

T A B L E T O P HEROES

Age of Piracy



Undead



TAG31019

Age of Piracy - Undead



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25 PIRATE FIGURES

Ghost Captain Deepbeard
Banshee Restless Spirit
Captain Samedi Necromancer
Countess Blood Vampire
Captain Shroud Vampire Lord
Wight Conquistador
Wight Viking
Wight Roman
Wight Crusader
Wight Aztec
Skeleton Pirate
Skeleton Officer
Skeleton Harpooner
Skeleton Swordsman
Skeleton Gunner

Zombie Boarder
Zombie Harpooner
Zombie Sailor
Zombie Swordsman
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Ghost Chained Man
Ghost Burning Man
Ghost Drowned Man
Ghost Headless Cannoneer
Pet Black Cat
Pet Vampire Bat
Pet Skeletal Rat
Pet Skeletal Parrot
Pet Ghost Monkey



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TABLETOP HEROES – UNDEAD PIRATES

WILD CARDS

The characters detailed below aren't all necessarily ship captains, but they are all unique.



THE GHOST OF CAPTAIN EDWARD DEEPBEARD

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Boating d10, Climbing d6, Fighting d10, Intimidation d12, Notice d8, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Ambidextrous, Combat Reflexes, Command, Command Presence, Fervor, Level Headed, Marksman, Master & Commander, Nerves of Steel, Quick Draw, Really Dirty Fighter, Two-Fisted

Gear: Sword (Str+d8, ignores armor), flintlock pistol (2d6+1, 5/10/20) x5, *Lady Penelope's Tomb* (a 5-mast man o' war).

Special Abilities

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.

Background: In life Deepbeard was one of the most feared pirates on the Spanish Main. Death has just made him worse. Where once he would show mercy to a crew who surrendered, now he just slaughters all who he captures.



BANSHEE

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Boating d10, Fighting d6, Intimidation d12+2, Notice d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

Banshee Wail: The screams of Banshee can deafen and injure all those who hear them. Place the thin end of the Cone Template at Banshee's front. Targets within the cone may make Spirit rolls versus her Intimidation. Those who fail are deafened for the next hour, with all that entails. If Banshee Gets a raise on her opposed roll, the target takes 2d8 damage. Those deafened by her cries are not immune to subsequent attacks.

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.

Flight: Pace 8.

Background: Banshee's original name is unknown, what is known is her sad past. The ghost of a mother forced to witness the murder of all her children before her own death, she has returned from the grave with vengeance in her ethereal heart. She will never rest until everyone responsible for the murders has been sent to hell by her anguished cries.

Banshee appears in a crew unbidden, vanishing again once they have encountered her target. She will unleash her wail even if her target is surrounded by members of her adopted crew.



CAPTAIN "SAMEDI"

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d10, Vigor d8

Skills: Boating d10, Climbing d6, Fighting d8, Gambling d12, Intimidation d8, Knowledge (History) d8, Knowledge (Voodoo) d12, Notice d6, Persuasion d8, Shooting d8, Swimming d6

Charisma: -2

Pace: 6; **Parry:** 5; **Toughness:** 7

Hindrances: Outsider, Ugly

Edges: Brawny, Charismatic, Combat Reflexes, Command, Command Presence, Danger Sense, Fervor, Improved Trademark Weapon (pistol), Improvisational Fighter, Level Headed, Living Legend, Master & Commander, Reputation (Bad), Steady Hands

Fame: -20

Gear: flintlock pistol (2d6+1, 5/10/20), *The Bargain* (a 3-mast schooner).

Special Abilities:

Immortal: Captain Samedi can only be shaken by an attack, but never wounded.

Necromancer: With a successful Spirit roll, as an Action, the Captain can raise a recently dead Extra from the grave. Every time the heroes encounter Samedi's ship, he has replenished his crew with "fresh" zombies.

Weakness: Captain Samedi's soul is currently held within his ship. The day *The Bargain* is destroyed is the day he dies. Until that time he is immortal and impervious to Wounds.

Background: Samedi has lived for so long he has transcended good and evil. Yes, he is a necromancer who trades in the souls of the dead, but he is also a likeable fellow, with an earthy sense of humor. He could be the heroes worst enemy one month and a grudging ally the next ready to trade them the information they need for a "worthless" bauble.



"COUNTESS" BLOOD

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Boating d10, Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d8, Stealth d8, Taunt d10

Charisma: +8

Pace: 8; **Parry:** 7; **Toughness:** 9

Edges: Acrobat, Alertness, Charismatic, Command, Command Presence, Fervor, Fleet-Footed, Frenzy, Level Headed, Luck, Natural Leader, Noble, Really Dirty Fighter, Reputation (Bad), Seducer, Steady Hands, Strong Willed, Very Attractive

Fame: -20

Gear: Dagger (Str+d4), *Bloodkissed* (a 4-mast galleon)

Special Abilities:

Charm: Vampires can use the Puppet power on the opposite sex using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.

Claws: Str+d4.

Invulnerability: Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage (except stakes to the heart); arrows, firearms and piercing attacks do half damage. No Wound penalties.

Weakness (Sunlight): Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.

Weakness (Holy Symbol): A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.

Weakness (Holy Water): A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).

- **Weakness (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.

- **Weakness (Stake Through the Heart):** A vampire hit with a called shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.

