkier the next morning. The figure immediately takes two points of damage to her Damaged Points (live or kill). Don't bother recording this as a Wound on the Fairy Roster; it's simply more damage that needs to be healed.
Jacks:	Crippling Injury!
...Clubs	Blinding pain! This figure's movement and altitude are halved. If a figure gets this result twice, she cannot participate in any battles until one of the blinding pain results has healed.
...Diamonds	Sword hand! This figure may not juggle or use swords. If a figure has two injured sword hands, she may not use any handheld weapons until one of the hands has healed.
...Hearts	Feeble! This figure suffers a -1 card penalty for Kill-based draws. This is cumulative, so a figure with two Feeble wounds is at -2 for Kill-based draws, etc.
...Spades	Infected eyeball! This figure suffers a -1 card penalty when making a ranged weapon attack. If a figure gets this result twice, she cannot participate in any battles until one of the infected eyes has healed.
Queens:	Brain Damage!
...Clubs	Amnesia! The poor dear loses any one of her skill points, if she has any. This is instant, and doesn't need to be recorded as a Wound on the Fairy Roster. If she hasn't got any skill points, she simply forgets to turn the stove off, and ruins a perfectly good curry.
...Diamonds	Paranoid! Keep your enemies close, and your friends... further? This figure won't willingly move to any spot within 4" of any friendly figure, and must try (to the best of her ability) to move to a spot at least 4" away from any friendly figures, on her own turn.
...Hearts	Fetishist! This figure may not escape wrestling. She likes wrestling. Very much, in fact. If the afflicted figure is a Gnome, he just likes to watch, and must shimmy as far as possible towards the nearest wrestling fairies on his turn (to get a closer look, of course). The little drooler may still attack as usual.
...Spades	Utterly Insane! The figure has multiple personalities, and one of them is a double agent. Each time the figure is dealt a Deuce as one of her Order cards, she spends the entire round under the control of an enemy player. If there are multiple opponents, the player with the highest Order card takes the job.

Kings:

	Permanent Injury! (these injuries cannot be healed.)
...Clubs	Deformed Hand! The figure may no longer use swords or bows, and her career in silversmithing is over. If a figure gets this result twice, she may no longer use weapons of any sort.
...Diamonds	Deformed Foot! The figure may no longer pounce. Figures which cannot fly are also afflicted with an awkward limp (movement is halved). If a figure gets this result twice, she may no longer participate in the campaign.
...Hearts	Missing Eyeball! This fairy suffers a -1 card penalty when making a ranged weapon attack. If she gets this result twice, she's out of the campaign!
...Spades	Permanent wound! The figure immediately takes one point of damage (live or kill) to her Fairy Points, listed on the Fairy Roster.

Jokers:

Hard Knocks! This figure hasn't been injured, and she's a bit wiser to boot. She gains one Skill Point!

THE SKILL LIST

Skill	Effect (per skill point)
Crafty	+1 trump bonus to the figure's Order cards
Quick	Increases figure's movement and altitude by 1"
Stealthy	+1 trump bonus, when defending against ranged weapons*
Nimble	+1 trump bonus, when defending in hand-to-hand*
Slippery	+1 trump bonus, when engaged in Wrestling*
Vicious	+1 trump bonus, when attacking in hand-to-hand
Sharp	+1 trump bonus, when attacking with ranged weapons

**Stealthy, Nimble, and Slippery are unavailable to gnomes of any kind, including leperchauns. This is frankly because gnomes and leprechauns are about as cool and catlike as a giant diesel-powered robot with illegal firecrackers in its pants, and no amount of valuable life experience is going to change that.*

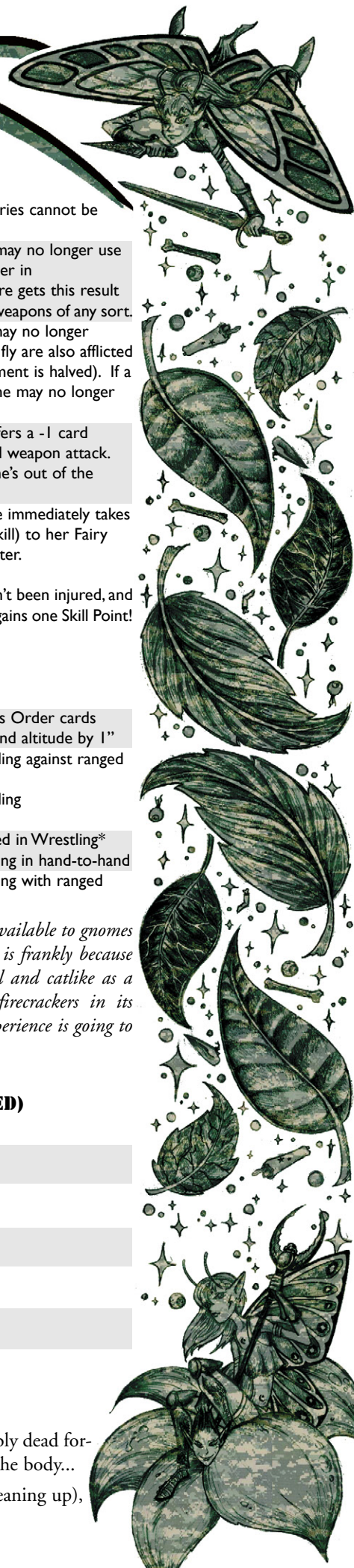
NATURAL SKILLS (BY FAIRY BREED)

Breed	Natural Skills
Fairy	Vicious, Slippery
Moon Fairy	Quick, Sharp
Witch Fairy	Crafty, Stealthy
Blood Fairy	Slippery, Quick
Clock Fairy	Sharp, Quick
Cricken	Sharp, Stealthy
Pixie	Stealthy, Nimble, Vicious
Gnome	Crafty
Leperchaun	Vicious
Gremlin	Quick

Death

When a figure dies in battle, it's probably dead forever. Unless, that is, no one's fed upon the body...

