

TACTICAL COMBAT, ROLE-PLAYING, CHOOSE-YOUR-OWN-ADVENTURE, WITH LEGACY ELEMENTS!



SOLITAIRE
GAMEPLAY

10¢

GUILDHAVEN CITY

ISSUE 1

MIKE HEIM 2018



30-60 MINUTE SCENARIOS

20 HOURS
OF
CAMPAIGN
GAMEPLAY

72 BIG PAGES ANNUAL

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1952, GUILDHAVEN CITY, SOUTH CAROLINA...
IT USED TO BE A SAFE CITY. YOU COULD
LEAVE YOUR DOORS UNLOCKED IN
GUILDHAVEN. THAT WAS BEFORE
THE ALPHAS DISAPPEARED...

01 - REQUIRED COMPONENTS

- 1 very small mini (about the size of a Risk piece) to represent your hero on the battle-map.
- 2 dice* for you Hero's AMT.
- 6 dice for the Villain's VAT.
- 1 very small die for summoned ally (optional).
- Pencil with eraser for your Hero Mat.
- Clear matte office tape for prepping scenarios.
- Small cubes of different colors for
 - Your HP on your Hero Mat.
 - Elemental Infusions.
 - Scenario map items.
 - Villain Counters (which should be labeled 1-9).
- Quarters for larger 4-square Map items.
- 10 Card Sleeves for your Hero's Ability Cards.
- 7 Sheets of Colored paper/cardstock to print the Ability Cards and Item Cards.
- * All dice in this game are six-sided (D6).

GUILDHAVEN CITY IS A SOLITAIRE TACTICAL COMBAT GAME THAT PUTS YOU IN THE ROLE OF A SUPERHERO FROM THE GOLDEN AGE OF COMICS.

A GAME SESSION CONSISTS OF READING FROM THE PLOT BOOK AND FINISHING A 30-60 MINUTE SCENARIO. EACH SCENARIO IS UNIQUE AND FORCES YOU TO MAKE DECISIONS THAT WILL ALTER YOUR CAMPAIGN PATH AND MAKE CHANGES TO THE GUILDHAVEN WORLD. ONCE YOU COMPLETE A 20-HOUR CAMPAIGN, YOU CAN REPLAY THE GAME WITH DIFFERENT POWERS AND MAKE DIFFERENT DECISIONS, MAKING GUILDHAVEN CITY HIGHLY REPLAYABLE.

WILL YOU CHOOSE THE PATH OF LIGHT, DARK, OR JUST STAY IN THE GRAY?

PRE-GAME PREP WORK

You will have to cut out all of the cards and condition markers on separate pieces of colored paper/cardstock.

Separate ability cards by specialty.

Then shuffle item cards and put them in a pile facedown nearby.

02 - HERO MAT

The Hero mat is a consumable half page with a blank for your superhero's name, an outline of the superhero itself to be decorated (choose the male or female card), Hit Point bar at the bottom, Attack Modifier Table on the right, and Perks you will choose in the middle as you level. You will discard ability cards face up to the left of your mat, and bury cards face down to the right of your mat.

A = Discard. You will place the cards you played face up in the discard pile to the left of your Hero Mat.

B = Name. You will write a creative name for your superhero in this box.

C= Specialties. You will circle two icons representing your two superhero specialties.

D = Active. Active cards such as Augments and Neural Chips are placed in this area above the Hero Mat.

E = Hand Size. You will always start a scenario with 10 cards total.

F = Buried. Some cards have an X on them meaning they are buried after use. Also when you rest you bury two cards of your choice from your Discard Pile (A). These cards can never be returned to your hand during a scenario.

G = Perk Cards. You get 1 perk each level. Put your 2 cards here and choose 1 from the 6 options each time you level up.

H = Elemental Infusion Table. This is used to measure the powers of light and dark. These powers can be manipulated.

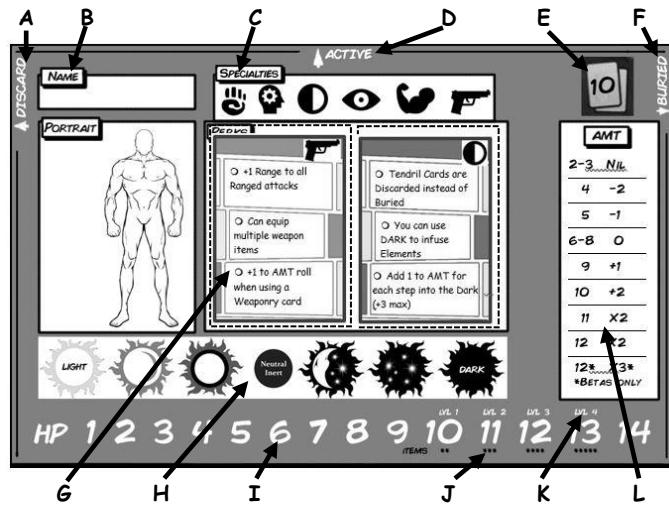
I = Hit Points. You will track your HP here. If ever you lose HP below one (1), you are exhausted and lose the scenario.

You must attempt the scenario again.

J = Item Capacity. This shows how many items you can equip before starting a scenario. It increases as your level increases.

K = Level. As you level increases, so too do your starting HP and number of items you can equip.

L = Attack Modifier Table (AMT). Each time an attack action is performed by you, an ally, or an enemy, you roll 2 dice and consult this table to modify the damage. If a 12 is rolled by a Beta (yourself or a villain with a Beta tag) the modifier is x3 instead of x2.



03 - CREATING YOUR HERO

To make your hero at the beginning of the game take a blank male or female Hero Card and do the following,

1. Draw a random item card from the deck.
2. Choose two specialties and circle the two symbols at the top of your Hero Mat.
 - Martial Arts (fist icon)
 - Psionics (head icon)
 - Shadow (circle icon)
 - Super Senses (eye icon)
 - Super Strength (arm icon)
 - Weaponry (pistol icon)
3. Take the Perk Mini Cards (1 from each Specialty) and place/tape them on to your Hero Mat.

4. Sleeve the 10 Level 1 Ability cards associated with your two specialties (5 from each) and put them into your hand
5. Choose one perk (from the six choices on your Perk Cards) and fill in the bubble in front of it.
6. Name your Hero.
7. Illustrate your Hero Portrait (Use color and creativity to make your hero pop! This will be your character for the next 20+ hours of gaming, so get invested!).
8. Place a cube over your 10HP marker (level 1).

04 - ABILITY CARDS

The ten "level one" ability cards (5 from each of the two specialties) are what allow you to perform actions during a scenario. At the beginning of each round, you will choose two ability cards from your hand. You will use the top half of one card and the bottom half of the other to complete at least two actions. The order of the cards is up to you. You can use the bottom of one card first if you wish, but then you must use the top half of the other card. The order of actions

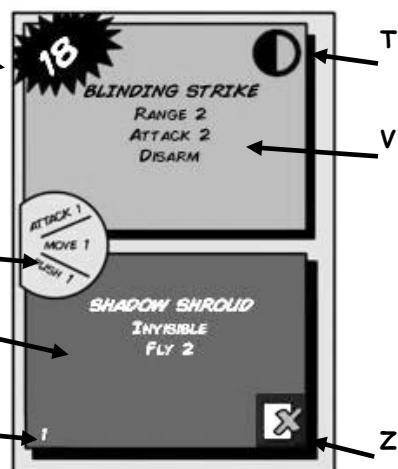
on each half of the card is important as they must be played line by line. You may skip a line (or effect) but you cannot rearrange the order of the effects.

These cards represent your endurance and battle fatigue. The more cards you have in your hand, the more endurance you have.

Meanwhile, the more cards you have in your Discard Pile and Buried Pile, the more fatigued you are. Once all of your cards are in your Buried Pile, you become exhausted and lose the scenario.

After using a card, it will go to your Discard Pile (except in cases of 04.1 and 04.2). You do not get these cards back until you Rest, but resting will always send two cards to the Buried Pile.

Instead of using the top or bottom of a card, you can use one of the three Basic Actions from the bubble in the middle of the card. If you use a basic action, the card is put into the Discard pile.



T = Specialty. This symbol tells you the type of Ability Card.

U = Initiative. This is the initiative available when you play the card.

V = Upper Half. This part of the card usually has attacks.

W = Basic Actions. One of these three actions can be used instead of the upper or lower half of a card.

X = Lower Half. This part of a card usually has higher movement options.

Y = Card Level. This shows the level of the card, and the level needed to have it in your pool.

Z = Bury. If you played the power on the half of the card that has this symbol, the used card goes into the Bury pile instead of the Discard pile.



04.1 - BURIED CARDS

Some cards are significantly more powerful than others. When you play a card half that has an X icon in the bottom corner, that card goes to the Buried Pile instead of just being discarded.



04.2 - ACTIVE CARDS

These are also more powerful since they maintain a bonus until you rest. These cards have a tilted X and normally limited to one in play at a time.

Summons are **Persistent Effect** cards. Although they also share the same tilted X, they are not Buried during a Rest. Instead, they are only Buried once the summoned ally has lost all of its HP.

05 - ITEM CARDS

You begin the game with 1 random item card. The item you get might influence how you build your hero. Additional Item Cards are acquired by ending your turn in a spaces with a ? during Scenarios. At the end of a turn when you land on a ?, shuffle the item card deck, draw one Item card. Any items found during a scenario can be used on future scenarios, but not in the current scenario.

If you fail a scenario, the Item you found is removed from the game. You still have to redo the scenario until you win, but the Item acquired from that scenario is destroyed.

Some items are more helpful for certain hero specialties. You are limited to the number of Items you can equip by your current level. See Leveling for more details. Most Item Cards have the X symbol and are thus buried after use.



06 - VILLAINS

The villains you encounter in a given scenario are individually listed on the Scenario Sheet, including health bubbles. Place clear matte tape over the health bubbles before starting your scenario. (This will make it easier to erase heals and restart if needed). Fill in these bubbles with a pencil as they take damage.

All Beta Villains have 1 SHIELD and can do x3 damage when rolling a 12 on the AMT.

Once a villain is defeated, remove that unit from the board.

Each round, after you have selected your two ability cards and announce your initiative, roll 1d6 for each villain type and refer to that villain's ability table. The die result determines what initiative and abilities each villain of that type will perform the round on his turn.

For purposes of gameplay, every 1 2 3...etc. on the scenario spread is a villain since it has HP for you to destroy.

think king size think Kingsway

it costs you no more



Kingsway

The big-selling, big cigarette

Made in the Republic of Ireland

07 - ATTACK MODIFIER TABLE

Any time an Attack is performed (by you, or a villain), roll 2d6 and refer to the AMT on the Hero Mat to determine how the attack is modified. You must do this for each target individually.

You may discard one card from your hand to increase your hero's AMT total one. If you rolled a 3 (NIL) you could discard one card to make it a 4 (-2). Likewise, if you rolled an 11 (x2) you could discard a card to make it a 12 (x3).

If you chose the AMT Perk that allows you to discard more than one card, increase your AMT by the number of cards you send from your hand to the Discard Pile. Remember, cards that were chosen this round (during 09.1), and cards that are Active are not in your hand.

Effects like Push, Poison, Stun, and Damage happen despite (or in absence) of the AMT result. Higher rolls on this table are generally better. If a 2 (NIL) is rolled, then the attack does no damage to your HP. If an 11 (x2) is rolled, then the attack does double HP damage to the target. If a 12 is rolled by a Beta (yourself or a villain with a Beta tag) the modifier is x3 instead of x2.

08 - SCENARIO SETUP

Scenarios will consist of a two-page spread with the Scenario Sheet (containing victory conditions, narrative, villains, and special instructions) on the left and the map on the right. When setting up a scenario, do the following,

1. Place clear office tape over the health bubbles on the Scenario Sheet so you can erase them easier. It might require multiple attempts at a scenario to complete it.
2. Place the cubes marked 1-9 on the correct places on the map.

3. Place a cube where the ? is located and any other terrain or object features on the board on the board.
4. Place your mini on one of the starting spots of your choosing marked with a ☒
5. Review any starting conditions from the Scenario Sheet.
6. Have at least 8 dice (D6) on hand for the scenario.
7. Choose from the items you own to equip.
8. Take the 10 Ability Cards into your hand.
9. Prep your Hero Mat with the correct HP for your current level and two Perk Cards

09 - ROUND OVERVIEW

A scenario is a series of rounds that are played until you either reach the victory condition or fail (usually by exhaustion).

The round will happen in this order:

1. **Card Selection** - You will choose two cards to play this round. If you do not have 2 cards, then you take no actions (as if you were Stunned).
2. **Initiative** - Choose the initiative from one of the two cards selected in step 1. Then roll a d6 for each villain type and refer to the initiatives in their VAT results.
3. **Hero and Villain Turns** - Starting with the lowest initiative (closest to 1). Your hero and the villains will act out their turns. (During a tie, your hero goes first.)
4. Your hero may take a Rest if at least 2 cards are in the Discard Pile.

09.1 - CARD SELECTION

You will select two cards from your hand to play, using the top of one and the bottom of the other, or the Basic Actions of either/both. The two played cards are then either discarded (face up to the left of your Hero Mat), Buried (face down to the right of your Hero Mat), or activated (face up above your Hero Mat). Only discarded cards can be returned to your hand (by resting).

09.2 - INITIATIVE

After selecting your initiative from one of the two cards played (you'll usually choose the faster card), roll on the VAT for each villain type in this scenario. The VATs are found on the Scenario Sheet and each require rolling a d6. Once rolled, leave the d6 on top of the VAT so you can access the number easier without having to memorize it.

Starting with the lowest initiative (closest to 1) your hero and the villains will act out their turns. If there is a tie, you choose whether you want to go before the villain.

09.3 - RESTING

At the end of any/every round, after all actions and special instructions have been resolved, you may rest to recover cards. Discarded cards (not Buried Cards) are returned to your hand by resting. You can only Rest if there are at least two cards in your Discard Pile. Follow these steps when Resting:

- 1) All Active cards (like Augments) are Buried.
- 2) If you buried any Active Cards, move a chosen card from your Discard Pile to your Buried Pile. If you did not bury any active cards, move two chosen cards from your discard pile to your Buried pile.
- 3) If your HP is not at maximum for your level, heal 1 HP. If you have any conditions such as Poison and Wound, you remove all negative conditions instead of gaining HP.
- 4) Take all of the remaining cards from the Discard pile and put them back into your hand.

10 - HERO TURN

On your turn, you will perform the top card action and the bottom card action (in any order).

You can choose to skip some effects of a specific card but you cannot go back or rearrange the order of effects on the card itself. You may also choose to use any card you play for a Basic Action (attack 1, or move 1, or push 1). Cards used as basic actions are discarded only.

11 - ATTACK

There are four types of attacks; ranged, melee, AOE, and Cone. Unless a range is specified, attacks are melee and only possible against villains and objects in the eight adjacent spaces. Every attack requires a roll on the Attack Modifier Table to determine if there's a change in damage.

When a villain takes damage, fill in the health bubbles on the Scenario Sheet until all bubbles are filled in (defeated). When your hero takes damage, you may either reduce your HP according to the damage specified, or you may Bury a card from your Hand to reduce the incoming damage to 0. When you use a card in this way, it goes into the Buried pile, and it doesn't prevent any other effects. You cannot Bury an Active Card to negate damage.

If you have fewer HP than the damage done AND you do not have a card in your hand to negate the damage, then you are exhausted and the scenario ends. You will have to try the scenario again to complete it.

14 - AREA ATTACKS

Also referred to as AOE attacks, these attacks target multiple adjacent squares. An AOE 1 attack only needs LOS to the target square and would affect the target square and its 8 adjacent squares, while AOE 2 would target all of the squares as an AOE 1 plus an additional ring of squares. AOE attacks are dangerous and can cause damage against yourself or allies if not carefully placed. AOE attacks do not work through walls. AOE's are not affected by advantage and disadvantage.

15 - CONE ATTACKS

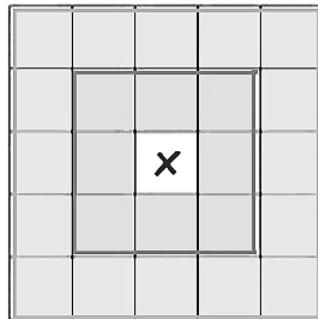
Cone attacks will affect 8 squares in a pyramid shape orthogonally (up, down, left, or right) adjacent to the attacker (with the attacker being at the top—or smallest part—of the pyramid). A Cone attack is made from a corner of your square and spreading away orthogonally. Cone attacks are dangerous and can cause damage against allies if not carefully placed. LOS is still required to each square for each square to be targeted. Cone attacks are not affected by advantage and disadvantage.

12 - LINE OF SIGHT

Also referred to as LOS, Line of Sight is required for all attacks, effects, and conditions. You have LOS if you can trace a straight line from one corner of your space to one corner of the villain's space without touching any part of a wall; going through a wall, clipping the corner of a wall, or following the edge of a wall.

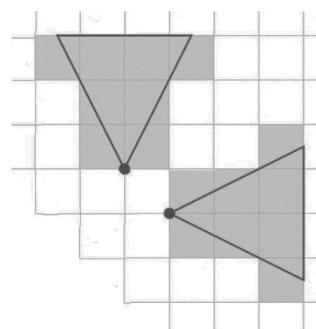
13 - ADVANTAGE AND DISADVANTAGE

If you have to roll on the AMT with advantage or disadvantage, you will roll 3 dice instead of 2 dice. If the attack has advantage, choose the two highest dice. If the attack has disadvantage, choose the two lowest dice. CONFUSE always causes disadvantage, as does using a ranged attack against an adjacent target.



To show that the next attack (or more if a persistent effect) has Advantage/Disadvantage, place a Marker on your Hero Mat or on the Conditions Tracker if for Villains.

There is a Super Senses Perk that prevents Villains from ever gaining advantage or disadvantage.



16 - ATTACK CONDITIONS

Effects and conditions take effect whether or not damage is done target. These will still be applied on a NIL result.

Conditions last until a unit both begins and ends its turn with the condition. Conditions do not stack. This means that you cannot have multiple BLEEDS on you or multiple POISONS on you. However, you can have one of each. Beneficial conditions such as SHIELD and RETALIATE also work in this fashion. They will last until the unit begins and ends its turn with the condition in effect.

BLEED effects do not require a roll on the AMT. A Bleed effect cannot be Retaliated against or Shielded against because it's not an attack action. It's damage that cannot be mitigated and simply takes away health according to the number listed. You cannot choose to negate the lost HP by discarding an Action Card from your Hand.



CONFUSE forces disadvantage for all attacks made by the target during its next turn.



DISARM prevents the use of an Attack action during the target's next turn. This does not prevent an attack from a Charge action.



IMMOBILIZE prevents the target from willfully moving until the end of its turn.



POISON allows all future attacks to add +1 targeting the figure. If a Heal ability is used (VAT, Card, or Rest) on a poisoned target, the POISON token is removed and the Heal has no other effect.



RETALIATE causes damage to the Attacker if within melee whether the attack hits or not. Some Retaliates have a range, but since Retaliate is not an attack it doesn't suffer from disadvantage in melee.



SHIELD blocks an amount of damage from Attacks. It doesn't stop effects.



STUN prevents the target from performing any actions on its next turn, and forces the player to Bury all Active Cards. If your hero is stunned, you may not even Rest. Your hero cannot play any cards so he cannot play anything that removes negative persistent conditions. Any cards chosen go back into the players hand.



WOUND is a persistent condition that may last the entire scenario. WOUND does 1 damage at the start of the affected figure's turn. If a Heal ability is used, the Wound is also removed.

Use a 15mm Condition Token to record these afflictions.

Place Condition Tokens on your Hero Mat for any conditions affecting your character.

Place Condition Tokens on/under your summon's die counter directly on the map.

Place Condition Tokens on the **Conditions and Effects Tracker** (found to the right of each scenario map) for any conditions affecting Villains.

Place those counters on the number matching the number of the Villain. For instance - in the example below - Villain 1 is affected by CONFUSE, and Villain 3 is affected by both CONFUSE and POISON.

Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9

16.1 - ATTACK EFFECTS

Effects are generally positive while Conditions are negative.

Advantage and **Disadvantage** have their own markers that are used if the effect is ongoing.

DRAIN is a powerful effect wielded by Beta Villains (and some non-beta bosses) that forces the player to Bury 1 card from his/her hand immediately as long as the hero is in LOS (infinite range). If the player does not have a card in his/her hand, then Bury 2 cards from the Discard Pile.

PUSH immediately makes the target increase range from the attacker for each space you move it whether orthogonally or diagonally.

PULL does the opposite of push.

PIERCE reduces the effectiveness of Shield at a 1:1 ratio.

TARGET adds additional targets that are within the specified range. Target 3 Range 4 would allow three (LOS) targets up to 4 spaces away.



17 - SEARCHING



Most search actions require you to end your turn on top of the item (usually a ? or a !) you are meaning to search, however, there are a few ability cards that give your search a range. Look for language on cards like ! Range 1. In this case, any and all squares at range 1 can be searched immediately during your turn (provided you played such a card).



18 - MOVEMENT

Your hero and villains will move similar to a chess Rook, and then a King. The first space of a Move action must be orthogonal like a Rook. After that, you may move diagonal, orthogonal, or a mix between the two. You must always end your movement in an empty space before continuing on with any other actions.

18.1 - JUMP

Jumping and Charging can only be performed in an orthogonal (Rook) direction. Villains and obstacles are ignored while jumping, but you must end your movement in an empty space. You cannot jump or charge through walls..

18.2 - CHARGE

Charging is a movement followed by a melee attack to the space in front of you at the end of the movement. The strength of the attack is equal to the number of spaces from the starting space that you have traveled. Charges are only in a straight line (like a rook). Charging is a special kind of attack because it can be made even if you are disarmed.

18.3 - FLY

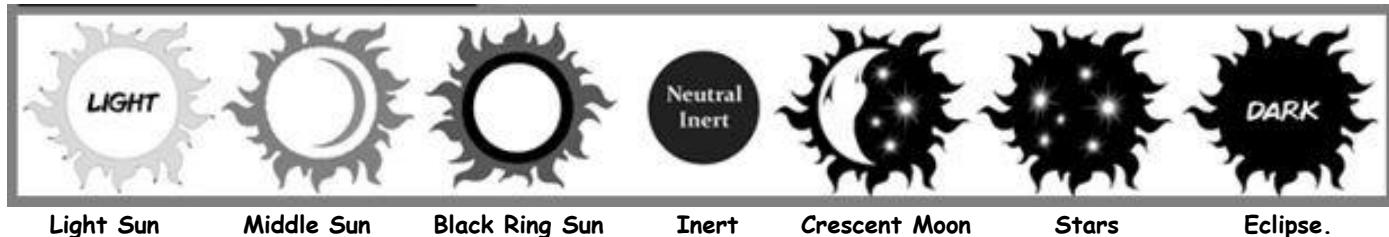
Flying allows you to move to any place within range. If you are flying, you may move diagonal as part of your first movement. Villains and obstacles are ignored while flying. You must end your movement in an empty space. You cannot fly through walls of course.

18.4 - TELEPORT

Teleport also lets you move to any place within range, but you do **not** need a clear path or Line of Sight to reach your destination. You can teleport through walls.

19 - ELEMENTAL INFUSIONS

Some effects require consuming an element. These are marked with . There is a continuum of LIGHT and DARK elements found on your Hero Mat. You will manage one cube to mark the current power shift on the Element Infusion table.



Your hero can only use the LIGHT element (Light Sun, Middle Sun, Black Ring Sun) to increase an ability if marked with a . The Villains can only use the DARK elements to increase an ability. If your card reads Add LIGHT, move the Elemental marker one place to the left. Villain powers always add only to the DARK, moving the marker to the right. If you or an enemy infuses an element to use with a power, move the marker one spot closer to Inert. No powers can be infused while inert. Villains must infuse (create) an element if they can. Villains will not use an element if it will not benefit them in any way.

Add Light happens immediately, so you can add Light with the first card (top or bottom half) and use it with the second card (top or bottom half) during the same turn.

Since each Villain technically has its own turn, it's possible for the Infusion marker to move all of the way over to Eclipse in a single turn before you even get a chance to react. For instance, if a result on the Thug table reads Add Dark and there are 3 Thugs in play, the Infusion marker would move over one per Thug before their turns are over.

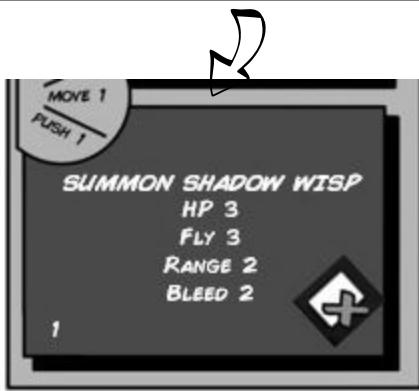
20 - SUMMONS

Allied units can be summoned to battle by special events or cards. A summoned unit is placed in a space adjacent to the summoner. The summoned unit should be represented by a small die, which will simultaneously be used to track its HP.

Summons have basic statistics for hit points, attack, move, and range along with any special traits.

A summon is considered a persistent bonus (even though the card is placed in the active area) until either the summon loses all its hit points, or the summoner becomes exhausted, at which point the summon is removed from the board.

A summon's turn is always immediately before the character who summoned it, and is separate from that character's turn. Summons are not controlled by the summoning player, but instead obey automated villain rules. Summoned figures do not take a turn in the round they are summoned.



21 - EXHAUSTION

Your hero becomes exhausted in one of two ways:
Either you drop below one hit point on the hit point track,
Or if at the beginning of a round, you cannot play two cards from your hand
and also cannot rest because you cannot recover two cards from your Discard Pile. The moment you become exhausted during a scenario, the scenario is lost.

22 - VILLAINS' TURNS

After displaying your two cards and announcing your initiative, you will roll 1d6 on the Villain Action Table for each type of villain present. Villains then follow an automated system in order to maximize their effectiveness in combat. All villains of the same type take their turn at the same initiative value listed on the rolled VAT. During a tie, the villains act in ascending numerical order according to the numbers on their tokens. A villain must follow each step of their turn the same way the hero does. Normally, villains will have a movement first and then an attack. They cannot rearrange the order of the actions listed.

22.1 - VILLAIN ACTION TABLE

You will roll 1d6 on the Villain Action Table for each type of villain present. All villains of that type share the same action and initiative.

You roll on this table after choosing your two ability cards and announcing your initiative.

22.2 - FOCUS

Each individual villain will focus on a specific enemy—either your hero or an ally (summoned).

The first priority of a villain is to focus on the enemy closest to it.

If more than one enemy ties for being the closest, the second priority is to focus on the enemy who is earlier in the initiative order (summons are focused on before the hero in this case).

Note: "Closer" means which enemy can be brought into attack range in the fewest number of movements.

22.3 - VILLAIN MOVEMENT

A villain will move until it can attack your hero or summons, and no further. A villain will move away from your hero if it has a Ranged attack and would be at disadvantage if it stayed close to you. However, it can only move up to the amount listed under its movement. It follows the same rule as the hero for the first move and thus must be orthogonal. If a villain cannot attack after its movement, it will still try to get as close to target as possible as if it has a melee attack.

A villain will also move away from its focused enemy until it can perform the ranged attack without Disadvantage. When forced to choose, a villain will prioritize losing Disadvantage on its focused enemy over maximizing its attack on secondary targets. Even if a villain cannot move into attack range, it will still get as close as possible to its focus. Having abilities other than "Attack" on its ability card does not affect a villain's movement in any way. It will simply move according to the above rules and then use its other abilities as best as it can.

22.4 - VILLAIN ATTACK

A villain attacks on its turn if it has an attack possible (determined by the VAT). If a villain has multiple targeting attacks, it will choose the focus of its other attacks following normal focus rules, excluding figures it is already attacking. The attacks function exactly like character attacks, and are modified by the attacker's attack bonuses, then the VAT, and finally the defense bonuses of their target. Each villain must roll separately on the AMT. They might be performed with Advantage or Disadvantage.

22.5 - OTHER ABILITIES

Villains heal just like a character does, except if there is a range to the heal, it will target the ally that has lost the most HP within the range.

Summoned villains are placed on the board adjacent to the villain that summoned it, and it will not be able to take any actions until the following round.

Some of the Villains will add the DARK element to the battle. Do this by moving the element marker one to the right. The villains might move the marker to the right very fast, but it can never go past the Eclipse spot. Villains might have powers that also can infuse elements. When they do, it can only work if the marker is in the DARK side of the infusion chart. Just like with the Hero, each instance of using an element will move it one spot closer to Inert, and no infusions can be performed if the marker is on Inert.

23 - FINISHING THE SCENARIO

Upon successfully finishing a scenario, do the following actions in order:

- 1) Return your HP to full according to your level
- 2) Collect all ten Ability cards back into your hand
- 3) Remove any conditions from your hero

If you were not successful, you must try the scenario again. However, start with Elemental Infusion one step to the left (into the Light). If you fail a scenario twice, restart with Elemental Infusions two steps to the left. If you fail a third time, restart with Elemental Infusions three steps to the left...etc.

If you were successful, you will be directed to read a passage from the Plot Book. Once you have resolved any decisions presented in the Plot Book, you heal up to your maximum HP, choose your items for your next mission, and refresh your hand of cards back up to 10. Then go on to the next scenario. You cannot backtrack or change your mind once you have resolved the Plot Book. There is a branching storyline to increase replayability, and if you choose to do this, you will need to create a new character.

24 - LEVELING

Your hero starts out at level 1 and can progress to level 4 throughout the game. There is no experience points mechanic in the game. These level advancements will be announced in the Plot Book depending on your choices. Once you reach the next level, circle that number just above your HP tracker on your Hero Mat. You'll notice that every time you level, you get one more HP and can bring more items into a scenario.

24.1 - HEALTH

Your HP is 10 at level 1, and 1 point more at each additional level. These HP take incoming damage. If you are at 1 HP, you will have to Bury a card each time you would normally lose health, or else further damage will exhaust you and end the scenario. You may also Bury a card at anytime to avoid losing HP even if the HP loss would not drop you below 0.