Background: The Countess was sired by the vampire lord known as Captain Shade. He expected her to stay by his side as his concubine, forever—she had other plans. She stole one of his ships and gorged her own blood-soaked path.

She is unable to sire her own vampires, and believes she must drink her sire's lifeblood to gain this ability. Just what the Spanish Main needed, vampires at war.



CAPTAIN SHROUD, VAMPIRE LORD

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12

Skills: Boating d12, Fighting d10, Guts d10, Intimidation d12, Notice d8, Shooting d8

Charisma: +6

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Command, Command Presence, Fervor, First Strike, Frenzy, Great Luck, Hold the Line!, Improved Dodge, Improved Level Headed, Iron Jaw, (Un)Living Legend, Master & Commander, Mighty Blow, Noble, Reputation (Bad), Steady Hands, Strong Willed, Two-Fisted, Very Attractive.

Fame: -40

Gear: flintlock pistol (2d6+1, 5/10/20) x2, *Shroud* (a 5-mast man o' war)

Special Abilities

Change Form: As an action, a vampire can change into a wolf or bat with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll.

Charm: Vampires can use the Puppet power on the opposite sex using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.

Claws: Str+d4.

Invulnerability: Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.

Mist: Greater vampires have the ability to turn into mist. This requires an action and a Smarts roll at -2.

Sire: Anyone slain by a vampire has a 50% chance of rising as a vampire themselves in 1d4 days.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage (except stakes to the heart); arrows, firearms and piercing attacks do half damage. No Wound penalties.

Weakness (Sunlight): Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.

Weakness (Holy Symbol): A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.

Weakness (Holy Water): A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).

Weakness (Invitation Only): Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.

Weakness (Stake Through the Heart): A vampire hit with a called shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.

Background: Captain Shroud is believed to be a bogeyman, used by mothers to scare their children into going to sleep and doing their chores—the vampire captain who prowls the sea lanes by night. Sadly, for everyone, he is very real.

WIGHT CREW

These creatures are ghosts which have possessed the armor and weapons they wielded in life. To destroy the ghost you must destroy the objects it animates. Ancient rotting ships fully crewed by these terrible creatures are rumored to exist.

CONQUISTADOR WIGHT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 11(3)

Gear: Conquistador armor (+3), Pike (Str+d8, Reach 2, Requires 2 hands)

Special Abilities:

First Strike: The wight gets one free attack against the first foe in a round to move within his weapons Reach.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.





VIKING WIGHT

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Boating d6, Fighting d8, Intimidation d10, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 12(2)

Gear: Chainmail (+2), medium shield (Parry +1, +2 armor against ranged attacks), sword (Str+d8)

Special Abilities:

Berserk: Viking wights attack viciously and without any shred of self preservation. -2 Parry, and +2 Toughness is increased by two—already factored into the stats above. Furthermore, it's Strength and Fighting rolls are increased by +2

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



ROMAN WIGHT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Boating d6, Fighting d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 9; **Toughness:** 10(2)

Gear: Roman armor (+2), Large shield (+2 Parry, +2 armor against ranged attacks), Short sword (Str+d6)

Special Abilities:

Block: In life these wights were well trained and regimented.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



CRUSADER WIGHT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 10(2)

Gear: Chainmail (+2), medium shield (Parry +1, +2 armor against ranged attacks), sword (Str+d8)

Special Abilities:

Frenzy: The wight can make 2 attacks a round at -2.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



AZTEC WIGHT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boating d6, Fighting d8, Intimidation d8, Notice d6

Pace: 8; **Parry:** 7; **Toughness:** 10(1)

Gear: Hide armor (+1), medium shield (Parry +1, +2 armor against ranged attacks), obsidian axe (Str+d8)

Special Abilities:

Fleet Footed: The wight rolls a d10 running die.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.

SKELETAL CREW

These poor swabs have been literally worked to the bone by their dread captain. Their memories and personalities have leaked from their cracked and broken skulls, leaving them near mindless killing machines.



SKELETON #1

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Cutlass (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload).

Special Abilities:

Bony Claws: Str+d4.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



SKELETON #2

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d4

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Gaff (Str+d4, Reach 1, requires two hands).

Special Abilities:

Bony Claws: Str+d4

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



SKELETON #3

Attributes: Agility d8, Smarts d4, Spirit d, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d6, Notice d4

Pace: 7; **Parry:** 6; **Toughness:** 7

Gear: Cutlass (Str+d6), dagger (Str+d4)

Special Abilities:

Bony Claws: Str+d4.

Commander: This creature was a captain before his death, and still retains some of his authority. Skeletons and zombies within 5" gain +1 to their Spirit rolls to recover from being Shaken, and +1 to their Fighting damage rolls.

Two-Fisted: When attacking with two weapons the skeleton ignores the multi-action penalty.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



SKELETON #4

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d4,

Pace: 7; **Parry:** 4; **Toughness:** 9

Gear: Cutlass (Str+d6)

Special Abilities:

Berserk: This creature is so far gone it has lost all trace of its former self. Most of the time the skeleton stands lost in torpor, but when violence occurs it attacks viciously and without any shred of self preservation. -2 Parry, and +2 Toughness is increased by two—already factored into the stats above. Furthermore, it's Strength and Fighting rolls are increased by +2

Bony Claws: Str+d4.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.



SKELETON #5

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d10

Pace: 7; **Parry:** 4; **Toughness:** 7

Gear: Ramrod (Str+d8, -1 attack & Parry, requires 2 hands)

Special Abilities:

Bony Claws: Str+d4.