At the end of the battle (but before cleaning up),





draw a card for any fallen and unconsumed figures on the board. If this card is a Joker, the figure was merely unconscious! She wakes up before being eaten by the winner's figures and rejoins her mates. The fortunate figure does not gain any experience from this battle, and instantly receives one draw on the Wound table.

Extinction

If a warband should ever lose all of its members, the warband passes into the annals of fairy history and is disbanded, never to be spoken of again (at least not until the warband's player gets lonely and drunk, anyway).

Any player unfortunate enough to watch his last fairy die may start from scratch and build a new warband in the middle of the campaign, keeping in mind the campaign's size and cost limits.

Bailing Out

When a warband of some becomes a warband of one, it's an awful lonely warband. Thus, the last surviving figure of a warband may choose to bail out, and form an entirely new warband.

This lone survivor is bought for increased cost, as a veteran (see Veteran Figures). Sadly, such times are rough, and the old warband's Horde and Fame are lost forever.

Spoils of War

If a figure should die out on the battlefield, any weapons or items which she had are considered spoils of war. This means, unless another fairy picks them up, the stuff may be claimed by the player who wins the scenario. Each of the winning player's surviving figures may carry back one weapon or item as spoils of war. Items which are too large for the figures to carry (such as gnomish firearms) may not be claimed.

Weapons claimed as spoils of war may be given to the warband's fairies, or stashed in the horde for future use. They may also be traded to the Magic Shrew, if she's around (see the Bits n' Pieces section for more on the Magic Shrew).

Plundered Meat!

At the end of a battle, before cleaning up, the winning warband may divide any uneaten meat on the table among its participating members as it sees fit. This can get the figures additional experience points, as detailed in the rules for gaining experience.

Damaged Equipment

Equipment can come to be damaged by, say, a gaggle of wrench-toting gremlins. Such equipment may still be taken back home after the battle, although it should have the word "broken" written next to it on the roster, to

denote its useless status.

If the warband contains a gnome or clock-fairy, a piece of broken equipment may be healed (repaired) instead of a damaged point. This takes a bit of time, so both the damaged piece of equipment and the figure repairing it must stay behind for a battle.

If you're a time-traveling mutant and you've got your hands on a future supplement, you should know that gnomish vehicles may also be repaired in this fashion- one weapon, Armor point, or Motor point at a time.

Note that, unlike gnomes, leperchauns aren't any good at this sort of thing. And while gremlins are conceivably capable of performing repairs, they simply refuse to participate in anything constructive!

Damaged Armor

Points of armor which become damaged in battle may be repaired, just like damaged equipment. Each armor point counts as a single repair. Armor points may also be replaced instead of repaired, for a cost of two points each.

Enthralled Fairies

Through the wonders of black magic, it's possible for one figure to become enthralled by another, with the proper spell. Any experience earned by an enthralled figure transfers directly to the controlling figure. It's the controller who's really doing those things, see?

Figures which end the battle in an enthralled state return to their own warband at the end of the battle, due to the temporary nature of the spell.

Betrayal!

Under the rules for treachery, any figure which is attacked by its mates becomes controlled by another player. In a campaign, if the betrayed figure survives the battle, draw a card, and see what happens:

Numbered cards- The figure becomes the property of the player which took control after the treachery took place. Transfer the figure's information and equipment from her old warband's Fairy Roster to the new one. She also receives the Paranoid! wound- permanently! Write this down as "Betrayed" on her Skills and Wounds entry.

Trumps- The betrayed figure packs up her things and goes off to work on a novel or something. Au revoir!

Goblukes

If there's a gobluk involved in the campaign, the creature vomits into a lake (or a similarly remote place) between games, and begins each battle with an empty belly. Goblukes don't like to share their precious puke with others, and any weapons they eat during a battle are considered lost forever afterwards.

Shopping!

After each battle, a warband is free to go out looking for (or fashioning) new items and equipment.

When shopping, a warband may choose from any of the weapons and items normally available to it. For example, a fairy warband can purchase moon-fairy weapons, but only limited moon-fairy items (as specified in the *Sugar and Vice* supplement).

If a warband wants to get its hands on weapons or items it can't normally find, they can always scavenge them on the battlefield. Failing that, a warband might find what they want through the Magic Shrew...

Recruiting new figures

Between battles, a warband may recruit one new figure into its ranks. This figure must be paid for with points from the warband's hoard, and must be compatible with the warband's faction.



Bits 'n Pieces

Here's some optional campaign rules, which may be used to make things a bit more interesting. All of the players in a campaign should agree on whether to use any of these rules, preferably before the campaign starts.