24.2 - NEW ABILITY CARDS

You will always have 10 cards at the start of a scenario. Each level offers two new cards (one from each of your two Specialty Powers at that level) and when you level up you choose one of the two cards to permanently replace a card of a lower level. Choose wisely though. In order to take a card, you will have to forever dismiss a card currently in your hand. You do not get to change your mind later. Remove the dismissed card from the sleeve and place the newly chosen card in the sleeve. For instance, if your Hero's two specialties are Shadow and Super Strength, you must only choose one of the two cards each time you level from these two specialties--and they have to match the level listed at the bottom of the card.

24.3 - PERKS

You also must choose one of the six Specialty Power Perks each time you level up from the two Perk Cards on your Hero Mat. You begin the game with one Perk since you are level 1. You can get to level 4, so you will only gain four perks throughout the campaign (one per level). If your Hero's specialties are Martial Arts and Shadow (like on pg 3), you can only choose one of the six Perks from these two specialties.

24.4 - ITEMS

Your hero can only equip a limited number of items per level:

Level 1	Level 2	Level 3	Level 4	Level 5
2 Items	3 Items	4 Items	5 Items	6 Items

You are further limited to only one Neural Chip, and only one Weapon per scenario—unless you have chosen a Perk that states otherwise. Neural Chips are Passive (their effect is always on) while all other items are Consumable (usable only once per scenario and then Buried).

Items can be used/consumed at any moment during your turn.

EXAMPLE OF PLAY

NATHAN IS PLAYING A HERO HE HAS NAMED THE FURY WHO CURRENTLY HAS 6 HP. HIS HERO'S TWO SPECIALTIES ARE MARTIAL ARTS AND SUPER SENSES. HE HAS ONE ITEM (STIMS). IN FRONT OF HIM ARE TWO THUGS AND A GUNNER. ONE THUG IS DOWN TO TWO HP, BUT THE OTHER THUG--AND THE GUNNER ARE AT FULL HEALTH. HE COULD PLAY A CARD THAT USES THE ABILITY CALLED DEFENSIVE STANCE TO MAKE THE GUNNER ATTACK AT DISADVANTAGE, BUT HE WANTS TO CLOSE THE RANGE TO THE GUNNER AS FAST AS POSSIBLE. HE DECIDES TO PLAY HIS *SPLIT KICK* CARD TO ATTACK THE TWO ADJACENT VILLAINS, AND THE *BLITZ* CARD TO CLOSE THE DISTANCE TO GUNNER WHO IS 4 SPACES AWAY, DOING AN ATTACK 3 DUE TO THE *BLITZ*'S CHARGE AT THE END OF HIS MOVEMENT.



HE CHOOSES HIS FASTEST INITIATIVE OF THE TWO CARDS; *BLITZ* HAS A 39. ONLY TWO POSSIBLE ROLLS BY THE GUNNER (ON THE YAT) ARE FASTER.

NOW HE ROLLS 1D6 FOR EACH VILLAIN TYPE.
THE THUGS ROLL A 3 = INITIATIVE 58, MOVE 3 ATTACK 2.
THE GUNNER ROLLS A 5 = INITIATIVE 13, MOVE 1, RANGE 6, IMMobilize.

SINCE THE GUNNER HAS THE FASTEST INITIATIVE, IT GOES FIRST. THE FURY IS ALREADY IN RANGE SO THE GUNNER DOESN'T MOVE. IT HAS NO DAMAGING ATTACK SO IT DOESN'T ROLL ON THE AMT. HOWEVER, THE HERO TAKES THE EFFECT AND IS NOW IMMobilized. HE PUTS AN IMMobilized MARKER ON HIS HERO MAT. IT WILL LAST UNTIL THE END OF THE FURY'S TURN.

THE FURY GOES NEXT. HE'S STARTING THE TURN WITH IMMobilize SO HE CANNOT MOVE. HE USES HIS *SPLITS KICK* ABILITY AND ATTACKS BOTH THUGS. HE ROLLS ON THE AMT TABLE AGAINST THE DAMAGED THUG

AND GETS A 9 FOR +1 DAMAGE. HE THEN DISCARDS A CARD TO GAIN AN EXTRA +1 ON ON THE AMT, BRINGING IT UP TO 10 FOR +2 DAMAGE. THE THUG TAKES 5 DAMAGE TOTAL (THE EXACT AMOUNT OF HIS HP) AND IS DEFEATED AND REMOVED FROM THE BOARD. HIS AMT ROLL FOR HIS *SPLITS KICK* ATTACK AGAINST THE OTHER THUG IS A 7, FOR +0. THE THUG TAKES 3 DAMAGE.

THE FURY WAS PLANNING ON MOVING BUT CANNOT NOW THAT GUNNER IMMobilized HIM. IF HE COULD HAVE CHARGED, THEN HE WOULD'VE HAD TO BURY THE *BLITZ* CARD. NOW HE JUST DISCARDS IT INSTEAD.

HE CONSUMES THE STIMS TO RETURN MOST OF HIS HP. THE STIMS ITEM CARD IS PLACED INTO THE BURIED PILE.

WITH THE FURY'S TURN OVER, AND SINCE HE BEGAN AND ENDED HIS TURN WITH THE CONDITION IMMobilize, HE REMOVES THE CONDITION MARKER FROM HIS HERO MAT.

NOW IT'S THE THUGS' TURN. SINCE ONE OF THEM IS DEAD, ONLY ONE ATTACKS. HE DOESN'T NEED TO MOVE SINCE HE'S ADJACENT TO THE FURY. HE ROLLS A 10 ON THE AMT FOR +2 DAMAGE. THAT'S 4 DAMAGE. INSTEAD OF REDUCING THE HP, NATHAN COULD SACRIFICE A CARD BY PUTTING ONE FROM HIS HAND OR THE DISCARD PILE INTO HIS BURIED PILE. HOWEVER, NOW THAT HE HAS PLENTY OF HP, HE TAKES THE DAMAGE BY MOVING HIS HP CUBE FROM 8 TO 4.

THE FURY GRITS HIS TEETH AS HE GETS READY FOR ANOTHER ROUND.



Now that you're finished reading the Rules, print out the Guildhaven Cards document on colored paper or cardstock. Print in color, or if in grayscale make sure that each page is a different color, with the Hero Mat page being the only page that's white.

Create a Hero using the rules from section 03.

PLOT BOOK

Do not read ahead, and only read the passages you are instructed to through other plot passages or scenario directions.

01

INTRODUCTION:

(SAME AS ON PAGE 1 OF THE RULE BOOK)

1952, GUILDHAYEN CITY, SOUTH CAROLINA...
GUILDHAVEN USED TO BE A SAFE CITY. YOU COULD LEAVE
YOUR DOORS UNLOCKED. KIDS COULD PLAY OUTSIDE
WHILE PARENTS RELISHED THE SECURITY. THAT WAS
BEFORE THE ALPHAS LEFT.

THE TOP TIER OF SUPERHEROES, MANY CALL THE ALPHAS, MADE SURE THAT VILLAINS NEVER BECAME TOO MUCH OF A THREAT. EVERY NOW AND THEN A VILLAIN WOULD TRY TO ORGANIZE A CRIME SYNDICATE, AND MAYBE EVEN QUIETLY BECOME POWERFUL ENOUGH TO BE LISTED AS A BETA. BUT THE ALPHAS ALWAYS KEPT A CLOSE EYE ON BETAS. THEY HAD SUPERNATURAL WAYS TO TRACK THEM AND MAKE SURE THEY DIDN'T STEP OUT OF LINE OR AMASS TOO MUCH POWER. YOU SHOULD KNOW, YOU ARE A BETA. YOU JUST WANTED A PEACEFUL LIFE WITH YOUR FAMILY. THE LOVE OF YOUR LIFE, MAX, AND YOUR DAUGHTER VALA.

BUT SOMETHING CHANGED. THE ALPHAS BEGAN DISAPPEARING. SURELY NOT BY THE ACTIONS OF A SUPERVILLAIN BETA. ONE ALPHA COULD TAKE ON TEN BETAS, AND THE ALPHAS WERE VERY FOCUSED ON MAKING SURE US BETAS DON'T STEP OUT OF LINE. SOMEHOW, THE ALPHAS CONTINUED TO DISAPPEAR.

GUILDHAVEN CITY POLICE WERE STRETCHED THIN
AND SO MANY BETAS --PRESENT COMPANY EXCLUDED--
STARTED TO USE THEIR POWERS FOR PERSONAL PROFIT;
THEIR MORALS AND ETHICS TOOK A BACKSEAT AS THEY
BECAME MORE POWERFUL. A BAND OF BETAS HAD BEEN
PRESSURING ME TO JOIN THEIR SYNDICATE BUT YOU
REFUSED THEM OVER AND OVER.

ONE NIGHT, A CAR BOMB MEANT FOR YOU
KILLED MAX AND YALA INSTEAD. THERE ARE NO WORDS
IN ANY LANGUAGE TO SUFFICIENTLY EXPLAIN YOUR PAIN.
THE SYNDICATE FORCED YOUR HAND. YOU WILL NOW
TAKE BACK THE CITY.

AFTER TWO DAYS LISTENING TO MUNDANE POLICE CALLS ON THE GPD SCANNER, YOU FINALLY HEAR A REQUEST FOR BACKUP AGAINST A BETA. YOU'RE READY FOR THIS...
GO TO SCENARIO A.

02

AFTER THE RAID ON THE WAREHOUSE, YOU DECIDE IT MIGHT NOT BE SAFE TO HEAD HOME. YOU HOLE UP WITH A COUPLE OTHER GUILDIES FOR A COUPLE OF DAYS BEFORE HEADING OUT.
GO TO #1

GO TO 41.

03

THESE SEWERS ARE SO MUCH BIGGER THAN YOU
THOUGHT. IT'S TAKING SO MUCH MORE TIME THAN YOU
HAD PLANNED FOR AS YOU CAREFULLY TRY TO MAKE
PATH DECISIONS THAT WON'T DOUBLE BACK ON
THEMSELVES. GO TO 39.

04

YOU HEAD HOME READY FOR SOME PEACE AND
QUIET.
GO TO 9.

05

BEING BACK IN GOOD STANDING WITH THE LAW, YOU ARRIVE AT THE POLICE BARRICADE IN FRONT OF THE LONG BRIDGE AND ARE BRIEFED ABOUT THE SITUATION.

"WE COUNT SIX THUGS, BUT KNOW THAT THERE IS ALSO AT LEAST ONE SNIPER OUT THERE. STEPPING ON THE BRIDGE WILL DRAW THE SNIPER'S FIRE. ALSO, THERE'S SOMETHING DIFFERENT ABOUT THOSE THUGS. THEY'RE VERY POWERFUL AND SEEM TO HAVE INHUMAN STRENGTH. WE NEED YOU TO CLEAR THE BRIDGE OF THE VEHICLES. THEN WE CAN SEND IN THE M3 HALF-TRACK. GO TO SCENARIO 4.

06

THE RIFF RAFF SCATTER ONCE YOU BEST THE GOON. COMPLETELY UNCONSCIOUS HIS SHATTERED JAW BEGINS TO SWELL. CHECKING HIS POCKETS YOU FIND NOTHING BUT A FEW CIGARETTES AND A MATCHBOOK. YOU DRAG HIM OUT TO THE STREET SO HE'LL GET PICKED UP AND GET THE MEDICAL ATTENTION HE NEEDS.

THE SIRENS IN THE DISTANCE ARE GETTING CLOSER. YOU GET INTO YOUR CAR AND LEAVE. FOR NOW, YOU NEED TO KEEP YOUR IDENTITY ON THE QT. GO TO 40.



10

THE HALFTRACK ROLLS ACROSS THE BRIDGE, ATTRACTING THE FUTILE FIRE FROM THE UNKNOWN SNIPER AND SCATTERING THE REMAINING THUGS. GO TO 15.

07 (SEVEN)

"SO, YOU BLEED NORMAL. NO HEMOBOTS IN YOU," SHE SAYS WHILE LOOKING OVER YOUR WOUNDS. LET ME FIX THIS FOR YOU. SHE LAYS HER HAND OVER YOUR HEART AND A WARM PULSE RIPS THROUGH YOUR BODY, HEALING YOU IN AN INSTANT.

SHE EXPLAINS THAT THE POLICE HAVE BEEN INFILTRATED BY HEMOBOTS. THERE IS A MEETING TOMORROW NIGHT AT THE CLOSED DOWN WILLYS JEEP FACTORY.
ADVANCE TO LEVEL 2, THEN GO TO 36.

08

YOU LEAP FORWARD AND GRAB THE GEM RIGHT BEFORE MAGNOLIA DOES. IT'S YOURS NOW. AS YOU GAZE INTO THE HIVE GEM, YOU HEAR THOUSANDS OF MINDS COMMUNICATING WITH EACH OTHER TELEPATHICALLY. THEY FEEL YOUR PRESENCE AND CALL TO YOU, MASTER, MASTER, MASTER, MASTER!"

"THIS WILL BE WONDERFUL," YOU WHISPER. "I CAN ERADICATE CRIME COMPLETELY. I CAN FEEL THEIR THOUGHTS. I CAN INFLUENCE THEIR ACTIONS. I CAN PROTECT EVERYBODY."

YOU HEAR A FAINT YET FAMILIAR CACKLE IN YOUR MIND...THE HAUNT.

THE END
GO TO 42.

09

THE POLICE CALL AND TELL YOU THAT THE FILM IS FINALLY DEVELOPED. PLANS SHOW THAT BOMB IS PLANTED UNDER THE CAPITAL BUILDING! THERE'S NO TIME TO WASTE. YOU RUSH DOWN YOUR STAIRS.

AS YOU BEAT FEET ALONG THE SIDE ROADS, YOU GET THE FEELING THAT YOU'RE BEING FOLLOWED. YOU HEAD DOWN THE STAIRS TO THE SUBWAY AND WAIT AS THE SUBWAY CAR FILLS UP. AT THE LAST POSSIBLE MOMENT, YOU STEP ON. THEN AS THE DOORS CLOSE YOU STEP OUT THE OTHER SIDE. THE SUBWAY CAR SPEEDS AWAY LEAVING YOU IN AN EMPTY SUBWAY TUNNEL...EXCEPT FOR A BETA STANDING RIGHT IN FRONT OF YOU...
GO TO SCENARIO R.

11

COMPLETELY UNCONSCIOUS, THE GOON'S SHATTERED JAW BEGINS TO SWELL. CHECKING HIS POCKETS YOU FIND NOTHING BUT A FEW CIGARETTES AND A MATCHBOOK. YOU DRAG HIM OUT TO THE STREET SO HE'LL GET PICKED UP AND GET THE MEDICAL ATTENTION HE NEEDS.

THE SIRENS IN THE DISTANCE ARE GETTING CLOSER. YOU GET INTO YOUR CAR AND LEAVE. FOR NOW, YOU NEED TO KEEP YOUR IDENTITY ON THE QT.
GO TO 40.

12

THE HAUNT HOWLS IN PAIN AS IT FADES FROM SIGHT. MOMENTS LATER HE REAPPEARS IN THE PAINTING AGAIN. "WELL DONE HERO." HE CONGRATULATES. "I WILL TELL YOU WHAT I KNOW ABOUT THE HIVE GEM, AND HOW TO STOP IT. MADAME AFINA HAS A PROTECTION AMULET."

"MADAME AFINA...THE FORTUNE TELLER DOWNTOWN?" YOU INTERJECT.

"THE AMULET WILL BRING YOU CLOSER TO THE TRUTH. YOU MUST GET THE AMULET." HE QUIETLY ECHOES AS HE FADES AWAY.
GO TO 22.

13

"IT'S MINE," SHE SAYS AS SHE SWIPES IT INTO HER HANDS. "I SHALL BE THE QUEEN OF PEARLS. EVERYBODY WILL LOVE AND FEAR ME, FOREVER!" HER BODY FLOATS OFF THE FLOOR, ELECTRICITY CHANNELING INTO HER AS SHE CHANGES. HER SKIN BECOMES MORE TONE WITH MUSCLE AS IT GLOWS MORE AND MORE, COVERING ITSELF WITH RIPPLES OF PLASMA.

A POPPING NOISE AND SMOKE BEGIN TO EMIT FROM THE GENERATORS AS SHE YELLS, "I NEED MOR--"

AN EXPLOSION RIPS THROUGH THE GENERATORS ENGULFING MAGNOLIA AND YOU. IN AN INSTANT.... DARKNESS.
THE END.

14

THE TICKING HOURGLASS FALLS ONTO THE TRACKS RIGHT BEFORE A TRAIN PASSES THROUGH. SINCE THIS IS NOT A SCHEDULED STOP, THE TRAIN KEEPS GOING, LEAVING THE TICKING HOURGLASS SEVERED IN TWO. THERE'S NO TIME TO REACT. YOU MUST FIND THAT BOMB. RUNNING DOWN THE SUBWAY TUNNEL, YOU FIND AN ENTRANCE TO THE SEWERS.

THE SEWERS UNDER GUILDHAYEN CITY HAVE BEEN A MAZE OF DEAD ENDS AND TURN-AROUNDS EVER SINCE THE BIG QUAKE OF 1906 NEARLY FIFTY YEARS AGO. USING YOUR SUPER KEEN SENSES, YOU TRY TO LISTEN FOR THE TICKING BOMB FAR IN THE TUNNELS. IF YOU HAVE SUPER SENSES AS ONE OF YOUR SPECIALTY POWERS, GO TO 49. OTHERWISE, FOLLOW YOUR HUNCH TO 19.

15

YOU AND THE POLICE RUSH UP THE RAMP AND INTO THE HOLD OF A DERELICT FREIGHTER. BEFORE YOU IS A KILLBOT AND DUKE OF DEATH.

"YOU'RE TOO LATE! IN THE NEXT MINUTE, MY KILLBOT WILL OVERLOAD AND LET OUT A SYNAPTIC EMP JOINING ALL SENTIENT CREATURES IN GUILDHAYEN CITY WITH MY HIVE CONSCIOUSNESS. I WILL KNOW THEIR THOUGHTS ALL AT ONCE. I WILL BE ABLE TO INFLUENCE THEIR EMOTIONS AND EVENTUALLY CONTROL THEIR ACTIONS. SURRENDER NOW AND I PROMISE NOT TO KILL YOU."

GO TO SCENARIO V.

16

BESIDES THE ITEM, YOU FIND YOUR DAUGHTER VALA'S LOCKET. AT FIRST YOU THOUGHT IT WAS JUST SIMILAR, BUT THE ENGRAVING ON THE BACK CONFIRMED YOUR FEARS. YOU RUSH TO THE FALLEN MR. FRAT AND SLAP HIM HARD ACROSS THE FACE TO WAKE HIM UP.

"WHERE...HOW DID YOU GET THIS?" YOU GRIT THROUGH YOUR TEETH, HOLDING THE LOCKET FOR HIM TO SEE.

"IN--INSURANCE," HE QUIETLY CHUCKLES. "THEY WANT YOUR BLOOD. THEY WANT YOUR POWERS."

"WHO? WHO?!!" YOU DEMAND SHAKING HIM. "DON'T--DON'T GO. FIND MAGGIE." HE COUGHS THROUGH HIS BLOOD, "THE LOADING DOCKS ON QUEEN ANNE STREET. SHE'LL HELP. YOU MUST..." HIS WORDS TURN TO MUMBLES AS HE PASSES OUT.

IF YOU GO CHECK YOUR DAUGHTER'S GRAVE, GO TO SCENARIO J.

IF YOU GO TO THE LOADING DOCKS, GO TO SCENARIO C.

17

"HOW ARE WE GOING TO DEFEAT EVERY LAST HEMOBOT?" YOU ASK MAGNOLIA PEARL. "FOR EVERY ONE WE TAKE DOWN, IT SEEMS FIVE MORE TAKE ITS PLACE."

SHE FLASHES A SMILE YOUR WAY, "WELL, THE ONE CALLED THE HAUNT HAS LIVED FOR HUNDREDS OF YEARS, AND HAS LIKELY DEALT WITH SOMETHING LIKE THIS BEFORE. I VOLUNTEER YOU TO GO FIND OUT."

GO TO 52.

18

YOU FIND HITLIST DOSSIERS SENT OUT BY SOMEBODY NAMED DUKE OF DEATH. YOU ALSO LEARN THAT THERE IS AN UNDERGROUND SYNDICATE THAT CALLS THEMSELVES THE GUILD. PLANS OF SOMETHING BIG HAPPENING IN HAVEN PARK ARE CRYPTIC. BUT YOU CAN MAKE OUT THAT IT'S HAPPENING TODAY! YOU GET INTO YOUR CHIEFTAIN AND HEAD BACK INTO THE CITY.

GO TO SCENARIO G.

19

AFTER A COUPLE OF MINUTES OF RUNNING, YOU COME TO A FORK. IF YOU GO LEFT, GO TO 24. IF YOU GO RIGHT, GO TO 29.

20

AS THE KILLBOT EXPLODES, THE DUKE TELEPORTS TO THE BRIDGE OF THE FREIGHTER. HE PUSHES SOME BUTTON ON THE BRIDGE CONTROL PANEL BEFORE THE PORTAL CLOSES BEHIND HIM. THE FREIGHTER BEGINS TO RUMBLE AND LIST AS IF IT STARTS TO ROLL OVER. THE RUMBLING GETS LOUDER AND BALANCE IS CORRECTED AGAIN.

"HE'S TURNED THE SHIP INTO A GIANT ROCKET!" SCREAMS A POLICE OFFICER LOOKING OUT A Porthole.

YOU LEAD THE POLICE UP TO THE DECK OF THE FREIGHTER AS IT SLOWLY LIFTS OUT OF THE BAY. BEFORE YOU STANDS HALF A DOZEN THUGS AND THE DUKE OF DEATH. THIS ENDS NOW! THE ROCKET ENGINES MAKE INTERMITTENT POPPING SOUNDS, WORRYING YOU ABOUT THIS SHIP'S INTEGRITY.

"LEAVE THIS BETA TO ME," COMMANDS THE DUKE. "GET RID OF THE POLICE."

THE THUGS AND POLICE ENTER INTO A BRAWL WHILE YOU MANEUVER PAST THEM TO SQUARE OFF AGAINST THE DUKE OF DEATH.

GO TO SCENARIO X.

21

AS FIRE BEGINS TO CRAWL UP THE VELVET CURTAINS, YOU PICK UP THE BROKEN MR. FRAT AND SLAM HIM DOWN ON HIS OVERSIZED MAHOGANY DESK. "WHO DO YOU WORK FOR? WHY ARE YOU TARGETING ME?" YOU DEMAND.

"GET STUFFED!" MR. FRAT COUGHS, "YOU'VE FAILED ALREADY..." HIS WORDS BECOME INCOHERENT AS HE PASSES OUT. SMOKE FILLING THE ROOM, YOU SPEND AS MUCH TIME AS YOU CAN INSPECTING THE OFFICE FOR CLUES.

YOU FIND A SECRET DRAWER IN THE DESK WITH ENVELOPES OF COUNTERFEIT MONEY ADDRESSED TO 998 DAVENPORT STREET. BEFORE THE SMOKE CRAWLS THICK INTO YOUR LUNGS, YOU DRAG MR. FRAT DOWN THE STAIRS AND OUT INTO THE FRESH AIR. YOU DEPOSIT HIM SAFELY ON THE SIDEWALK BEFORE PROCEEDING TO DAVENPORT.

GO TO SCENARIO D.

22

YOU DECIDE TO TAKE THE SUBWAY SINCE THE POLICE LIKELY HAVE AN APB OUT ON YOUR PONTIAC CHIEFTAIN. MADAME AFINA CHOSE TO LIVE FRUGALLY, IN A SMALL APARTMENT DOWNTOWN WHILE RUNNING HER FORTUNE TELLER BUSINESS IN THE CELLAR. SHE IS ONE OF THE OLDEST BETA'S STILL ALIVE, BUT DEMENTIA TOOK HER MIND LONG AGO. NOW SHE CHOOSES TO LIVE VICARIOUSLY THROUGH OTHER PEOPLE'S MEMORIES. LATER...

A MAN BLOCKS THE DOORWAY OF THE APARTMENT. RED ENERGY SPHERES APPEAR AND DISSIPATE AROUND HIM. YOU RECOGNIZE THIS BETA; SERGEANT KRIMSON LAW OF THE GPD. HE'S AS STRAIGHT AS AN ARROW; A BEACON OF MORALS AND ETHICS. BUT SOMETHING IS OFF. HIS EYES. THEY SEEM EMPTY, DEVOID OF CONSCIOUSNESS.

GO TO SCENARIO O.

23

CHEERING AND CLAPPING ERUPT FROM BEHIND YOU. IT SEEMS LIKE YOU'VE GATHERED A CROWD. THEY COME UP WITH OUTSTRETCHED HANDS TO CONGRATULATE YOU. YOU NEED TO GET OUT OF HERE FAST.

IF YOU COMPLETED THE QUICKDRAW RAJA SCENARIO (K), GO TO SCENARIO T.

IF YOU COMPLETED PUBLIC EXECUTION (L) ADVANCE TO LEVEL 3 AND GO TO SCENARIO H.

24

THIS PATH TAKES YOU TO THROUGH A BIG CURVED TUNNEL LOOPING BACK ON ITSELF. AFTER REORIENTING, YOU CONTINUE. GO TO 34.

TERRIFYING — SCARY BAG FULL OF HORRORS

MOVING MONSTER SET!



They Obey Your Commands

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Jump, Dart,
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YOU GET ALL THIS:

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25

"YOU'VE RUINED ALL OF MY PLANS!" THE DUKE OF DEATH SCREAMS "I WILL RETURN...WITH AN ARMY OF KILLBOTS! GUILDHAVEN CITY WILL BE MINE!"

HE WAVES HIS HAND CREATING A PORTAL BUT YOU PLACE A QUICK KICK AS HE PASSES THROUGH. A PEEK INSIDE THE PORTAL SHOWS THE DUKE FALLING INTO A CREVICE OF LAVA AND BRIMSTONE. AS YOU SEE HIM ERUPT IN FLAME, SO TOO DOES THE PORTAL. IT FLASHES CLOSED WITH THE SMELL OF SULFUR.

GO TO 30.

26

YOUR DAUGHTER'S GRAVE REMAINS UNDISTURBED EVEN THOUGH THE HEADSTONE WAS VANDALIZED. SOMEBODY WENT TO A LOT OF TROUBLE TO REPLICATE HER LOCKET. YOU SNEAK BACK TO SEARCH THE POLICE BETA WHEN YOU'RE SURE ITS SAFE.

GO TO 56.

21

"I---I--WAS DEEP UNDERCOVER... MAGNOLIA... SHE DUPED ME... SHE KNOWS...THE HIVE G--- G--," HE STUTTERS BEFORE COLLAPSING UNCONSCIOUS.

ADVANCE TO LEVEL 4.

IT SEEMS LIKE KRIMSON LAWIE WAS TRYING TO TELL YOU THAT YOU'RE BEING USED AS A DISTRACTION AND THAT MAGNOLIA IS NOT WHAT SHE APPEARS. IF YOU BELIEVE HIM, GO TO SCENARIO I. IF YOU THINK HE'S ALREADY BEEN MIND-CONTROLLED AND HIS LAST WORDS WERE TO THROW YOU OFF, GO TO 31.

28

DUKE OF DEATH LAUGHS, "THANK YOU SUPERHEROES! YOU HAVE HELPED ME TEST MY PROTOTYPE KILLBOT. I WILL MAKE THE SECOND ONE MUCH STRONGER AND RESISTANT TO YOUR ATTACKS. WITH A WAVE OF HIS HAND, A PORTAL OPENS AND THE DUKE STEPS THROUGH. YOU WEREN'T FAST ENOUGH TO FOLLOW BUT YOU DID GET A GOOD LOOK AT WHERE HE WENT... HE'S MUST BE ON ONE OF THE STEAMSHIP DERELICTS AT WHARF ISLAND.
GO TO 38.

32

YOU'RE SPINNING. IT FEELS LIKE AN ETERNITY BUT IN A MOMENT THE CAR CAREENS INTO THE GUARDRAIL STOPPING ABRUPTLY. AS YOU TRY TO MAKE SENSE OF WHAT JUST HAPPENED, A CAR DROPS FROM NOWHERE RIGHT NEXT TO YOU OVER THE SIDE OF BRIDGE AND INTO THE RIVER BELOW. KICKING THE DOOR OPEN, YOU TUCK AND ROLL AWAY FROM YOUR CHIEFTAIN AS ANOTHER CAR LANDS ON TOP OF IT WHERE YOU WERE A MOMENT AGO.

GO TO SCENARIO Q.

29

YOU'VE ENTERED AN ENORMOUS CAVERN FILLED WITH WATER. THERE IS A LARGER EXIT AND A SMALLER EXIT ACROSS THE WATER.
TAKE THE LARGER EXIT, GO TO 34.
TAKE THE SMALLER EXIT, GO TO 3.
DOUBLE BACK WITHOUT GOING THROUGH THE WATER, GO TO 39.

33

THE DUKE STUMBLES BACK AND YOU HEAR AN ELECTRONIC VOICE FROM THE KILLBOT SHOUT "MY LIEGE!" IT JUMPS OVER TO THE FALLEN DUKE, SCOOPS HIM UP IN ITS GIGANTIC HAND AND SHOOTS OFF LIKE A ROCKET ARCHING THROUGH THE SKY. THE EXHAUST AND CONTRAILS MAKE A PERFECT ARCH ENDING AT WHARF ISLAND. THAT MUST BE THE DUKE OF DEATH'S HEADQUARTERS.
GO TO 38.

34

THIS IS STRANGE...YOU'VE COME TO A COLLAPSED DEAD END, YOU'LL HAVE TO DOUBLE BACK AND TAKE A DIFFERENT PATH.
GO TO 39.