Cannoneer: This creature can modify its roll on the Critical Hit Table by 1 point either way as it chooses.

Undead: +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage; arrows, firearms and piercing attacks do half damage.

ZOMBIE CREW

Recent additions to the crew “shanghaied” on the open seas. Zombies are the ships shock troops, pummeling and terrifying their victims into passivity. Zombies are mostly mindless husks, but every now and then they retain a sliver of their former selves.



ZOMBIE #1

Attributes: Agility d6, Smarts d4 Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Axe (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload).

Special Abilities:

Claws: Str.

Fear: The sight of a rotting zombie provokes a Guts roll. Failure inflicts a -1 penalty to all actions for the rest of the encounter. A natural 1 on the Guts die—regardless of the Wild Die—causes panic as well. Every 3 zombies encountered inflicts a cumulative -1 on the Guts roll.

Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.

Weakness (Head): Shots to a zombie’s head are +2 damage and piercing attacks do normal damage.

ZOMBIE #2

Attributes: Agility d6, Smarts d4 Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Gaff (Str+d4, Reach 1, requires two hands).

Special Abilities:

Claws: Str.

Fear: The sight of a rotting zombie provokes a Guts roll. Failure inflicts a -1 penalty to all actions for the rest of the encounter. A natural 1 on the Guts die—regardless of the Wild Die—causes panic as well. Every 3 zombies encountered inflicts a cumulative -1 on the Guts roll.

Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.

Weakness (Head): Shots to a zombie’s head are +2 damage and piercing attacks do normal damage.





ZOMBIE #3

Attributes: Agility d6, Smarts d4 Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d4

Pace: 4; **Parry:** 4; **Toughness:** 7

Gear: Own left arm (Str+d6, -1 attack and Parry)

Special Abilities:

Claws: Str.

Fear: The sight of a rotting zombie provokes a Guts roll. Failure inflicts a -1 penalty to all actions for the rest of the encounter. A natural 1 on the Guts die—regardless of the Wild Die—causes panic as well. Every 3 zombies encountered inflicts a cumulative -1 on the Guts roll.

Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.

Weakness (Head): Shots to a zombie's head are +2 damage and piercing attacks do normal damage.



ZOMBIE #4

Attributes: Agility d6, Smarts d4 Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 4; **Parry:** 7; **Toughness:** 7

Gear: Rapier (Str+d4, +1 Parry)

Special Abilities:

Claws: Str.

Fear: The sight of a rotting zombie provokes a Guts roll. Failure inflicts a -1 penalty to all actions for the rest of the encounter. A natural 1 on the Guts die—regardless of the Wild Die—causes panic as well. Every 3 zombies encountered inflicts a cumulative -1 on the Guts roll.

Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.

Weakness (Head): Shots to a zombie's head are +2 damage and piercing attacks do normal damage.



ZOMBIE #5

Attributes: Agility d6, Smarts d4 Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d8

Pace: 4; **Parry:** 4; **Toughness:** 7

Gear: Rifle butt (Str+d6, -1 attack & Parry), Musket (10/20/40, 2d8, 2 actions to reload).

Special Abilities:

Claws: Str.

Fear: The sight of a rotting zombie provokes a Guts roll. Failure inflicts a -1 penalty to all actions for the rest of the encounter. A natural 1 on the Guts die—regardless of the Wild Die—causes panic as well. Every 3 zombies encountered inflicts a cumulative -1 on the Guts roll.

No Breath: Not having to breathe makes aiming easier. If it doesn't move that turn the creature can fire as if it had taken the aim maneuver.

Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.

Weakness (Head): Shots to a zombie's head are +2 damage and piercing attacks do normal damage.

GHOST CREW

Most ghosts wishing to wreak vengeance upon the world find their way onboard a spectral ship. However, a rare few ghosts—who died in particularly grisly ways—are recruited by corporeal captains who prize their supernatural talents.



THE HANGED MAN

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4).

Special Abilities

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.

Noose: The Hanged Man can throw the trail end of its noose around a victim's neck and start choking them. This attack has a range of up to 4", with a called shot at a -4 penalty. The victim must make a Vigor (-4) roll every round, or suffer a level of Fatigue. The victim must succeed in an opposed Spirit roll with the ghost to get free.



THE CHAINED MAN

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4).

Special Abilities

Chains of Death: The Chained Man can summon the chains which once shackled him in hell. Place a Medium Burst template over an area within 12" of the Ghost. Spectral chains manifest, entangling all those in the area. Victims may make an Agility roll opposed by the Ghost's Throwing. Those who fail suffer a -2 penalty to Pace, and skills linked to Agility and Strength. If the Chained Man gets a raise on the roll the victim is fully restrained. He cannot move or use any skill linked to Agility or Strength until he breaks free with an Agility or Spirit roll.

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.



THE BURNING MAN

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Shooting d12, Stealth d12+4,

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Ghost sword (Str+d6, ignores non magical armor).

Special Abilities

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.

Spectral Fire: The Burning Man can project the flames which killed him at foes. Place the thin end of the Cone Template at the ghost's front. Targets within the cone may make Agility rolls versus the ghost's Shooting. Those who fail take 2d10 damage, but are not set alight.



THE DROWNED MAN

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4).