Grave-Robbing

During a campaign, it's possible to build up quite a stash of valuable loot, simply by plundering the corpses of your enemies!

If your players are using the grave-robbing rules, any usable weapons taken from fallen foes may be used to equip your own fairies for future games, or stashed in the warband's hoard for later use. They may also be sold to the Magic Shrew, if she's in the area.

Campaigning Thralls

Thralls may participate in campaigns, but they receive no skills or promotions. You can't teach a possessed woodland creature new tricks! Any experience points earned by the thrall transfer directly to the thrall-fairy who controls her.

The Magic Shrew's Pawn Shop

Opening a curiosity shop isn't the kind of thing you'd expect a small, magical rodent to do. So when one does just that, you can bet it's a pretty weird little store...

Thee Magickal Shrew's Pawn Shoppe, as it's properly called, is a shape-shifting, teleporting, fairy-sized storefront which takes the form of a burrow with a little sign by the door. The shop (staffed, in fact, by a magical talking shrew) mysteriously appears wherever fairy-scale turmoil is common, and even then only when a potential customer is looking for it. The shrew prides herself on providing just about any weapon, item, or service imaginable to the Wee Folk- for a price...

The Magic Shrew may be included in any Fairy Meat campaign, if the players agree. If they don't agree, well, the Shrew can just take her horrible little shop elsewhere, can't she?

Visiting the Shrew

To visit the Magic Shrew, a single figure must be sent to shop; the shrew is tired of meddlesome (and invariably futile) robbery attempts, and so refuses to appear before more than one customer at a time. This figure must do a bit of searching in order to find the shop, and thus must skip a battle to do it.

Once the shrew is found, it's simply a matter of striking a deal...

Appeasing the Shrew

The shrew can obtain any single object from any weapons or special items list. She might have to disappear into the back room for an hour or two, but





she'll unfailingly emerge with the goods- and a price tag five points higher than the object's listed cost! There's no haggling allowed, as the shrewd little shrew claims to have "a number of interested buyers" in the bauble.

Weapons and items which have no points cost listed (such as mugwort snouts) aren't available from the shrew's shop. Getting hold of such worthless things is more trouble than they're worth, in the shrew's opinion!

No refunds!

After purchasing an item (and taking it home), draw a card. If it's a Joker, the item is complete rubbish and falls to bits a couple of hours later. Caveat emptor!

Used Goods

The Magic Shrew's got to get her inventory somewhere! In addition to (or instead of) selling an item, the shrew will buy any used weapon or item for half of what it's worth.

Weapons which have no costs (such as pixie stabbers) are usually of questionable value and authenticity in the shrew's shrewd little eyes, and she won't pay more than a paltry two points for such rubbish.

The Magic Shrew Temp Service

Another kind service provided by the Magic Shrew is the arrangement of contracted outside help, in the form of fairy mercenaries. When hired, this mercenary will lend support for a single battle.

To hire a mercenary, simply select any kind of fairy, and arm it with any two compatible weapons (the shrew has amazing connections). This mercenary costs just as much as it normally would, including weapons.

If the mercenary survives the battle intact, the shrew will return 50% of its cost, rounding down (it's a security deposit). Furthermore, to prevent any kind of two-timing mischief, the mercenaries' bodies (and their gear) magically vanish from the battlefield when killed. This means no looting or eating of the temps.

Oh, you know you were thinking about it!

Special Campaign Equipment

The following items may be given to any figure in a campaign. They may also be given to any figure which isn't involved in a campaign, but she probably won't find it terribly useful.

SATCHEL

COST: 2 POINTS

Simply put, a satchel is a little sack to put things in. Honestly, what did you expect? Satchels are most useful for scavenging items from the battlefield and taking them back home.

Any figure with a satchel may use it to store up to two

fairy-sized handheld items or weapons, or up to two points of meat. Items may be placed within the satchel during a battle, in the same action as the item is picked up. Items may also be chosen from a warband's horde, and placed within the satchel before the battle begins.

Objects within the satchel are not carried in hand, of course, and cannot be used while in the satchel. An item within the satchel may be removed at any time, instead of attacking. If the figure carrying the satchel already has her hands full, she may instead switch one handheld object for one object within the satchel.

It's worth mentioning that any points of meat carried home in this way is considered too rotten to eat after the battle. Such behavior also attracts flies, and nobody likes flies! Also, individual armor points (such as the type gnomes use) are not items in themselves, and cannot be placed within a satchel. However, objects which grant up to two armor points (such as a brownie shield) may be placed within a satchel.

For loot-dragging purposes, a satchel has a weight equal to the number of items, weapons, meat points, or armor points inside.

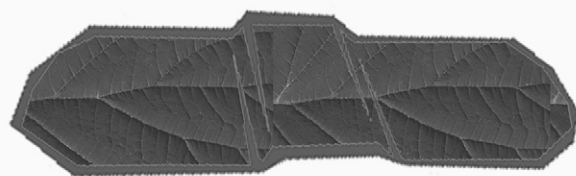


BANDAGES

COST: 3 POINTS

Across the wee folk, bandages come in many shapes and forms. Fairies tend to use treated leaves from certain magical herbs, which (besides smelling quite good) speed the healing of minor cuts and scratches. Gnomes and pixies typically use tiny adhesive bandages of gnomish design, which curiously resemble the adhesive bandages we Big People use. And leperchauns, who lack feeling and any sort of hygiene, simply use a rusty sewing needle and old dental floss.