30

YOU, AND THE PEOPLE OF GUILDHAVEN CITY CAN BREATHE A SIGH OF RELIEF. YOU HAVE SAVED THE CITY.
THE END

35

YOU REMEMBER PROFESSOR STUPENDOUS TALKING ABOUT ANOTHER BETA NAMED MAGNOLIA PEARL WHO WAS ALSO ASKING QUESTIONS ABOUT THESE MICROSCOPIC ROBOTS. SHE CALLED THE "HEMOBOTS," BUT THE PROFESSOR THOUGHT NOTHING OF IT, UNTIL YOU BROUGHT YOUR VIAL.
IF YOU ARE SPECIALIZED IN PSIONICS, GO TO 50.
OTHERWISE GO TO 55.

51

AS YOU BEAT FEET ALONG THE SIDE ROADS TO THE SUBWAY, YOU GET THE FEELING THAT YOU'RE BEING FOLLOWED. YOU HEAD DOWN THE STAIRS TO THE SUBWAY AND WAIT AS THE CABIN FILLS UP. AT THE LAST POSSIBLE MOMENT, YOU STEP ON. THEN AS THE DOORS CLOSE YOU STEP OUT THE OTHER SIDE. THE SUBWAY CAR SPEEDS AWAY LEAVING YOU IN AN EMPTY SUBWAY TUNNEL...EXCEPT THE BURLY SHIRTLESS GIANT OF A MAN ON THE OTHER PLATFORM.
GO TO SCENARIO S.

36

THE NEXT NIGHT, YOU ARRIVE AT THE OLD WILLYS JEEP WAREHOUSE. YOU ARE WELCOMED TO AN UNDERGROUND MOVEMENT CALLED THE GUILD. THEY TELL YOU ABOUT HOW SOMEBODY ON THE POLICE FORCE HAS COME INTO POSSESSION OF A GEM KNOWN AS THE HIVE. THE HIVE GEM COMBINES EVERYBODY'S CONSCIOUSNESS AND REMOVES PRIVACY AND, TO AN EXTENT, FREE WILL. THE SUPER COP MR. FISTER IS THE LAST PERSON WHO WE KNOW WAS AFFECTED BY THE HIVE GEM.

"THE GOVERNMENT HAS BEEN INFILTRATED," THE SPEAKER IN THE WHITE LAB COAT, A RED BUN, AND HIGH HEELS ANNOUNCES TO THE AUDIENCE. "I'VE RECEIVED THESE REPORTS FROM DOCTOR BARTLETT, THE LEADING SCIENTIST IN MICROSCOPE STUDIES."

A FEW DOZEN OF YOU STAND IN THE DARK WAREHOUSE LISTENING TO HER SPEAK. "THE HIVE GEM SEEMS TO BE A SMALL INTERDIMENSIONAL SHIP OF SOME SORT. IT'S PILOTED BY MICROSCOPIC ROBOTS. THESE ROBOTS ARE ABLE TO GET INTO SENTIENT CREATURES-- LIKE US--AND INFLUENCE OUR ACTIONS, EVEN CHANGE OUR--" BOOM!

GO TO SCENARIO F.

38

AFTER CONSULTING WITH THE POLICE ABOUT THE DUKE'S HEADQUARTERS, THEY HAVE AN ASSIGNMENT FOR YOU. THERE ARE SOME PHOTOGRAPHS THAT SUGGEST A BOMB HAS BEEN PLACED SOMEWHERE IN THE TOWN, BUT THE CONFIDENTIAL INFORMANT WHO GAVE THIS INFORMATION HAS DISAPPEARED. FIND HIM, OR HIS SELFIX CAMERA AND FILM. EITHER OF THOSE CAN HELP CLEAR UP ANY DOUBTS.

ADVANCE TO LEVEL 3.

GO TO SCENARIO P.

39

YOU END UP GETTING LOST, BUT EVENTUALLY FIND YOUR WAY AFTER QUITE SOME TIME SPLASHING THROUGH THE KNEE-HIGH WATERS OF THE SEWERS, DOUBLING BACK A COUPLE OF TIMES. AS YOU MAKE YOUR WAY UNDER CITY HALL, YOU HEAR THE SPLASHING OF OTHER FOOTSTEPS ECHOING THROUGH THESE CATACOMBS.

GO TO 44.

37

WITH BOTH OF THE BETA'S DEFEATED, YOU CAN SEE THE HYDRO PLANT IN THE DISTANCE. YOU QUICKLY LICK YOUR WOUNDS AND PICK UP THE PACE TOWARDS THE DAM.
LATER...

AFTER EASILY DEFEATING SOME POLICE GUARDS ON THE DAM, YOU ENTER THE TURBINE PLANT PREPARED FOR MORE GUARDS. YOU'RE SHOCKED TO FIND THE GUARDS INSIDE BEATEN AND LYING IN AN EMBARRASSING HEAP ON THE FLOOR. THE LIGHTS FLICKER AND IN THE DISTANCE YOU HEAR A LOUD ELECTRICAL DISCHARGE FOLLOWED BY A WOMAN'S SCREAM. RUSHING TO THE ACTION, YOU SEE MAGNOLIA PEARL IN COMBAT AGAINST A SUPERVILLAIN TWICE HER SIZE. HE IS CHANNELING THE ELECTRICITY FROM THE TURBINES TO FEED THE STONE HOVERING OVER HIS HEAD--THE HIVE GEM!

"TSK TSK, MAGGIE MAGGIE MAGGIE. ENOUGH OF THIS. WITH THE HIVE GEM AND THE GENERATORS, HOW DO YOU EXPECT TO DEFEAT ME?" ASKS THE GIANT IN A COCKY TONE.
GO TO SCENARIO N.

40

LATER THAT EVENING...

ALTHOUGH THERE WAS NO IDENTIFICATION ON THE GOON, A WELL-USED BOX OF MATCHES FROM A NIGHTCLUB NAMED FAT CITY POINTS YOU TOWARDS ANSWERS. YOU DECIDE TO SHOW UP THERE EARLY IN THE MORNING BEFORE THE STAFF LEAVES IN ORDER TO CATCH THEM WHEN THEY'RE TIRED AND VULNERABLE.

UPON ARRIVING YOU ARE USHERED UPSTAIRS BY SOME BURLY GREASERS TO MEET WITH THE BOSS MR. FRAT.

GO TO SCENARIO B.

41

THE RADIO CRACKLES TO LIFE WITH REPORTS OF THE PUBLIC EXECUTION OF THE ENEMY OF THE CITY, DOCTOR BARTLETT. HE WILL BE THE FIRST EXECUTION BROADCASTED IN RCA TECHNICOLOR. YOU WONDER HOW THEY CAPTURED HIM, BROUGHT HIM TO TRIAL, AND CONVICTED HIM SO QUICKLY. A GUILDFIE TELLS YOU OF A LAB THE POLICE HAVEN'T FOUND YET AND THAT IT HAS TO BE DESTROYED. GO TO SCENARIO L.

42



TO BE CONTINUED... IN
GUILDHAVEN UNDERGROUND.

43

AFTER DISPATCHING THOSE THUGS, YOU SEARCH THE REST OF THE HOUSE, FINDING NOTHING MORE OF INTEREST THAN THE CAMERA. YOU BRING IT TO GPD HQ. THE DESK OFFICER TELLS YOU IT'LL TAKE THE NIGHT TO DEVELOP THE FILM. YOU HEAD OUT TO WAIT UNTIL TOMORROW.

IF YOU HAVE MARTIAL ARTS AS ONE OF YOUR SPECIALTIES, GO TO 48.
IF NOT, GO TO 4

44

ROUNDING A CORNER, YOU COME TO ANOTHER DEAD END, BUT THIS TIME YOU SEE THE BOMB. A HUGE BUNDLES OF TNT ATTACHED TO AN ALARM CLOCK AND BATTERY. ABOUT A DOZEN OIL BARRELS LABELED "AMMONIUM NITRATE" AND "BARIUM NITRATE" FILL THIS SMALL ROOM. AS SOON AS YOU TAKE IN THIS SCENE, THE DISTANT SPLASHING OF FOOTSTEPS FINALLY REACH YOU.

YOU ARE SURPRISED TO SEE TWO TICKING HOURGLASS VILLAINS! COMPLETELY IDENTICAL!!
GO TO SCENARIO W.

45

YOU FIND A LETTER ABOUT THEIR PLANS TO TAKE OVER THE LOADING DOCKS ON QUEEN ANNE'S STREET. IT WOULD APPEAR THAT THEY'RE GOING TO USE A BETA TO HELP THEM CLEAR THE INDUSTRIAL SECTION OF GUILDHAVEN CITY.
GO TO SCENARIO C.

46

AFTER THE RAID ON THE WAREHOUSE, YOU DECIDE IT MIGHT NOT BE SAFE TO HEAD HOME. YOU HEAD TO YOUR UNCLE'S PLACE. IT'S AN UNASSUMING HOUSE IN THE MIDDLE OF THE SUBURBS. HOWEVER, YOUR UNCLE IS A BIT PARANOID AND A CONSPIRACY SURVIVALIST. HE RECENTLY HAD A FALLOUT SHELTER INSTALLED IN HIS BACKYARD "NOW THAT THE COMMIES GOT NUKES," AS HE WOULD SAY.

HE'S VERY HAPPY TO HELP YOU OUT, EVEN TO THE POINT OF GIVING YOU AN OPPORTUNITY TO TRADE ONE OF YOUR ITEMS FOR ONE HE HAS FOUND ON THE BLACK MARKET. --DRAW THREE ITEM CARDS, YOU CAN EXCHANGE ANY ONE OF YOUR ITEM CARDS FOR ONE OF HIS. AFTERWARDS, THE OTHER THREE ARE SHUFFLED BACK INTO THE DECK.
THEN GO TO 41.

47

"I---I NEED IT." MAGNOLIA'S EYES EXPAND IN AN EXPRESSION OF SUBLIME AWESTRUCK AS SHE IS DRAWN TOWARDS THE GEM, HER HAND OUTSTRETCHED TO IT.
IF YOU INTERCEPT HER AND DRAG HER OUT OF THE DAM TO LET THE GUILD BLOW IT, GO TO 54.
IF YOU RUSH FORWARD AND GRAB THE GEM INSTEAD, GO TO 8.
IF YOU LET HER TAKE IT, GO TO 13.

48

YOU GO TO YOUR OLD SENSEI FOR SOME TRAINING AND ENLIGHTENMENT. HE GIVES YOU A SPECIAL ITEM THAT HE HASN'T TOUCHED SINCE THE FIRST WAR. HE THINKS IT'LL DO YOU MORE GOOD THAN IT DID HIM.
TAKE 1 RANDOM ITEM.
GO TO 9.

49

YOU'RE JUST IN TIME! WITH THE BOMBS FOUND AND DEFUSED, YOU RETURN TO THE POLICE DEPARTMENT. YOU LET THEM KNOW ABOUT THE BARRELS THAT MUST BE REMOVED. THE CAPTAIN TELLS YOU THAT THE DUKE OF DEATH HAS BARRICADED HIMSELF IN AT WHARF ISLAND.

HIS KILLBOT HAS SUNK ALL BOATS HEADING IN THAT DIRECTION, AND THE ONLY BRIDGE TO THE ISLAND IS COVERED BY SNIPERS AND TRAPS. YOU ARE NEEDED TO CLEAR THE BRIDGE SO THE POLICE CAN CROSS.
ADVANCE TO LEVEL 4.

GO TO 5.

50

USING YOUR PSIONIC TALENTS, YOU WERE ABLE TO GET A FEELING FROM THE PROFESSOR THAT MAGNOLIA PEARL IS ONE OF THE "GOOD GUYS." YOU ALSO GOT AN IMPRESSION OF HER PSYCHIC SIGNATURE. WITHIN A FEW HOURS OF SEARCHING, YOU ARE ABLE TO MEET UP WITH HER. SHE EXPLAINS THAT THE POLICE HAVE BEEN INFILTRATED BY HEMOBOTS. THERE IS A MEETING TOMORROW NIGHT AT THE CLOSED DOWN WILLYS JEEP FACTORY.
ADVANCE TO LEVEL 2, THEN GO TO 36.

51

THE THUGS SCATTER WITH THE FALL OF THEIR ALLY. YOU TURN MAGNOLIA PEARL OVER TO THE POLICE. THEY TELL YOU THAT SHE WAS DEEP UNDERCOVER LEARNING ABOUT AN ORGANIZED CRIME RING KNOWN AS THE GUILD. WITH MAGNOLIA TEMPORARILY OUT OF THE FIELD, THE POLICE WILL HAVE TO WORK FAST TO BRING DOWN THE KINGPINS OF THE ORGANIZATION.
ADVANCE TO LEVEL 2 AND THEN GO TO SCENARIO K.



52

THE HOUSE ON GALLows HILL HAS BEEN ABANDONED FOR YEARS. CHILDREN SAY IT'S HAUNTED AND DARE EACH OTHER TO ENTER. ALTHOUGH THE PARENTS BRUSH OFF THE CHILDREN'S FAIRY TALES, EVEN THEY FEEL A CHILL WHEN THINKING ABOUT THE HOUSE.

YOU GET THERE RIGHT BEFORE MIDNIGHT ON THE BLUE MOON, LET YOURSELF IN AND FIND THE HANGIN' BEAM MAGNOLIA PEARL TOLD YOU ABOUT. AFTER KNOCKING 13 TIMES, YOU GET A RESPONSE...

"WHO DARES TO DISTURB MY SLUMBER," RUMBLES A VOICE WITHIN THE WALLS.

"I NEED ANSWERS ABOUT THE HIVE GEM," YOU RESPOND.

"PROVE YOURSELF WORTHY BY DEFEATING ME IN BATTLE. ONLY THEN WILL I SHARE MY KNOWLEDGE."
GO TO SCENARIO M.

53

THE HAUNT HOWLS IN PAIN AS IT FADES FROM SIGHT, REAPPEARING CALM AND COMPOSED A MOMENT LATER. "WELL DONE SHADOWMAN." HE CONGRATULATES. "I WILL TELL YOU WHAT I KNOW ABOUT THE HIVE GEM, "GO TO THE FORTUNE TELLER'S SHOP DOWNTOWN AND GET THE BLOODSTONE AMULET. ONLY THE BLOODSTONE WILL PREVENT THE HIVE GEM FROM CONTROLLING YOUR MIND."

"MADAME AFINA...THE FORTUNE TELLER DOWNTOWN?" YOU INTERJECT.

"THE HIVE GEM DOES NOT BELONG TO THIS WORLD. BRING IT BACK TO ME SO I CAN TAKE IT TO THE "OTHERS" WHERE IT CAN NEVER LEAVE," HE QUIETLY ECHOES AS HE SLOWLY FADES AWAY.

CAN GHOSTS REALLY BE TRUSTED? YOU ASK YOURSELF...

I DON'T THINK SO.
GO TO 22.

54

YOU KNOW THAT THE GEM IS TOO POWERFUL TO BE HELD BY ANYBODY. IT'S PROBABLY WHAT LED TO THE DISAPPEARANCE OF THE ALPHAS. IF SO, THERE'S NO WAY ANY BETA COULD CONTROL IT. WITH A GRIM REALIZATION, YOU UNDERSTAND WHY THE ONLY SAFE THING TO DO IS LET THE GUILD DESTROY THE DAM.

YOUR CONSCIENCE WEIGHS HEAVY AS YOU THINK OF ALL THE LIVES THAT ARE GOING TO BE SACRIFICED TONIGHT.
THE END

55

THROUGH SOME DETECTIVE WORK, YOU FIND OUT THAT MAGNOLIA PEARL'S PLANNING TO "TEST" BETAS AT THE LOADING DOCK ON QUEEN ANNE'S STREET. BY NOW YOU ARE SURE THAT SHE'S TRYING TO FIGURE OUT WHO'S UNDER THE CONTROL OF THE HEMOBOTS. YOU GET READY TO PROVE YOURSELF.
GO TO SCENARIO C.

56

THE UNCONSCIOUS OFFICER ON THE GROUND HAS DROPPED A SMALL VIAL FILLED WITH WHAT APPEARS TO BE BLOOD. YOU GRAB THE VIAL AND SKEDADDLE BEFORE MORE POLICE ARRIVE. YOU'LL HAVE TO GET THIS TO YOUR OLD COLLEGE FRIEND, A BETA NAMED PROFESSOR STUPENDOUS, WHO YOU HOPE CAN GIVE YOU SOME ANSWERS IN THE MORNING. BUT NOW IT'S LATE AND YOU NEED SOME SHUT-EYE.

THE NEXT MORNING...

YOU'VE ALWAYS BEEN ABLE TO TRUST THIS BETA EVEN THOUGH HE SEEMS TO DABBLE IN THE DARK ARTS. ALTHOUGH HE USED TO BE A RESEARCH SCIENTIST, HE WORKS IN THE MORGUE NOW. YOU TRY NOT TO THINK WHY.

GO TO SCENARIO E.

57

ADVANCE TO LEVEL 4.

"I---I--WAS DEEP
UNDERCOVER...MAGNOLIA...SHE DUPED ME...SHE KNOWS...THE HIVE G--- G--," HE STUTTERS BEFORE COLLAPSING UNCONSCIOUS.

IT SEEMS LIKE KRIMSON LAWIE WAS TRYING TO TELL YOU THAT YOU'RE BEING USED AS A DISTRACTION. IF YOU BELIEVE HIM, GO TO SCENARIO I. IF YOU THINK HE'S ALREADY BEEN MIND-CONTROLLED AND HIS LAST WORDS WERE TO THROW YOU OFF, TAKE THE GEM AND ESCAPE THROUGH THE SUBWAY. GO TO 7.

58

MR. FISTER STUMBLES BACK ONTO THE TRACKS AS THE LOCOMOTIVE COMES RUSHING THROUGH THE TUNNEL. YOU HEAR THE SICKENING CRUNCH OF BONES AND FLESH AS THE TRAIN SPEEDS THROUGH. SINCE THIS IS NOT A SCHEDULED STOP, THE LOCOMOTIVE KEEPS GOING. YOU HEAD TO YOUR SAFEHOUSE TO RECUPERATE.

THE NEXT MORNING...

THE GUILD SENT A MESSAGE OVERNIGHT, WRAPPED IN A NEWSPAPER. THE HIVE GEM IS SOMEWHERE INSIDE THE JACKSON RIVER DAM. THE GUILD PLANS TO BLOW THE DAM AT MIDNIGHT TO DESTROY THE HIVE GEM AND ANY MIND-CONTROLLED DRONES INSIDE. HOWEVER, THEY DO NOT SEEM TO CARE ABOUT ANY CASUALTIES THAT MIGHT OCCUR JUST DOWNSTREAM OF THE DAM. IF YOU CAN DEFEAT THE MASTER AND DESTROY THE GEM, THEN THEY WON'T NEED TO BLOW THE DAM. YOU GET YOUR GEAR TOGETHER AND HEAD OUT TO FOR YOUR FINAL CONFRONTATION.

GO TO 32.

SCENARIOS AHEAD

The following pages contain the Scenarios for the Guildhaven City campaign.

Do not read ahead, and only read the scenarios you are instructed to through other plot passages or scenario directions.

SCENARIO A

BACK STREET JUSTICE

ON YOUR WAY TO THE WAREHOUSE LOCATION, THE SCANNER GOES DEAD. NO CALLS FROM ANYBODY. A LOUD SOUND LIKE A WHIP ECHOES THROUGH YOUR VEHICLE. YOU SLAM ON THE BRAKES AND REALIZE YOU'VE BEEN SHOT. YOU LOOK AT YOUR SHOULDER. IT HURTS, BUT NOT AS BAD AS YOU'D EXPECT. YOUR BLOOD SLOWLY CONTINUES TO STAIN THE SEATS OF YOUR PONTIAC CHIEFTAIN.

YOU SEE TWO MEN QUICKLY SLIP INTO AN ALLEY WHERE YOU'RE SURE THE SHOT CAME FROM. YOU PULL ON YOUR MASK AND EXIT YOUR CAR...

WINNING CONDITION
DEFEAT THE GOON.

THUG 1 ○○○○○

THUG 2 ○○○○○

THUG 3 ○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 3
2	(83) MOVE 2 - ATTACK 3
3	(22) MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 2
5	(14) CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1

GUNNER 4 ○○○○○

GUNNER - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 2
2	(73) RANGE 6 - ATTACK 4
3	(41) MOVE 4 - RANGE 3 - ATTACK 1
4	(35) MOVE 3 - RANGE 4 - ATTACK 2
5	(39) MOVE 2 - RANGE 4 - ATTACK 1 - IMMOBILIZE
6	(21) RANGE 6 - ATTACK 1 - IMMOBILIZE

GOON 5 ○○○○○○○○○○

GOON - VILLAIN ACTION TABLE	
1	(89) MOVE 3 - ATTACK 4 - ADD DARK
2	(53) MOVE 3 - ATTACK 4
3	(44) MOVE 4 - ATTACK 3 - CONFUSE
4	(60) MOVE 2 - BLEED 1 - CONFUSE
5	(39) MOVE 1 - SHIELD 2 - CONFUSE
6	(24) SHIELD 2 - RETALIATE 2



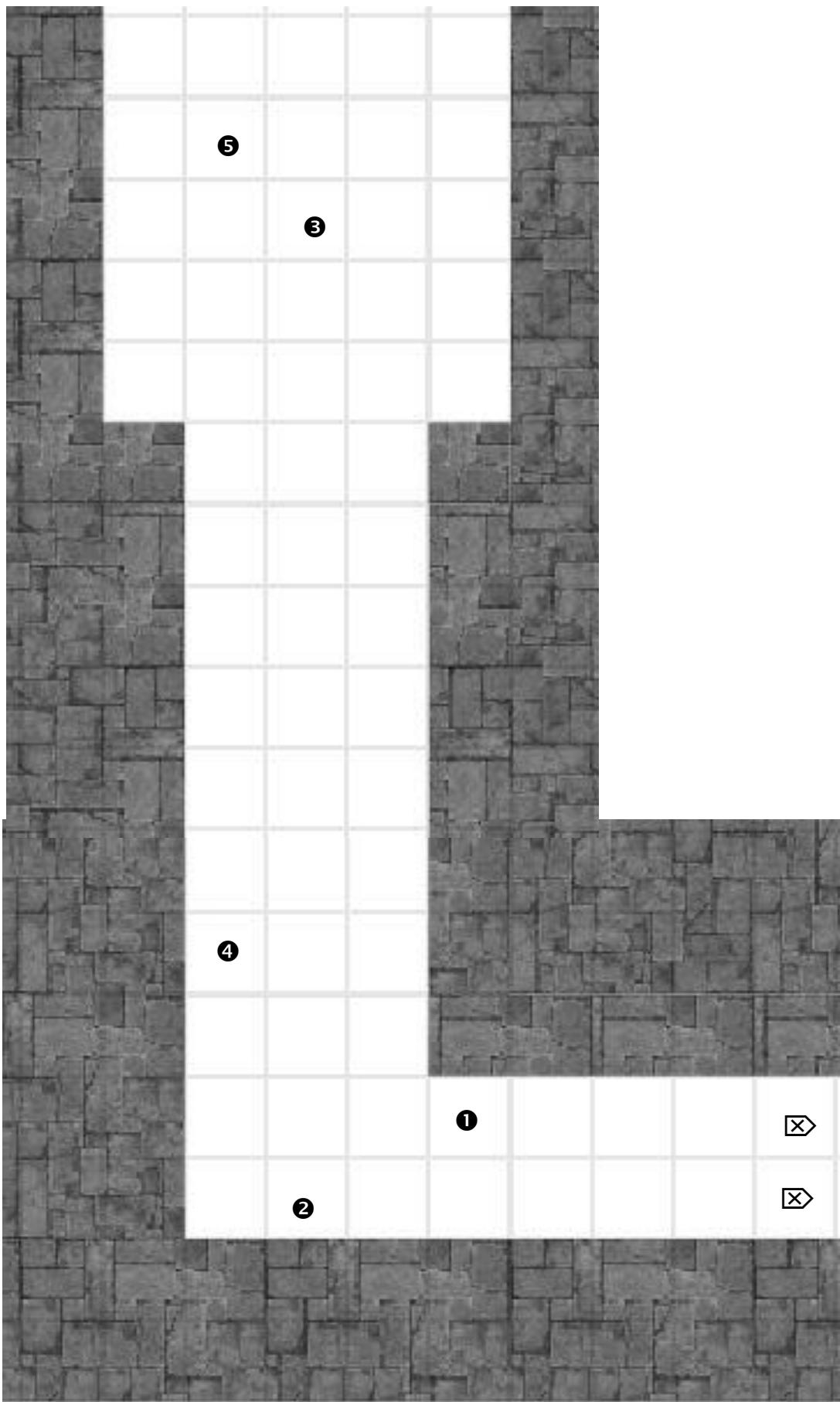
SPECIAL INSTRUCTIONS

- CHOOSE ANY OF THE TO PLACE YOUR HERO TO START.
- PLACE THE VILLAINS ON THEIR RESPECTIVE MAP NUMBERS.
- START THIS SCENARIO WITH WOUND
- GOON 5 AND THUG 3 WILL NOT ACT ON THE FIRST TWO TURNS.

REQUIRED

5 CUBES TO REPRESENT VILLAINS

WHEN YOU DEFEAT THE GOON,
IF THERE ARE ANY OTHER VILLAINS STILL UNDEFEATED
READ 06 IN THE PLOT BOOK -OR-
IF ALL VILLAINS HAVE BEEN DEFEATED READ 11 IN THE
PLOT BOOK



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO B

PANIC AT THE NIGHTCLUB

"YOUR REPUTATION PRECEDES YOU," MR. FRAT BEGINS
"A BETA SUCH AS YOURSELF COULD MAKE SOME GOOD DOUGH IF
YOU--"

"I NEED ANSWERS! WHY DID YOUR THUGS ATTACK ME?"
YOU INTERRUPT.

"AH, IT WAS NOTHING BUT A TEST. MY CLIENT IS QUITE
INTERESTED IN YOUR POTENTIAL." MR. FRAT RESPONDED.
"HOWEVER, SHE'S STILL NOT QUITE SURE AND REQUIRES MORE
RESULTS." HE BARELY NODS AND YOU HEAR THE GREASERS
QUIETLY POSITION THEMSELVES BEHIND YOU..."

WINNING CONDITION
DEFEAT ALL VILLAINS

THUG 1 ○○○○○

THUG 2 ○○○○○

THUG 3 ○○○○○

THUG 4 ○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 2
2	(83) MOVE 2 - ATTACK 2
3	(22) MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 3
5	(14) CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1 - ADD DARK

MR. FRAT 5 ○○○○○○○○

MR. FRAT - VILLAIN ACTION TABLE	
1	(79) MOVE 3 - ATTACK 3 - ADD DARK
2	(43) MOVE 2 - RANGE 3 - ATTACK 3 - ADD DARK
3	(54) PUSH 1 - RANGE 2 - CONFUSE - ADD DARK
4	(50) MOVE 2 - RANGE 2 - ATTACK 3 - CONFUSE
5	(29) MOVE 1 - SHIELD 3 - ATTACK 2 -- WOUND
6	(24) SHIELD 2 - RETALIATE 1 - DRAIN

SPECIAL INSTRUCTIONS

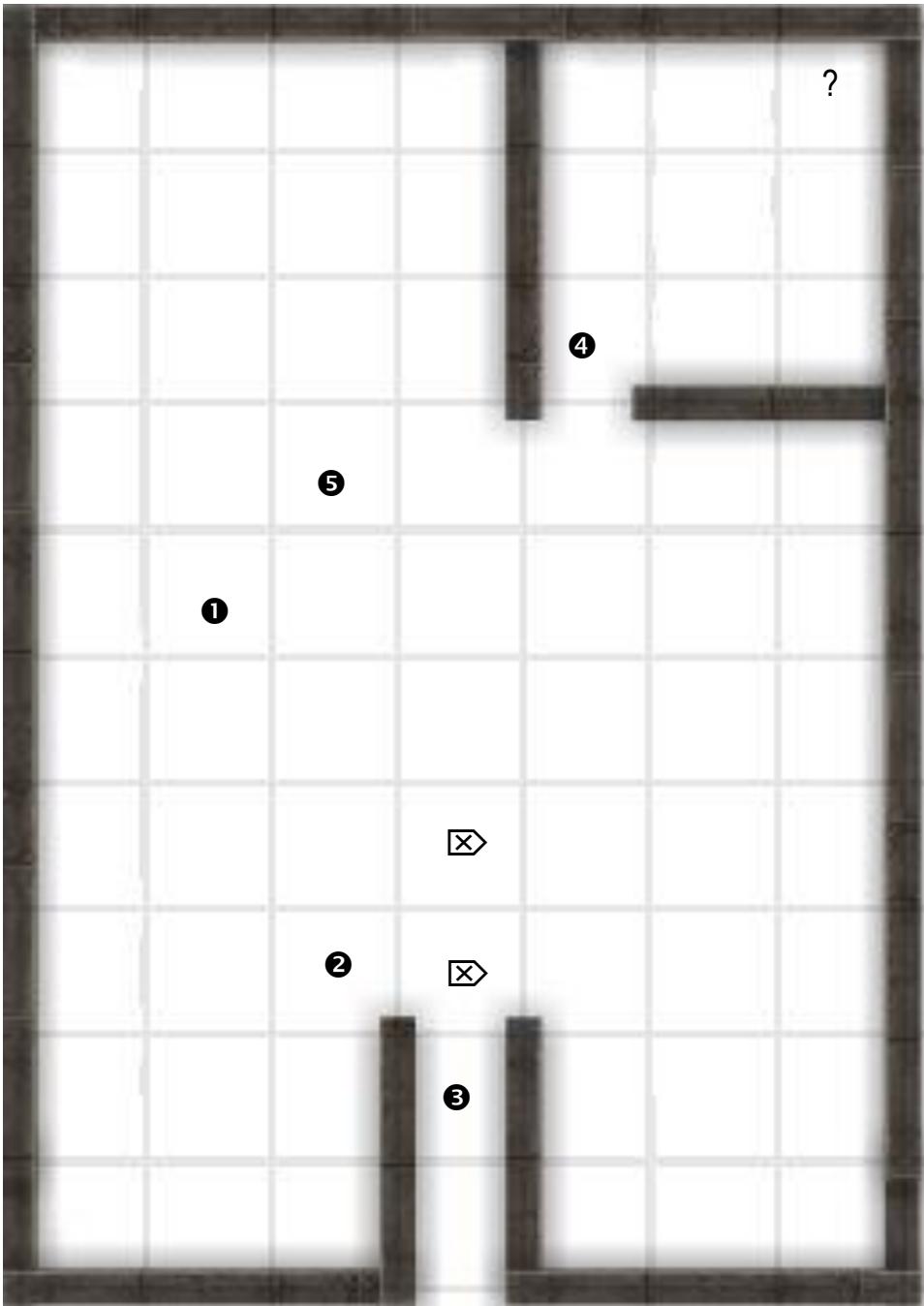
- CHOOSE ANY OF THE  TO PLACE YOUR HERO TO START
- ? IS AN OPEN SAFE. IT CONTAINS A RANDOM ITEM.