Special Abilities

Drowning: All those within 6" of the Drowned Man share his death. Each round the victim must make a Vigor roll or take a level of Fatigue. Heroes can hold their breath before approaching the ghost. This allows them to delay the rolls for a number of rounds equal to half their Vigor die.

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.



THE HEADLESS CANNONEER

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Shooting d8, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown skull (Str+d4, see below).

Special Abilities

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Guts checks at -2 when they let themselves be seen.

Screaming Skull: The Headless Cannoneer throws his shrieking skull at his enemies. The skull inflicts Str+d4 damage upon the target, and forces all adjacent targets to make a Spirit roll (-1) or be Shaken. The skull reappears instantly within the ghost's hands after it has been thrown.

UNDEAD PETS



BLACK CAT

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d4, Vigor d6

Skills: Climbing d12, Fighting d6, Guts d4, Lockpicking d10, Notice d8, Stealth d8,

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

Bad Luck: The cat can drain bennies from a target with an Opposed Spirit roll. The cat must be within 3" of its target, and be able to lock eyes with them.

Bite: Str+d4.

Size -2: Cat sized.

Small: Attackers suffer a -2 penalty to attack because of its size.



VAMPIRE BAT

Attributes: Agility d12, Smarts d8(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Notice d8, Stealth d10

Pace: --; **Parry:** 4; **Toughness:** 2

Special Abilities:

Bite: Str.

Flight: Flight 8.

Improved Dodge: Attackers subtract 2 from their attack rolls.

Quick: Redraw an Initiative Card of 5 or lower.

Size: -2: Less than 1' tall.

Small: Attackers suffer a -2 penalty to attack because of its size.



SKELETAL RAT

Attributes: Agility d10, Smarts d6(A), Spirit d4, Strength d4, Vigor d4
Skills: Climbing d6, Fighting d4, Notice d6, Stealth d12, Survival d10, Swim d6
Pace: 8; **Parry:** 4; **Toughness:** 4
Special Abilities:
Bite: Str.
Size -2: only 5" long.
Quick: Redraw any card that is 5 or lower.
Small: Attackers suffer a -2 penalty to attack because of its size.
Squirmy: All attacks suffer a -2 penalty to hit; this stacks with the penalty for Small.
Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.



SKELETAL PARROT

Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Notice d8, Stealth d6, Taunt d6
Pace: 1; **Parry:** 4; **Toughness:** 5
Special Abilities:
Bite: Str+d4.
Flight: Flight 6.
Size: -2: Less than 1' tall.
Small: Attackers suffer a -2 penalty to attack because of its size.
Undead: +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.



GHOST MONKEY

Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d6
Skills: Stealth d12+4
Pace: 6; **Parry:** 2; **Toughness:** 3
Special Abilities:
Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.
Size -2: Jinx is only 1' tall.
Small: Attackers suffer a -2 penalty to attack Jinx because of her size.

DREAD CANNON

GHOST CANNON

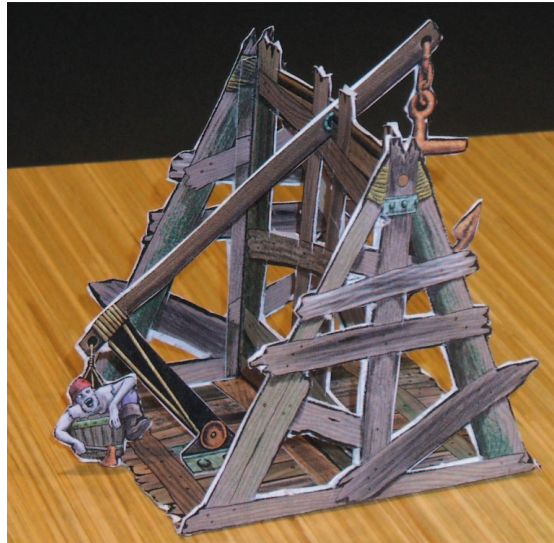
A rusted, and corroded cannon covered in disturbing bas relief engravings of skeletons and kraken. When the cannon fires the engravings appear to twist and move. The cannonballs fired from a ghost cannon dematerialize and pass through the side of the ship before re-materializing and ripping through the ship.



PLAGUE TREBUCHET

This terrible weapon is used to spread horror and fear aboard the crew of an enemy ship. A foul “juicy” zombie is thrown from the weapon. Damage to the enemy will be minimal at best—any Critical Hits are automatically a Crew hit.

However the entire crew must make a Guts (-2) roll. Failure inflicts a -1 on all their rolls for the rest of the battle. A Critical Failure causes one fifth of the crew (minimum 1) to abandon ship, by leaping overboard.








SKULL CANNON

This fearsome weapon tarnished bronze cannon is covered in a verdigris which gives it the appearance of being constructed from twisted bone and ligaments. The cannon fires screaming flaming skulls which not only inflict damage as normal, but any Critical Hits it causes are automatically inflicted upon a random Wild Card on board as the skull homes in on them.









