

Chupacabra

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Ranchers are complaining about their cattle being mutilated in strange ways and there's been a rash of Chupacabra sightings.

PREREQUISITES

- City of Ancient Core Set (Cavern of Bones)
- Deluxe Enemy Pack: Masters of the Void
- Blasted Waste Expansion

SET UP

Set up and all Heroes on the Canyons Entrance Map Tile as normal.

Set the **Short Passage** and **Cavern of Bones** Map Tiles aside. Remove the related cards from the Map Deck

Set the Advanced Encounter card 'Piles of Bones' aside.

MISSION GOAL

The Heroes must hunt down and kill the Chupacabra before the kill all of the town livestock. You must follow its trail of clues to find the creatures lair.

If you kill enough Chupacabra, you may be able to draw out the Alpha and defeat it, breaking the will of the rest of the pack. Keep track of the number of Chupacabra killed during the Adventure.

SPECIAL RULES

THEMED THREAT

Build Threat Deck containing enemies with the following:

- One or more following keywords: **Void**, **Outlaw**, **Human**, **Tribal**, or **Beast**.
- Does not contain Otherworld Keyword (i.e. **Jargono**, **Targa**, etc.)

While inside the mine, whenever a Threat card would be drawn, roll a D6. On the roll of 4+, instead of drawing a Threat card, the Heroes are attacked by Chupacabra (aka Void Hounds):

# Heroes	
1-2	1 Chupacabra (Void Hound)
3-4	D3 Chupacabra (Void Hounds)
5-6	3 Chupacabra (Void Hounds)

IMMEDIATE DREAD

For this Mission, **Growing Dread** cards are revealed immediately when drawn rather than being placed on the stack.

ALPHA CHUPACABRA

The Alpha Chupacabra counts as a normal Void Hound, with the following bonus:

- **Triple Health**
- **+1 Damage to all its Combat Hits**
- **Critical Hits only reduce its Defense to half (rounding down).**
- **All regular Chupacabra gain +1 Attack while the Alpha is on the board.**

2RD CLUES

Once the Posse discovers the 2rd Clue, they have found the entrance to an old mine that the Chupacabra's have claimed as their den. Place the Mine Entrance end cap on one Map opening and place regular end caps on all others. Place Short Mine passage

3RD CLUES

Once the Posse discovers the 3rd clue, they uncovered the Chupacabra's den. Attach the **Cavern of Bones** to the map tile where the 3rd clue was found. The Cavern of Bones does not have any exits.

After placing any Threats as part of the current tile, place an addition Threat of Chupacabra (based on the Themed Threat) on the Cavern of Bones map tile as normal. These will activate and move towards the posse on their initiative.

Draw and play the 'Piles of Bones' Advanced Encounter card only when the Heroes enter the Cavern of Bones map tile. Do not place any Exploration Tokens for the map tile.

OBJECTIVES

DEFEATING THE CHUPACABRA

Once you have defeated half of the Chupacabra in the final battle, the Alpha will emerge from the Cavern of Bones and Ambush attack the nearest hero.

As soon as the Alpha is killed, all other Chupacabra on the board retreat to the Cavern of Bones.

Once you have defeated all enemies, the mission is successfully completed.

REWARD

Within the pile of bones the posse discovers some valuable items:

- Each hero may draw a Gear card
- Each hero gains **50 XP**

The posse may also receive additional funds for returning the dead Chupacabra to the starting town. Each dead Chupacabra weighs 2 anvil.

- \$100 for the Alpha
- \$20 for each regular Chupacabra.

**If successful, remove related Rumors card from play.
The Town type is no longer 'Plague Town'**

FAILURE

The mission immediately ends. The beasts go on a rampage that night devouring more livestock forcing some settlers to pack up and move.

- D3 Random town location closes permanently. If that closes all the locations in town, the town becomes the Specialty Town '**Town Ruins**'

The creatures eventually moves on for a new source of food.

If Failed, discard the related Rumor card