WHEN YOU DEFEAT ALL VILLAINS,
READ 16 IN THE PLOT BOOK IF YOU GOT THE ? DURING
THE SCENARIO -OR-
READ 21 IN THE PLOT BOOK IF YOU DIDN'T REACH THE
SAFE.

REQUIRED

5 CUBES TO REPRESENT VILLAINS
1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO C

THE MOST BEAUTIFUL PEARL

IT LOOKS LIKE THE SAME SORT OF SCUM YOU FOUGHT EARLIER. EXCEPT NOW THERE'S A WOMAN WEARING A BEAUTIFUL PEARL DRESS IN SHADOWS TOWARDS THE BACK OF THE LOADING DOCK. SHE SEEMS... ENCHANTING; MOST LIKELY A BETA.

"I'VE BEEN WAITING FOR YOU," SHE SAYS. "NOW, LET'S SEE IF YOU BLEED."

WINNING CONDITION

DEFEAT THE THUGS AND GUNNER.

(SECONDARY OBJECTIVE: DEFEAT WOMAN BEFORE THUGS AND GUNNER)

THUG 1 ○○○○○

THUG 2 ○○○○○

THUG 3 ○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 2
2	(83) MOVE 2 - ATTACK 2
3	(22) MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 3
5	(14) CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1 - ADD DARK

GUNNER 4 ○○○○○

GUNNER - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 2
2	(73) RANGE 6 - ATTACK 4 - ADD DARK
3	(41) MOVE 4 - RANGE 3 - ATTACK 1
4	(35) MOVE 3 - RANGE 4 - ATTACK 2
5	(39) MOVE 2 - RANGE 4 - ATTACK 1 - IMMOBILIZE
6	(21) RANGE 6 - ATTACK 1 - IMMOBILIZE

WOMAN 5 (BETA) ○○○○○○○○○○ SHIELD 1

WOMAN (BETA) - VILLAIN ACTION TABLE	
1	(89) MOVE 3 - RANGE 6 - ATTACK 1 - IMMOBILIZE
2	(53) MOVE 1 - CONE - HEAL 2 - ADD LIGHT
3	(4) SHIELD 1 - ORDER THUGS AND GUNNER TO ACT ON INITIATIVE 5.
4	(60) ✕ LIGHT - LOSE 1 HP BUT ALL OTHER VILLAINS IN LOS HEAL 1 HP
5	(39) MOVE 1 - SHIELD 1 - RANGE 3 CONFUSE
6	(29) SHIELD 2 - RETALIATE 2 - DRAIN



SPECIAL INSTRUCTIONS

- THE WALLS DO NOT BLOCK LOS FOR WOMAN 5.
- ? IS A PALLET OF CONTRABAND.
- WOMAN 5 HEALS 1 AT BEGINNING OF ROUND IF LIGHT IS INFUSED.

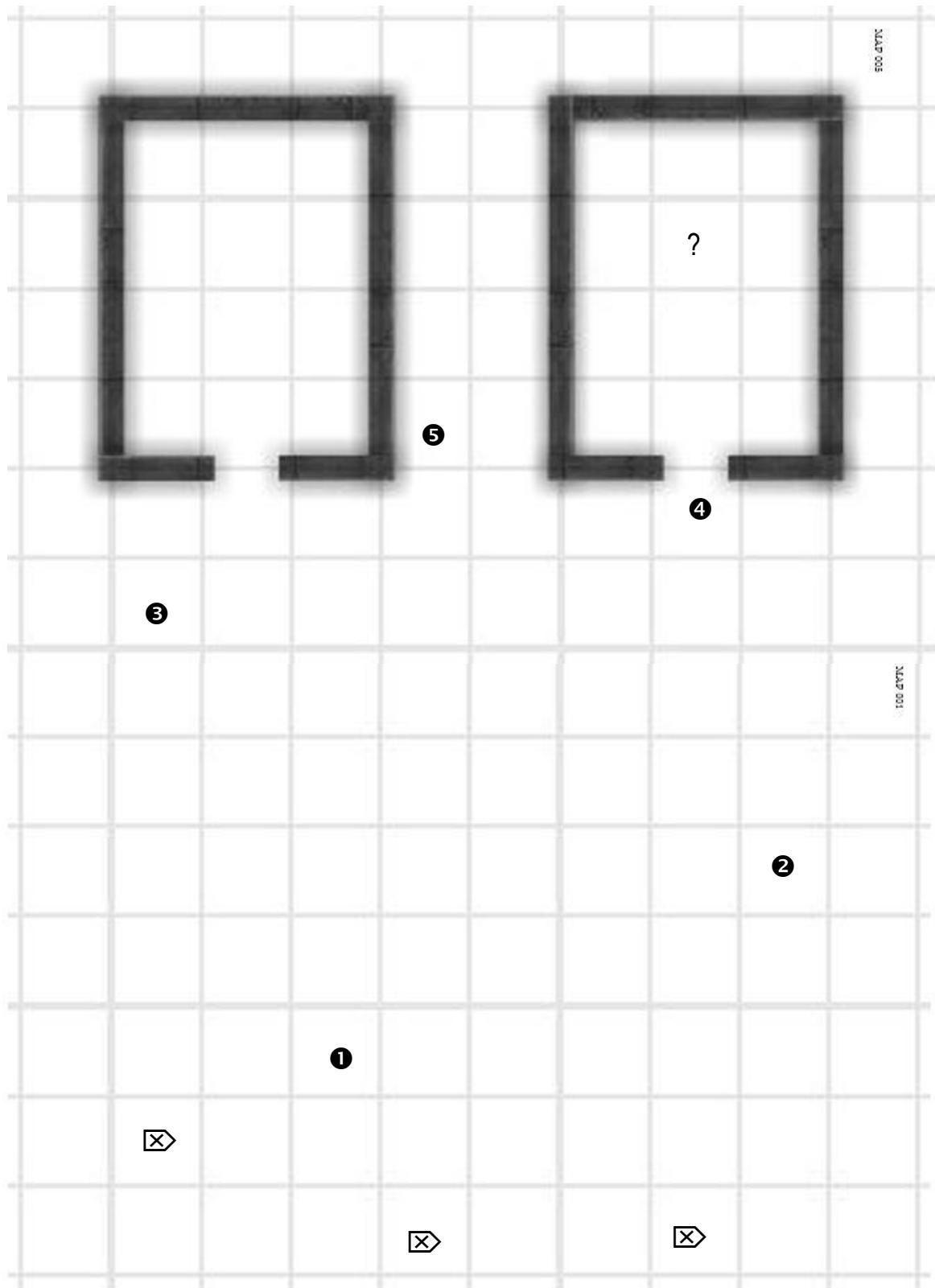
WHEN YOU DEFEAT THE THUGS AND GUNNER,
IF THE WOMAN IS STILL UNDEFEATED READ 07 IN THE
PLOT BOOK

IF THE WOMAN HAS BEEN DEFEATED READ 51 IN THE PLOT
BOOK

REQUIRED

5 CUBES TO REPRESENT VILLAINS

1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO D

BATTLE IN DAVENPORT

998 DAVENPORT STREET. THERE'S NOTHING PEULIAR ABOUT THIS ONE-STORY HOUSE. YOU WALK AROUND BACK TO THE YARD AND THAT'S WHEN YOU NOTICE TWO MASKED THUGS NEAR A SHED. THIS MUST BE THE RIGHT PLACE. YOU HOP OVER THE FENCE AND RUSH THE THUGS.

WINNING CONDITION

DEFEAT THE THUGS AND GUNNERS.

THUG 1 ○○○○○

THUG 2 ○○○○○

THUG 3 ○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 2
2	(83) MOVE 2 - ATTACK 2
3	(22) MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 3
5	(14) CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1 - ADD DARK

GUNNER 4 ○○○○○

GUNNER 5 ○○○○○

GUNNER - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 2
2	(73) RANGE 6 - ATTACK 4 - ADD DARK
3	(41) MOVE 4 - RANGE 3 - ATTACK 1
4	(35) MOVE 3 - RANGE 4 - ATTACK 2
5	(39) MOVE 2 - RANGE 4 - ATTACK 1 - IMMobilize
6	(21) RANGE 6 - ATTACK 1 - IMMobilize

SPECIAL INSTRUCTIONS

- GUNNER 5 WILL NOT LEAVE HIS STARTING POSITION UNTIL YOU ENTER THE HOUSE.
- GUNNER 5 HAS LOS TO THE OUTSIDE (SMALL WINDOW) FROM HIS STARTING POSITION, ALTHOUGH YOU DO NOT HAVE LOS TO THE GUNNER WHILE YOU ARE OUTSIDE.
- ? IS AN UNLOCKED GUN LOCKER

WHEN YOU DEFEAT THE THUGS AND GUNNERS,
READ 45 IN THE PLOT BOOK

REQUIRED

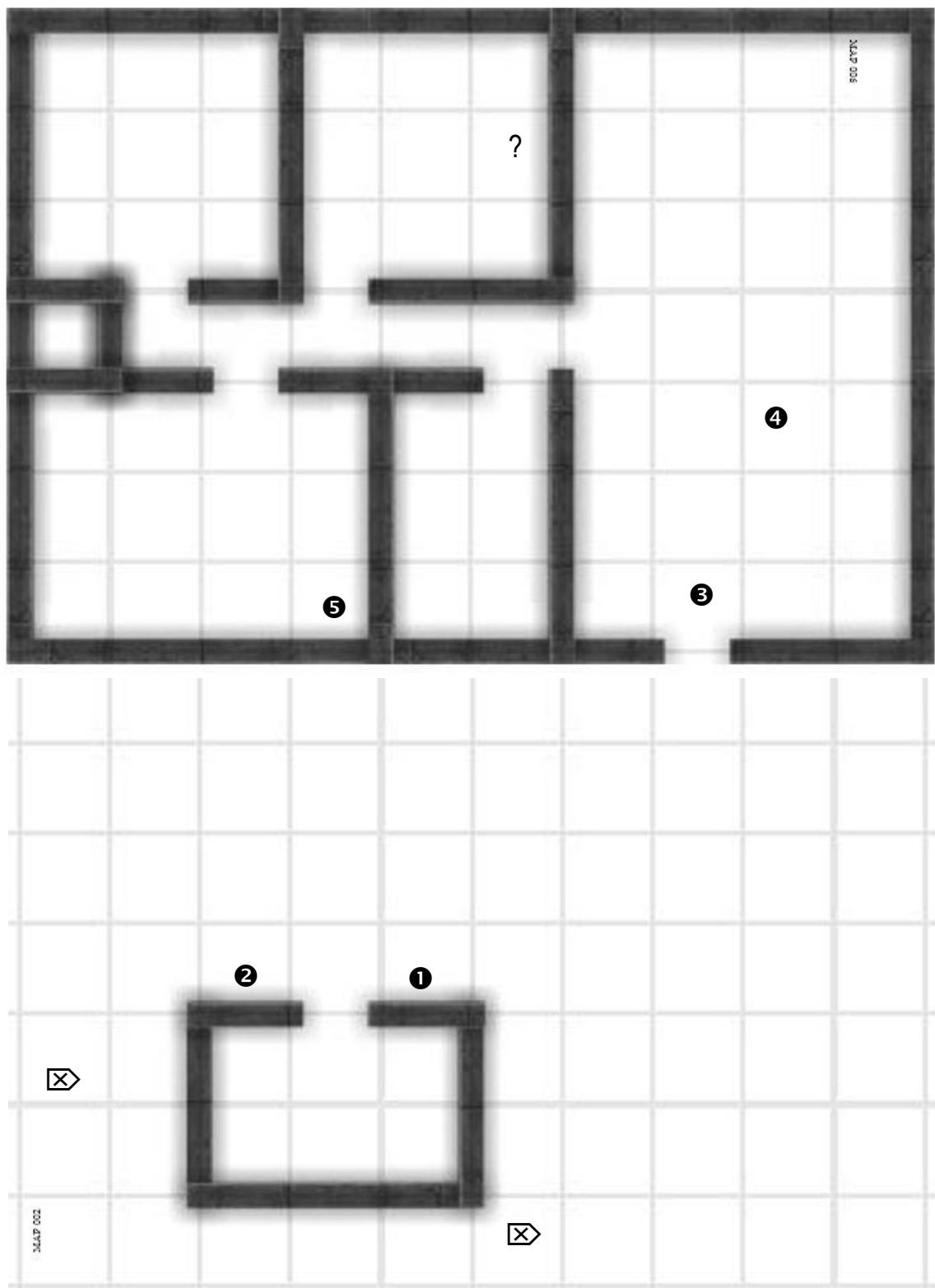
5 CUBES TO REPRESENT VILLAINS

1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO E

PROFESSOR STUPENDOUS

AFTER A FEW HOURS OF EXPERIMENTING WITH THE VIAL OF BLOOD YOU BROUGHT HIM, THE PROFESSOR FINALLY SPEAKS, "FASCINATING! IT APPEARS TO BE A MASS OF MICROSCOPIC ROBOTS. WHEN INTRODUCED INTO THE BODY, THEY REPLICATE AT AN AMAZING RATE, DEVOURING RED BLOOD CELLS AS FUEL."

"IF SOMEBODY IS CONTROLLING THESE, THEN COULD THEY CONTROL WHOMEVER IS A CARRIER AS WELL?" YOU ASK.

THE PROFESSOR THINKS FOR A MOMENT AND GRABS HIS HAM RADIO. "ABSOLUTELY! BUT IF WE REVERSE THE SHORTWAVE RECEPTION, THEN WE COULD THEORETICAL---"

THE BEAKER HOLDING THE BLOOD EXPLODES, PEPPERING THE PROFESSOR WITH SHARDS OF GLASS. HIS EYES DART AROUND LIKE HE'S IN REM SLEEP AND THEN A VOICE NOT OF HIS OWN SPEAKS THROUGH HIM, "THE INFORMATION YOU ARE TRYING TO ACCESS IS RESTRICTED. YOU MUST BE SHUT DOWN. PLEASE COMPLY." WITH A WAVE OF HIS HAND HIS SHADE ATTACKS.



WINNING CONDITION

DEFEAT PROFESSOR STUPENDOUS AND THEN ESCAPE THE BOARD BY LEAVING THROUGH THE SOUTH EDGE. READ 55 IN THE PLOT BOOK ONCE YOU COMPLETE THIS CONDITION.

PROFESSOR STUPENDOUS 1 (BETA)

○○○○○○○○○○○○ SHIELD 1

PROFESSOR STUPENDOUS - VILLAIN ACTION TABLE	
1	(50) SHIELD 2 - ATTACK 3 - PIERCE 1
2	(27) MOVE 1 - RANGE 4 - ATTACK 2 - IMMOBILIZE
3	(12) MOVE 4 - ATTACK 3 - POISON - ADD DARK
4	(38) MOVE 5 - ATTACK 2 - PIERCE 2
5	(7) SHIELD 2 - CONFUSE - ADD DARK
6	(95) SUMMON SHADE. DRAIN

SHADE 2 ○○○

SHADE - VILLAIN ACTION TABLE	
1	(9) SHIELD 1 - RETALIATE 1 - ADD DARK
2	(73) AOE 2 - ATTACK ■ - IMMOBILIZE (OTHER SHADES ARE IMMUNE TO THIS DAMAGE)
3	(41) MOVE 3 - ATTACK ■
4	(35) MOVE 4 - ATTACK ■
5	(39) MOVE 3 - RANGE 4 - BLEED 1 - IMMOBILIZE
6	(21) HEAL PROFESSOR 1 AND GIVE HIM ADVANTAGE ON HIS NEXT TURN. ■ = NUMBER OF SHADES PRESENT ON THE BOARD

POSSIBLE SUMMONS/REINFORCEMENTS

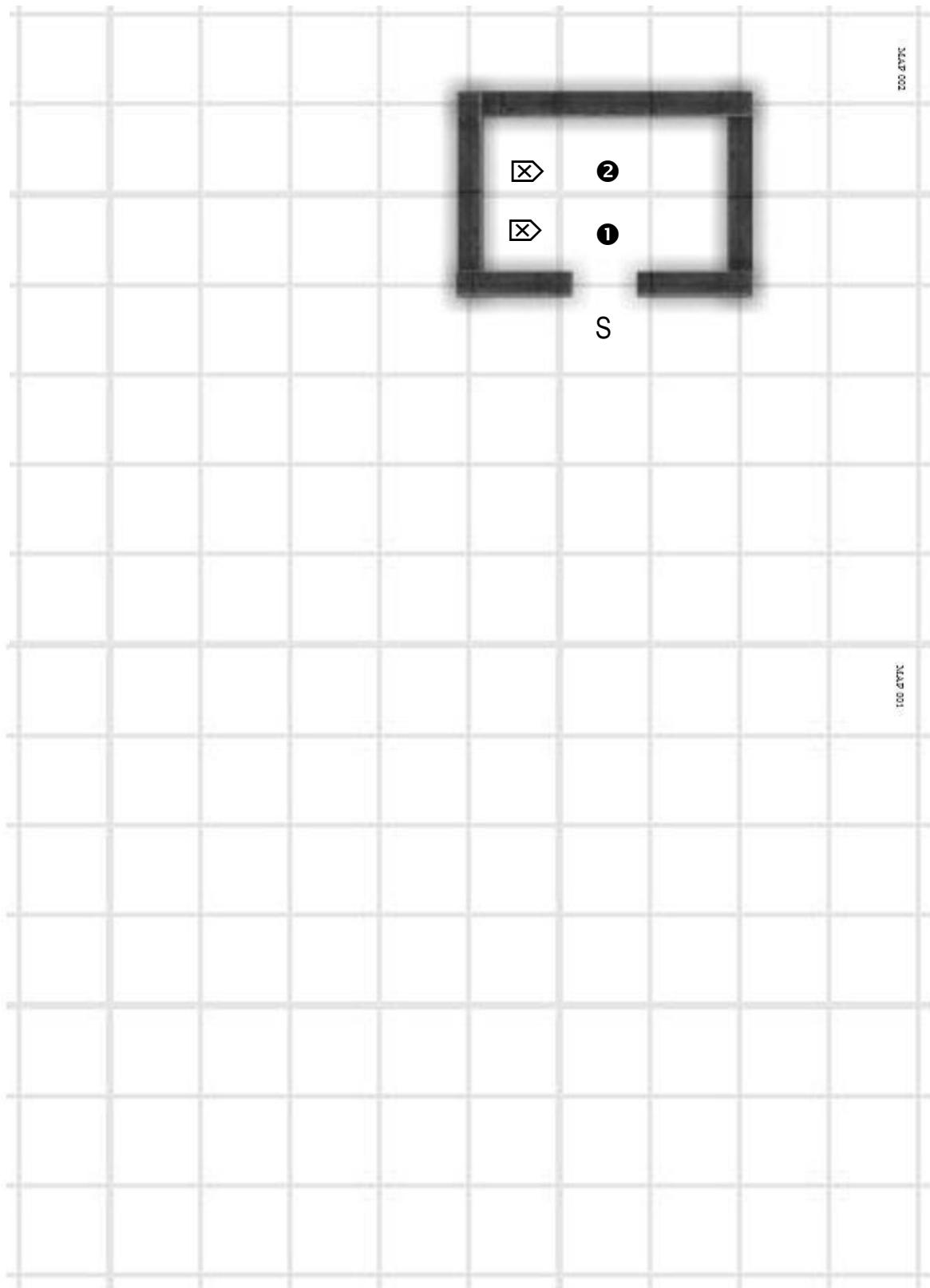
SHADE 3 ○○○	SHADE 6 ○○○
SHADE 4 ○○○	SHADE 7 ○○○
SHADE 5 ○○○	SHADE 8 ○○○

SPECIAL INSTRUCTIONS

- PROFESSOR STUPENDOUS HAS A CONSTANT RETALIATE 1.
- IF A ROUND BEGINS WITH DARK INFUSED (CRESCENT MOON, STARS, OR ECLIPSE) ADD A SHADE TO SPACE S ON THE MAP. IT WILL ACTIVATE ON THAT ROUND.
- -1 TO MOVE, CHARGE, JUMP, OR FLY RANGE IF YOU BEGIN YOUR TURN ADJACENT TO A SHADE.
- PROFESSOR STUPENDOUS GETS AN EXTRA SHIELD FOR EACH SHADE IN PLAY.

REQUIRED

UP TO 9 CUBES TO REPRESENT VILLAINS



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO F

GUILDMEMBERS ONLY

THE GUILD

BOOM! AN EXPLOSION IN THE WALL INTERRUPTS HER SPEECH. A BRIGHT FLOODLIGHT SHINES IN AND OVER A LOUDSPEAKER YOU HEAR, "THIS IS THE POLICE. YOUR ASSEMBLY HERE HAS BEEN DEEMED SEDITIOUS AND ILLEGAL. SURRENDER NOW. USE OF LETHAL FORCE HAS BEEN AUTHORIZED!"

"EVERYBODY RUN!" YOU SHOUT. "I'LL STALL THEM!"

WINNING CONDITION

DO NOT LET ANY POLICE LEAVE THE MAP THROUGH THE SOUTH EDGE.

POLICE 1 ○○○○○
 POLICE 2 ○○○○○
 POLICE 3 ○○○○○○
 POLICE 4 ○○○○○○○
 POLICE 5 ○○○○○○○

POLICE - VILLAIN ACTION TABLE	
1	(50) MOVE 2 - RANGE 3 - ATTACK 3
2	(22) MOVE 2 - RETALIATE 2
3	(33) MOVE 2 - CONE ATTACK 1 - CONFUSE
4	(38) MOVE 3 - RANGE 2 - ATTACK 2 - PIERCE 2
5	(67) SHIELD 2 - RANGE 3 - ATTACK 3
6	(95) MOVE SOUTH 2 - SHIELD 1

SPECIAL INSTRUCTIONS

- AFTER EACH POLICE UNIT'S TURN, MOVE HIM SOUTH 2 IF NOT IMMOBILIZED OR STUNNED.
- IF THE HERO IS IN THE SQUARE DIRECTLY TO THE SOUTH, MOVE EAST OR WEST 1, AND THEN SOUTH 1.
- POLICE UNITS WILL NEVER MOVE NORTH ON THEIR OWN TURN.

AFTER YOU DEFEAT ALL POLICE,
 YOU HIDE OUT WITH OTHER GUILDMIES SINCE YOU THINK
 YOU HAVE TO STICK TOGETHER AND WANT TO BUILD THEIR
 TRUST (GO TO 2)

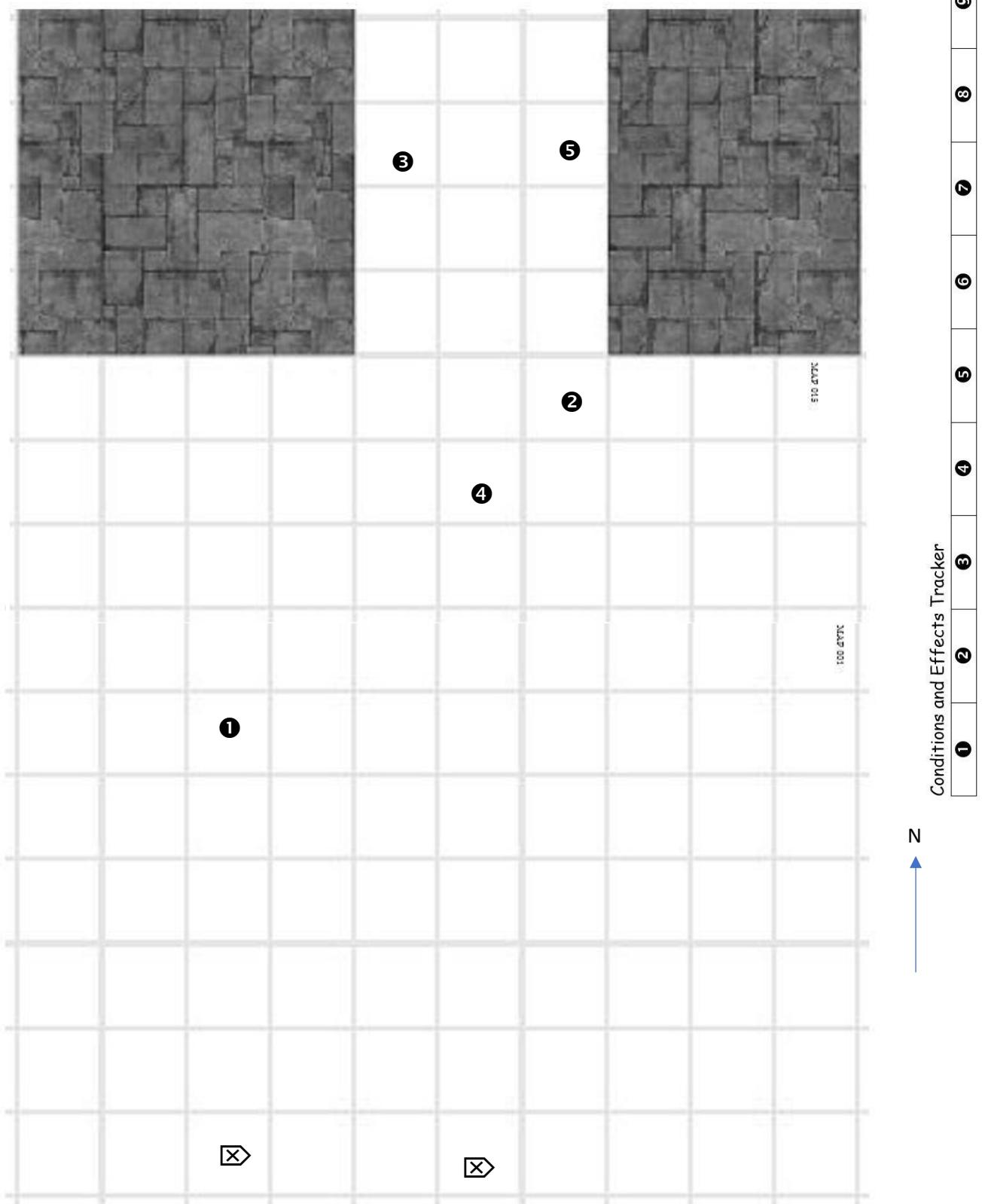
OR

YOU MAY HIDE OUT AT YOUR UNCLE-IN-LAW'S HOUSE
 OUTSIDE THE CITY SINCE HE LIVES OFF THE GRID AND IT'S
 UNLIKELY ANYBODY WOULD SEARCH FOR YOU THERE
 (GO TO 46).

REQUIRED

5 CUBES TO REPRESENT VILLAINS





SCENARIO G STREET CLEANER

IT LOOKS LIKE A GANG LED BY A BETA IS ROBBING INNOCENT PEOPLE. "THIS IS THE BONESETTER'S BLOCK," HE LAUGHS AS HE PICKS UP AN INNOCENT CIVILIAN.
TIME TO CRACK SOME SKULLS.

WINNING CONDITION

DEFEAT THE BETA NAMED BONESETTER

BONESETTER (BETA) 1 ○○○○○○○○○○ SHIELD 1

THE BONESETTER (BETA) - VILLAIN ACTION TABLE	
1	(20) FLY 4 - CONE ATTACK 3 - PUSH 4
2	(40) CONE ATTACK 1 - DISARM
3	(21) SHIELD 3 - RETALIATE 3 - ADD DARK
4	(42) FLY 4 - CONE ATTACK 2 - PUSH 3 -- POISON
5	(14) FLY 3 - ATTACK 1 - ATTACK 2 - <input checked="" type="checkbox"/> DARK = ATTACK 3
6	(91) <input checked="" type="checkbox"/> DARK = ORDER THUGS TO TAKE ANOTHER ACTION (REROLL THE THUG VAT AND PLAY THEIR TURN IMMEDIATELY) - DRAIN



THUG 2 ○○○○○

THUG 3 ○○○○○

THUG 4 ○○○○○

THUG 5 ○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 3
2	(83) MOVE 2 - ATTACK 3 - ADD DARK
3	(22) SHIELD 1 -- MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 2
5	(14) SHIELD 1 - CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1 - ADD DARK

SPECIAL INSTRUCTIONS

- ANY ATTACKS MADE WHILE ADJACENT TO THE BONESETTER ARE AT DISADVANTAGE.
- THE ? IS A PIECE OF BONESETTER'S GEAR.
- THE BONESETTER IS IMMUNE TO STUN AND DISARM.

WHEN YOU DEFEAT THE BONESETTER, READ 23 IN THE PLOT BOOK.