Whatever form bandages take, they all do the same thing. Immediately after each battle, any warband with bandages in its horde may use them to heal any fairies within the warband. Each bandage heals one damaged Live or Kill point. Bandages don't do anything for actual wounds, mind you, although they can be used aesthetically to cover up some of the more disgusting war injuries!





Bandages are single-use items. They all tend to get rather disgusting after being used, and should then be quietly tossed into an enemy's bowl of soup.

PIXIE RAIDERS

COST: 2 POINTS (PER RAIDER)

While the warband's finest are away making war, it's not unusual for a pack of enterprising pixies to take advantage of the lightened security to raid the headquarters! Being the mercenaries they are, of course, Pixie Raiders like to pretend this purely recreational activity is some kind of service. To really clean up the loot, they contact the victim's enemies first, and demand payment for their merry "troubles"...

Any player may, if she likes, hire up to eight pixie raiders to pester her enemies. Pixie raiders are hired just before a battle. At any point during the battle in which the raiders are hired, they may be used to raid any one enemy warband's headquarters, while that warband's current combatants are away!

To determine the effects of a raid, the raiding player must draw a single card. Treat any Trumps as Wild Trumps. The raiding player must then add the number of pixie raiders to the resulting card's value. For instance, if five pixies are making the raid, and the raiding player draws an eight, her total score is thirteen.

Likewise, the defending player (the one being raided) must also draw a card. Add the number of figures which stayed home (those figures in the warband which aren't participating

in the current scenario). Pixies and gnomes each count as one figure, for this purpose. For instance, if the defending player has six figures not involved in the current campaign scenario, and she draws a three, her total score is nine.

Once both players have drawn their cards and added the above modifiers, it's time to determine just how much damage the raiders have done! If the raider's score is equal to or greater than the defender's score, the raiders may either steal one item or weapon from the defender's horde, or deliver one randomly determined wound to any defending figure (raider's choice)! Any weapons stolen by the Pixie Raiders is claimed as part of their fee, and may not be claimed by the player which hired them.

Pixie Raiders are paid by the job, and must be rehired if they are to be used again. No warband may be raided more than once during a battle, and all of a given player's Pixie Raiders only have time to perform one raid per battle.

Jokers! If either the raiding player or the defending player draws a Joker during a raid, the treacherous pixies have double-crossed their employers! The players must redraw their cards, with the defending player becoming the raider, and vice versa. That's what you get for trusting a pack of filthy pixies, chum.

Campaign Scenarios

The following scenarios are for use in Fairy Meat campaigns. Before each battle, the player with the lowest Fame rating (who is by necessity the wildest and most desperate of the bunch) selects which scenario will be used. Some of these scenarios will seem familiar, but have been tinkered with a bit in order to make them work for campaign games!

These scenarios are best for 3-6 players. In campaigns with large amounts of participants, it's a good idea to split into two or more smaller groups and play in separate battles. In these cases, the player in each group which has the lowest fame selects the scenario for that particular group.

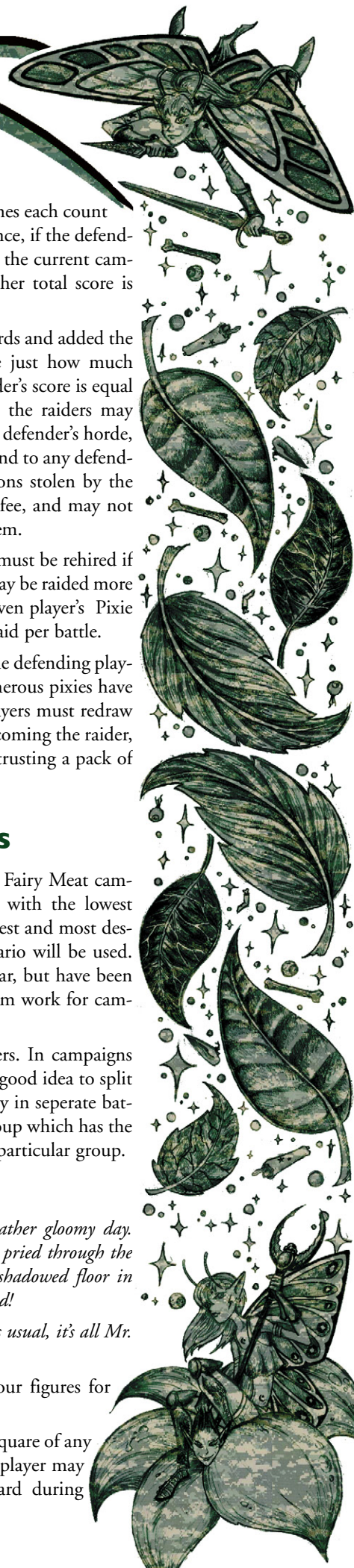
Fight!

It was just an ordinary patrol, on a rather gloomy day. Suddenly and silently, a beam of sunshine pried through the cloud cover and bathed the previously enshadowed floor in light- revealing delicious enemies all around!

As usual, a battle quickly ensues. And as usual, it's all Mr. Sun's fault!

Forces: Each player may use up to four figures for this scenario.