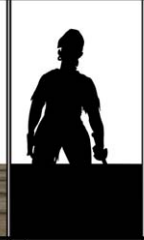








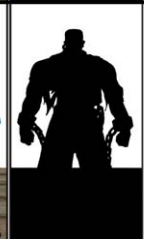





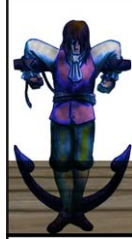











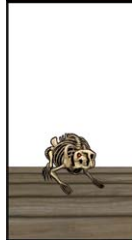
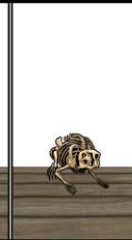




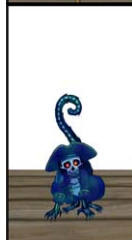

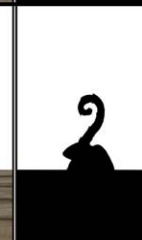
NEW SHIP WEAPONS

Type	Range	Damage	RoF	Notes
Ghost Cannon	8/16/32	3d6+1	1	Ignores armor, Heavy Weapon
Plague Trebuchet	12/24/48	2d6	1	See text, Heavy Weapon
Skull Cannon	8/16/32	3d6+1	1	See text, AP4, Heavy Weapon

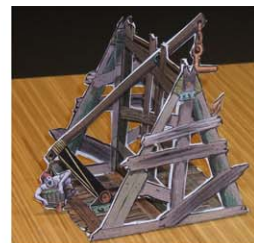
			The Ghost of Captain Edward Deepbeard
			Banshee, Restless Spirit
			Captain Sameel, Necromancer
			Countess Blood, Vampire
			Captain Shroud, Vampire Lord
			Spanish Conquistador
			Viking Raider
			Roman Legionnaire

			Crusader Knight
			Aztec Jaguar Warrior
			Skeleton Pirate
			Skeleton Officer
			Skeleton Harpooner
			Skeleton Swordsman
			Skeleton Gunner
			Zombie Boarder

			Zombie Harpooner
			Zombie Sailor
			Zombie Swordsman
			Zombie Marksman
			The Hanged Man
			The Chained Man
			The Burning Man

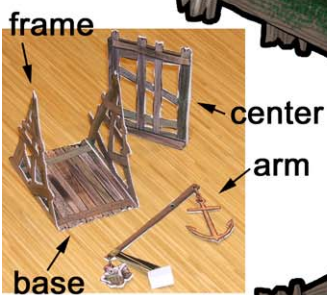
			The Drowned Man
			The Headless Cannoneer
			Black Cat
			Vampire Bat
			Skeletal Rat
			Skeletal Parrot
			Ghost Monkey