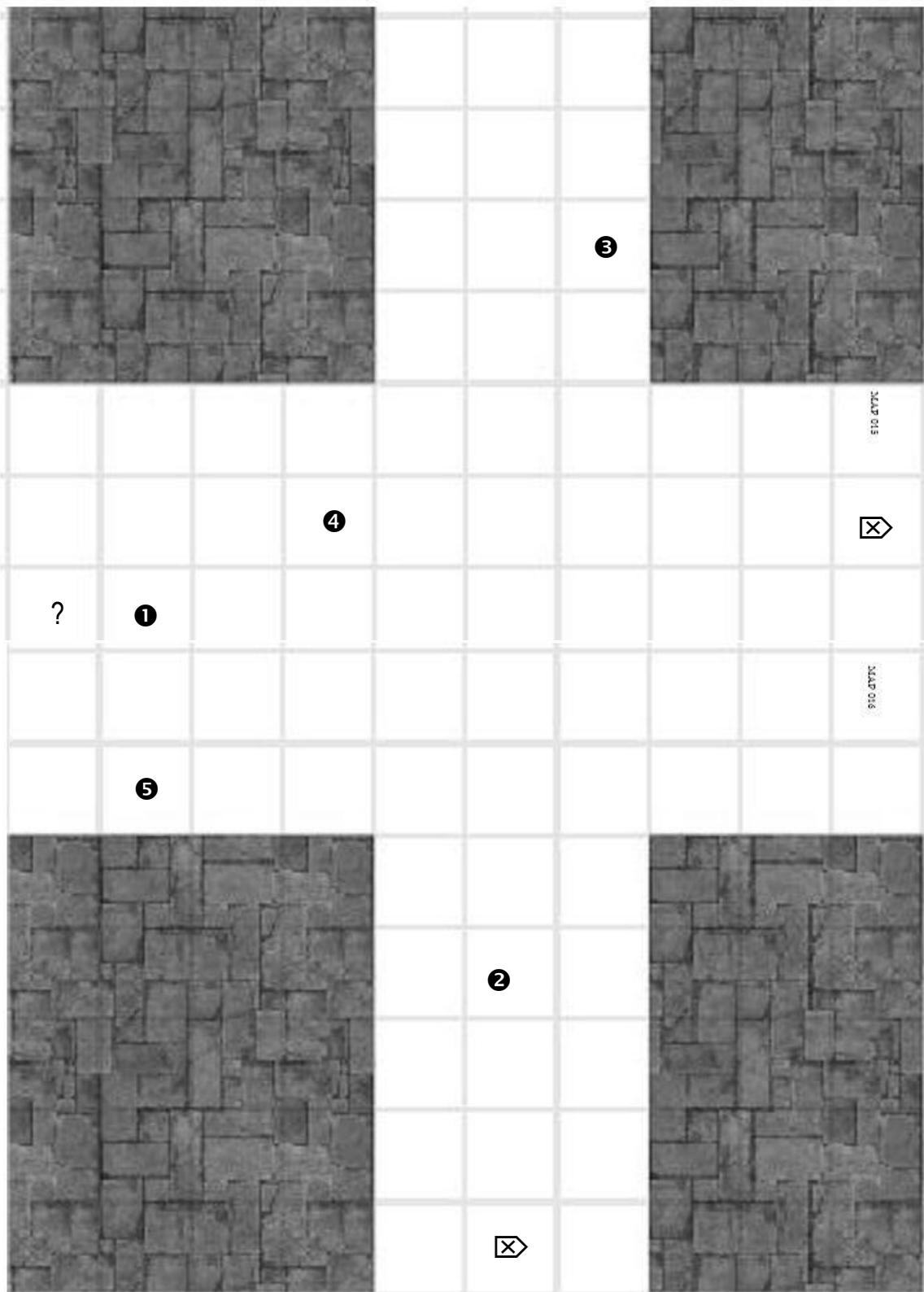
REQUIRED

5 CUBES TO REPRESENT VILLAINS

1 (?) CUBE

Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO H MARTIAL LAW

WANTED

TOO LATE. YOU SEE THE WANTED POSTERS TACKED UP TO UTILITY POLES ON THE STREET THAT HAVE YOUR FACE ON THEM. A CHILD RECOGNIZES YOU AND RUNS OUT INTO THE STREET SCREAMING. THE STREETS CLEAR AS A FEW POLICE CLOSE IN ON YOU.

THESE POLICE SEEM DIFFERENT...FASTER, STRONGER. THEY'RE MOST LIKELY ENHANCED BY THE HEMOBOTS AND HIVEGEM.

WINNING CONDITION

DEFEAT THE TWO POLICE BETAS

POLICE 1 ○○○○○○

POLICE 2 ○○○○○○

POLICE - VILLAIN ACTION TABLE	
1	(43) MOVE 1 - RANGE 3 - ATTACK 3
2	(83) RANGE 6 - ATTACK 3 - PIERCE 2 - IMMOBILIZE
3	(22) MOVE 3 - RANGE 3 - ATTACK 2
4	(42) MOVE 3 - ATTACK 2 - CONFUSE
5	(14) MOVE 2 - ATTACK 2 - POISON
6	(25) SHIELD 1 - AOE 3 RETALIATE 1

POLICE BETA 3 ○○○○○○○○○○ SHIELD 1

POLICE BETA 4 ○○○○○○○○○○ SHIELD 1

POLICE BETA - VILLAIN ACTION TABLE	
1	(88) ☑ DARK = SUMMON 1 POLICE REINFORCEMENT TO SPACE P, AND THEN AGAIN ☑ DARK = SUMMON 1 POLICE REINFORCEMENT TO SPACE P.
2	(53) MOVE 3 - ATTACK 4 - ADD DARK
3	(44) MOVE 4 - ATTACK 3 - ADD DARK
4	(60) MOVE 2 - DAMAGE 1 - IMMOBILIZE
5	(39) MOVE 1 - SHIELD 2 -- CONFUSE
6	(24) SHIELD 2 - RETALIATE 2 - ADD DARK - DRAIN

SPECIAL INSTRUCTIONS

- THE POLICE BETAS ARE IMMUNE TO STUN AND DISARM.
- ? IS A PALLET OF CONTRABAND.

WHEN YOU DEFEAT THE LAST POLICE BETA:

A BEAUTIFUL CAR YOU RECOGNIZE AS A SILVER ALVIS THREE-LITRE PULLS UP AS THE LAST OFFICER DROPS TO THE GROUND DAZED. THE PASSENGER DOOR OPENS AS THE DRIVER, MAGNOLIA PEARL, WAVES YOU IN. TIRES SQUEAL AS YOU LEAVE THE SCENE.

GO TO 17.



Sketch your mugshot here

POSSIBLE SUMMONS/REINFORCEMENTS

POLICE 5 ○○○○○

POLICE 6 ○○○○○

POLICE 7 ○○○○○

POLICE 8 ○○○○○

POLICE 9 ○○○○○

REQUIRED

UP TO 9 CUBES TO REPRESENT VILLAINS

1 (?) CUBE

Conditions and Effects Tracker								
1	2	3	4	5	6	7	8	9

?

③

②

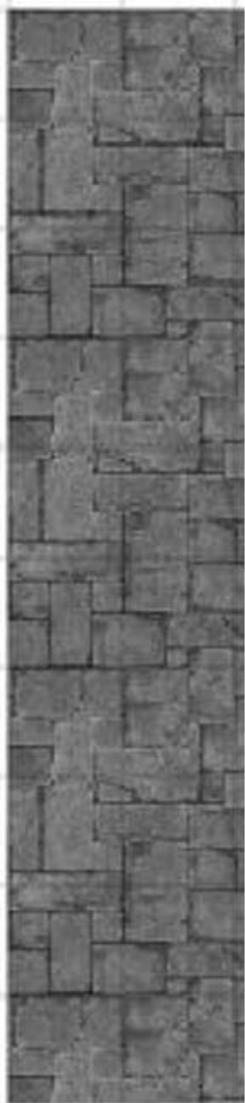
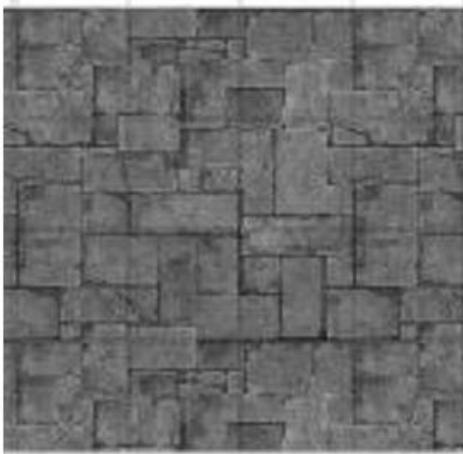
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MAP 010



SCENARIO I

BETA SHOWDOWN

"I KNOW WHAT YOU'RE TRYING TO DO. KRIMSON LAWIE TOLD ME." YOU TRACKED HER BACK DOWN TO THE LOADING DOCKS.

"LAWIE HAS NO CONCEPTION OF THE POWER CAPABLE IN THAT GEM," MAGNOLIA PEARL RETORTS. "BUT, IF THERE'S NO WAY TO TALK YOU OUT OF THIS, I'M GOING TO HAVE TO PUT YOU DOWN."

WINNING CONDITION

DEFEAT MAGNOLIA PEARL AND HER GOON.

MAGNOLIA PEARL (BETA)

○○○○○○○○○○○○○○○○ SHIELD 1

WOMAN (BETA) - VILLAIN ACTION TABLE	
1	(79) FLY 3 - RANGE 6 - ATTACK 2 - IMMOBILIZE
2	(43) FLY 3 - ATTACK 3 - PUSH 2 - STUN
3	(4) SHIELD 3 - ORDER GOON TO ACT ON INITIATIVE 5.
4	(50) ☒ LIGHT - LOSE 1 HP, COMPLETELY HEAL GOON
5	(29) CHARGE 3 - SHIELD 1 - RANGE 3 DISARM
6	(19) SHIELD 2 - RETALIATE 2 - DRAIN

GOON 2 ○○○○○○○○

GOON - VILLAIN ACTION TABLE	
1	(89) MOVE 3 - ATTACK 4 - ADD DARK
2	(53) MOVE 3 - ATTACK 4 - ADD LIGHT
3	(44) MOVE 2 - CHARGE 3
4	(60) MOVE 2 - BLEED 1 - CONFUSE
5	(39) MOVE 1 - SHIELD 2 -- CONFUSE
6	(24) SHIELD 2 - RETALIATE 2

SPECIAL INSTRUCTIONS

- ? IS A PALLET OF CONTRABAND.
- MAGNOLIA PEARL HEALS 1 AT BEGINNING OF ROUND IF LIGHT IS INFUSED.
- MAGNOLIA PEARL IS IMMUNE TO ALL CONDITIONS.

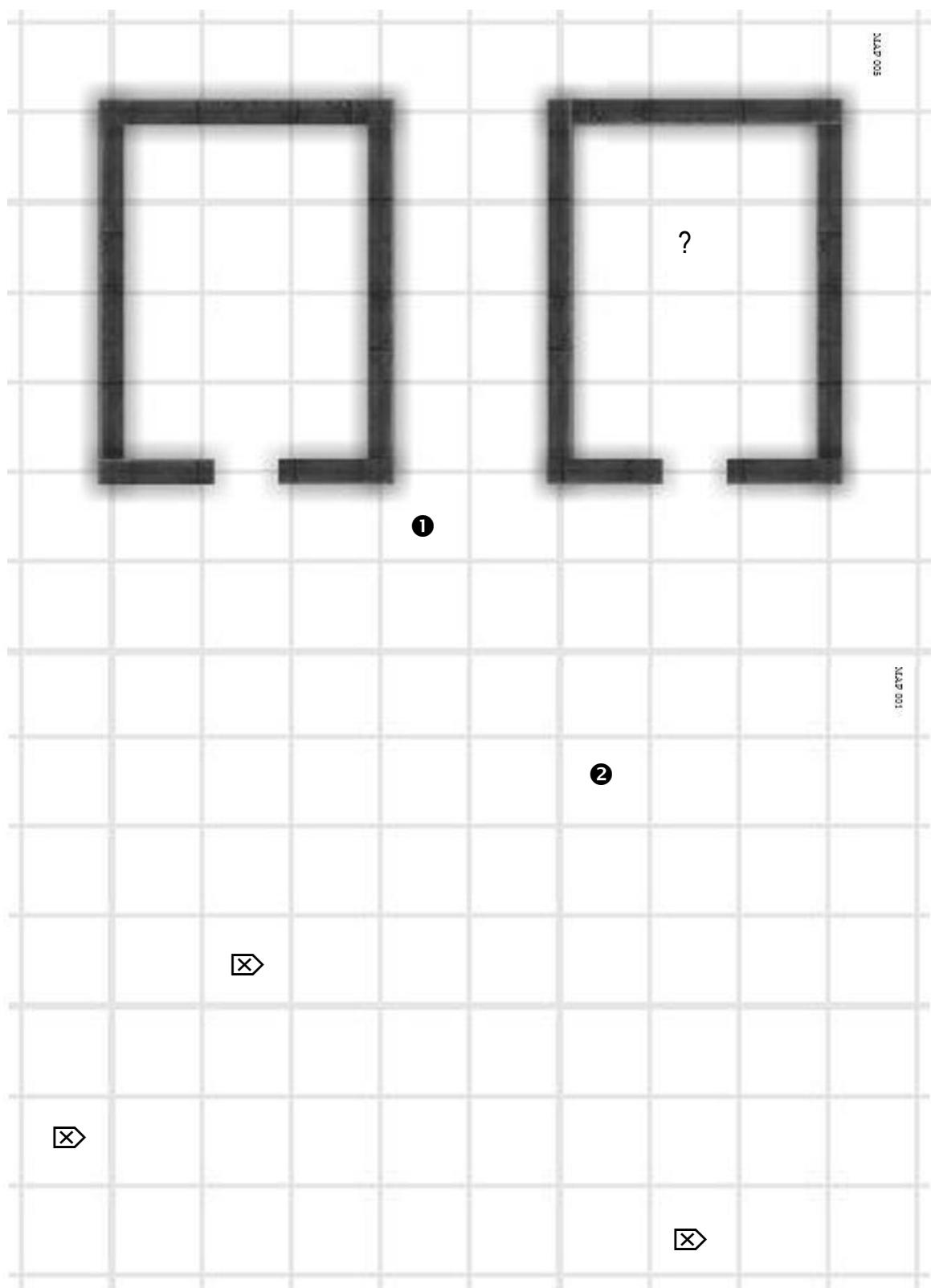
WHEN YOU DEFEAT MAGNOLIA PEARL AND HER GOON,
READ 5 IN THE PLOT BOOK.

REQUIRED

2 CUBES TO REPRESENT VILLAINS

1 (?) CUBE





Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO J

REST IN PEACE

THE GRAVEYARD IS CURRENTLY UNDER WATCH BY THE POLICE. WHY WOULD THEY BE HERE? YOU SNEAK IN UNDER THE COVER OF DARKNESS AND ALMOST GET TO THE GRAVES BEFORE YOU'RE SPOTTED. TO YOUR HORROR, THE GRAVES HAVE BEEN DEFACED.

WITHOUT WARNING, SHOTS RING OUT; THE ROUNDS ZIPPING BY YOU.

WINNING CONDITION

SEARCH EACH GRAVE FOR CLUES, DEFEAT THE POLICE BETA, AND THEN EXIT THE GRAVEYARD THROUGH THE EXIT TO THE SOUTH.

POLICE 1 ○○○○○

POLICE 2 ○○○○○

POLICE - VILLAIN ACTION TABLE	
1	(43) MOVE 1 - RANGE 3 - ATTACK 3
2	(83) RANGE 6 - ATTACK 3 - PIERCE 2 - IMMobilize
3	(22) MOVE 3 - RANGE 3 - ATTACK 2
4	(42) MOVE 3 - ATTACK 2 - CONFUSE
5	(14) MOVE 2 - ATTACK 2 - POISON
6	(25) SHIELD 1 - AOE 3 RETALiate 1

POLICE BETA 3 ○○○○○○○○○ SHIELD 1

POLICE BETA - VILLAIN ACTION TABLE	
1	(89) CALL FOR POLICE REINFORCEMENT (APPEARS AT GATE)
2	(53) MOVE 3 - ATTACK 4 - ADD DARK
3	(44) MOVE 4 - ATTACK 3 - ADD DARK
4	(60) MOVE 2 - DAMAGE 1 - IMMobilize
5	(39) MOVE 1 - SHIELD 2 -- CONFUSE
6	(24) SHIELD 2 - RETALiate 2 - ADD DARK - DRAIN

POSSIBLE SUMMONS/REINFORCEMENTS

POLICE 4 ○○○○○

POLICE 5 ○○○○○

POLICE 6 ○○○○○

SPECIAL INSTRUCTIONS

- THERE ARE NO VILLAINS ON THE BOARD WHEN YOU BEGIN.
- IN ORDER TO SEARCH A GRAVE, YOU MUST BE ON THE ♀ GRAVE SPACE AND DISCARD ANY CARD FROM YOUR HAND, OR PLAY A ♀ CARD IF YOU HAVE ONE.
- A POLICE OFFICER APPEARS AT THE ENTRANCE (LOCATION P) EACH TIME A GRAVE IS SEARCHED.
- INSTEAD OF POLICE, THE POLICE BETA APPEARS AT THE ENTRANCE AFTER ALL THREE GRAVES HAVE BEEN SEARCHED. BETAS (LIKE YOU) GET A X3 ON THE AMT WHEN ROLLING A 12.



REQUIRED

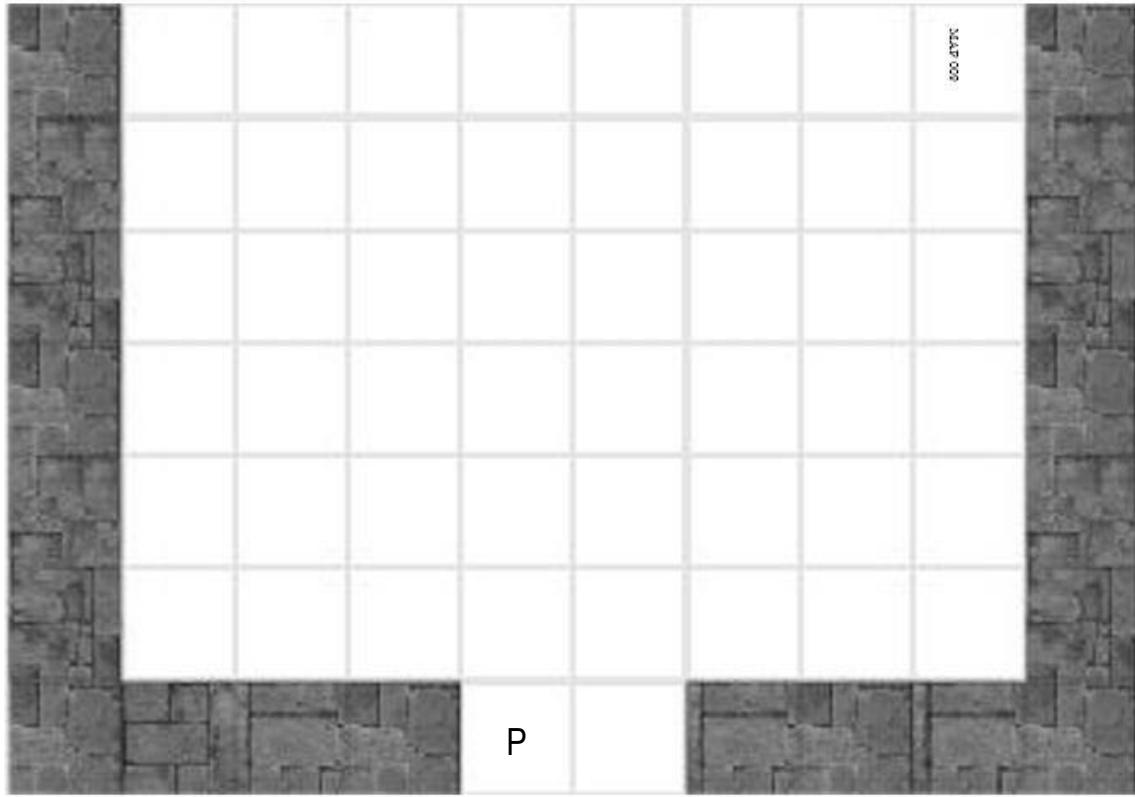
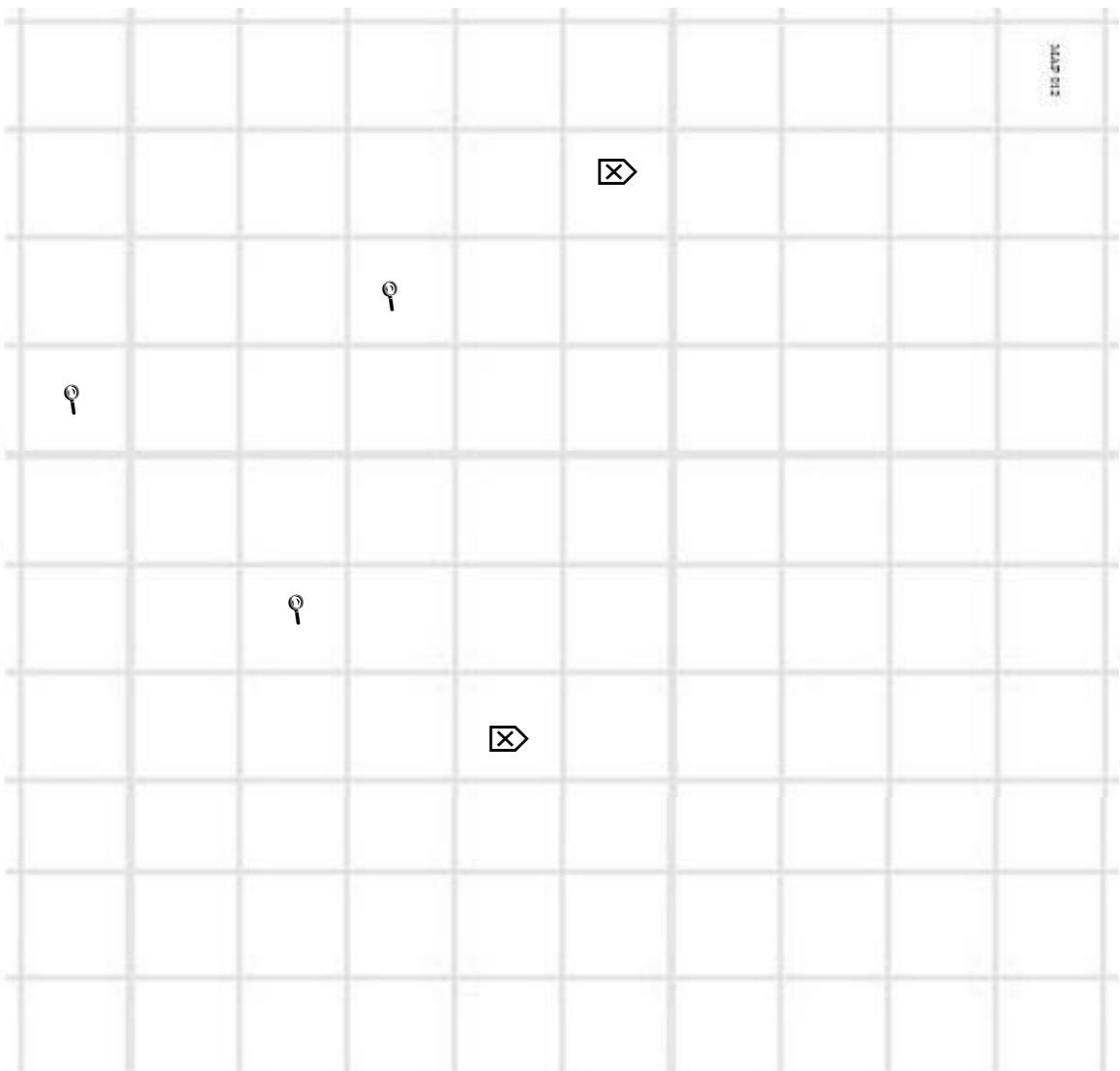
6 CUBES TO REPRESENT VILLAINS

3 CUBES (FOR ♀ GRAVES)

WHEN YOU DEFEAT THE POLICE BETA AND ESCAPE TO THE SOUTH, READ 26 IN THE PLOT BOOK.

Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO K QUICK DRAW RAJA

YOU GOT A TIP THAT A NOTORIOUS ASSASSIN LIVES AT THIS ADDRESS. POLICE HAD BEEN CASING THE PLACE FOR A WEEK AND EVENTUALLY GAVE UP. MAYBE THE HOUSE WILL HAVE SOME CLUES.

WINNING CONDITION

SEARCH BOTH CLUE LOCATIONS (MARKED WITH ♀) AND THEN DEFEAT QUICKDRAW RAJA AND ANY THUGS.

QUICK DRAW RAJA 1 ○○○○○○○○○○○○○○○○

QUICK DRAW RAJA 1 - VILLAIN ACTION TABLE	
1	(6) RANGE 4 - CAN SHOOT THROUGH WALLS - ATTACK 3
2	(8) MOVE 3 - RANGE 4 - ATTACK 3 - PIERCE 2
3	(15) MOVE 3 - RANGE 3 - ATTACK 1 - WOUND
4	(18) MOVE 3 - RANGE 2 - ATTACK 2 - PIERCE 2 - ADD DARK
5	(2) RANGE 4 - ATTACK 2 - PIERCE 2 -- DISARM
6	(31) MOVE 3 - RANGE 3 - ATTACK 1 - POISON - DRAIN

THUG 2 ○○○○○

THUG 3 ○○○○○

THUG 4 ○○○○○

THUG 5 ○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 3
2	(83) MOVE 2 - ATTACK 3
3	(22) SHIELD 1 -- MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 2
5	(14) SHIELD 1 - CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1

SPECIAL INSTRUCTIONS

- ONLY THUG 2 IS ON THE BOARD WHEN YOU BEGIN.
- IN ORDER TO SEARCH A LOCATION, YOU END THE ROUND ON THE ♀ SPACE AND THEN DISCARD A CARD FROM YOUR HAND, OR PLAY A ♀ CARD IF YOU HAVE ONE.
- A THUG APPEARS AT THE LOCATION 2 EACH TIME A ♀ IS SEARCHED.
- ALONG WITH A THUG, THE NOTORIOUS QUICK DRAW RAJA APPEARS AT LOCATION 1 AFTER ALL THREE ♀ HAVE BEEN SEARCHED.
- ? IS RAJA'S SECRET STASH.
- THE RAJA CAN MOVE THROUGH YOUR SPACE.
- ON THE FIRST TURN THAT RAJA ACTS, HE GETS TWO ACTIONS (ROLL TWO DICE).

WHEN YOU DEFEAT THE RAJA AND THUGS, READ 18 IN THE PLOT BOOK.

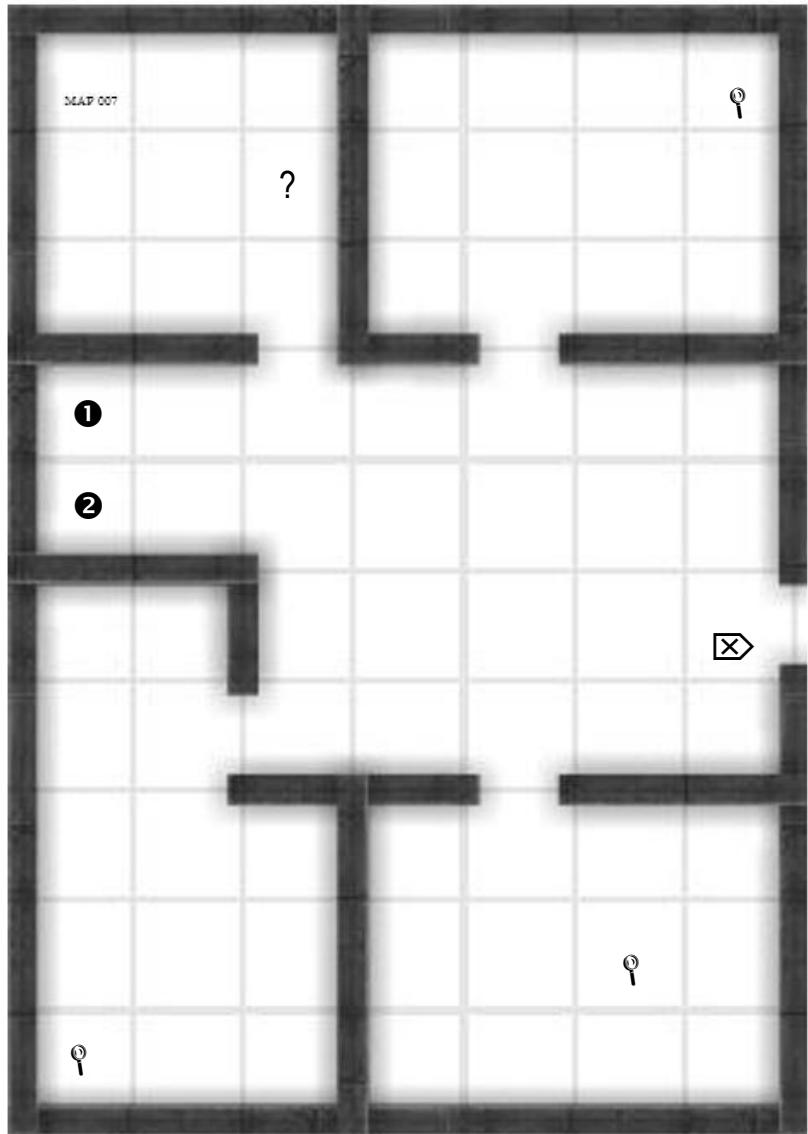


REQUIRED

6 CUBES TO REPRESENT VILLAINS

3 CUBES (FOR ♀ GRAVES)

1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO L

PUBLIC EXECUTION

ALL YOU CAN THINK ABOUT IS THE IMAGE OF THE DOCTOR BEING EXECUTED ON LIVE TELEVISION. WHAT PURPOSE DOES THAT SERVE? YOU ARRIVE AT THE LAB AND ROLL THE 50 GALLON DRUM OF FUEL FROM YOUR TRUNK. AS YOU START TO ROLL IT ACROSS THE STREET TO THE LAB, POLICE SIRENS BLARE AS MULTIPLE CARS SCREECH TO A STOP AROUND YOU.

WINNING CONDITION

THE DRUM (D) MUST MAKE IT INTO THE LAB (X) AND YOU MUST EXIT THE MAP THROUGH THE SOUTH EDGE BEFORE THE DRUM IS DESTROYED.

