

INTO THE BLACK

BOARDING PARTY



EPIC ENCOUNTERS EXPANSION

Just when you thought you had this in the bag; that this boarding was going to be like a walk in the park, suddenly you sense something ominous approaching. Who, or what, could it possibly be? Will it be friend, or foe?

**Face fearsome enemies in battle or earn their favor and loyalty!
Collect epic loot to improve your chances of survival and fame!**

HOW TO USE THIS EXPANSION

To add the Epic Encounters Expansion to your game of Into the Black: Boarding Party;

- Place the Epic Encounters Enemy Cards (shuffled and face down) and numbered tokens to the side.
- Place the Epic Loot Card Deck next to the standard Loot Card Decks.
- Add the 4 Epic Encounters Enemy Meeples (Purple, numbered 1 to 4) to the Draw Bag.
 - You will need to place the number stickers (1 to 4) provided on to these meeples before your first use.
- Combine all other components and tokens provided with the expansion in to the components of the base game.

An Epic Encounter will be triggered any time a Purple Epic Encounter Meeple is drawn from the bag when populating the ship with Enemy Defenders.

- Place the Epic Encounter Meeple on the board just as you would with any other Enemy Defender.
- Randomly draw one of the Epic Encounter Enemy Cards from the deck.
- Place the numbered token that matches the number on the meeple on to the Epic Encounter Enemy Card.
(this will become the Epic Encounter Enemy that is used for that specific Meeple)

Each Epic Encounter Enemy Card provides a number of options. As a group or as an individual who encountered the Epic Encounter Enemy as applicable, choose which option to take and follow the instructions provided.

It is possible to have up to 4 Epic Encounters in play at any time during any single game!

COMPONENTS

8 Epic Encounter Enemy Cards
26 Epic Loot Cards
8 Health Tokens
Rules

4 Epic Encounter Meeples
4 Epic Encounter Meeple Stickers (#1 to #4)
4 Epic Encounter Tokens (#1 to #4)
4 Federal Authority Tokens

EPIC ENCOUNTER ENEMY CARD OVERVIEW

CAPTAIN WIDOW & HER MOTLEY CREW

When you encounter Captain Widow and her Crew you will need to use BOTH Epic Encounter Enemy Cards provided (these two cards are played together at all times and Captain Widows Crew does not constitute a separate Epic Encounter).

Option 1 (Strike an Accord): If you choose this option the Epic Encounter ends until any Player ends their turn on a tile where Captain Widow is located. Captain Widow will move as all other Enemy Defenders move.

Option 2 (Fight): If you choose this option, end your turn and commence combat in the combat phase.

Option 3 (Convince her to Join You): If you choose this option and succeed, return the crew card to the box. Captain Widow's encounter meeple now joins your crew and is controlled by the Player who drew the Epic Encounter.

BOUNTY HUNTER

Option 1 (Bribe): ALL Players must discard ALL loot items, including those equipped AND lose 1 Reputation to remove this encounter from play immediately and without incident.

Option 2 (Face your Fate): Any Player who is defeated in this combat is eliminated from the game and may not choose a new Player Board.

FEDERAL AUTHORITIES

If you choose the option to run away AND succeed, this Epic Encounter remains in play. The Authorities Tokens each represent one Enemy on the board and will move in a group just as all other Enemy Defenders move. Place 4 under each Authorities Token to mark their health.

YYARROULL THE DESTROYER

Option 1: Discard 1 Weapon, 1 Wearable and any 2 other loot cards. You may discard excess items at this time as well without reducing the Morale Track. ALL Players lose 2 and Yyarroull joins your crew and is controlled in the same manner as the Henchman.

Option 2: End your turn. You will fight Yyarroull in the Combat Phase.

THE ANCIENT ONE

When facing the Ancient One, roll a test (roll 2 six sided dice). If you FAIL (roll less than your) immediately suffer the penalties. If you SUCCEED (equal to or higher than your) you must end your turn and fight in the Combat Phase.

LORD VARRO

If you convince Lord Varro to join your group he will be controlled by the Player who is located on the Tile closest to him at all times. If there is a tie he will be controlled by the Player with the highest .

THE DRA'GUNITE

Regardless of the option you choose, if you fail you must end your turn and fight this creature in the Combat Phase. You may not Retreat under any circumstances, including the use of Special Abilities or Reputation.