

## SPECIAL ACTIONS

- 1) Set the zombies at each other, a Charisma challenge that may be performed once per turn.
- 2) Steal the alcohol reservoir, a Stealth challenge that may be performed any number of times.
- 3) Damage the Zombie Totem, a Knowledge challenge. This action may be performed any number of times, but only if [Number of heroes] or fewer Long Tai Zombies are taking part in the combat.

# START PLAYER

## LONG TAI ZOMBIES

**Attack** 4 (vs. Toughness, Willpower or Reflexes),  
**Damage** 1 (Claws) / \* (Drinking Song) / 2  
(Burning Alcohol Breath), **Defense** 3, **Stamina** 4

**Maneuver:** The Long Tai Zombies distribute themselves evenly between the heroes, beginning with the Starting player. Every one of them performs a Drunken Attack (see below) targeting one of Toughness, Willpower or Reflexes.

## LONG TAI ZOMBIES

**Drunken Attack:** The drunken zombies' attacks are difficult to anticipate, so a player rolls a single die for every attack his hero is facing. 1 = The zombie is staggering about helplessly, missing his chance to attack. 2-4 = The zombie attacks with his claws (see above). 5 = The zombie tries to incite the hero to sing a drinking song with him (see above, a successful attack doesn't cause damage but the hero may not perform an action during the next turn). 6 = The zombie exhales a breath of alcohol and sets it aflame (see above), losing 1 Stamina point in the process. The heroes may decide which zombie is going to lose the Stamina point, but it has to be a zombie who is able to perform the attack. Zombies who are not allowed to attack during this turn or who have already attacked are excluded.

## CAPTAIN ROTEON <sup>2<sup>nd</sup></sup> Act

**Attack** 6 (vs. Willpower), **Damage** \* (Mind control),  
**Defense** -, **Stamina** -

**Maneuver:** Roteon attacks the Starting player with his Mind control.

**Invulnerable:** Roteon has no Defense or Stamina value, because he can only be defeated by the Golden Stake (see special action).

## SPECIAL ACTIONS

- 1) Craft garlic garlands, a Reflexes challenge that may be performed any number of times.
- 2) Bless water, a Knowledge challenge that may be performed until the challenge is met with success once.
- 3) Lead the crew, a Willpower challenge that may be performed once per turn.
- 4) Pirate style tough-talking, a Charisma challenge that may be performed any number of times.
- 5) Stake Captain Roteon, a Close Combat or Stealth challenge that may be performed only once during the whole combat.

## VAMPIRE PIRATES <sup>2<sup>nd</sup></sup> Act

**Attack** 5 (vs. Toughness) / 6 (vs. Reflexes),  
**Damage** 1 (Saber) / 1 (Pistol), **Defense** 6, **Stamina** 2

**Maneuver:** The Vampire Pirates distribute themselves evenly among the heroes, beginning with the Starting player.

**Pistols:** During the first turn the Vampire pirates use their pistols. From the second turn onwards they use their sabers.

**Blood suckers:** If at the end of a turn at one or more heroes are unconscious, then one wounded Vampire pirate restores 1 Stamina point. If there are no wounded Vampire pirates, there is no effect.

## RIGHT CHEST

You are now aware that Roteon's heart is in his right chest. This should serve as an advantage in your next encounter with the pirate captain.

## PIRANHA MEN

**Attack** 4 (vs. Reflexes), **Damage** \* (push into the water),  
**Defense** 4, **Stamina** 1 (horde rule)

**Maneuver:** On the Piranha men's turn every hero in the water first loses 1 Stamina point. Afterwards the Piranha men attack the heroes on the raft. They distribute themselves evenly across the heroes, beginning with the Starting player, or, if the Starting player is in the water, with the first hero not in the water sitting to the left of the Starting player. At the end of the turn the number of Piranha men is raised back to **[Number of heroes]**.