The Setup: The playing area can be a square of any size, but should be at least 4' x 4'. Each player may place her figures anywhere on the board during





Round Zero. Each of a player's figures must start within 6" of a friendly figure, and at least 12" away from an enemy figure.

Retreat Conditions: A player may retreat after suffering two casualties, or after the sixth round begins.

The Battle: The goal is to be the last player with surviving figures on the battlefield. Simple enough!

Treasure: The victorious player receives three treasure cards. All other players receive one treasure card.

Friends For a Day

The unthinkable has happened! In spite of their differences, a whole bunch of wee folk have set aside their differences and joined up into one great, big force! We'd better do the same, or they'll rip us all into little bloody bits...

In this scenario, all of the local warbands form a temporary alliance, mainly to defend against the enemy alliance... or is it the other way around? Anyway, it all makes perfect sense, when you think about it.

Forces: The players must divide into two teams, with each team containing an equal number of players (or as equal as possible). Each player may use up to two figures. If there's an odd number of players, the team with fewer players may use additional figures to even things out.

The Setup: The playing area must be rectangular and may be any size, but should be at least 4' by 6'. Each team must select a single edge of the playing area as their starting edge. During the first round, all figures must enter the playing area at any point on their team's edge.

Retreat Conditions: A player may retreat after her team has suffered 50% casualties, or after the eighth round begins.

The Battle: The goal for each team is to force all players on the other team to declare a retreat, or to simply kill them off, if they're not the retreating sort!

Treasure: Each player that was on the winning team and did not declare a retreat receives three treasure cards. All other players must settle for one lousy treasure card.

The Mob

Maybe your warband is the toughest and meanest warband around, or maybe your warband simply doesn't bathe often enough. Whatever the reason, your warband has become particularly despised among all other warbands in the area- so despised, in fact, that they've all sent troops to finish you off, once and for all!

This scenario pits a single warband against multiple opponents. If the defending warband is small or weak enough, this fight may be their last!

Forces: The player with the lowest fame may select any

participating player (including herself) to become the defender.

All remaining players assume the role of the attackers! Each attacking player may use up to three figures. The defending player may use a number of figures equal to those attacking her, or less.

It's possible for the defending player to field her entire warband at once, if there's enough attacking players!

Setting Up: The playing area can be any size, but should be at least 4' by 4'.

The defending player must first place one figure in the center of the table, and may then place any remaining figures within 6" of the first figure. The attacking players may then place figures anywhere on the table during Round Zero, as long as no figures are placed within 18" of any defending figures.

Retreat Conditions: An attacking player may retreat after suffering two casualties, or after the eighth round. The defending player may retreat after half of her figures are slain, or after the eighth round.

The Battle: The goal of each side (be it attacker or defender) is to force the player(s) on the other side to declare a retreat, or simply to kill them all off!

Treasure: If the attacking players win, each one receives two treasure cards. If the defending player wins, she gets two treasure cards for each player on the attacking team!

Dismember the Leader

One lovely morning, you find the following (rather poorly written) note, affixed with a smashed ladybug to the hideout's front door:

We got somethings wot belongs to you!

It is a nice shinie thing wot you would like very much.

Come an its yers, no questions asked.

Send yer boss, an come alone or we ll kill ye right enough!

Signed,

Yer very special friend

Due to curiosity, greed, and a severe lapse in judgement, your warband's leader decides to grab a friend and check it out. Little does she realize that the very same note has been delivered to every other hideout in the whole bloody neighborhood...

Forces: Each player may use up to two figures for this scenario, one of which must be that player's warband's leader!

The Setup: The playing area can be a square of any size, but should be at least 4' x 4'. Each player may place her figures anywhere on the board during Round Zero. Each of a player's figures must start within 6" of a friendly figure, and at least 12" away from an enemy figure.



Retreat Conditions: A player may retreat after her leader dies, or after the fifth round begins.

The Battle: The goal of this scenario is to kill as many enemy leaders as possible! The battle ends after all leaders but one have retreated or been slain. At the end of the game, the player with the surviving leader on the battlefield is the winner!

Treasure: The victorious player receives four treasure cards. All other players receive one treasure card, and a whole lotta shame!

The Smell of Victory

What's that lovely smell in the wind? To the pixies, it smells like burning spider babies. In a gnome's nose, it's the smell of fireworks and motor oil. And to fairies, it smells like fresh, delicious blood... Whatever it is, some powerful and fantastic funk has flooded the forest, and everyone's out to find the source before anyone else gets there first!

Forces: This is designed as a multi-player scenario. Each player may use up to two figures for this scenario (or more to taste...) Due to the slow speed of gnomes, gnome players may use clock-fairies or gremlins for this scenario, without including any gnomes (their mindful gnome master is assumed to be keeping an eye on 'em the whole time!).

Setting Up: The playing area can be any size, but it is recommended that it be at least 3' by 6'. Longer is better...

One side of the board is designated the 'start' line and the

other as the 'finish' line. Unless you're specially-challenged, the short edges of the board would seem to be the best candidates for these demarcations!

All players should draw cards from the deck. Players begin placing their figures at the starting line one at a time in rank order of cards drawn. Once all players have positioned their figures, the race is on.