Zombie Trebuchet



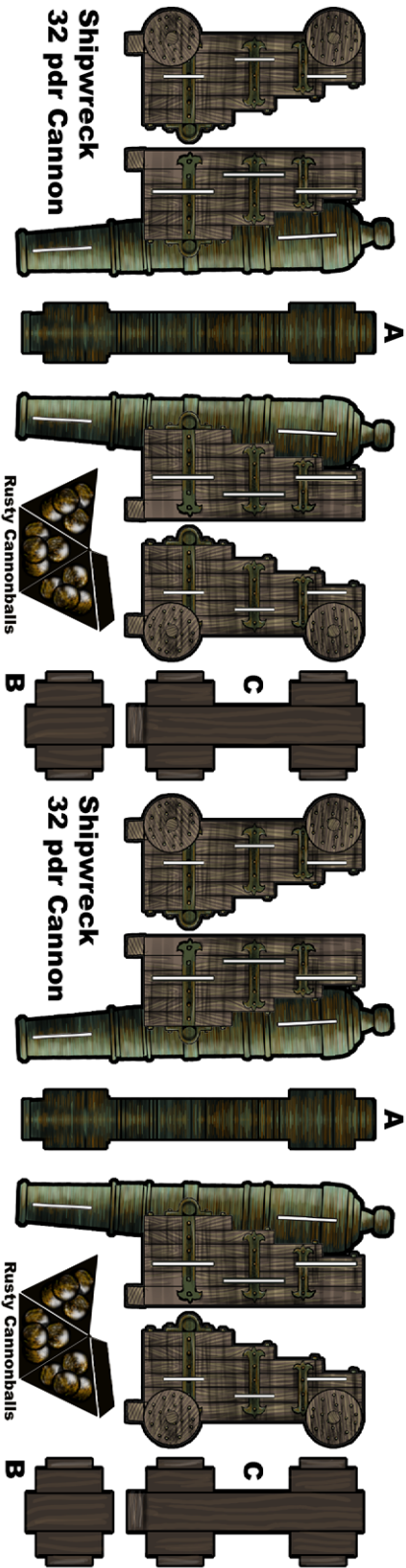
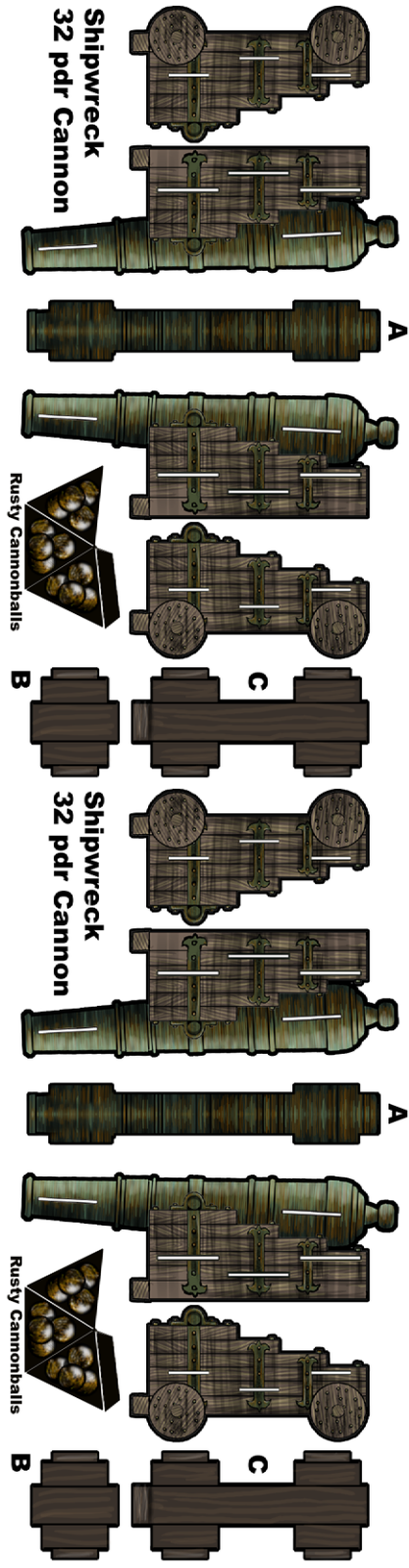
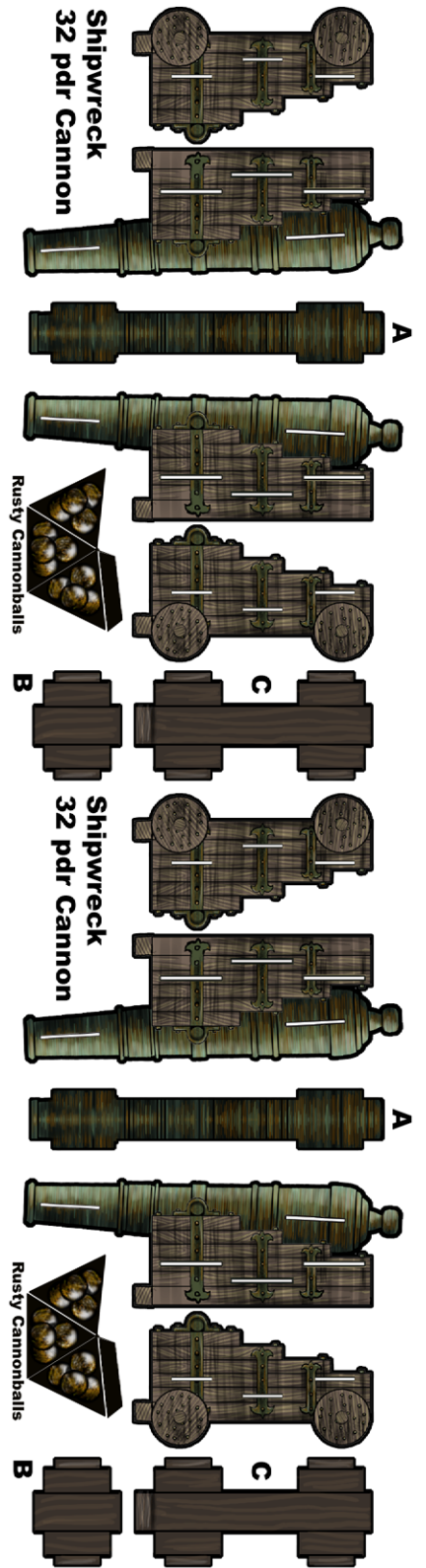
outer tab - apply to inside of "A" frame

