

## Scenario Goals

The scenario is complete when the Program Director is dead. At the end of that round, read **43.3**.

## Introduction

“THIS IS A CLEAN ROOM PROGRAMMING FACILITY. ALL DETRITUS MUST BE REMOVED.”

The spindly arm of the ceiling-mounted voice adjusts and re-adjusts its perspective on you, confirming with an array of red lights that its evaluation is sound. On cue, a robotic floor-cleaning automaton wheels over to you, bumping into your boots before coming to a stop. It pulls out a wire-bristle brush and tries to sweep away your feet to no avail. The robot turns back to the ceiling-mounted voice, giving an ineffective series of beeps before driving off to other duties.

“I AM THE PROGRAM DIRECTOR. YOU ARE A CONTAMINANT AND MUST BE REMOVED. PLEASE PLACE YOUR NECKS IN THE AUTOMATIC SEVERING DEVICE. YOUR COOPERATION IS APPRECIATED.”

A quick look around the room reveals rows of machines waiting for programming, stacks of punch-cards at the ready. If you could get your hands on those cards...

“NON-COMPLIANCE DETECTED. PREPARE FOR REMOVAL.” The machines whirl to life and start lumbering toward you.

## Special Rules

Whenever any character ends their turn occupying any pressure plate **a** to **d**, reveal up to two monster ability cards from the corresponding monster ability deck listed below and add them to the character's hand.

- a**: Robotic Boltshooter
- b**: Steel Automaton
- c**: Ruined Machine
- d**: Flaming Bladespinner

At the start of each round, for each monster set on the map, any character may play one

corresponding monster ability card from their hand (placing it in the monster set's discard pile) to determine that set's actions for the round instead of revealing one card from the monster ability deck. If any monster set on the map has no ability cards in its draw deck, a character must play one for that set from their hand. Whenever any monster ability card is played by a character, all monsters of that set become allies to you and enemies to the Program Director until the end of the round. Monsters of that set are still allies to all non-boss monsters and enemies to the rest of your non-monster allies.

The Program Director suffers half the damage (rounded down) from all attacks except those performed by monsters.



## Loot

- x10
- x2
- x4
- x1

## Scenario Key

- Program Director
- Flaming Bladespinner
- Robotic Boltshooter
- Ruined Machine
- Steel Automaton
- Large Metal Corridor 3
- Metal Corridor 1
- Pressure Plate 4
- Trap 6
- Control Console 2

— Continued on next page.