

## Special Rules

Doors 1 are locked.

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**, 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.

Whenever the Orphan ends its turn adjacent to any control console, place one damage token on that console.

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

Round	Two Characters	Three Characters	Four Characters
3, 9	<b>b</b> and <b>d</b> : One normal Flaming Bladespinner	<b>b</b> : One normal Flaming Bladespinner <b>d</b> : One elite Flaming Bladespinner	<b>b</b> and <b>d</b> : One elite Flaming Bladespinner
4, 10	<b>c</b> and <b>e</b> : One normal Robotic Boltshooter	<b>c</b> : One normal Robotic Boltshooter <b>e</b> : One elite Robotic Boltshooter	<b>c</b> and <b>e</b> : One elite Robotic Boltshooter
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
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>b</b> , <b>c</b> , <b>d</b> , and <b>e</b> : One normal Ruined Machine	<b>b</b> and <b>d</b> : One normal Ruined Machine <b>c</b> and <b>e</b> : One elite Ruined Machine	<b>b</b> , <b>c</b> , <b>d</b> , and <b>e</b> : One elite Ruined Machine

## Scenario Key



## Loot



## Section Links

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

## Map Layout

