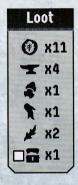
59 cont. · Automaton Uprising

Doors 1 are locked.	Round	Two Characters	Three Characters	Four Characters
The Orphan (a) is an ally to you and an enemy to all other monsters. Do not set up its stat card or the Boss monster ability deck. Instead, it has (L+C)x2 hit points. On initiative 01 each round, it performs	3, 9	and a: One normal Flaming Bladespinner	(a): One normal Flaming Bladespinner (b): One elite Flaming Bladespinner	• and •: One elite Flaming Bladespinner
3, controlled by you. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to the Orphan. If the Orphan dies, the scenario is lost.	4, 10	• and •: One normal Robotic Boltshooter	©: One normal Robotic Boltshooter ©: One elite Robotic Boltshooter	and : One elite Robotic Boltshooter
Whenever the Orphan ends its turn adjacent to any control console, place one damage token on that console.	5, 7	Two normal Ruined Machines at any starting hex	One normal and one elite Ruined Machine at any starting hex	Two elite Ruined Machines at any starting hex
At the start of each listed round, spawn the following monsters at the listed locations based on the character count:	11	Two normal Flaming Bladespinners at any starting hex	One normal and one elite Flaming Bladespinner at any starting hex	Two elite Flaming Bladespinners at any starting hex
	12, 13, 14, etc.	(b) , (c) , (d) , and (e) : One normal Ruined Machine	and (): One normalRuined Machineand (): One eliteRuined Machine	①, ②, ①, and ②: One elite Ruined Machine





Section Links

When both revealed control consoles have three damage tokens on them, read **121.1**.

