

TROLLS

Attack 4 (vs. Reflexes), **Damage** 2 (Heavy Club), **Defense** 3, **Stamina** Number of heroes

Maneuver: The Trolls distribute themselves evenly between the heroes, beginning with the Starting Player.

Heavy Clubs: Instead of dodging a Troll's heavy club, a hero may decide to parry it. He then has to face a defense roll on his Toughness skill with a target number of 3. If he rolls successfully, he has withstood the club's damage, but its force hurls him around and he has to roll a die to find out the consequences of that: 1-2: smooth landing (no further effect), 3-4: hurled against a wooden crate (the hero loses 1 Stamina Point), 5-6: home run (the hero loses 1 Stamina Point and immediately has to face a **Running [5]** challenge; in case of a failure he may not act in the next round)

SPECIAL ACTION

- 1) Hand over the Goblin (Reflexes)

BIG UGLY TROLL

Attack 5 (vs. Willpower), **Damage** 1 (Obnoxious breath), **Defense** 4, **Stamina** Number of heroes x2

Maneuver: The Big Ugly Troll always attacks the Starting Player.

Obnoxious breath: When a hero suffers damage from the obnoxious breath, he also loses his action during the following turn.

ADDITIONAL SPECIAL ACTIONS

- 2) Caging a Troll (Strength)
- 3) Insult the Trolls (Charisma)
- 4) Distract a Troll (Close Combat or Ranged Combat)
- 5) Find the Trolls' weakness (Knowledge)
- 6) Search through the crates (Perception, once the heroes have found the Trolls' weakness)

ADDITIONAL TROLL ABILITY

Regeneration: At the end of a turn a Troll gets back all lost Stamina points, even if defeated during the current turn.

BIG UGLY TROLL'S ARCHENEMY

For the remainder of the combat the Big Ugly Troll no longer attacks with his Obnoxious Breath but with his bare fists (**Attack** 3 (vs. Toughness), **Damage** 2). He always attacks you, unless you are unconscious; in that case he attacks with his Obnoxious Breath as usual.

After the combat this card remains with you.

SPEECH POINTS

Place a die on this card representing the group's current Speech Points.

ROLO RAMKIN'S STAMINA

Place a die on this card representing the Rolo Ramkin's current Stamina value.

SPECIAL ACTIONS

- 1) Support Rolo Ramkin (Charisma)
- 2) Heal Rolo Ramkin, (only available to heroes with the "Healing Spell" special ability)

ADDITIONAL SPECIAL ACTIONS

- 3) Equip the Goblins (Knowledge)
- 4) Resting (requires no challenge)
- 5) Head-first into the ring (Running, only for heroes out of the ring.)
- 6) From the top rope (Climbing)

ORC PROSECUTORS

Attack 6 (vs. Toughness or Reflexes), **Damage** 2 (Paragraph Club), **Defense** 4, **Stamina** *

Maneuver: The Orc Prosecutors try to smack the heroes out of the ring. First the Starting Player has to defend himself against one attack after the other, until he suffers damage for the first time, then the hero sitting to the left of the Starting Player does the same, and so on, until each Orc Prosecutor has attacked once or all heroes have been thrown out of the ring. All heroes counted as "out of the ring" (see below) are automatically by-passed.

Paragraph Clubs: The Orc Prosecutors are clever fighters who know their enemies' weak spots very well. This means that a hero has to defend himself against their attacks with the **lower** of his Toughness or his Reflexes. When a hero suffers damage from a Paragraph Club, he is automatically thrown out of the ring and counts as "out of the ring".

ORC PROSECUTORS

Wrestling: The Prosecutors can be attacked with Close Combat or Ranged Combat attacks (including combat spells), as long as the hero is standing in the ring. Heroes out of the ring may only attack with Ranged Combat attacks. If a Prosecutor is hit by a hero's attack, he doesn't suffer damage, but instead his Attack value is reduced by 1 for the remainder of the combat (if a hero scores a multiple of the Prosecutor's Defense value, his Attack value sinks accordingly). If this penalty means that the Attack value sinks as low as 2, the Prosecutor is knocked unconscious and removed from the combat. A Prosecutor hit by a Close Combat attack is also thrown out of the ring, so he cannot attack at the end of the current turn. If the Witch Cat or a similar ally is used, he will distract one of the Prosecutors for the rest of the combat, so their number is reduced by 1.

ORC TEAM CAPTAIN

Attack 4 (vs. Reflexes), **Damage** 1 (Fireball), **Defense** 4, **Stamina** Number of heroes

Maneuver: The Orc Team Captain attacks each hero once with his Fireball.

ORC PLAYER

Attack 4 (vs. Toughness), **Damage** 1 (Club), **Defense** 3, **Stamina** 3

Maneuver: The Orc Players distribute themselves evenly between the heroes, beginning with the Starting Player.

SPECIAL ACTIONS

- 1) Playing the ball (Running, only available to heroes who are at least "Hardball Beginners")
- 2) Sliding tackle (Stealth, may only be performed against Orc Players who have suffered damage during the current turn)

BUTTERMILK AMPULE

You are carrying an ampule filled with buttermilk.

HARDBALL
BEGINNER

HARDBALL
BEGINNER

HARDBALL
PRO

HARDBALL
PRO

HARDBALL
EXPERT

HARDBALL
EXPERT

CARROT JUICE

A big canteen filled with magical carrot juice. The juice gives you the ability to see in darkness as if it were broad daylight. With one gulp per day you can make sure that this ability doesn't vanish.

As long as the hero has the carrot juice, he can see in total darkness without problems. If he should ever lose the carrot juice, he will have to roll with two dice fewer than usual in all challenges.