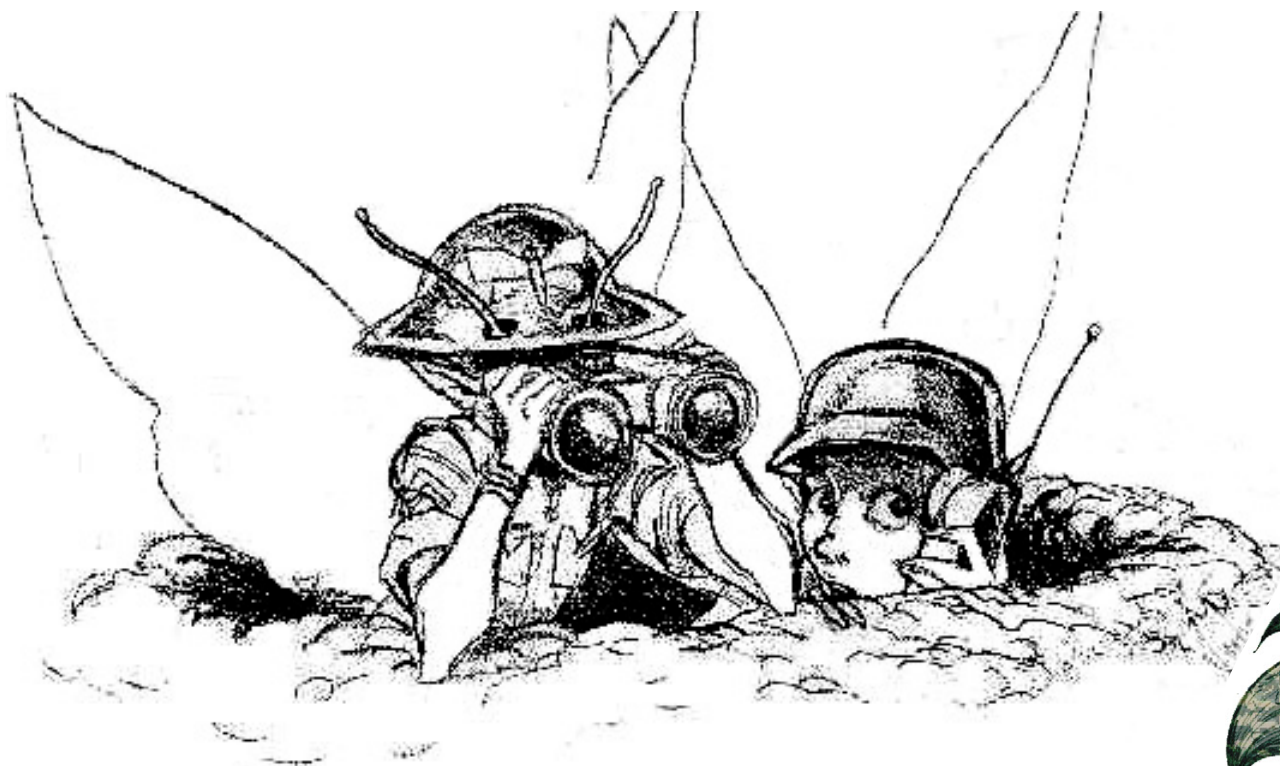
Retreat Conditions: A player may retreat after any enemy figure crosses the finish line, or after the tenth round begins.

The Battle: The goal is to get as many figures as possible across the finish line, by any means possible! The scenario ends after all of one player's figures have crossed the finish line, or after only one player has any figures remaining on the battlefield. After the game, the player with the most victory points is considered the winner. Points are awarded to players using the following system:

1 victory point- For each enemy figure killed by the player, including pixies.

4 victory points- For each of a player's figures which crosses the finish line before the scenario ends.

Treasure: All players receive one treasure card. The victorious player gets one additional treasure card for each figure which crossed the finish line and, presumably, learning just what smelled so good!





Fine Booty Abounds

An old fairy horde has been discovered, its former owners long gone. There's lots of wonderful weapons and tidbits there, just waiting to be claimed. Word of the find spreads among the wee folk, and soon everyone's out to get their share of booty!

Forces: Each player may use up to three figures for this scenario.

Setting Up: The playing area for this scenario can be any size, but should be at least 4' x 8'.

First, place a single Booty counter in the very center of the playing area (use pennies, candies, or anything small and abundant to represent Booty). Each player may then place three Booty counters, taking turns, anywhere within 12" of the first Booty counter.

Once all of the Booty is on the table, each player may place her figures anywhere on the board during Round Zero. Each of a player's figures must start within 6" of a friendly figure, and at least 12" away from an enemy figure or Booty counter.

Retreat Conditions: A player may retreat after suffering two casualties, or after the sixth round begins.

The Battle: The goal of this scenario is to drag more Booty counters off of the table than any other player. For dragging purposes, each Booty counter is as heavy as one point of meat. The game ends when all of the Booty has been dragged off of the table!

Treasure: Each Booty counter a player drags off the board grants her one treasure card. In addition, all players receive one treasure card, just for trying!

Frequently Asked Questions, Errata, and Addendum!

Over the past couple of years, we (the creators of Fairy Meat) have received our share of fan mail, suggestions, questions, and airborne severed heads. Most of the questions we get are very similar to one another, and to save curious players the trouble of finding postage stamps, carrier pigeons, and bloody catapults, we shall here examine some of the more frequently asked questions!

Frequently Asked Questions

Q: Why do I have to take Live points as damage first?

