

Scenario Goals

The scenario is complete when all characters and HE-RO-IC-S have escaped. At the end of that round, read **152.4**.

Introduction

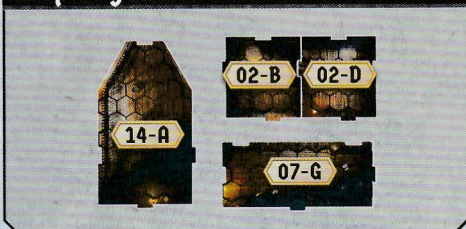
Doghogger's seamanship proves excellent as the ship glides to a halt next to the stricken vessel. There's no sign of a struggle, but you can hear the telltale rushing of water entering the hull from below. Looking down into the cargo hold, you can see crate after crate of supplies. Easy pickings, like Doghogger said.

You're not prepared, however, for the chirpy voice popping up behind you. "GREETINGS, SANCTIONED RESCUE PARTY AND OR SCAVENGERS AND OR UNAUTHORIZED PIRATES," buzzes a small, flying automaton, its propellers whirring wildly in an attempt to keep it airborne. "I AM HELPER ROBOT IC-S. YOU MAY CALL ME HE-RO-IC-S. I WILL HELP YOU SAVE THE CARGO."

Before you can further react to the appearance of the robot, the massive crash of claws hitting the deck consumes your attention and several Lurkers clamber on board.

"Watch out!" Captain Doghogger helpfully shouts. "Lurkers!"

Map Layout



Loot

x7 x2
 x4 x1
 x3 x1
 x2

Special Rules

HE-RO-IC-S **h** is an ally to you and an enemy to all monsters. It cannot be interacted with in any way, except for, at the end of each character's turn, they may grant HE-RO-IC-S either 5 or L+2.

Water is slowly filling the boat, submerging the map tiles. At the end of the sixth round, tile 7-G is submerged. At the end of the tenth round, tiles 2-B and 2-D are submerged. At the end of the twelfth round, tile 14-A is submerged. Whenever any map tile is submerged, remove it from the map along with everything on it. If HE-RO-IC-S or any character is removed this way, the scenario is lost. If any character becomes exhausted, the scenario is lost.

All hexes **2** are linked to all hexes **1** and **3**. No figure can teleport between rooms.

All crates on tiles 2-B, 2-D, and 14-A contain four loot tokens, while the crate

on tile 7-G contains an infinite supply. Any loot ability affecting a hex with a crate loots one token from that crate. In addition, whenever any character or HE-RO-IC-S is adjacent to a crate, they may spend 3 movement points to loot one token from that crate. However, HE-RO-IC-S can only loot one token per round.

All loot tokens are not traded in for loot cards when looted but, instead, placed on the looting character's mat or next to the map for HE-RO-IC-S. No monsters drop loot tokens.

When at least 5xC loot tokens have been looted, each **u** becomes an escape hex. Each character can still command HE-RO-IC-S at the end of their final turn before escaping.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 4	f : One normal Lurker Wavethrower and one normal Lurker Soldier	f : Two normal Lurker Wavethrowers and one normal Lurker Soldier	f : Two normal Lurker Wavethrowers and one elite Lurker Soldier
3, 5	b : One normal Lurker Soldier g : One normal Lurker Wavethrower and one normal Lurker Soldier	b : One elite Lurker Soldier g : Two normal Lurker Wavethrowers and one normal Lurker Soldier	b : One elite Lurker Soldier g : Two normal Lurker Wavethrowers and one elite Lurker Soldier
6, 8	c : One normal Lurker Soldier d : One normal Lurker Mindsnipper	c : One normal Lurker Soldier d : One elite Lurker Mindsnipper	c : One elite Lurker Soldier d : One elite Lurker Mindsnipper
7, 9	b : One normal Lurker Clawcrusher e : One normal Lurker Wavethrower and one normal Lurker Soldier	b : One normal Lurker Clawcrusher e : Two normal Lurker Wavethrowers and one elite Lurker Soldier	b : One elite Lurker Clawcrusher e : Two normal Lurker Wavethrowers and one elite Lurker Soldier
10+	c : One elite Lurker Clawcrusher	b : One normal Lurker Clawcrusher c : One elite Lurker Clawcrusher	b and c : One elite Lurker Clawcrusher