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FRIEND OF THE ORCS

The hero has made friends with the Orcs. This provides the group with 1 Sympathy point.

FRIEND OF THE DARK DWARVES

The hero has made friends with the Dark Dwarves. This provides the group with 1 Sympathy point.

FRIEND OF THE TROLLS

The hero has made friends with the Trolls. This provides the group with 1 Sympathy point.

FRIEND OF THE OGRES

The hero has made friends with the Ogres. This provides the group with 2 Sympathy points.

OGRE PLAYERS

Attack 6 (vs. Toughness), **Damage** 1 (Club), **Defense** 4, **Stamina** 4

Maneuver: The Ogre Players distribute themselves evenly between the heroes, beginning with the Starting Player

Quite huge: The Ogres may be removed from play by the Witch cat or similar allies, but in order to remove one Ogre two allies have to join forces.

Preemptive retaliation: A hero performing an Adrenalin Boost gets back 1 point of Stamina immediately instead of at the beginning of the next turn. This means that the hero becomes a valid target for the Ogres on the turn he uses the Adrenalin Boost.

SPECIAL ACTIONS

- 1) "I am too young to die!" (Climbing)
- 2) "Don't hit me, I'm cute!!" (Charisma)
- 3) Stay down (requires no challenge roll)
- 4) The Orcs storm the playing field (for the Friend of the Orcs, costing 1 Fate point)
- 5) Princess Rush (for the Friend of the Trolls, costing 3 Fate points)

The 4th and 5th special actions are actually special events, after which the hero may perform another action of his choice.

OGRE PLAYERS

2nd Half

Attack 6 (vs. Toughness), **Damage** 1 (Club), **Defense** 4, **Stamina** 4

Maneuver: The Ogre Players distribute themselves evenly between the heroes, beginning with the Starting Player

Bored: The Ogres are not taking the heroes seriously at the beginning, so their Attack value is only 4 in the first turn and 5 in the second turn. From the third turn onwards they revert to their usual Attack value of 6.

Quite huge: The Ogres may be removed from play by the Witch cat or similar allies, but in order to remove one Ogre two allies have to join forces.

SPECIAL ACTIONS

- 1) Downtime (requires no challenge roll)
- 2) Pass the ball to an opponent (Running)
- 3) Secret Healing Potion (for the Friend of the Dark Dwarves, costing 2 Fate points)

The 3rd special action is actually a special event after which the hero may perform another action of his choice.

GOAL SCORER?

You played the ball during this turn and provide your team with 1 Gameplay point. If your team scores a goal on this turn, you are the goal scorer. If two or more heroes have received this card on this turn, the goal scorer is determined at random or there is an amicable agreement.

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GOBLIN TEAM MEMBERS

At the start of each turn the heroes may decide whether or not the Goblins are participating in the game. If they do, then the heroes gain a number of additional Gameplay points equal to the number of markers on the "Goblin Team Members" card, but in return one of the markers is removed from the card, because this assignment is quite hazardous for the little Goblins.

OGRE REPLACEMENT PLAYERS

The narrator places game markers on this card equal to the number of Ogre replacement players that have not yet entered the game.

SPECIAL ACTIONS

- 1) Downtime (no challenge roll)
- 2) Pass the ball to an opponent (Running)
- 3) Secret Healing Potion (for the Friend of the Dark Dwarves, costs 2 Fate points)

The 3rd special action is actually a special event after which the hero may perform another action of his choice.

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.

ADDITIONAL ABILITY OF THE OGRE PLAYERS 2nd Half

What are they up to now?: Every time a hero is attacked by an Ogre Player he first rolls a **Behavior die**. If this die shows a result of 1-5, the Ogre attacks the hero as usual. If the die comes up a 6, the Ogre refrains from his attack and instead plays the ball, so instead of a defense roll the hero has to succeed at a Reflexes challenge; should he fail, the Ogre Team receives one Gameplay point (see below). The Target number for the Reflexes challenge depends on the hero's Hardball knowledge: **6** (Hardball Beginner), **5** (Hardball Pro) or **4** (Hardball Expert). The hero may choose to let this roll fail deliberately. A hero's Reflex rolls are resolved first, then any Toughness rolls.

ADDITIONAL SPECIAL ACTIONS

- 4) Play the ball (Running, to gain a Gameplay point)
- 5) Explain the rules (Willpower, to raise the bonus on the Behavior roll)
- 5) Motivate the spectators (Charisma challenge to raise the bonus on the Behavior roll)

The special action "Pass the ball to an opponent" is still available, but it automatically provides the Ogre team with 2 Gameplay points.

BEHAVIOUR ROLL BONUS

Place a die on this card showing the current bonus on the Ogre player's Behaviour roll.

TURNING POINT

The bonus on the Ogre Players' behavior roll is raised by +1.

The game will continue for another 2 turns before it ends. The heroes can try to enforce an earlier or later end by using the following special action:

7) Argue with the referee

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

OGRE TRAINER

Attack 5 (vs. Toughness), **Damage** 1 (Club),
Defense 4, **Stamina** Number of heroes

Maneuver: The Ogre Trainer attacks the hero who scored the last goal. If no hero has scored a goal yet, he instead attacks the Starting Player.

Whipper-in: As long as the Ogre Trainer takes part in the combat, the bonus on the Ogre Players' Behavior roll is reduced by 1.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

GROSCHNIK THE DIRE MOLE

From now on the heroes are accompanied by Groschnik the Dire Mole. Once per combat they may spend 3 Fate points to immediately remove one enemy from the battle. This enemy is engaged by the dire mole 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 Dark Dwarf is part of the group, then activating the dire mole costs only 1 Fate point, but this point has to be contributed by the Dark Dwarf.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

START PLAYER