A: Well, that's an easy one. You don't! We're really not sure how this rumor got started.

Q: Isn't it supposed to be spelled Faerie, rather than Fairy?

A: Aren't you supposed to be worrying about what

millennium it really is?

Q: If a fairy has Kill points but not Live points, does she die?

A: Of course not! (This is a frequently asked question, you understand.)

Q: Can I fire into wrestling? Mightn't I hit my own fairy?

A: There's nothing about that in the rules, although perhaps there should be. As it is, you may fire into wrestling all you like, without worrying about hitting a friend. One home rule that's proven to be popular is the randomization of who gets hit when firing into such a very close fight (i.e. draw a card; red suits mean a friend gets hit, black suits mean an enemy gets hit).

Q: Does a fairy stop gaining meat when there's 12 points on the entire card, or just 12 points in the Life section?

A: The maximum of 12 points only applies to the Life section. Any number of points can build up in the Meat section of a fairy's card.

Q: Is there anything special that happens if an Ace of Spades is selected as a fairy's order card?

A: Yes. Her eyes change color.

Q: I eat mushrooms and nothing ever happens why. Also I am not a fairy. <sic>

A: Try eating them sideways, you daffy git.

(I've only been asked this once, but it's amusing enough to make the list, I think! -Scott)

Q: Does a mushroom's effect change every time someone takes a bite, or does the first bite determine the 'shroom's effect for the entire game? Does a mushroom's effect remain the same if the same fairy takes a bite?

A: It changes with every bite, even for the same fairy. Otherwise, what's the risk?

Q: I once ate a fairy miniature, and it didn't do anything to me. I'm never buying fairies from you again.

A: You should never chase fairies down with hot coffee, as it negates the chemical effect.

Fairy Meat Errata / Addendum

(Sorry, sorry, we're just so bloody sorry!)

Tug-Tug (p. 21, under "Tug-Tug!"):

When trying to pull away the corpse, in case of a tie, the resisting fairy wins and the meat doesn't go anywhere.

Tug-Tug (p. 21, under "RRRRIP!"):

When the resisting fairy tries to rip away some meat, in case of a tie, the resisting fairy is considered to have won, and the meat is torn in half. As you might expect, this is quite disgusting to watch.

Glitter Fairies (p. 22, Glitter Fairies special rule) should read: The point a Glitter regains arrives at the beginning of the Glitter's turn, after Thinking but before Order cards are dealt.

Twinkle Spells (p. 27, under "CorkScrew"):

The text should read "defender's choice", not "attacker's choice". (Thanks to Mike! We love you, really, we do.)

Thrall Costs

Maybe it's the garbage they're eating, or all that loud rock music they listen to. Whatever the cause, little woodland creatures have become a bit less willful (and thus much easier to catch) in the last couple of years.

To reflect the relatively sorry state of critters today, all fairy-thralls may now be purchased at a seven-point discount!

Clockwork Stomp Errata/Addendum

(By great Jolly's ghost, oh, are we ever sorry!)

