

PENNY DREADFUN

— 2ND EDITION —

The Great London Adventure



REDI

PENNY DREADFUN: THE GREAT LONDON ADVENTURE RULEBOOK FOR BOSS RUSH MODE (ON TABLETOPIA)

BEFORE YOU READ THIS RULEBOOK YOU MUST READ THE PROTOTYPE RULEBOOK

You can find it here: <https://tabletopia.com/static/files/004/847/vsxx1xbqgg2xk98m2av5v3.pdf>

We also recommend to watch the *How to play* video: <https://youtu.be/jUXop2wveSQ>

In this Rulebook we will focus only on the Boss Rush Mode. **The basic mechanics are explained in the main Rulebook.** We highly recommend playing the First Scenario: Prologue to learn the basics of the game before playing the Boss Rush Mode.

This game mode requires players' full cooperation to defeat the Boss.

STORY

Welcome to the Victorian Era – The Pax Britannica is thriving under the rule of Queen Victoria and the entire British Empire knows nothing but peace and prosperity. Britain's reach extended across the globe because of its political stability and enlightened reforms whilst Intellectual and cultural achievements of British culture are reaching new heights.

How boring ... Therefore a new project is born - a plan to achieve even greater greatness - a dream of a new colony, more magnificent and more unique than any other ... HELL ITSELF.

Now the realm of Hell is a part of the British Empire, but something, unsurprisingly, went terribly wrong... hordes of ghosts, demons and monsters from legends of old, invaded our world and it soon became quite clear that behind all of their evil actions hid a powerful mind.

Only you – a party of strange heroes, can stop the evil on its track!

Boss Rush Mode is a special Penny Dreadfun game mode, where players play as one team, and must fully cooperate to beat the challenge in a form of Boss Rush Main Villain, be it Mini-boss or Boss. Every Main Villain has their own double-sided card – one side provides the special rules for the given Rush, and the second one– the special rules for Scheme Phase, in which Main Villain commands hordes of their followers. If the players take the Main Villain down before the time runs down – they win! If one of the team members dies or Enemies of The Crown take over the starting space (known as player's base) – they fail.

Are you up for the task, brave adventurers?

SETUP

The game is already prepared on the Tabletopia. To sum up:

- Players will use their Hero Starter Deck, Player Board, Resources, Tokens: Gold, Damage, and Movement.
- There will be only some available Decks: Shop, Status (Wounded and Gravely Wounded), Enemy of the Crown, and Boss Rush Mode Randomiser
- First Player Token and Decision Token rules remain the same.
- Hell's Progress Track progress, Villain Scheme and movement of the Mini-Boss, and/or the Boss are all determined by the special Boss Rush Mini-Boss or Boss card. Each Mini-Boss and Boss has their own set of rules of how to play that particular Boss Rush.
- Boss Rush Mini-Boss or Boss card is double-sided, but for convenience on Tabletopia they are two separate cards.
- There are Hero and Villain counters cards, where players will put the Tokens from the map in necessary.

BOSS RUSH MODE RULES

Tokens on the Map

Each Token laying on the Map has a specific action written on the Boss Rush Card.

Players can Take such Tokens by performing a Field Action, as described on the Boss Rush Card (*detailed rules for Banshee Boss Rush on p. 6*).

Once a player gained such a Token, it is put on the Hero Counter Card.

Tokens on the Hero Counter Card can be used by any player, as described on the Boss Rush Card (p. 6).

Once the Token is used, it is not discarded but the player with the Decision Token draws the top card from the Boss Rush Mode Randomizer Deck and puts the Token on the shown Location on the Map.

Some Tokens must be destroyed after they are used – such Token is not used in this given game any more.

Villains can also interact with Tokens once they Move on the Location with one of them. The conditions of their interaction with the tokens are described on the Boss Rush Card.

Sometimes the Boss Rush Card states that after a Villain Takes a Token, they must put a new one on the Map. It is done the same way as it would be for a player. The player with the Decision Token draws the top card from the Boss Rush Mode Randomiser Deck and puts the Token on the shown Location on the Map.

Round Overview

The round in the Boss Rush Mode is almost the same as in the First Scenario. Starting with the first player, each player do the following in a clockwise order:

1. Player Phase:
 1. Cleaning an Action Pool.
 2. **Receiving 5 Gold Tokens, 2 Movement Tokens, and a Buy Action Token.**
 3. Move Action.

4. Building an Action Pool and Buying.
 5. Field Action.
 6. Discarding or destroying cards.
 7. Drawing new cards.
2. Villain Phase

Player Phase

1. Cleaning an Action Pool

A player has to discard all resources and tokens of the Player Board that are not on the Charged Cards. **The player can store up to 4 Movement Tokens and up to 10 Gold Tokens on their Player Board, any excess must be discarded.**

2. Receiving 5 Gold Tokens, 2 Movement Tokens, and a Buy Action Token

An active player receives 5 Gold Tokens, 2 Movement Tokens and a Buy Action Token and puts them in their Action Pool.