lower tabs - fold out and glue to base



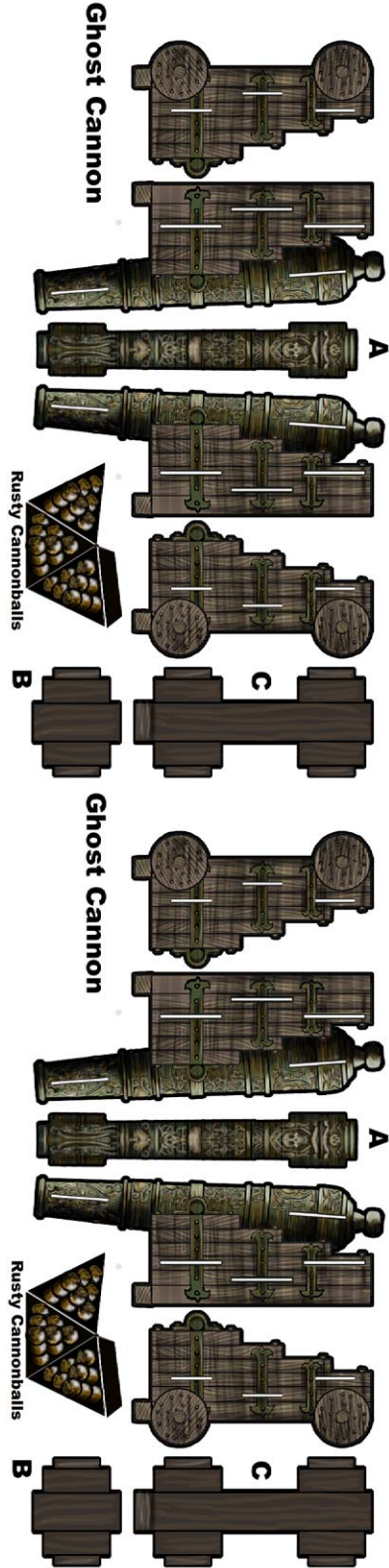
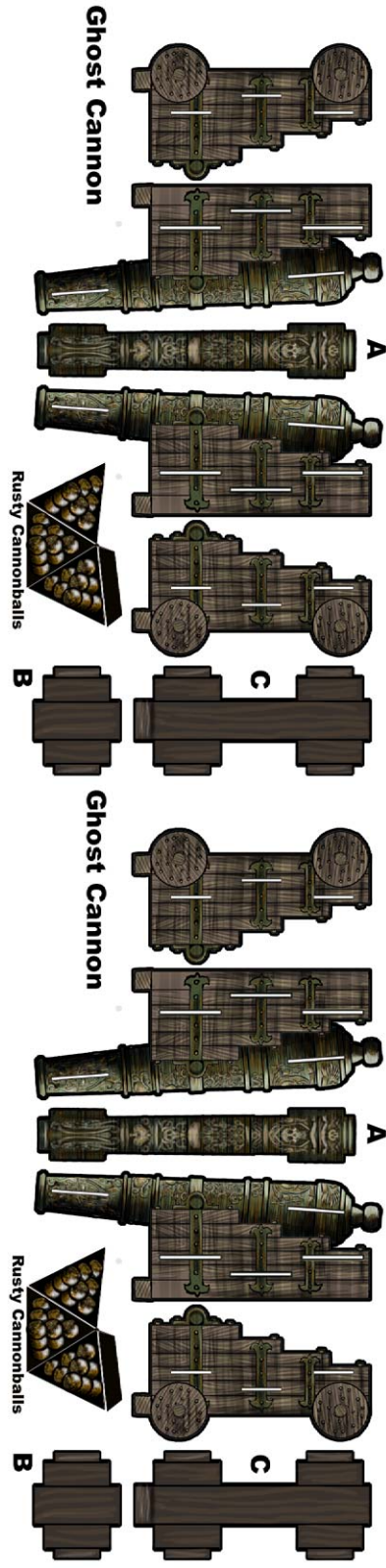
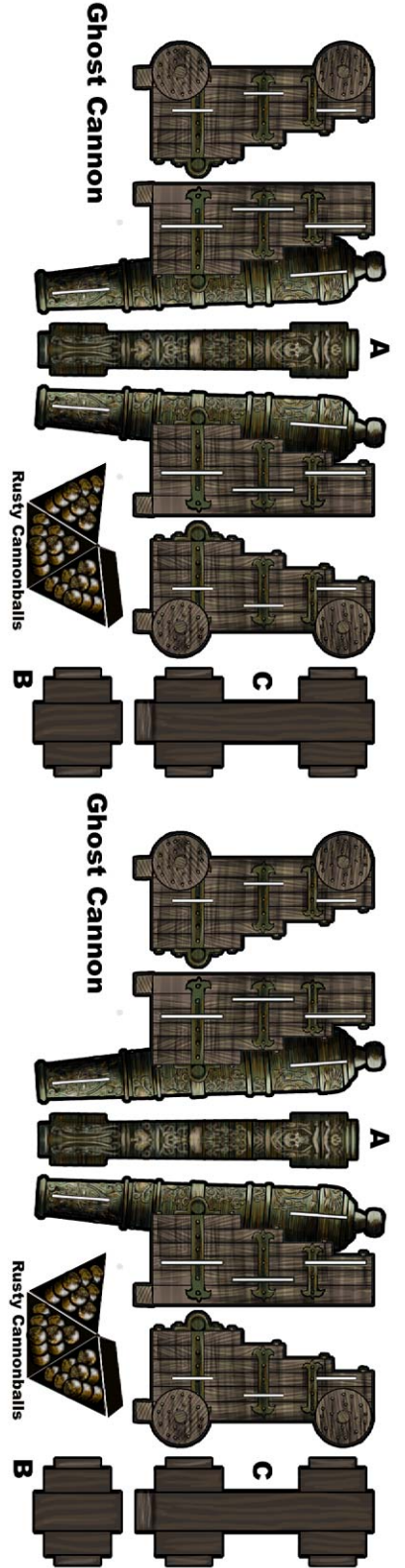
Instructions:









1. Print out this model on card or heavy photo paper.
2. Cut out the white slots on the body of the cannon and carefully cut around each part.
3. Carefully push the tabs on parts A,B & C into the slots.
4. As you build the cannon carefully drop glue onto each joint between the tabs and slots - super glue works well for this task.