POLICE 1 ○○○○○○○○○

POLICE 2 ○○○○○○○○○

POLICE - VILLAIN ACTION TABLE	
1	(43) MOVE 1 - RANGE 3 - ATTACK 3
2	(83) RANGE 6 - ATTACK 3 - PIERCE 2 - IMMobilize
3	(22) MOVE 3 - RANGE 3 - ATTACK 2
4	(42) MOVE 3 - ATTACK 2 - CONFUSE
5	(14) MOVE 2 - ATTACK 2 - POISON
6	(25) SHIELD 1 - AOE 3 RETALiate 1

POSSIBLE SUMMONS/REINFORCEMENTS

POLICE 3 ○○○○○○○○○

POLICE 4 ○○○○○○○○○

POLICE 5 ○○○○○○○○○

POLICE 6 ○○○○○○○○○

POLICE 7 ○○○○○○○○○

POLICE 8 ○○○○○○○○○

SPECIAL INSTRUCTIONS

- IF THERE ARE EVER FEWER THAN 3 POLICE ON THE BOARD AT THE END OF A ROUND, ADD A REINFORCEMENT TO LOCATION 1.
- THE POLICE SEE THE DRUM (D) AS AN ENEMY FOR TARGETING/FOCUS PURPOSES.
- DRUM (D) HAS 1 HP AND 1 SHIELD
- ? IS AN EXPERIMENTAL ITEM SITTING ON THE LAB TABLE.
- THERE ARE TWO WAYS TO MOVE THE DRUM:

 - 1) IF YOU ARE ADJACENT TO IT AT THE END OF YOUR TURN YOU CAN MOVE THE DRUM 1 IN ANY DIRECTION INCLUDING DIAGONAL.
 - 2) YOU CAN USE A PUSH ACTION (PER CARD) TO MOVE THE DRUM AWAY FROM YOU.

WHEN YOU COMPLETE THE WINNING CONDITION, GO TO SCENARIO G.

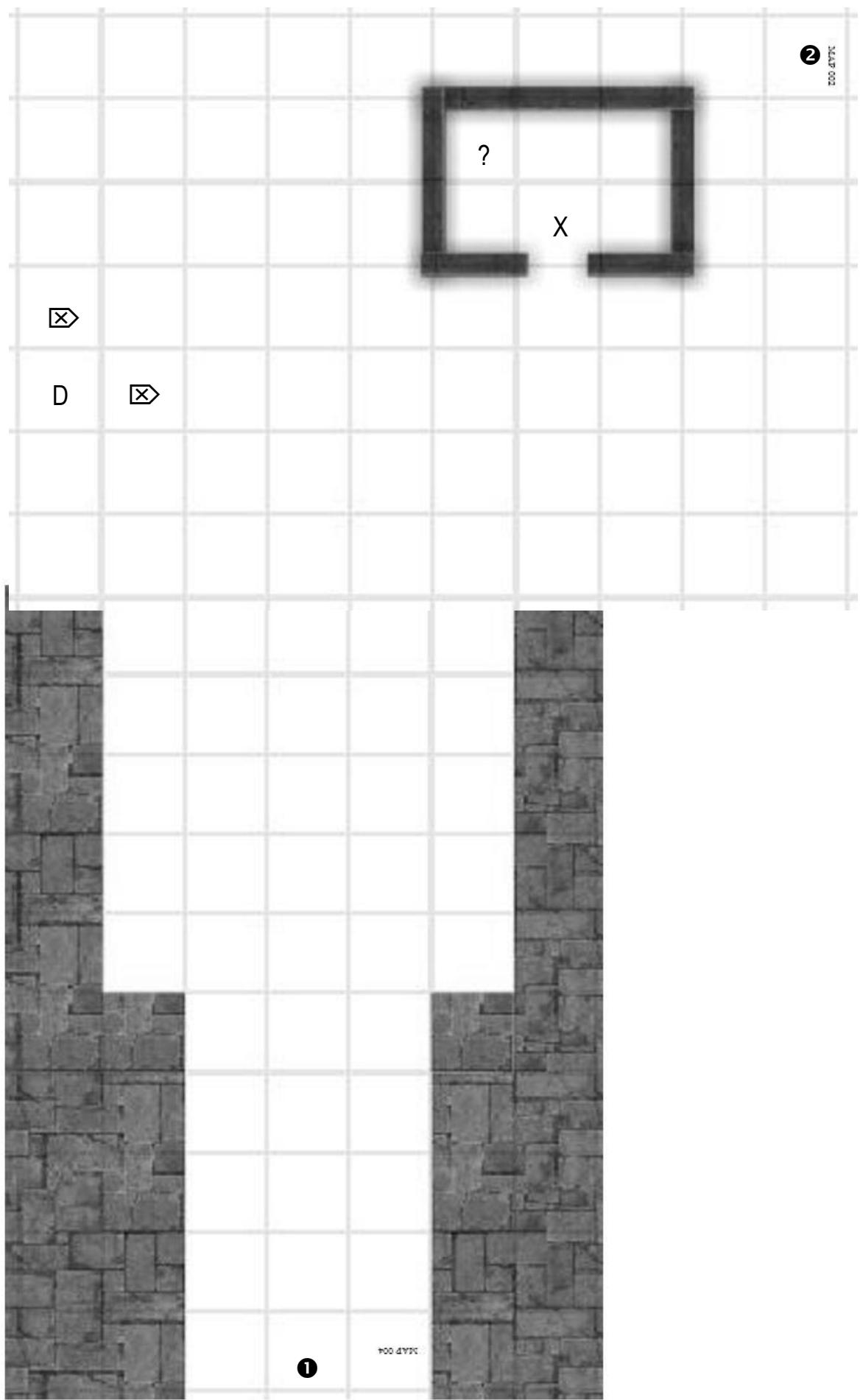


REQUIRED

MANY CUBES TO REPRESENT VILLAINS

1 CUBE FOR THE DRUM.

1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO M

THE HAUNT

YOU RUN TOWARDS THE STAIRS AND REACH INTO YOUR SATCHEL. MAGNOLIA PREPARED YOU FOR THIS FIGHT.

WINNING CONDITION
DEFEAT THE HAUNT

THE HAUNT 1 ○○○○○○○○○○○○

HAUNT - VILLAIN ACTION TABLE	
1	(66) TELEPORTS TO THE ADJACENT NORTH SPACE OF THE HERO -- ATTACK 3 - PUSH 2
2	(45) TELEPORTS TO THE ADJACENT SOUTH SPACE OF THE HERO -- ATTACK 3 - SHIELD 2
3	(64) TELEPORTS TO THE ADJACENT EAST SPACE OF THE HERO -- WOUND - POISON - ADD DARK
4	(5) TELEPORTS TO THE ADJACENT WEST SPACE OF THE HERO -- ATTACK 3 - IMMOBOLIZE
5	(20) SHIELD 2 - RETALIATE 2 - ADD DARK - DRAIN
6	(38) SHIELD 10 - TELEPORT TO 1 OR 2 - DRAIN

SPECIAL INSTRUCTIONS

- THE HAUNT CAN ONLY BE DAMAGED WHILE OCCUPYING A SPACE WITH A SALT WARD, OR BY SHADOW POWERS (IF ONE OF YOUR SPECIALTIES IS SHADOW).
- DISCARD ANY CARD FROM YOUR HAND DURING YOUR TURN TO PLACE 1 SALT WARD IN AN EMPTY ADJACENT SPACE.
- THE HAUNT WILL NOT AVOID SALTWARDS.
- SPACE S IS THE STAIRS AND OCCUPIES BOTH MAPS SIMULTANEOUSLY, LINKING THE TWO MAPS TOGETHER.
- HERO IS CONFUSED IF INFUSION TABLE IS ANYWHERE IN DARKNESS.
- WALLS DO NOT BLOCK LOS FOR THE HAUNT.
- USE COINS TO DESIGNATE PLACES WHERE YOUR SALT WARDS ARE PLACED.
- HAUNT WILL TELEPORT TO SPACE 2 THE FIRST TIME, AND THEN BACK TO SPACE 1 THE SECOND TIME, AND THEN REPEAT THIS CYCLE EACH TIME IT TELEPORTS.

IF YOU USED SHADOW POWERS TO DAMAGE OR DEFEAT THE HAUNT, READ 53 IN THE PLOT BOOK.

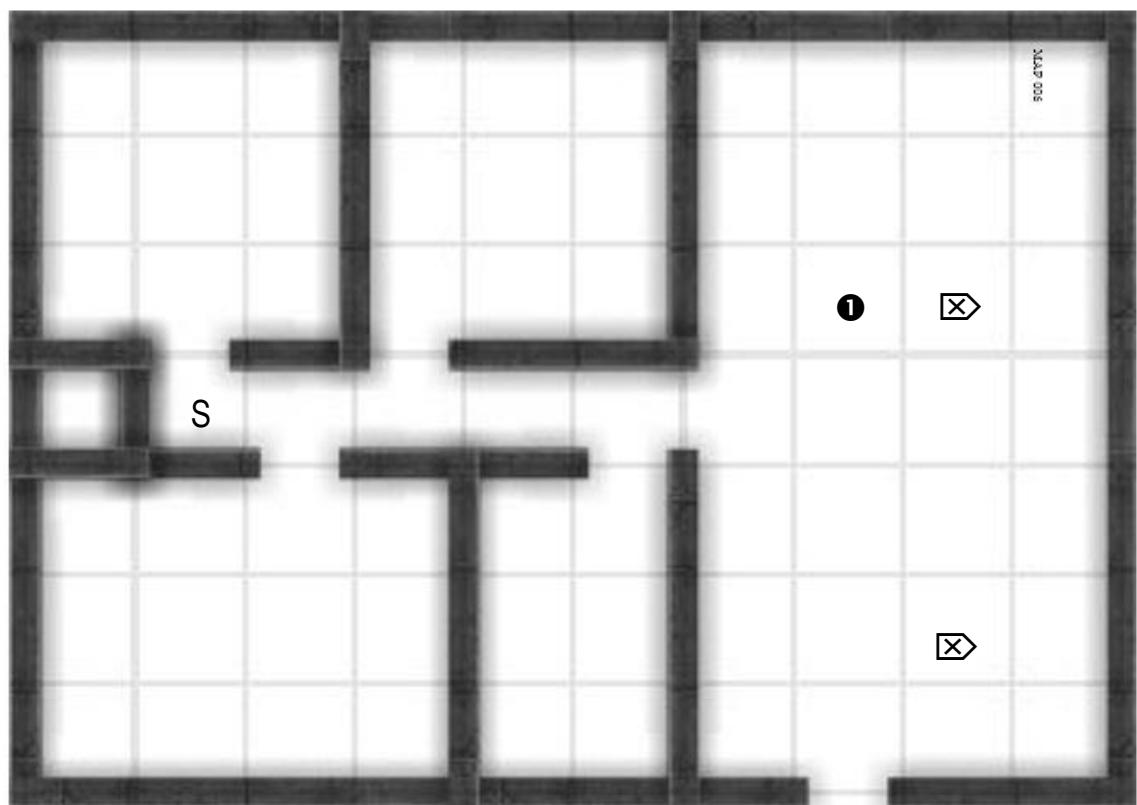
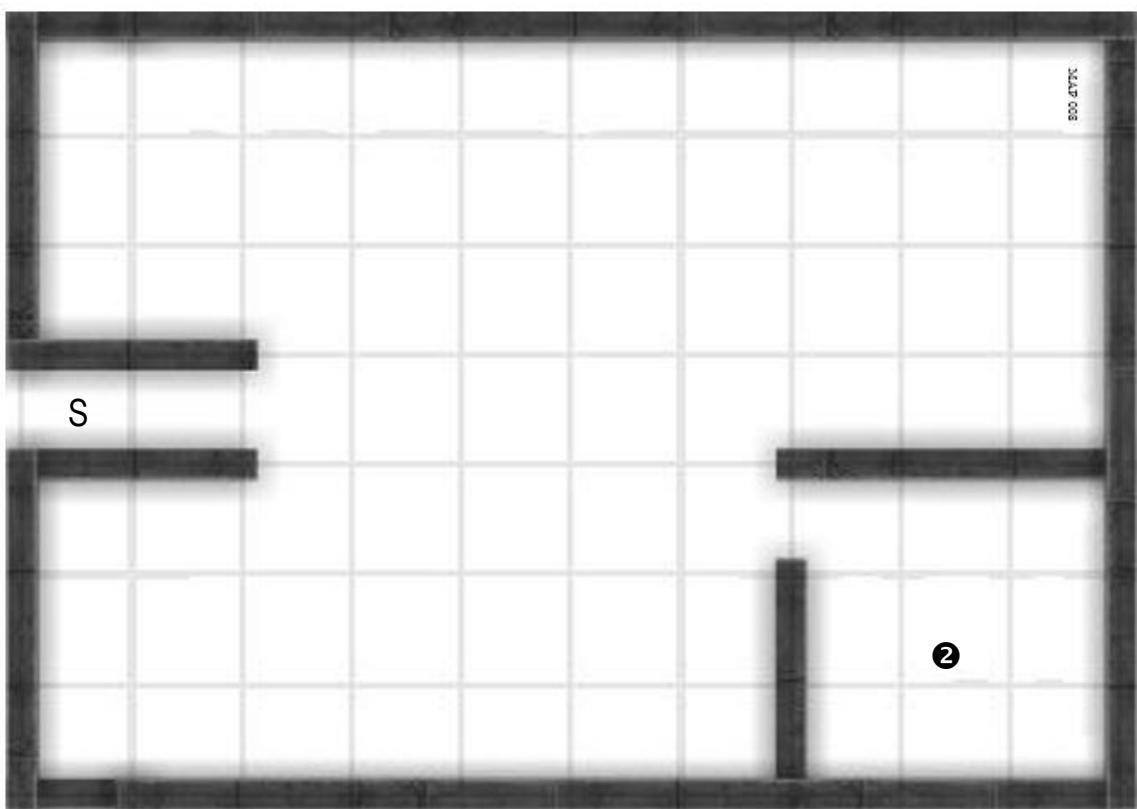
IF YOU DEFEATED THE HAUNT WITHOUT SHADOW POWERS, READ 12 IN THE PLOT BOOK.



REQUIRED

1 CUBE TO REPRESENT THE HAUNT
1 (?) CUBE
5 DIMES (FOR SALT WARDS)

Conditions and Effects Tracker								
1	2	3	4	5	6	7	8	9



SCENARIO N

A DAM TERRIBLE IDEA

"WITH ME!" YOU REPLY AND STEP FROM THE SHADOWS
READY FOR BATTLE.

"QUICK, DESTROY THE GENERATORS! THEY MAKE HIM
STRONGER!" MAGNOLIA PEARL PLEADS. "BUT THE GEM IS
MINE..."

WINNING CONDITION

DEFEAT THE MASTER

DO NOT LET MAGNOLIA PEARL DIE

THE MASTER OOOOOOOOOOOOOO SHIELD 1

THE MASTER - VILLAIN ACTION TABLE (BETA)	
1	(50) AOE 6 - ATTACK 2 - IMMobilize
2	(27) TELEPORT ADJACENT TO NEXT GENERATOR (STARTING WITH 2) - RANGE 6 - STUN - <input checked="" type="checkbox"/> DARK TO AOE 3 ATTACK 3
3	(12) TELEPORT ADJACENT TO FARTHEST GENERATOR - RANGE 3 - ATTACK 2 - HEAL = GENERATOR HP - <input checked="" type="checkbox"/> DARK TO HEAL 1
4	(38) TELEPORT 4 - RANGE 5 - ATTACK 2 - PIERCE 2 - <input checked="" type="checkbox"/> DARK TO HEAL 1
5	(7) TELEPORT ADJACENT TO YOUR HERO - ATTACK 2 - RETALIATE 3
6	(95) GENERATORS RANGE 4 - ATTACK 3 - ADD DARK - DRAIN

GENERATOR 2 OOOO

GENERATOR 3 OOOO

GENERATOR 4 OOOO

GENERATOR 5 OOOO

SPECIAL INSTRUCTIONS

- THE MASTER HAS EXTRA SHIELD RATINGS EQUAL TO THE NUMBER OF GENERATORS STILL OPERATIONAL (STILL WITH HP)
- GENERATORS CANNOT BE PUSHED, PULLED, OR AFFECTED BY CONDITIONS.
- GENERATORS DO 1 BLEED TO ANY ADJACENT UNITS AT THE END OF THE ROUND.
- WHEN DESTROYED, A GENERATOR WILL DO AN AOE 2 CONFUSE.
- THE MASTER'S HEALTH CANNOT BE REDUCED BELOW THE NUMBER OF GENERATORS STILL OPERATIONAL, AND IS IMMUNE TO CONDITIONS UNTIL ALL FOUR GENERATORS ARE DESTROYED.
- THE MASTER TAKES AN IMMEDIATE FREE TURN EACH TIME A GENERATOR IS DESTROYED.

MAGNOLIA PEARL (M) OOOOOOOOOOOO

SHIELD 1

- MAGNOLIA PEARL ACTS LIKE A SUMMON BUT WILL ONLY TARGET THE MASTER. MOVE 4, ATTACK 3, HEAL SELF 1, ADD LIGHT IF WITHIN RANGE 3 OF YOUR HERO. HER INITIATIVE IS ALWAYS RIGHT AFTER THE MASTER'S INITIATIVE.



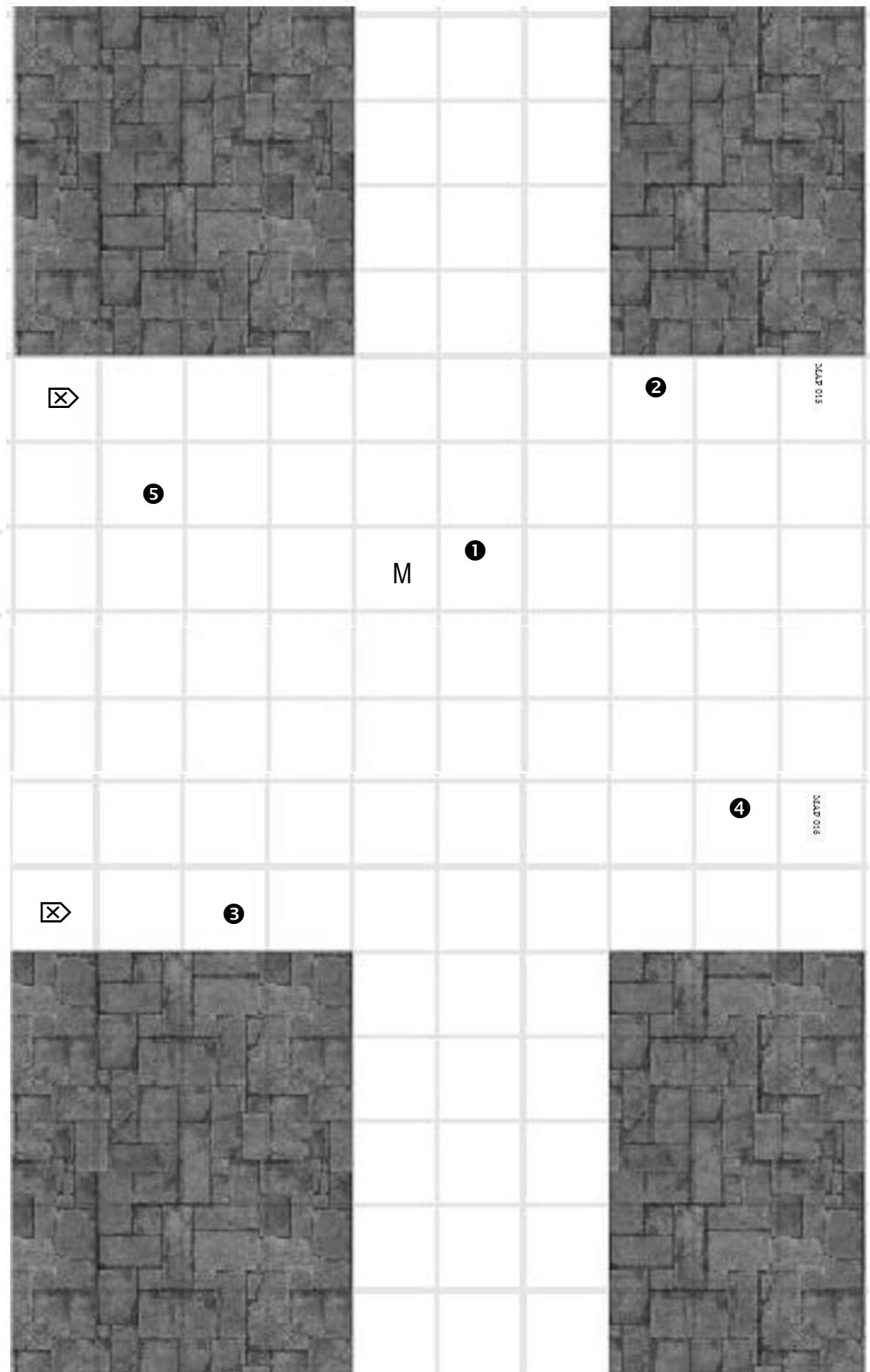
ONCE YOU DEFEAT THE MASTER, AND MAGNOLIA IS STILL ALIVE, GO TO 47.

REQUIRED

5 COINS

1 (M) CUBE

Conditions and Effects Tracker								
1	2	3	4	5	6	7	8	9



SCENARIO 0

KRIMSON LAWE

"SO, YOU'RE HERE FOR THE AMULET? YOU'RE TOO LATE," THE DEAD-EYED BETA SAYS. "I'M TAKING IT BACK TO THE MASTER, AND SOON ALL BETAS WILL BE EXPOSED. NO MORE HIDING."

"KRIM, IT'S ME," YOU PLEAD. "YOU KNOW I CAN'T LET YOU DO THAT. I DON'T WANT TO HURT YOU, BUT I CAN'T LET YOU LEAVE."

WINNING CONDITION
DEFEAT KRIMSON LAWE

KRIMSON LAWE 1 (BETA) ○○○○○○○○○○○○
SHIELD 1

KRIMSON LAWE (BETA) - VILLAIN ACTION TABLE	
1	(7) MOVE 1 - RANGE 3 - ATTACK 3 - PUSH 3 - ADD DARK
2	(25) RANGE 6 - ATTACK 3 - PIERCE 2 - PUSH 3
3	(45) MOVE 2 - SHIELD 2 - PUSH 2 - DISARM
4	(12) MOVE 3 - ATTACK 2 - CONFUSE
5	(69) MOVE 2 - CHARGE 4 - PUSH 2 - ADD DARK
6	(80) SUMMON HEMOBOT SWARM - ☒ DARK TO SUMMON ANOTHER HEMOBOT SWARM - DRAIN

HEMOBOT SWARM 2 ○○○ SHIELD 1

HEMOBOT SWARM - VILLAIN ACTION TABLE	
1	(89) HEAL KRIMSON LAWE TO FULL AND THEN LOSE 1 HP
2	(63) MOVE 4 - ATTACK 2 - PUSH 3
3	(54) MOVE 4 - ATTACK 1 - ADD DARK
4	(40) MOVE 4 - RANGE 2 - STUN THEN LOSE 1 HP
5	(9) RANGE 3 - SHIELD 1 - RETALIATE 1
6	(5) TELEPORT ADJACENT TO KRIMSON LAWE - ☒ DARK TO HEAL KRIMSON LAWE 1 AND GIVE HIM 1 SHIELD

Possible Summons

HEMOBOT SWARM 3 ○○○
HEMOBOT SWARM 4 ○○○
HEMOBOT SWARM 5 ○○○
HEMOBOT SWARM 6 ○○○
HEMOBOT SWARM 7 ○○○

SPECIAL INSTRUCTIONS

- KRIMSON LAWE IS IMMUNE TO ALL CONDITIONS WHEN A HEMOBOT IS IN PLAY. PRE-EXISTING CONDITIONS ARE CLEARED AS SOON AS A HEMOBOT IS SUMMONED.
- ? IS A PALLET OF CONTRABAND.
- YOU CANNOT DO DAMAGE TO KRIMSON LAWE UNTIL HE FIRST DAMAGES YOU.
- HEMOBOTS ARE IMMUNE TO THEIR FIRST INSTANCE OF DAMAGE



REQUIRED

UP TO 7 CUBES TO REPRESENT VILLAINS
1 (?) CUBE

WHEN YOU DEFEAT THE KRIMSON LAWE, READ 27 IN THE PLOT BOOK.

Conditions and Effects Tracker

1

2

3

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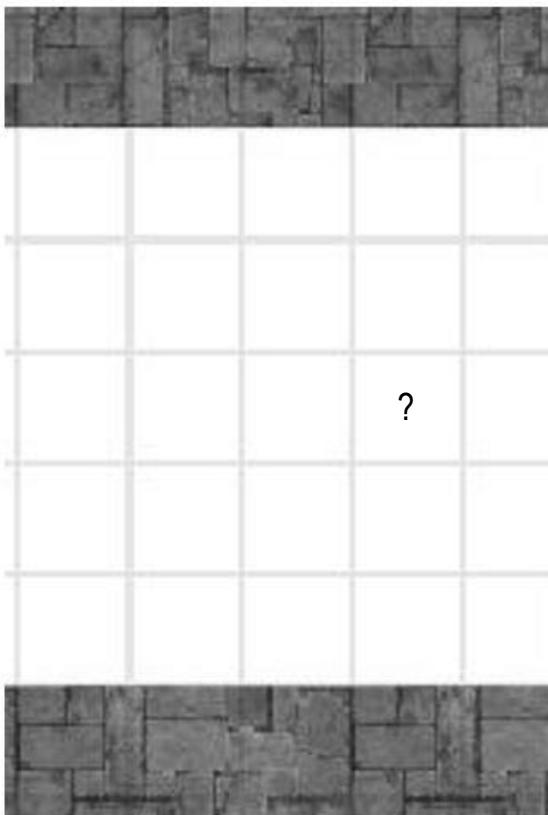
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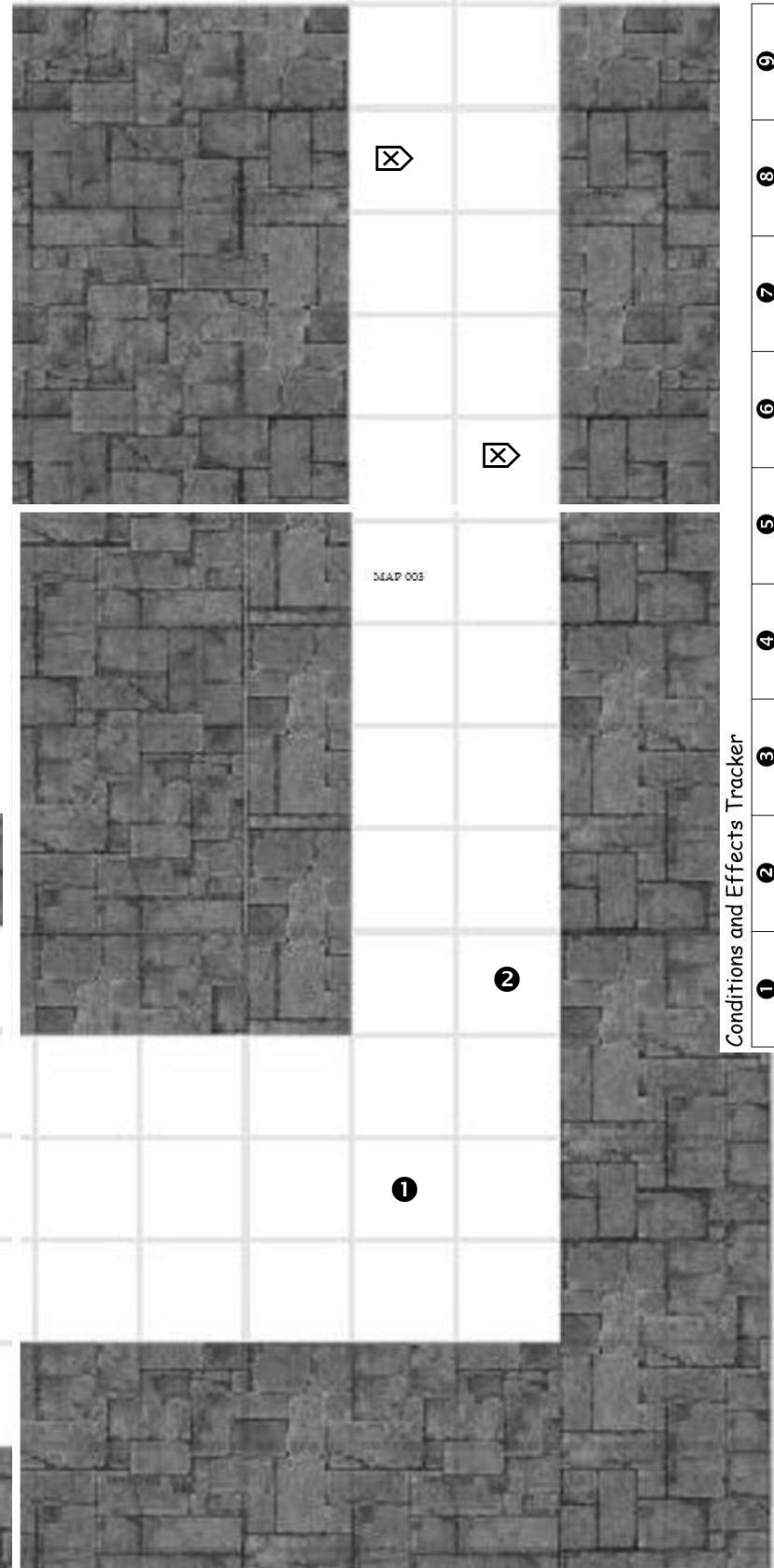
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?



SCENARIO P

WRONG SIDE OF TOWN

"YOU'RE ON THE WRONG SIDE OF TOWN," SAYS THE GOON WITH SUNGLASSES SITTING IN THE CHAIR. "IF YOU'RE HERE FOR A BEATDOWN, YOU'VE COME TO THE RIGHT PLACE." HE PUSHES A BUTTON AT HIS DESK AND WITHIN MOMENTS YOU HEAR THE SHUFFLING OF FEET AND OPENING OF DOORS. THEY THINK YOU'RE HERE TO PICK A FIGHT. YOU SEE THE SELFIX CAMERA ON THE TABLE, BUT YOU DON'T WANT TO TIP THEM OFF.