3. Move Action

A player can spend Movement Tokens or DESTROY cards to Move, as described in the Main Rulebook.

DESTROYED cards are not put on the Discard Pile, they **are put on a Destroy Pile**. Each player has to create their own Destroy Pile, as they might get points for some of the destroyed cards. **Cards from the Destroy Pile cannot be used to create a player's Deck.**

In the Boss Rush Mode, there is only one Shortcut and it works a little bit different than in the first Scenario. A player can enter it only via the Token on the tile near the Boss – the shortcut leads only to the Starting tile and it cannot be used to travel the other way around.

4. Building an Action Pool and Buying

A player can play cards to use their effects, but **each played card is not discarded, as usual, it is DESTROYED instead**. If the player doesn't want to play a card, they keep it in their hand and later discard them as normal.

During that phase players may also use the Buy Action Token that they received to buy new cards from the Shop. They can always buy more than one card by spending a resource for each card they want to Buy.

5. Field Action

In Boss Rush players can perform Field Actions based on the Token on the Location they are standing on, they can Fight!, and Trade.

Trade and Fight! goes as normal, while all Tokens Actions are described on the Boss Rush Card (p. 6).

6. Take Action

This is a new Field Action that allows players to take the Token from the Location and put it on the Hero Counter Card.

7. Discarding or destroying cards

Cards that were played during the player's turn goes on the Destroy Pile - all cards played from Hand, used Charged cards, or cards used for Movement. Cards that weren't played are put on the Discard Pile. Discard Pile is acting the same way as in the First Scenario.



Charged Cards (**besides going to Destroy Pile instead of Discard Pile after being used**) and Status cards also act like in the First Scenario.

Drawing new cards

A player draws cards to the maximum number, which is 5.

Remember that each Wounded Card means that the player draws one less card.

Villain Phase

The Villain Scheme is described on the Boss Rush Card (p. 6.), the player has to follow the rules.

Villains can Destroy a Token (remove it from this game) **or Take a Token** (put it on the Villain Counter Card) **laying on the Map**. How they interact with a specific Token is written on the Boss Rush Card

After the last player's Villain Phase the Round ends and the Hell Track Token moves by one space. In Boss Rush Mode the Map tiles are not flipped when the Token reaches the red space on the Track.

(p. 6).

Winning and Losing Conditions

The players win once the Main Villain of the Boss Rush is defeated – The party wins this Boss Rush! Congratulations!

If the Hell's Progress Track Token reaches the last space on the Hell's Progress Track the party loses. Try again!

If any Villain Miniature reaches the Starting Location (the Location on which the Players Miniatures started the game) the party loses. Try one more time!

Scoring

Each player takes their Deck, Discard Pile and Destroy Pile and score points for:

- Defeated Villains (from Deck, Discard and Destroy Piles)
- Bought Shop Cards (only from the Deck and Discard Pile)
- -1 point for each Wounded Status card
- -2 points for each Gravely Wounded Status Card

Players sum up their points and add 1 point for each space left on the Hell Progress Track.

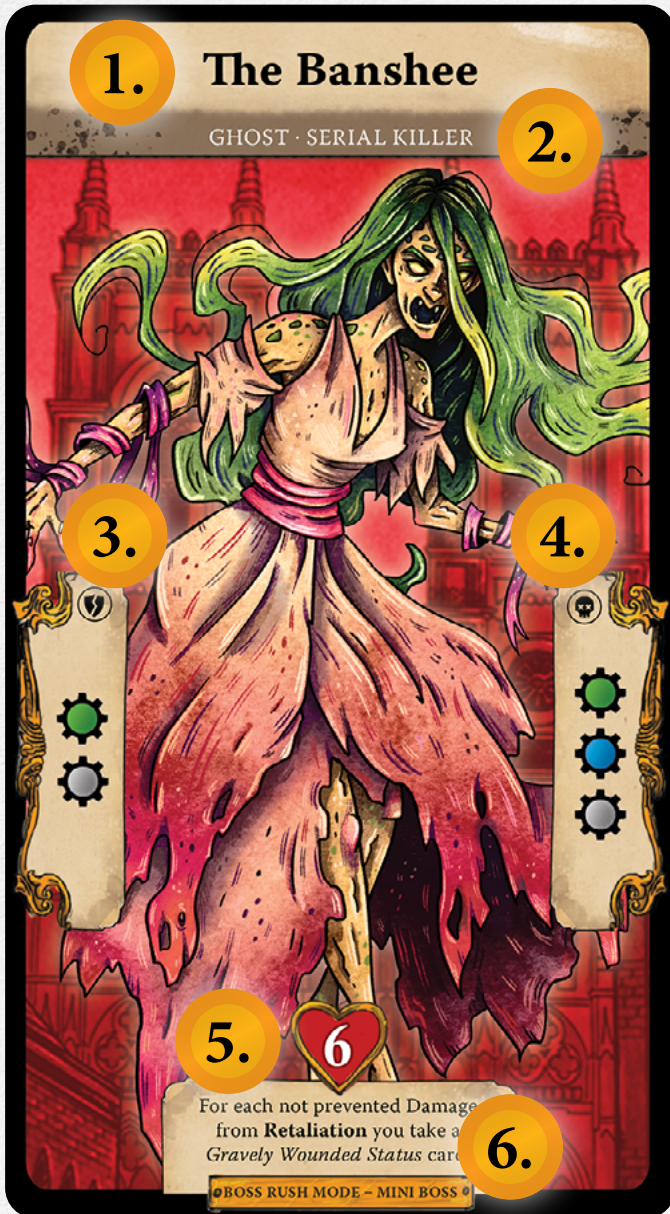
That is the total score for that Boss Rush! You can always try to beat it, right?