## PIRANHA MEN

**Push into the water:** A hero successfully attacked by at least one Piranha man falls into the water. Heroes who have fallen into the water may only perform the special actions "Climbing onto the raft" or "Intense Adrenalin boost" (when unconscious); other actions are not available to them.

**Aquatic:** The Piranha men are swimming in the water, so they may only be targeted by Ranged Combat attacks.

## ALLY:

### ALFONS STAUBHEIMER

*Alfons aims one of the rings on his fingers at the Piranha men darting through the water and speaks a magical word. A bolt of force is released from the ring and whips up the water.*

Once per turn, after all heroes have acted but before the Piranha men attack, the Starting player is allowed to roll an attack with 8 dice against the Piranha men.

## SNAPPA, THE PIRANHA MEN SHAMAN

**Attack** 5 (vs. Willpower), **Damage** \* (Hypnosis), **Defense** 3, **Stamina** 3

**Maneuver:** Snapper attacks after the other Piranha men. He always attacks the Starting player with his Hypnosis, even if that hero is already in the water.

**Hypnosis:** If the Starting player is affected by this attack while in the water, he is not allowed to perform an action in the next turn. If he is affected while on the raft, he immediately jumps into the water.

**Aquatic:** Snappa is swimming in the water, so he may only be targeted by Ranged Combat attacks.

## FIRETOOTH THE DRAGON

From now on the heroes are accompanied by Firetooth the Dragon. Once per combat they may spend 3 Fate points to immediately remove one enemy from the battle. This enemy is engaged by the dragon and eventually defeated. This ability may not be used against enemies whose Stamina points are calculated based on the number of heroes. The Fate points may be contributed in any combination by any heroes. If the Dwarven Dragon Hunter is part of the group, then activating the dragon costs only 1 Fate point, but this point has to be contributed by the Dwarven Dragon Hunter.

## STABLE RAFT

You managed to build the best possible raft with the materials available to you, and you are quite fond of the result.

## SPECIAL ACTIONS

- 1) Climb onto the raft, a Climbing challenge
- 2) Intense Adrenalin boost, which requires no challenge
- 3) Take up a defensive stance, a Close Combat challenge
- 4) Rescue another hero from the river, a Strength challenge

Heroes in the water cannot attack. They may only try to climb back onto the raft or use an Intense Adrenaline boost if unconscious.

## STEALTH ACTIONS

- 1) Carve wooden stakes, a Knowledge challenge
- 2) Help Alfons, a Stealth challenge
- 3) Look for the Pirate Treasure, a Perception challenge
- 4) Start a fire, a Stealth challenge
- 5) Free Karla, a Stealth challenge

## VAMPIRE BAT

**Attack** 5 (vs. Reflexes), **Damage** 1 (Claws),  
**Defense** 7, **Stamina** 1

**Maneuver:** If the Starting player is on the cage, he is attacked by the Vampire Bat. If the Starting player is not on the cage then of those heroes on the cage the one sitting closest to the left of the Starting player is attacked.

## VAMPIRE BAT

**Flying:** The Vampire Bat can only be attacked with Ranged Combat attacks.

**Final Boss:** Despite having only 1 Stamina point, the Vampire Bat counts as an opponent whose Stamina points are determined by the Number of players, so it cannot become the target of game effects that may be performed against opponents with only 1 Stamina point.

## VAMPIRE PIRATES <sup>4<sup>th</sup> Act</sup> 1<sup>st</sup> Battle

**Attack** 4 (vs. Toughness) / 5 (vs. Reflexes),  
**Damage** 1 (Saber) / 1 (Pistol), **Defense** 5,  
**Stamina** 2

**Maneuver:** The Vampire Pirates distribute themselves evenly between the heroes, beginning with the Starting player.

## VAMPIRE PIRATES <sup>4<sup>th</sup> Act</sup> 1<sup>st</sup> Battle

**Pistol:** The Vampire Pirates attack heroes on the cage with their pistols, and all other heroes are attacked with sabers. For every pistol attack, a hero not on the cage may choose to stand in the way so that the pistol attack doesn't take place and the hero who placed himself in the way is instead attacked with a saber.