WINNING CONDITION

DEFEAT ALL ENEMIES

THUG 1 ○○○○○○

THUG 2 ○○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 3 - ADD DARK
2	(83) MOVE 2 - ATTACK 3
3	(22) MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 2
5	(14) MOVE 1 - CHARGE 3
6	(15) SHIELD 1 - RETALIATE 1

GUNNER 3 ○○○○○○

GUNNER 4 ○○○○○○

GUNNER - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 3
2	(73) RANGE 6 - ATTACK 4 - ADD DARK
3	(41) MOVE 4 - RANGE 3 - ATTACK 2
4	(35) MOVE 3 - RANGE 4 - ATTACK 3
5	(39) MOVE 2 - RANGE 4 - ATTACK 2 - IMMobilize
6	(21) RANGE 6 - ATTACK 1 - IMMobilize

GOON 5 ○○○○○○○○○○○○

GOON - VILLAIN ACTION TABLE	
1	(89) MOVE 3 - ATTACK 4 - ADD DARK
2	(53) MOVE 3 - ATTACK 4 - <input checked="" type="checkbox"/> DARK TO DISARM
3	(44) MOVE 4 - ATTACK 3 - <input checked="" type="checkbox"/> DARK TO DISARM
4	(60) MOVE 2 - BLEED 1 - CONFUSE
5	(39) MOVE 1 - SHIELD 2 -- CONFUSE
6	(24) SHIELD 2 - RETALIATE 2

SPECIAL INSTRUCTIONS

- THE GUNNERS GET A +10 TO THEIR INITIATIVE WHILE THE GOON IS STILL ALIVE.
- IF A VILLAIN ENDS HIS TURN ON OR ADJACENT TO THE (CAMERA), YOU LOSE.
- YOU CANNOT TAKE THE (CAMERA).
- THE ? IS A SMALL SAFE.

WHEN YOU DEFEAT ALL ENEMIES, GO TO 43.

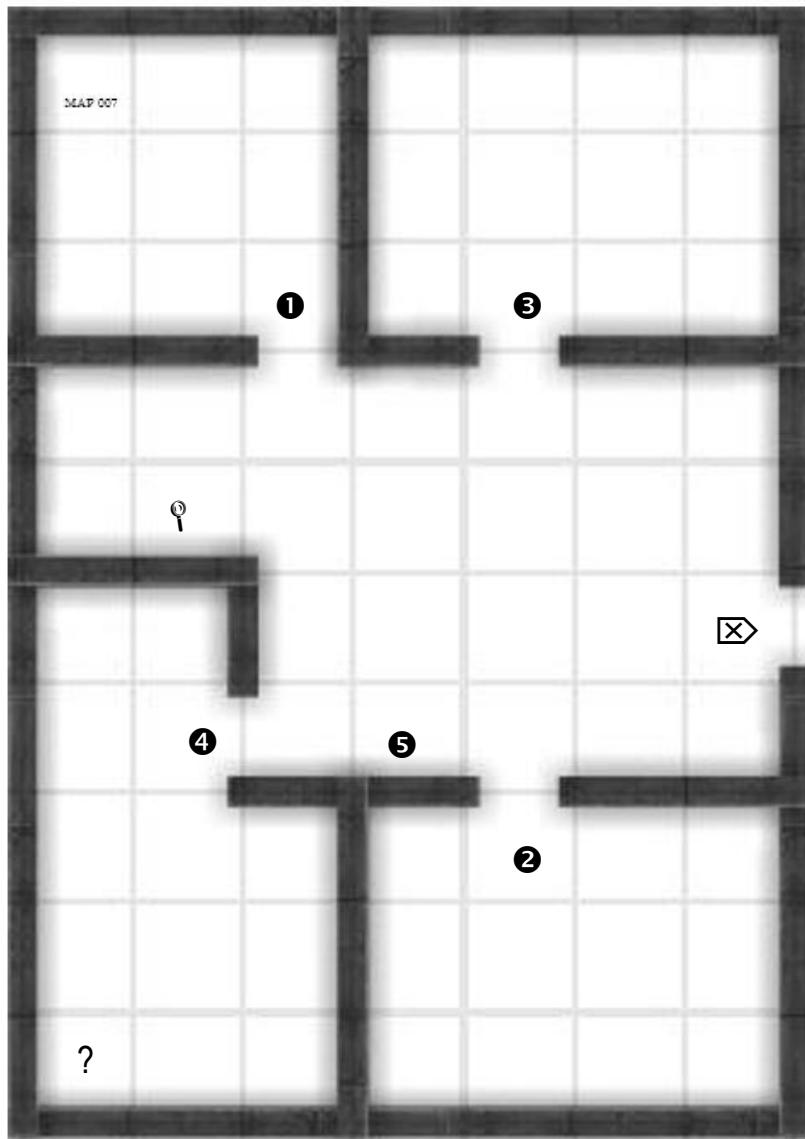


REQUIRED

5 CUBES TO REPRESENT VILLAINS

1 (?) CUBE

1 (9) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO Q

BRIDGE OVER TROUBLED WATERS

THEN YOU SEE THEM; A GROUP OF BETAS GRABBING A CAR AND HURTLING IT IN YOUR DIRECTION. YOU CHARGE TOWARDS THEM. WITHOUT ANY OTHER CARS AROUND, THEY START RUNNING TOWARDS YOU.

WINNING CONDITION

DEFEAT THE FOUR BETAS.

LEADER BETA 1 ○○○○○○○○ SHIELD 2

LEADER BETA - VILLAIN ACTION TABLE	
1	(42) FLY 3 - SHIELD 1 - THROW ADJACENT TARGET WEST 2
2	(41) FLY 3 - SHIELD 1 - THROW ADJACENT TARGET EAST 2
3	(69) FLY 1 - CHARGE 3 - PUSH 2
4	(28) FLY 3 - CONE ATTACK 3 - DISARM
5	(7) RANGE 2 - SHIELD 2 - RETALIATE 2 - ADD DARK
6	(95) MUSCLE BETAS REPEAT THEIR TURN - DRAIN

MUSCLE BETA 2 ○○○○○○○ SHIELD 1

MUSCLE BETA 3 ○○○○○○○ SHEILD 1

MUSCLE BETA 4 ○○○○○○○ SHEILD 1

MUSCLE BETA - VILLAIN ACTION TABLE	
1	(50) FLY 3 - RANGE 4 - ATTACK 2 - ADD DARK
2	(70) FLY 3 - RANGE 2 - BLEED 2 - IMMobilize
3	(40) FLY 3 - ATTACK 3 - WOUND - ADD DARK
4	(30) FLY 5 - ATTACK 1 - <input checked="" type="checkbox"/> DARK TO DISARM
5	(20) FLY 3 - RANGE 4 - BLEED 1 - ADD DARK
6	(10) LEADER BETA ADDS A STUN THIS TURN.

SPECIAL INSTRUCTIONS

- THE WALLS ARE ACTUALLY A SHEER DROP OFF OF THE BRIDGE INTO THE RIVER BELOW. IF YOU ARE PUSHED OFF THE BRIDGE, YOU LOSE. THE BETAS HAVE FLIGHT. IF THEY ARE PUSHED OFF THE BRIDGE, THEY WILL MISS THEIR NEXT TURN AND RETURN TO THEIR STARTING SPOT AT THE END OF THAT TURN.
- IF YOU GET PUSHED OFF THE EDGE, YOU LOSE.
- THE ? IS A LARGE ANTIQUE ARMOIRE.

WHEN YOU COMPLETE THE WINNING CONDITION, WITH THE BETAS DEFEATED, YOU CAN SEE THE HYDRO PLANT IN THE DISTANCE. YOU QUICKLY LICK YOUR WOUNDS AND PICK UP THE PACE TOWARDS THE DAM.

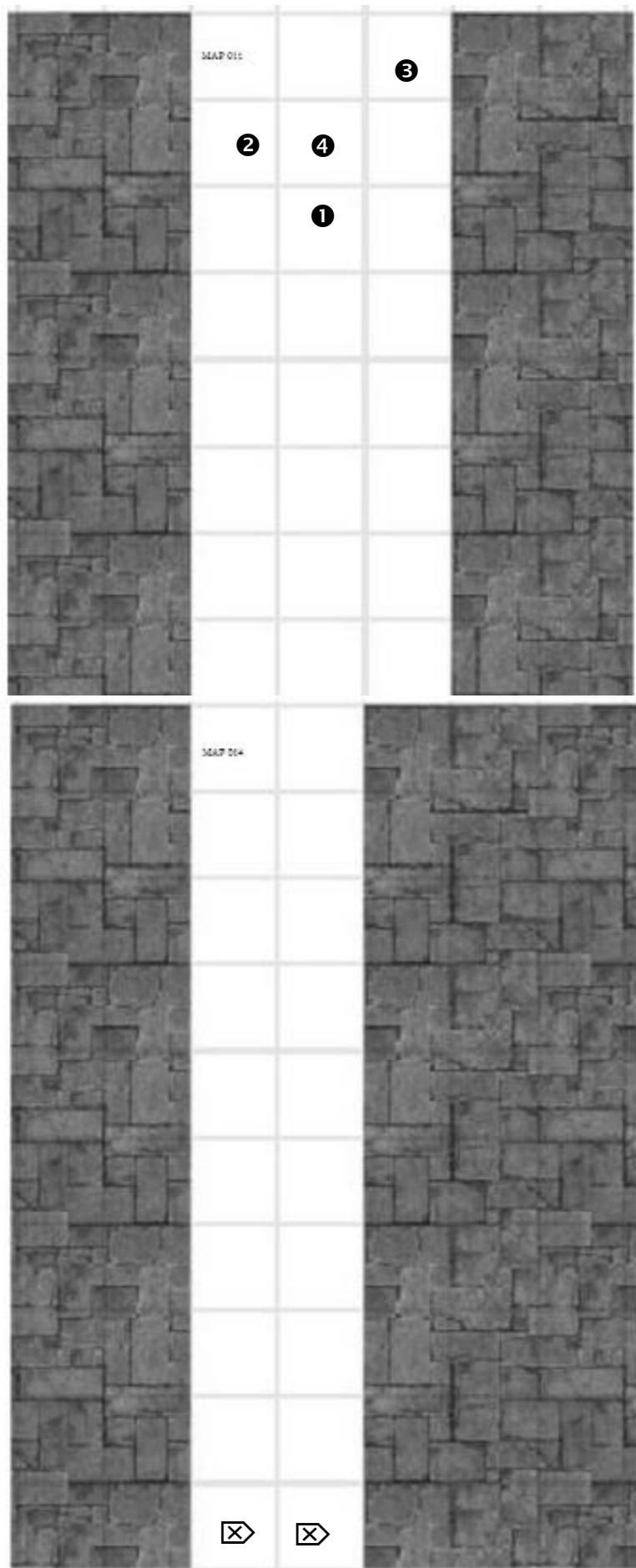
GO TO 37.



REQUIRED

4 CUBES TO REPRESENT VILLAINS

Conditions and Effects Tracker								
1	2	3	4	5	6	7	8	9



SCENARIO B

THE TICKING HOURGLASS

"YOU WON'T MAKE IT PAST ME!
AND IT'S TOO LATE TO FLEE.
WELCOME TO YOUR DOOM.
THIS SUBWAY WILL BE YOUR TOMB.
I'M THE TICKING HOURGLASS
AND NOW I'M GOING TO KICK YOUR--"
YOU INTERRUPT HIS SILLY MONOLOGUE WITH A POWERFUL PUNCH
TO HIS SOLAR PLEXUS.

WINNING CONDITION

DEFEAT THE TICKING HOURGLASS

THE TICKING HOURGLASS (BETA) 1 ○○○○○○○○
SHIELD 2

THE TICKING HOURGLASS INITIATIVE 1 - VILLAIN ACTION TABLE	
1	(1) SHIELD 1 - ATTACK 3 - PIERCE 1
2	(1) MOVE 3 - AOE 2 - ATTACK 2
3	(1) MOVE 3 - ATTACK 3 - POISON - ADD DARK
4	(1) MOVE 5 - CONE DISARM
5	(1) SHIELD 2 - RETALIATE 2 - ADD DARK
6	(1) MOVE 3 - <input checked="" type="checkbox"/> DARK TO RANGE 4 STUN - DRAIN

THE TICKING HOURGLASS INITIATIVE 99 - VILLAIN ACTION TABLE	
1	(99) HEAL 2 - ADD DARK
2	(99) ATTACK 3 - TELEPORT TO LOCATION M
3	(99) MOVE 4 - ATTACK 3 - POISON
4	(99) AOE 2 - TRANSFER ALL NEGATIVE EFFECTS TO HERO
5	(99) ATTACK 4 - ADD DARK
6	(99) CHARGE 3 - DRAIN

SPECIAL INSTRUCTIONS

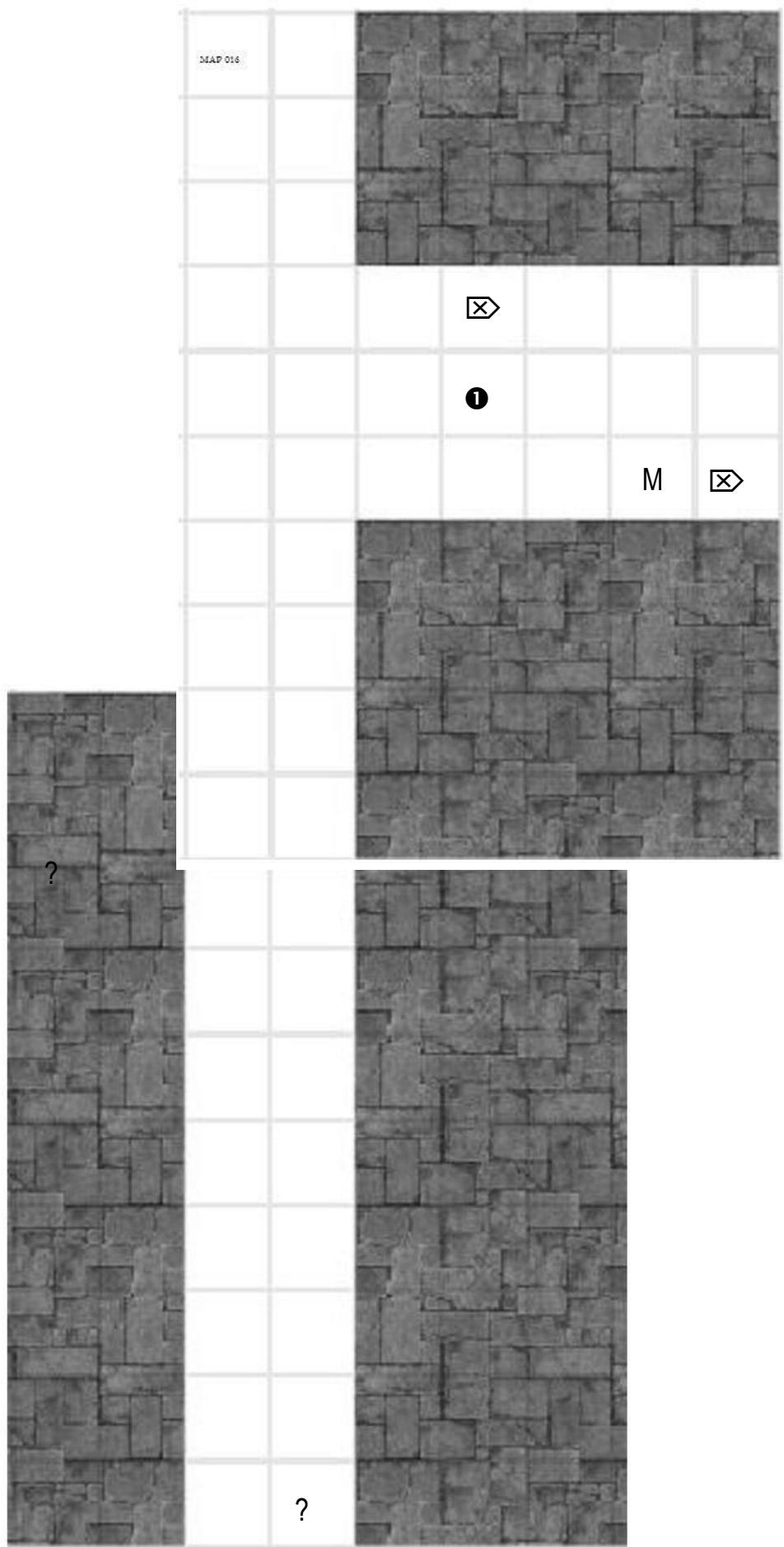
- THE TICKING HOURGLASS IS SO FAST THAT HE GETS TWO TURNS EACH ROUND. ONE TURN WILL ALWAYS BE AT INITIATIVE 1 AND THE SECOND WILL ALWAYS BE AT INITIATIVE 99.
- ROLL A SEPARATE DIE FOR EACH OF THE TWO VILLAIN ACTION TABLES.
- ? IS THE TICKING HOURGLASS'S STASH
- ATTACKS ON THE TICKING HOURGLASS HAVE DISADVANTAGE.
- THE TICKING HOURGLASS IS IMMUNE TO STUN AND DISARM.

WHEN YOU DEFEAT THE TICKING HOURGLASS, GO TO 14.



REQUIRED

1 CUBE TO REPRESENT THE VILLAIN
1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO 8

MR. FISTER

"THIEF! YOU STEAL FROM KRIMSON LANE, YOU STEAL FROM ME. BE READY TO MEET THE FURY OF MR. FISTER!" HE WRENCHES A GARBAGE CAN THAT WAS BOLTED TO THE GROUND AND HURLS IT AT YOU.

WINNING CONDITION
DEFEAT MR. FISTER

MR. FISTER 1 ○○○○○○○○○○○○○○

MUSCLE BETA - VILLAIN ACTION TABLE	
1	(50) JUMP 4 - ATTACK 3 - PUSH 1 - <input checked="" type="checkbox"/> DARK TO DISARM
2	(70) JUMP 4 - BLEED 2 - IMMOBILIZE
3	(40) JUMP 4 - ATTACK 3 - WOUND - ADD DARK
4	(30) MOVE 5 - ATTACK 2 - PUSH 1 - <input checked="" type="checkbox"/> DARK TO DISARM
5	(20) JUMP 4 - STUN - ADD DARK
6	(10) SHIELD 3 - RETALIATE 3 - ADD DARK - DRAIN

MR. FISTER RAGING (BETA) ○○ SHIELD 1

MR. FISTER RAGING - VILLAIN ACTION TABLE	
1	(50) SHIELD 1 - JUMP 4 - ATTACK 4 - PUSH 2 - DISARM
2	(70) SHIELD 1 - JUMP 4 - BLEED 3 - IMMOBILIZE
3	(40) SHIELD 1 - JUMP 4 - ATTACK 4 - WOUND
4	(30) SHIELD 1 - MOVE 5 - ATTACK 3 - PUSH 2 - DISARM
5	(20) SHIELD 1 - JUMP 4 - STUN
6	(10) SHIELD 3 - RETALIATE 4 RANGE 2 - DRAIN

SPECIAL INSTRUCTIONS

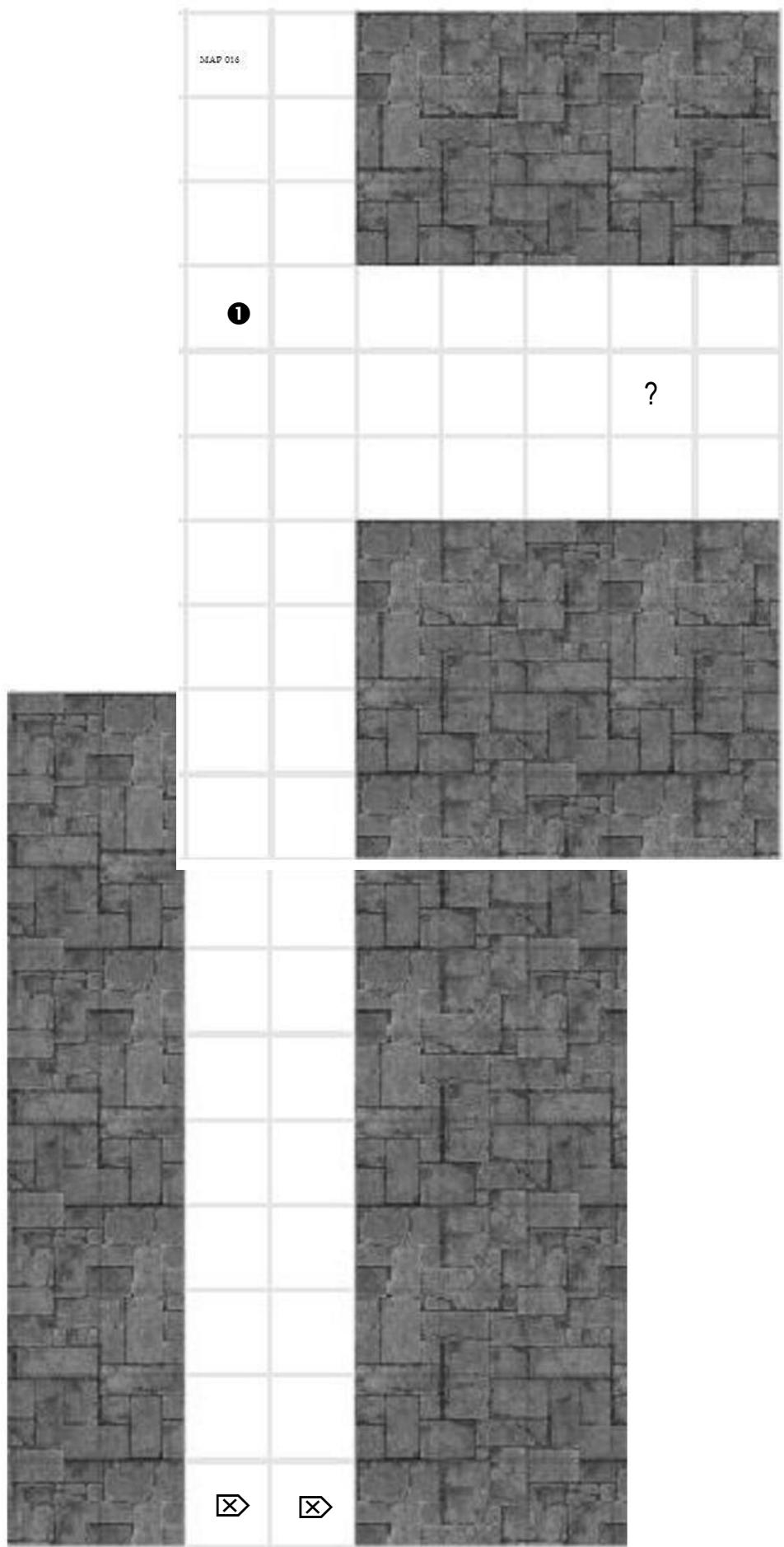
- YOU START AT 8 HP AND WITH WOUND.
- ? IS MR. FISTER'S STASH
- IF MR. FISTER'S STASH IS TAKEN, HE WILL ROLL ON THE MR. FISTER RAGING TABLE UNTIL THE END OF THE SCENARIO.
- WHILE RAGING, MR. FISTER IS IMMUNE TO CONDITIONS AND BLEED EFFECTS.
- THE ROUND AFTER MR. FISTER IS DEFEATED, HE ENRAGES AND USES THE MR. FISTER RAGING TABLE. YOU MUST DO THE ADDITIONAL 3 DAMAGE TO TRULY DEFEAT MR. FISTER.

WHEN YOU DEFEAT MR. FISTER, GO TO 58.

REQUIRED

1 CUBE TO REPRESENT THE VILLAIN
1 (?) CUBE





Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO T

PARK PANDEMONIUM

"OH NO! RUN FOR YOUR LIVES!" SCREAMS A LADY FLEEING FROM THE CARNAGE.

A FLOATING FIGURE SEEM TO BE INDISCRIMINATELY BLASTING PEOPLE WITH ENERGY BOLTS.

A GIANT ROBOT RAISES A FOOT TO STOMP DOWN ON A HELPLESS BABY, BUT IN A FLASH, A BEAUTIFUL MASKED WOMAN SPRINTS IN AND RESCUES IT.

WINNING CONDITION

DEFEAT EITHER DUKE OF DEATH OR THE KILLBOT

DUKE OF DEATH 1 (BETA)

oooooooooooooo **SHIELD 1**

DUKE OF DEATH (BETA) - VILLAIN ACTION TABLE	
1	(50) SHIELD 1 - RANGE 3 - ATTACK 3 - PUSH 3
2	(27) SHIELD 1 - MOVE 1 - RANGE 4 - ATTACK 3 - immobilize
3	(12) SHIELD 6 - HEAL 2 - ADD DARK
4	(38) SHIELD 1 - MOVE 5 - ATTACK 2 - PIERCE 2
5	(7) SHIELD 2 - RETALIATE 2 - ADD DARK
6	(95) DRAIN - SUMMON HEMOBOT SWARM, ☒ DARK TO SUMMON AN ADDITIONAL HEMOBOT

KILLBOT 2

KILLBOT - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 2 - ADD DARK
2	(73) AOE 2 - DAMAGE 2 - IMMobilize (OTHER HEMOBOTS ARE IMMUNE TO THIS DAMAGE)
3	(41) MOVE 3 - DAMAGE 2 - ADD DARK
4	(35) MOVE 4 - DAMAGE 1
5	(39) MOVE 3 - RANGE 4 - DAMAGE 1 - IMMOBILIZE
6	(21) HEAL DUKE 1 AND GIVE HIM ADVANTAGE ON HIS NEXT TURN.

POSSIBLE SUMMONS/REINFORCEMENTS

~~HEMOBOT SWARM 3 000~~ HEMOBOT SWARM 6 000

HEMOBOT SWARM 3 300 **HEMOBOT SWARM 5 300**
HEMOBOT SWARM 4 300 **HEMOBOT SWARM 7 300**

HEMOBOT SWARM 7 000 **HEMOBOT SWARM 7 000**
HEMOBOT SWARM 8 000 **HEMOBOT SWARM 8 000**

HEMOBOT SWARM - VILLAIN ACTION TABLE	
1	(89) HEAL DUKE OF DEATH TO FULL AND THEN LOSE 2 HP
2	(63) MOVE 4 - ATTACK 2 - PUSH 3
3	(54) MOVE 4 - ATTACK 1 - ADD DARK
4	(40) MOVE 4 - RANGE 2 - STUN THEN LOSE 1 HP
5	(9) RANGE 3 - SHIELD 1 - RETALIATE - POISON
6	(5) TELEPORT ADJACENT TO DUKE OF DEATH - <input checked="" type="checkbox"/> DARK TO HEAL DUKE 1 AND GIVE HIM 1 SHIELD



IF THE KILLBOT IS DEFEATED FIRST, GO TO 28.

IF THE DUKE OF DEATH IS DEFEATED FIRST, GO TO 33.

SPECIAL INSTRUCTIONS.

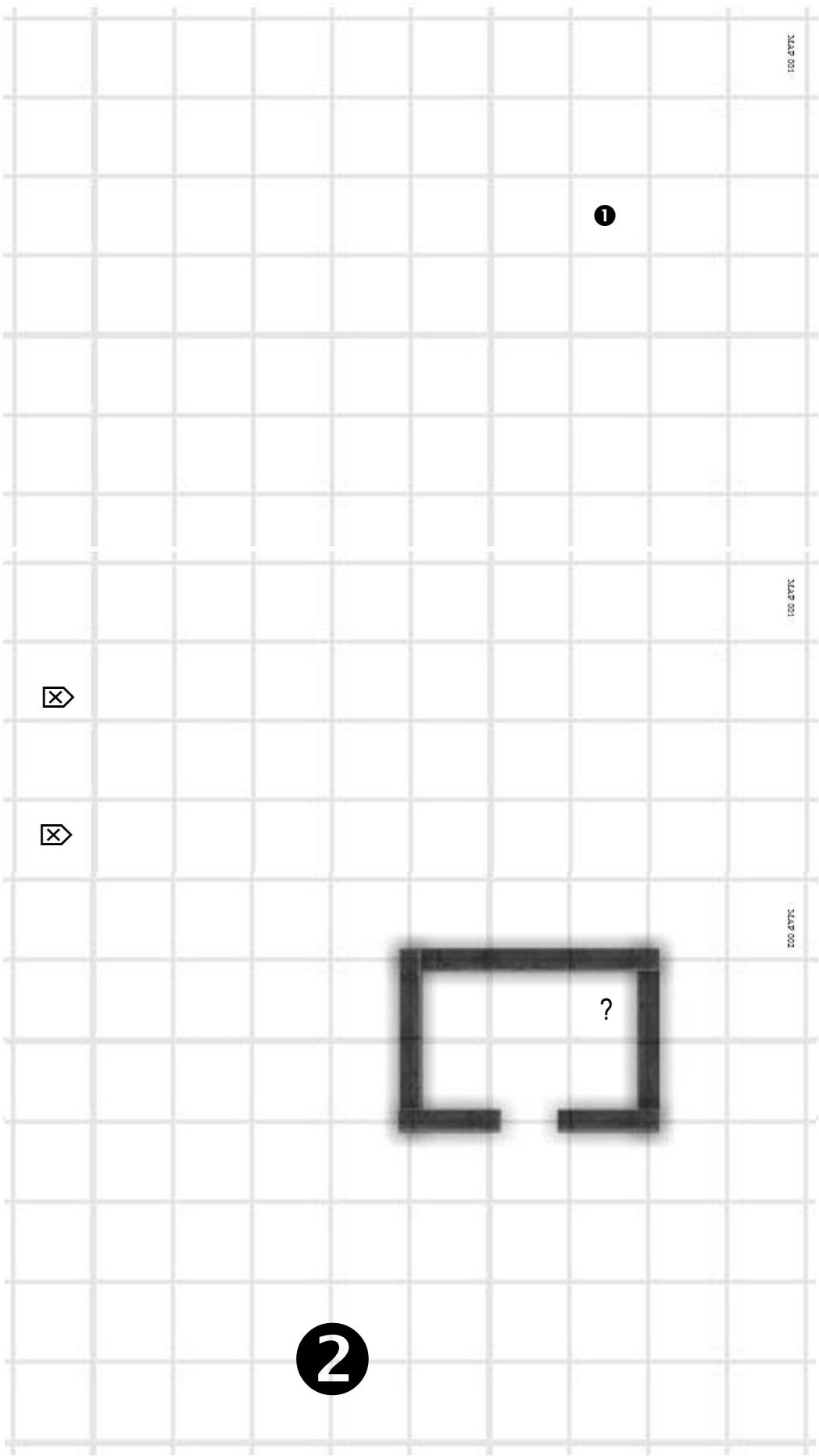
- THE DUKE IS IMMUNE TO ALL CONDITIONS AND BLEED WHEN A HEMOBOT IS IN PLAY.
 - THE DUKE GETS A FREE TURN AT THE BEGINNING OF THE GAME.
 - THE ? IS AN UNKNOWN SECRET STASH.
 - THE KILLBOT IS A 2x2 SIZED VILLAIN. HE TAKES UP 4 SQUARES AND HIS MELEE ATTACKS REACH RANGE 2 WITHOUT DISADVANTAGE.
 - HEMOBOTS ARE IMMUNE TO THEIR FIRST INSTANCE OF DAMAGE.

