

Rest in Peace

In the days after the Rent in the Sky opened and changed the world forever, even life and death have become a blurred line. A beloved gang member has fallen in battle and is being transported through the city by water. The fallen comrade was found entirely drained of blood, and is not quite dead yet. When they rise again they will lash out - will the gang defend their friend? Or let them meet their end a second time?

Row a gondola off a board edge. Easy! What could go wrong? Only that the contents of the coffin you're rowing could wake up at any moment and start eating people! The Fledgling Strigoi isn't the toughest, but can deal a lot of damage very quickly. For more fun, let a third person control the Fledgling Strigoi and carve a bloody swathe through the two gangs.

Gangs

- 1 Attacker, 100 Ducats.
- 1 Defender, 100 Ducats.

Setup

- 2'x4' board.
- 1 canal that runs from one short board edge to the other, shown in green (as example).
- A funerary gondola placed by the Defender in water in their Deployment Zone.

Primary Objective

- Every enemy character killed scores 1 Victory Point.
- If the Defender Rows the funerary gondola within 4" of the opposite board edge, remove it from the game (along with any characters on it); the Defender scores 3 Victory Points.

Agendas

- 5 scoring 1 Victory Point each.
- Secret.

Special Rules

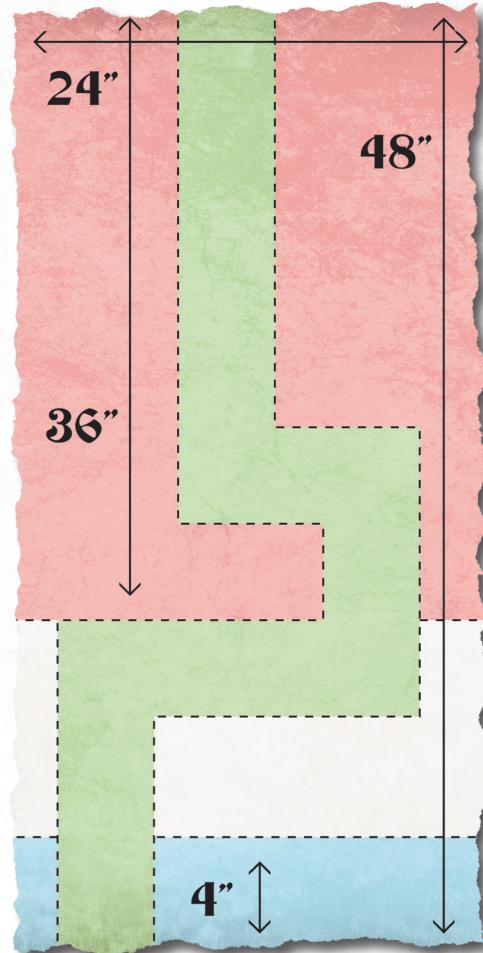
- At the end of each round, roll 1 dice. If the score is equal to or lower than the current round number, place the Fledgling Strigoi on the funerary gondola.
- At the end of each round (including the one it was placed), the player that activated the last character then activates the Fledgling Strigoi. The Fledgling Strigoi counts as a character in its own gang.

Deployment Zones

- Defender: up to 4" away from a single short board edge, shown in blue.
- Attacker: over 12" away from the Defender's Deployment Zone, shown in red. Friendly characters must be deployed at least 8" away from each other.

Duration

- 7 rounds.



Fledgling Strigoi		Actions	Life	Will	Size	Ducats
3	11	30	0			
MOVE	DEXTERITY	ATTACK	PROTECTION	MIND		
5	4	5	3	1		
Weapon	Range	Evasion	Damage	Penetration	Abilities	
Fangs	0"	-	-	-	Aquatic	

Character Abilities

Acrobatic (2)
This character may re-roll 2 dice when making a DEXTERITY roll as part of any Move or Jump action, or when Falling.

First Strike (2)
This character increases its ATTACK by 2 when making an Attack of Opportunity from charging.

Frenzied
This character may use its Life Points as if they were Will Points.

Vampiric Attack (2)
When this character makes a Combat action that causes its target to lose at least 1 Life Point, it replenishes 2 of its own Life Points.