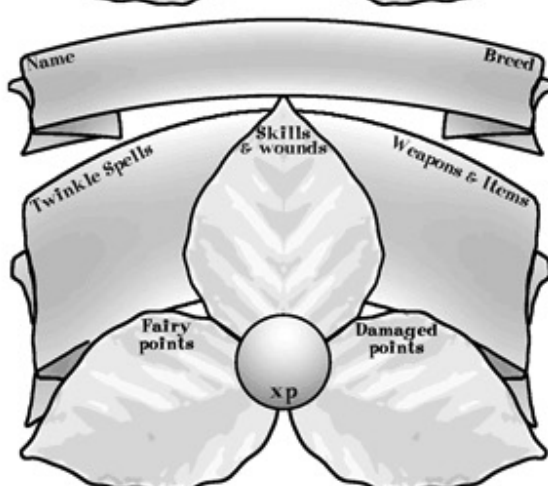
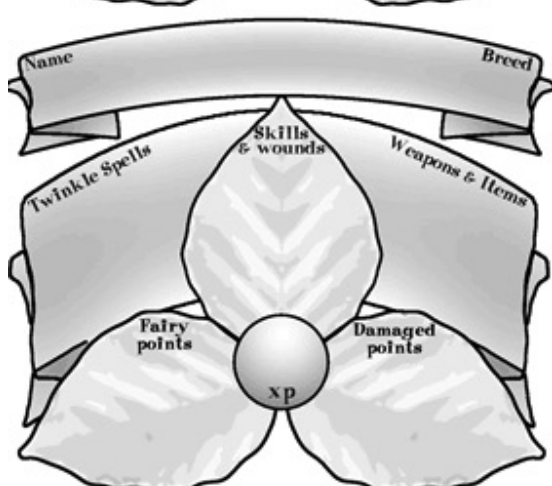
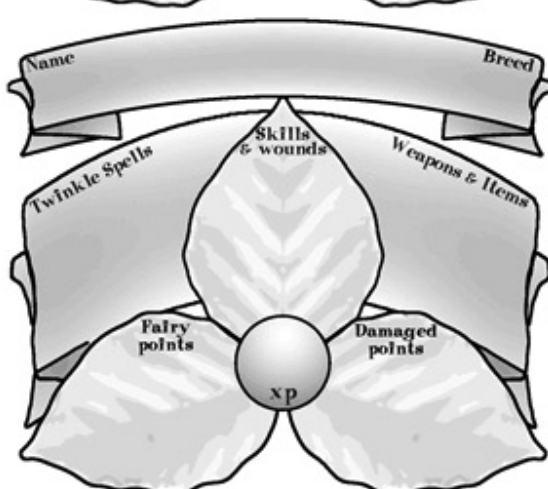
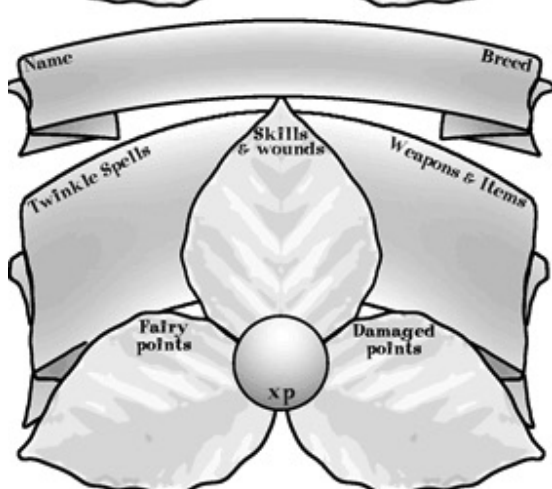
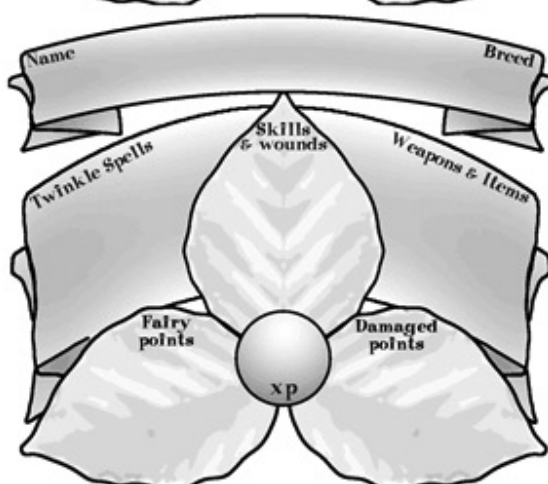
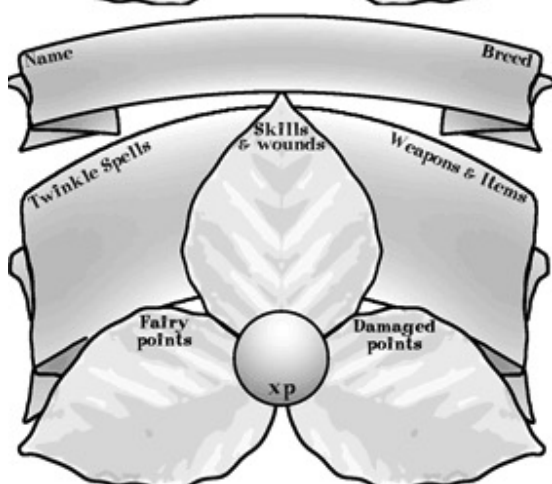
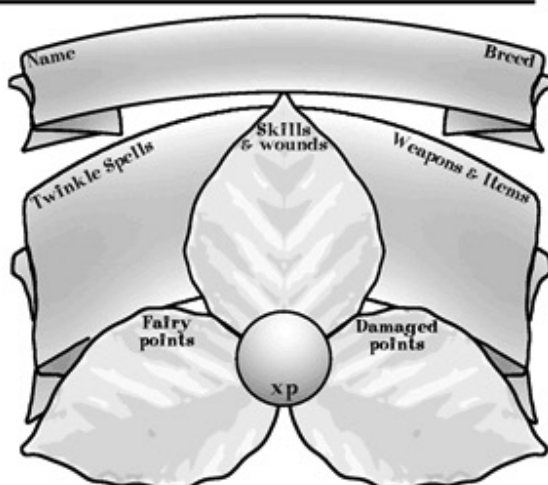
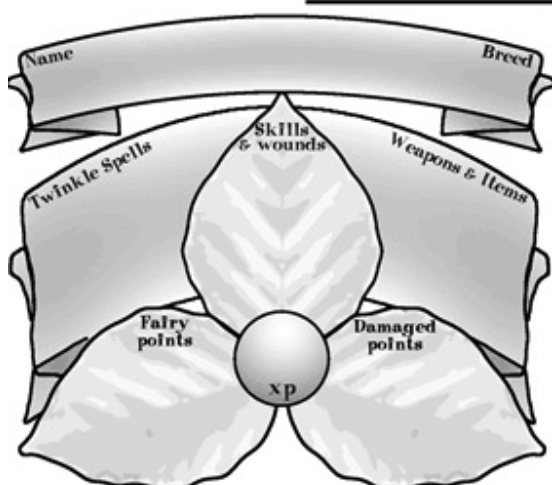
To prevent jamming, a gnome may never fire the same firearm twice in a single round. While this is implied elsewhere (a gnome can't have two of the same weapon, for instance), somehow this rule didn't make the final cut. If you must point fingers, blame it on some pesky gremlin!

(Scott's a gremlin? Well, that explains a lot! -Ed.)

(It would certainly explain what I'm doing with this uncommonly large wrench! -Scott)



Warband:



Treasure Horde