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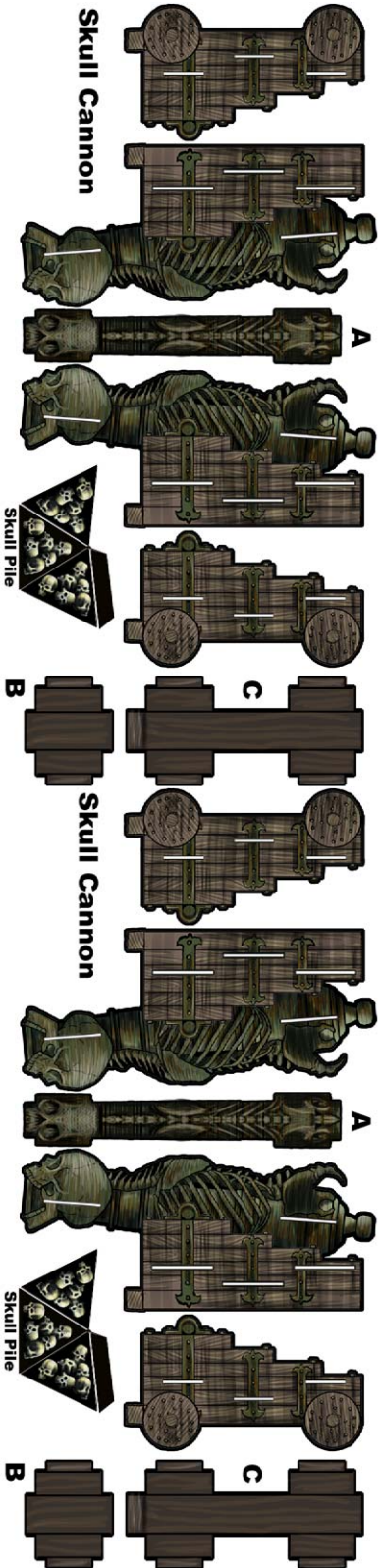
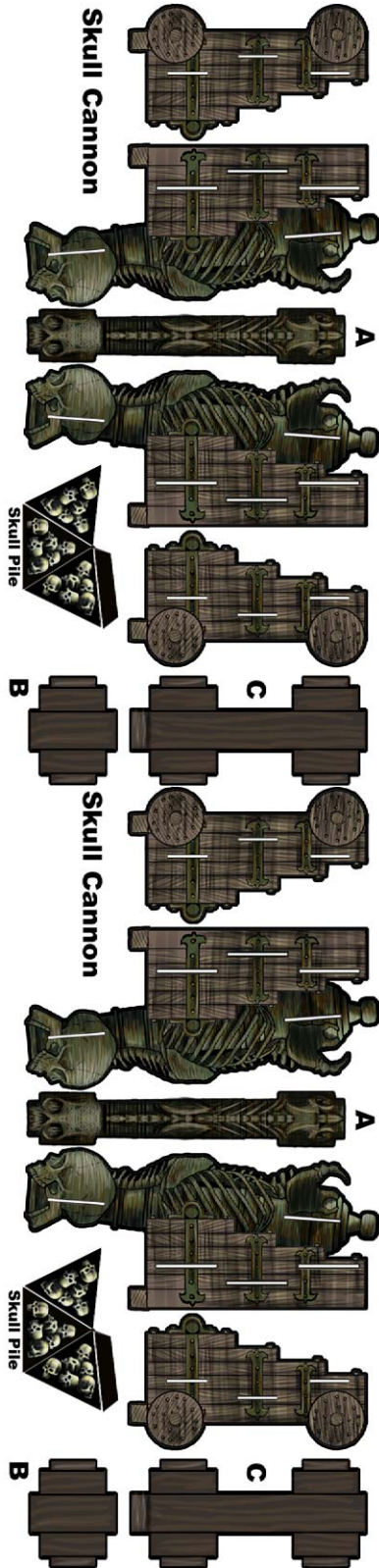
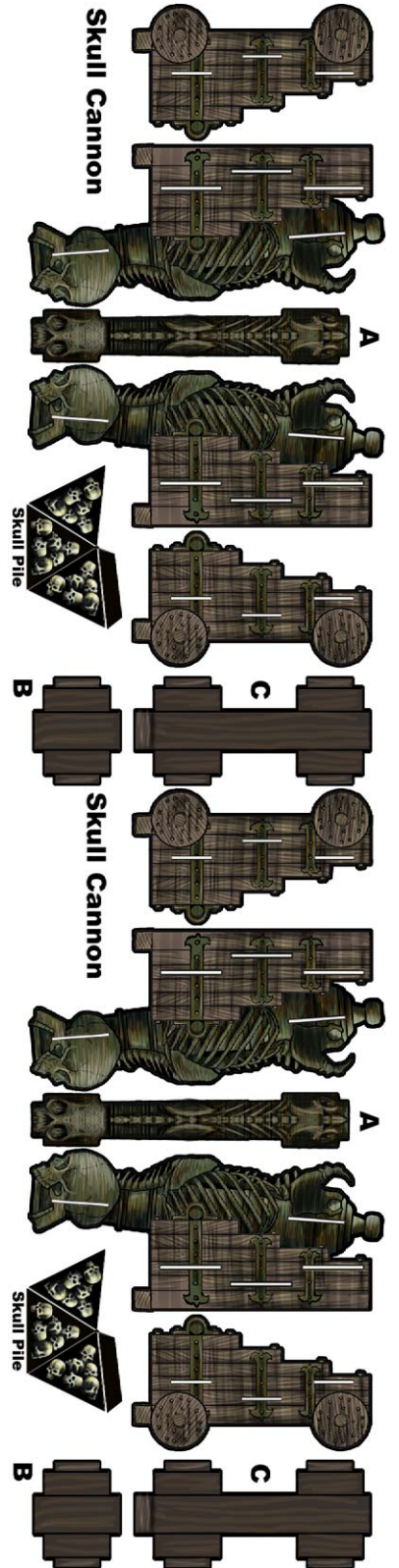










			Ghost Cannon
			Ghost Cannon
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			Ghost Cannon






			Ghost Cannon
			Ghost Cannon
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			Skull Cannon
			Skull Cannon
			Skull Cannon
			Skull Cannon

			Skull Cannon
			Skull Cannon
			Skull Cannon
			Skull Cannon



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