REQUIRED

MULTIPLE CUBES TO REPRESENT THE VILLAINS

1 QUARTER TO REPRESENT THE KILLBOT

1 (?) CUBE



Conditions and Effects Tracker

1	2	3	4	5	6	7	8	9
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SCENARIO 0

A BRIDGE TOO FAR

YOU START RUNNING TOWARD THE CLOSEST VEHICLE TO PUSH IT OUT OF THE WAY. INSIDE THE VEHICLE, A THUG IS YELLING INTO A CB RADIO. A BULLET NARROWLY MISSES YOU; A FAINT ORANGE TRACER-LIKE TRAIL HANGS IN THE AIR. THESE ARE NO ORDINARY MUNITIONS...

WINNING Condition

REMOVE ALL 4 VEHICLES FROM THE BRIDGE BEFORE BEING KILLED BY THE SNIPER.

SUBTRACT 1 FROM THE SNIPER DIE ROLL BELOW IF YOU HAVE MARTIAL ARTS.

SNIPER (BETA)	
1	MISS
2	(46) RANGE 99 - ATTACK 1 - ADD DARK
3	(34) RANGE 99 - ATTACK 3
4	(23) RANGE 99 - WOUND
5	(10) RANGE 99 - POISON - ☒ DARK TO IMMOBILIZE
6	(1) RANGE 99 - BLEED 3 - ☒ DARK TO IMMOBILIZE - DRAIN

THUG 1 ○○○○○○

THUG 2 ○○○○○○

THUG 3 ○○○○○○

THUG 4 ○○○○○○

THUG - VILLAIN ACTION TABLE	
1	(57) MOVE 1 - ATTACK 3
2	(83) MOVE 2 - ATTACK 3
3	(22) MOVE 2 - ATTACK 3
4	(42) MOVE 3 - ATTACK 2
5	(14) CHARGE 3 OR ATTACK 3
6	(15) SHIELD 1 - RETALIATE 1

SPECIAL INSTRUCTIONS

- BURY ANY CARD IN YOUR HAND ORDER TO MOVE AN ADJACENT VEHICLE OUT OF THE WAY (REMOVING IT FROM THE BOARD) -OR- IF YOU HAVE THE SUPER STRENGTH AS ONE OF YOUR SPECIALTIES, DISCARD ANY CARD TO REMOVE AN ADJACENT VEHICLE INSTEAD.
- THE SNIPER IS NOT ON THE BOARD AND CANNOT BE TARGETED.
- THE FIRST TIME YOU MOVE ADJACENT TO EACH VEHICLE, A GOON APPEARS ADJACENT TO BOTH YOU AND THE VEHICLE AND WILL ACTIVATE NEXT ROUND.
-

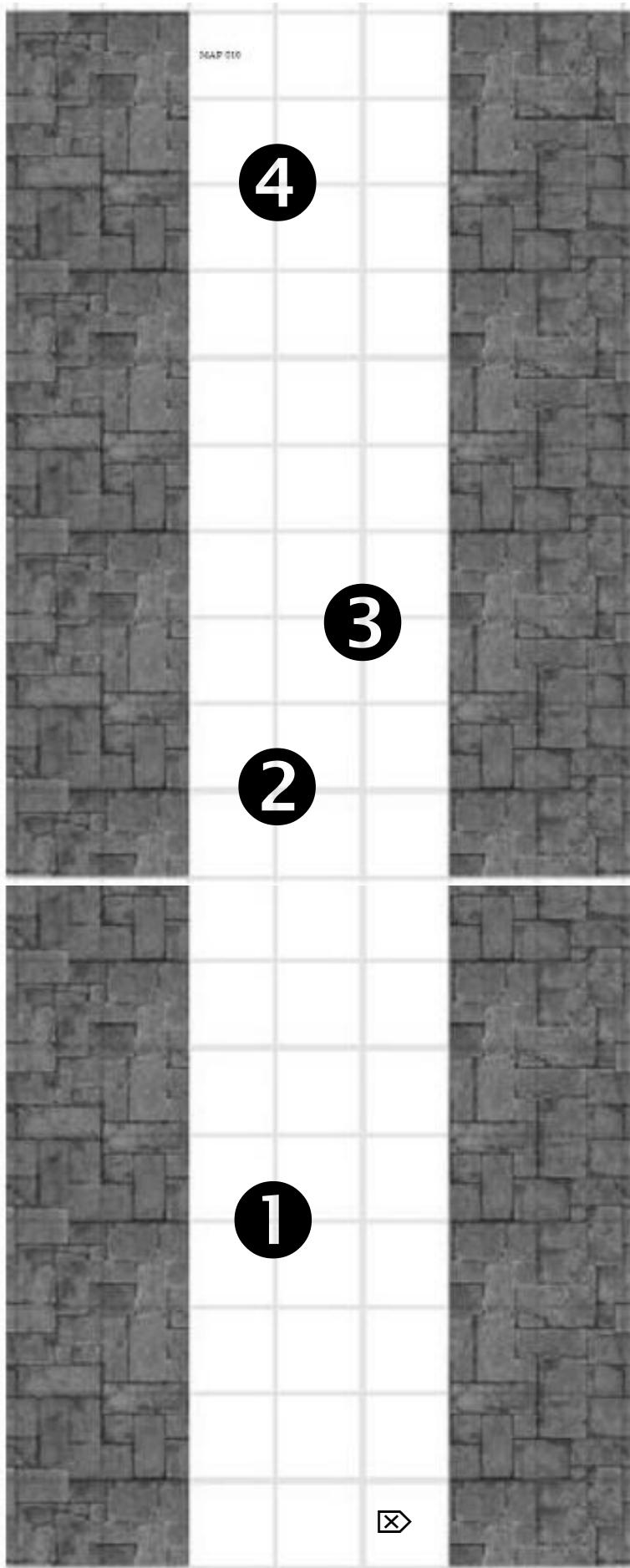
WHEN YOU REMOVE THE LAST VEHICLE, YOU HEAR A DIESEL ENGINE REV-UP BEHIND YOU. THE HALF-TRACK LURCHES FORWARD.
GO TO 10.



REQUIRED

4 CUBES TO REPRESENT THE VILLAINS (THUGS)
4 USD QUARTERS TO REPRESENT THE VEHICLES

Conditions and Effects Tracker								
1	2	3	4	5	6	7	8	9



SCENARIO V

THE PENULTIMATE SHOWDOWN

"YOU TAKE OUT THAT ROBOT!" ORDERS THE POLICE CAPTAIN,
"WE'LL HANDLE THE DUKE."

WINNING CONDITION

DEFEAT THE KILLBOT.

EXTRA LOSING CONDITION

IF EVER 4 HEMOBOTS ARE IN PLAY AT THE SAME TIME.

DUKE OF DEATH 1 (BETA)

○○○○○○○○○○○○ SHIELD 1

DUKE OF DEATH (BETA) - VILLAIN ACTION TABLE	
1	(50) SHIELD 1 - RANGE 3 - ATTACK 3 - PUSH 3
2	(27) SHIELD 1 - MOVE 1 - RANGE 4 - ATTACK 3 - IMMOBILIZE
3	(12) SHIELD 6 - HEAL 2 - ADD DARK
4	(95) SUMMON HEMOBOT - 3HP
5	(7) SHIELD 2 - RETALIATE 2 - ADD DARK
6	(95) DRAIN - SUMMON HEMOBOT SWARM, <input checked="" type="checkbox"/> DARK TO SUMMON AN ADDITIONAL HEMOBOT

KILLBOT 2 ○○○○○○○○○○○○○○○○○○○○○○○○○○

KILLBOT - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 2 - ADD DARK
2	(73) AOE 2 - DAMAGE 2 - IMMOBILIZE (OTHER HEMOBOTS ARE IMMUNE TO THIS DAMAGE)
3	(41) MOVE 3 - DAMAGE 2 - ADD DARK
4	(35) MOVE 4 - DAMAGE 1
5	(39) MOVE 3 - RANGE 4 - DAMAGE 1 - IMMOBILIZE
6	(21) HEAL DUKE 1 AND GIVE HIM ADVANTAGE ON HIS NEXT TURN.

POSSIBLE SUMMONS/REINFORCEMENTS

HEMOBOT SWARM 3 000 HEMOBOT SWARM 6 000
HEMOBOT SWARM 4 000 HEMOBOT SWARM 7 000
HEMOBOT SWARM 5 000 HEMOBOT SWARM 8 000

HEMOBOT SWARM

HEMOBOT SWARM - VILLAIN ACTION TABLE	
1	(89) HEAL DUKE OF DEATH TO FULL AND THEN LOSE 2 HP
2	(63) MOVE 4 - ATTACK 2 - PUSH 3
3	(54) MOVE 4 - ATTACK 1 - ADD DARK
4	(40) MOVE 4 - RANGE 2 - STUN THEN LOSE 1 HP
5	(9) RANGE 3 - SHIELD 1 - RETALIATE 1
6	(5) TELEPORT ADJACENT TO DUKE OF DEATH - <input checked="" type="checkbox"/> DARK TO HEAL DUKE 1 AND GIVE HIM 1 SHIELD

WHEN YOU DEFEAT THE KILLBOT, GO TO 20.



SPECIAL INSTRUCTIONS

- AT THE END OF EACH ROUND, ROLL A D6 FOR EACH SUMMONED HEMOBOT AND, ON A 6, ADVANCE DARK LEVEL BY ONE FOR EACH 6.
- THE DUKE GETS A FREE TURN IMMEDIATELY AT THE BEGINNING OF THE GAME.
- ? IS AN EXTRA KILLBOT TORSO THAT SURELY HOLDS SOMETHING USEFUL.
- AT THE END OF EACH ROUND, REDUCE DUKE'S HEALTH BY 1 (SHOWING POLICE INVOLVEMENT).
- THE DUKE OF DEATH IS IMMUNE TO ALL CONDITIONS AND BLEED WHEN A HEMOBOT IS IN PLAY.
- THE KILLBOT IS A 2x2 SIZED VILLAIN. HE TAKES UP 4 SQUARES AND HIS MELEE ATTACKS REACH RANGE 2 WITHOUT DISADVANTAGE.
- HEMOBOTS ARE IMMUNE TO THEIR FIRST INSTANCE OF DAMAGE.

REQUIRED

MULTIPLE CUBES TO REPRESENT VILLAINS
1 USD QUARTER TO REPRESENT KILLBOT
1 (?) CUBE

Conditions and Effects Tracker

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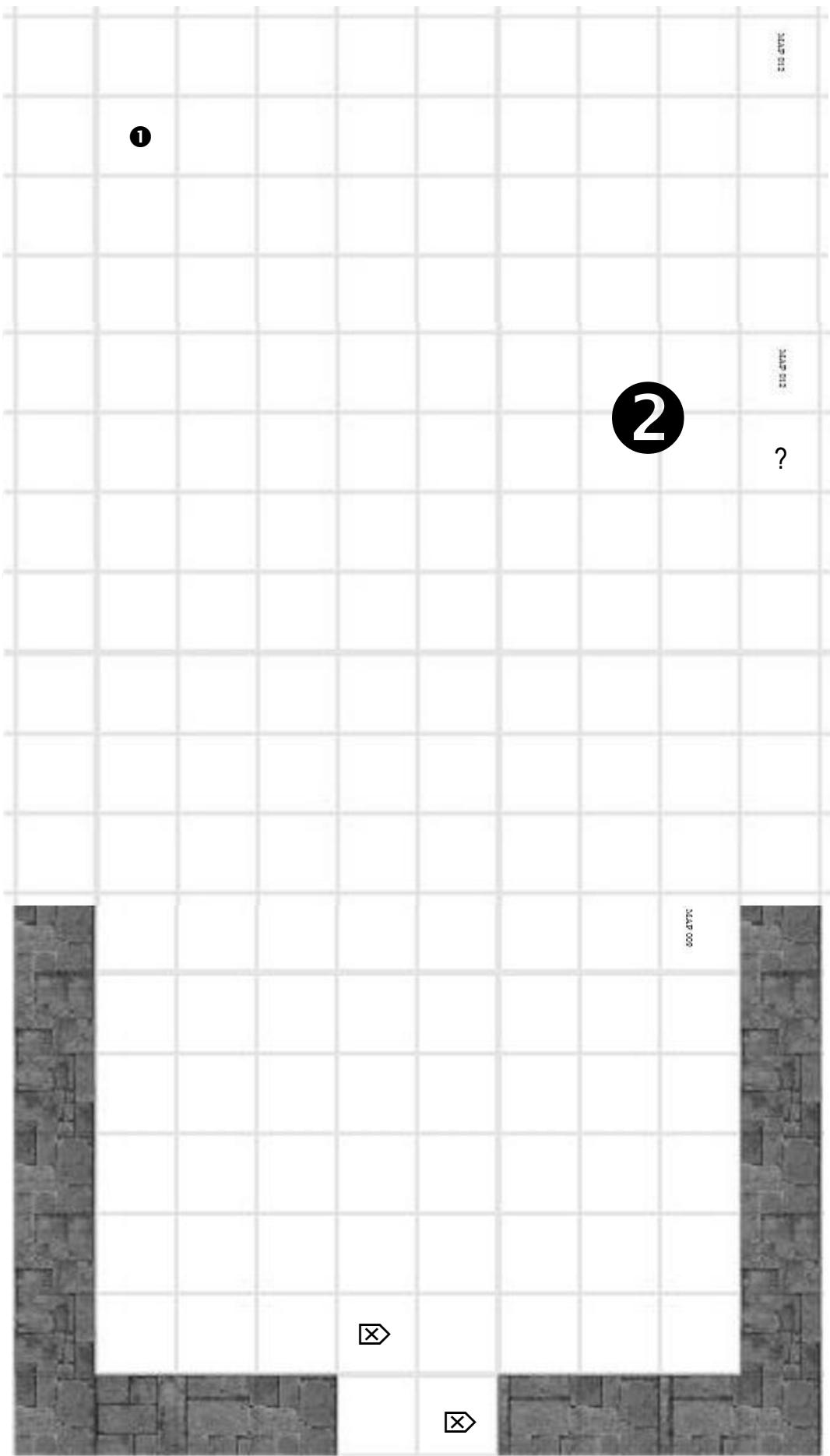
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SCENARIO W DEJA VU TIMES TWO

"AS YA CAN SEE, YA CAN'T KILL ME."
 "CUT ME IN TWO, AND MORE TROUBLE FOR YOU."
 "THE DUKE OF DEATH WANTS YOUR HEAD."
 "YOU CAN COME WITH US ALIVE, BUT WE'D PREFER YOU DEAD." HE LAUGHS.

WINNING CONDITION
 DEFEAT THE TICKING HOURGLASSES.

THE TICKING HOURGLASS (BETA) 1 000000000
 SHIELD 1

THE TICKING HOURGLASS INITIATIVE 1 - VILLAIN ACTION TABLE	
1	(1) SHIELD 1 - ATTACK 3 - PIERCE 1 - DRAIN
2	(1) MOVE 3 - AOE 2 - ATTACK 2
3	(1) MOVE 3 - ATTACK 3 - POISON - ADD DARK
4	(1) MOVE 5 - CONE DISARM
5	(1) SHIELD 2 - RETALIATE 2 - ADD DARK
6	(1) MOVE 3 - <input checked="" type="checkbox"/> DARK TO RANGE 4 STUN - DRAIN

THE TICKING HOURGLASS (BETA) 2 000000000
 SHIELD 1

THE TICKING HOURGLASS INITIATIVE 99 - VILLAIN ACTION TABLE	
1	(99) HEAL 2 - ADD DARK - DRAIN
2	(99) ATTACK 3 - TELEPORT TO LOCATION M
3	(99) MOVE 4 - ATTACK 3 - POISON
4	(99) AOE 2 - TRANSFER ALL NEGATIVE EFFECTS TO HERO
5	(99) ATTACK 4 - ADD DARK
6	(99) CHARGE 3 - DRAIN

SPECIAL INSTRUCTIONS

- ON EVERY ODD NUMBERED TURN, ATTACKS AGAINST TICKING 1 ARE AT DISADVANTAGE.
- ON EVERY EVEN NUMBERED TURN, ATTACKS AGAINST TICKING 2 ARE AT DISADVANTAGE.
- THE TICKING HOURGLASSES ARE IMMUNE TO STUN AND DISARM.

WHEN YOU DEFEAT BOTH OF THEM, GO TO 49.

REQUIRED

2 CUBES TO REPRESENT VILLAINS



Conditions and Effects Tracker

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②

③

④

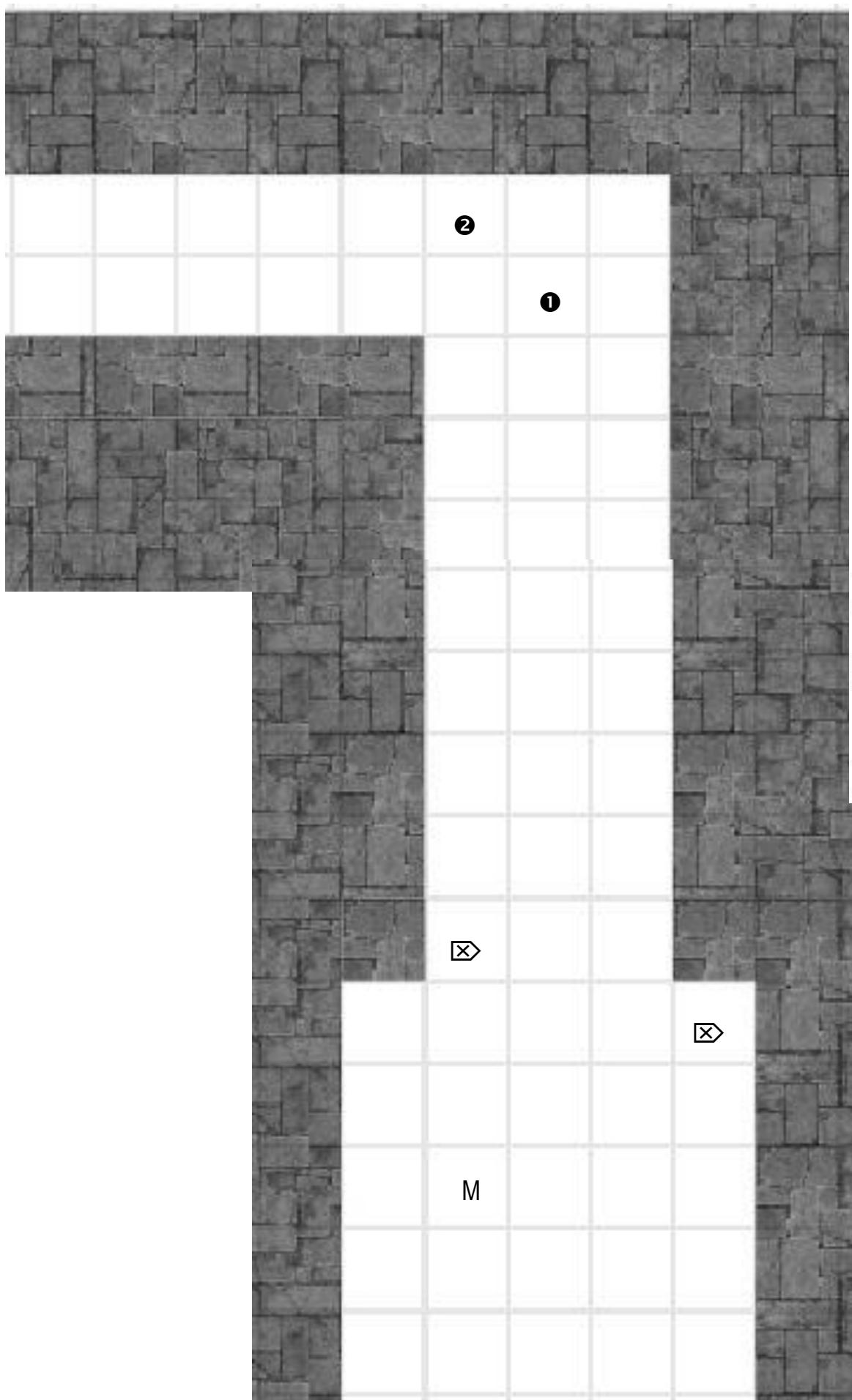
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SCENARIO X

THE DUKE OF DEATH



"MY SKYSHIP AND KILLBOT GENERATOR IS COMPLETE. AND WHEN I FINISH MY ARMY, NO CITY SHALL BE SAFE," BOASTS THE DUKE OF DEATH. "HOWEVER, YOUR JOURNEY ENDS HERE!" HE SUMMONS A HEMOBOT THAT STARTS MOVING TOWARDS THE GENERATOR. YOU MUST STOP HIM!

WINNING CONDITION

DEFEAT THE DUKE OF DEATH.

DUKE OF DEATH 1 (BETA) ○○○○○○○○○○○○○○

SHIELD

DUKE OF DEATH (BETA) - VILLAIN ACTION TABLE	
1	(50) SHIELD 2 - ATTACK 3 - PIERCE 1
2	(27) MOVE 1 - RANGE 4 - ATTACK 2 - IMMOBILIZE
3	(12) MOVE 4 - ATTACK 3 - POISON - ADD DARK
4	(38) MOVE 5 - ATTACK 2 - PIERCE 2
5	(7) <input checked="" type="checkbox"/> DARK TO HEAL 1 AND MAKE ALL ATTACKS AGAINST HIM AT DISADVANTAGE.
6	(19) TELEPORT TO T LOCATION FARTHEST FROM HERO - SHIELD 2 - RETALIATE 2 - ADD DARK - DRAIN

HEMOBOT SWARM

HEMOBOT SWARM - VILLAIN ACTION TABLE	
1	(89) HEAL DUKE OF DEATH TO FULL AND THEN LOSE 2 HP
2	(63) MOVE 3
3	(54) MOVE 4 - ADD DARK
4	(40) MOVE 4 - RANGE 4 - STUN THEN LOSE 1 HP
5	(9) RANGE 3 - SHIELD 1 - RETALIATE 1
6	(5) TELEPORT ADJACENT TO DUKE OF DEATH - <input checked="" type="checkbox"/> DARK TO HEAL DUKE 1 AND GIVE HIM 1 SHIELD

KILLBOT - VILLAIN ACTION TABLE	
1	(55) MOVE 2 - RANGE 4 - ATTACK 2 - ADD DARK
2	(73) AOE 2 - DAMAGE 2 - IMMOBILIZE (OTHER HEMOBOTS ARE IMMUNE TO THIS DAMAGE)
3	(41) MOVE 3 - DAMAGE 2 - ADD DARK
4	(35) MOVE 4 - DAMAGE 1
5	(39) MOVE 3 - RANGE 4 - DAMAGE 1 - IMMOBILIZE
6	(21) HEAL DUKE 1 AND GIVE HIM ADVANTAGE ON HIS NEXT TURN.

WHEN YOU DEFEAT THE DUKE OF DEATH, GO TO 25.

POSSIBLE SUMMONS/REINFORCEMENTS

HEMOBOT SWARM 2

HEMOBOT SWARM 3 000

HEMOBOT SWARM 4 000

HEMOBOT SWARM 5 900

HEMOBOT SWARM 6 99%

HEMOBOT SWARM 7 200

KILLBOT 8 00000000

KILLBOT 9 00000000

KILLBOT 10 00000000

KILLBOT 11 222222222

KILLBOT II 00000000
KILLBOT 12 00000000

KILLBOT 12 88888888

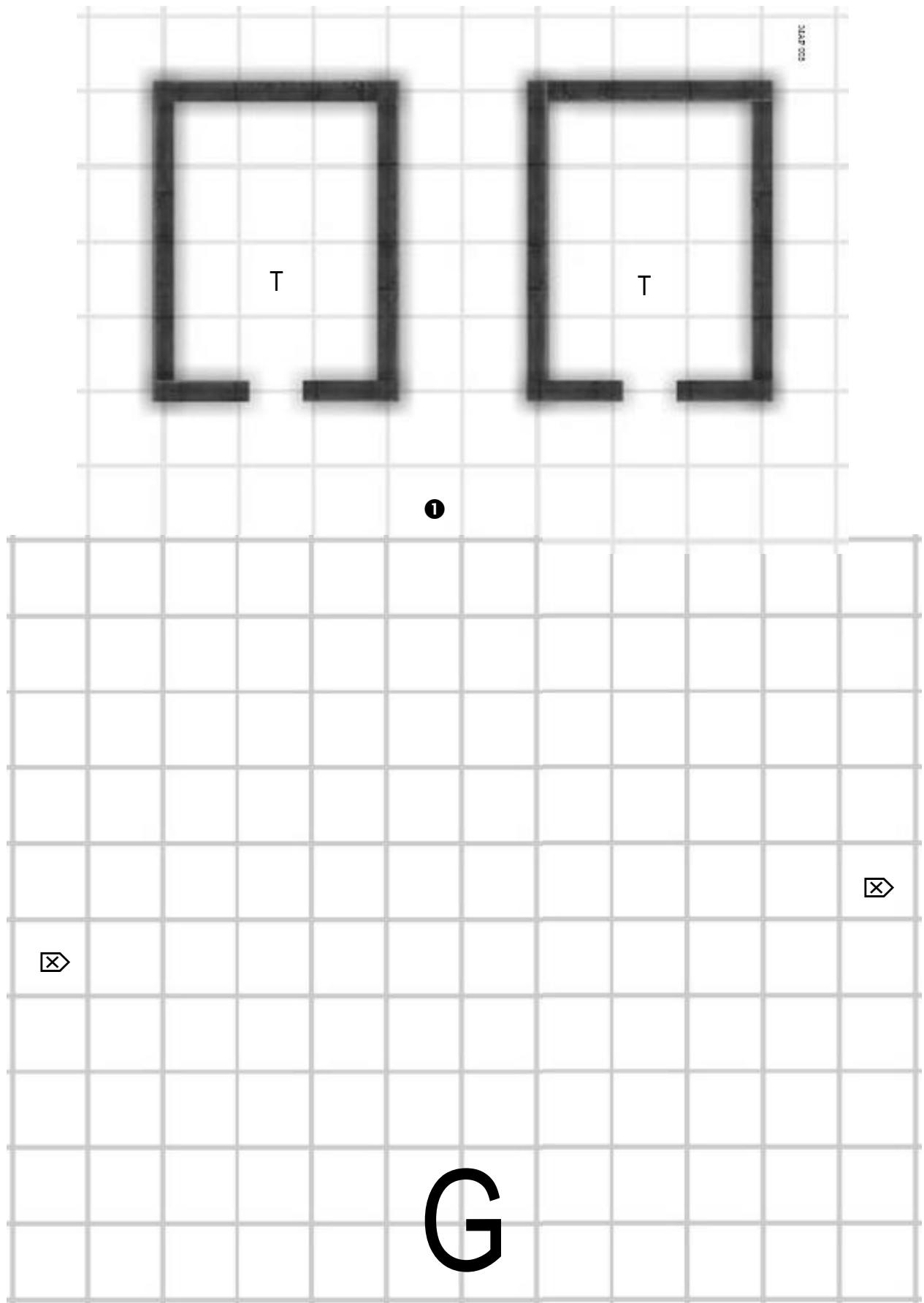
SPECIAL INSTRUCTIONS

- DISCARD YOUR CARD WITH THE HIGHEST MOVEMENT VALUE AT START OF SCENARIO.
 - AT THE END OF EVERY ROUND THE DUKE WILL SUMMON 1 HEMOBOT.
 - THE DUKE GETS A FREE TURN IMMEDIATELY AT THE BEGINNING OF THE GAME.
 - HEMOBOT MOVEMENT IS ALWAYS TOWARDS THE GENERATOR.
 - IF A HEMOBOT STARTS ITS TURN IN A SPACE ADJACENT TO THE GENERATOR (GIANT G OCCUPYING 4 SPACES) IT IS REMOVED FROM THE BOARD AND REPLACED WITH A KILLBOT WHO WILL ACTIVATE NEXT ROUND.
 - THE KILLBOTS ARE A 2X2 SIZED VILLAIN. THEY TAKE UP 4 SQUARES AND THEIR MELEE ATTACKS REACH RANGE 2 WITHOUT DISADVANTAGE.
 - THE DUKE OF DEATH IS IMMUNE TO ALL CONDITIONS AND BLEED WHEN A HEMOBOT IS IN PLAY.
 - HEMOBOTS ARE IMMUNE TO THEIR FIRST INSTANCE OF DAMAGE.

REQUIRED

MANY CUBES TO REPRESENT VILLAINS

5 USD QUARTERS TO REPRESENT KILLBOTS



BACK COVER

PLAYTEST PICTURES