**Blood suckers:** If at the end of a turn at least one hero who is not on the cage is unconscious, then one wounded Vampire pirate restores 1 Stamina point. If there are no wounded Vampire pirates, there is no effect.

## CAPTAIN ROTEON <sup>4<sup>th</sup> Act</sup>

**Attack** [Number of heroes +2] (vs. Toughness), **Damage** 1 (Saber), **Defense** 5, **Stamina** [Number of heroes +1]

**Maneuver:** Roteon always attacks the Starting player with his saber.

**Bodyguards:** While at least as many henchmen (Vampire pirates and Skeleton Pirates added up) as heroes are participating in the combat, Roteon's Defense value against Close Combat attacks is raised by +1.

**Immortal Vampire Captain:** When Roteon's Stamina is reduced to 0, he is not defeated, only weakened, reducing his Attack value by 1. In addition he may only be staked if his Stamina has been reduced to 0.

## SPECIAL ACTIONS

- 1) Jump onto the cage, a Willpower and Running challenge
- 2) Fly to the cage, an action only available for heroes with the special ability "Flying". It costs 1 Fate point.
- 3) Rescue Karla, a Strength or Reflexes challenge for heroes on the cage.
- 4) Pirate style tough-talking, a Charisma challenge.
- 5) [Only if the heroes have successfully performed the "Carve Wooden Stakes" action.] Stake a Vampire Pirate, a Close Combat or Stealth challenge.

## VAMPIRE PIRATES <sup>4<sup>th</sup> Act</sup> 2<sup>nd</sup> Battle

**Attack** 4 (vs. Toughness), **Damage** 1 (Saber),  
**Defense** 5, **Stamina** 2

**Maneuver:** The Vampire Pirates distribute themselves evenly between the heroes, beginning with the Starting player.

**Blood suckers:** If at the end of a turn at one or more heroes are unconscious, then one wounded Vampire pirate restores 1 Stamina point. If there are no wounded Vampire pirates, there is no effect.

## SKELETON PIRATES

**Attack** 4 (vs. Toughness), **Damage** 1 (Saber),  
**Defense** 2, **Stamina** 1 (Horde Rules)

**Maneuver:** Each hero is attacked by one Skeleton Pirate, while the others stand around uselessly. If there are fewer Skeleton Pirates than heroes, then the normal rule is used, distributing them evenly between the heroes, beginning with the Starting player.

## ALLY: KARLA STAUBHEIMER

Karla Staubheimer helps the heroes in this battle. At the end of each turn, before the opponents may act, she either destroys one Skeleton Pirate or causes one Vampire Pirate to lose one Stamina point. Karla never attacks Roteon and never performs any special actions.

## SPECIAL ACTIONS

- 1) Pirate style tough-talking, a Charisma challenge.
- 2) [Only if the heroes have successfully performed the "Carve Wooden Stakes" action.] Stake a Vampire Pirate, a Close Combat or Stealth challenge.
- 3) Stake Captain Roteon, a Close Combat or Stealth challenge that may only be performed after Roteon's Stamina is reduced to 0.

## WEAKENED

Turn this card face up, when Roteon's Stamina is reduced to 0.

**Roteon's Attack value is reduced by 1 and the Special Action „Stake Captain Roteon“ is available to the heroes.**

## ADDITIONAL SPECIAL ACTION

- 4) Roll casks into the pit (Knowledge challenge)

## TALENTED LEADERS

Give this card to the heroes, if all three challenges preceding the naval battle have met with success.

**When performing the special action "Leading the crew", the heroes are allowed to roll 2 additional dice.**

## A LITTLE SOMETHING FOR A RAINY DAY

## BAD LEADERS

Give this card to the heroes, if none of the challenges preceding the naval battle have met with success.

**The special action "Leading the crew" may not be performed during the combat.**

## HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.