BANSHEE BOSS RUSH

Boss Rush versus Banshee Mini-Boss is the first, introductory Boss Rush. Players will be able to get a grip on the general concept and basic mechanics in this mode.

Each Boss Rush will be different – rules are made by card text which can be found on the reversal of Boss Rush Boss or Boss Rush Mini-Boss Cards. The Banshee is one of the easiest opponents, but don't get reckless. As you read earlier, this mode requires full coordination from players – **you can easily lose against even the weaker Mini-Boss in a glimpse!**

Banshee Boss Card



1. Name of the Villain
2. Keywords (*some Keywords, e.g. Succubuss, give some Heroes the upper hand in a Fight!*)
3. Weaknesses
4. Retaliations
5. Health
6. Mini-Boss or Boss special rule for a Fight! action versus them.

Banshee's rule:

*For each not prevented Damage from **Retaliation**, you take a **Gravely Wounded Status Card** instead of **Wounded Status Card**.*

7. **Villain Boss Rush ability.**

Echo-scream: You cannot Fight! with Banshee if there are Enemies of the Crown miniatures and/or Normal Portals on the Map.

Portals

There are two types of Portals on a Map, Normal Portals (*those need to be Closed in order to Fight! with Banshee and finish the Boss Rush*) and Demonic Portal (*the orange one with Mini-Boss on it*).



Closing a Normal Portal

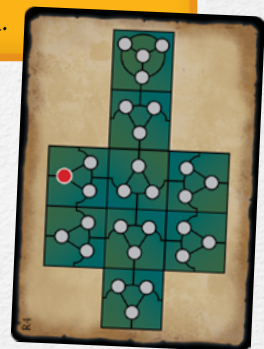
To close a Portal a player needs to perform a Field Action on a Location with the Portal. More information about the Field Actions can be found in the First Scenario Rulebook.

8. **Tokens setup rules.**

In Banshee Boss Rush you need to **randomize 4 Damage tokens and 2 Trophy Tokens.** **Hell's Progress Track starts on the 1st Space.**

Randomize

To Randomize a Token you need to draw a card from the *Randomizer Deck*, then put a Token on a Location shown on the drawn Card.



7.

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9.

10.

Echo-scream: You cannot Fight! with *Banshee* if there are Enemies of the Crown miniatures and/or Normal Portals on the Map.

Tokens' Rules: 4 2 1

For Heroes: TAKE Action
You can discard to trade your Resources with other player at the start of your Fight! Action.

For Villains: TAKE Action
For every Damage Token that all Villains have they have +1 and -1 (you can choose which one).

For Players: TAKE Action
In your Action Pool Building you can DESTROY to push back one Enemy of The Crown figure two spaces in any direction. **Randomize** a new .

For Villains: DESTROY Action

Boss Rush Scheme:

A B C

9. **Token rules:**

Field Action that can be performed on a Location with :

• **Heroes TAKE Field Action**

If you end your Turn on a Location with a you can perform a **TAKE Field Action**. **TAKE Field Action:** Remove the Token from the Location and put it on the *Hero Counter Card*.

• **Villains TAKE Field Action**

If a Villain ends its move on a remove it from the Location and put it on the *Villain Counter Card*.

As you can see on a card – for each token the Villains have, they get stronger!

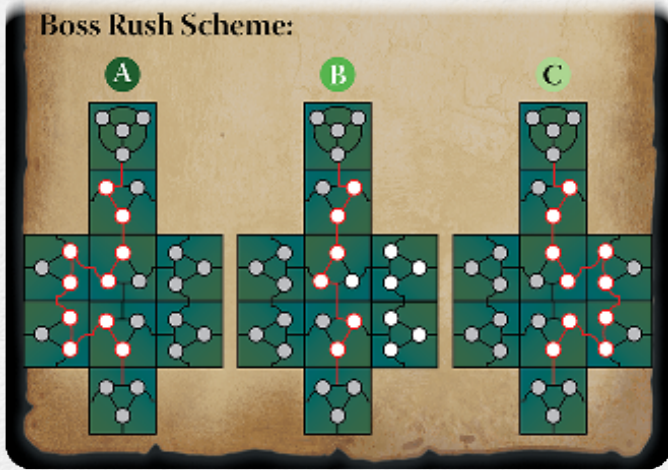
Field Action that can be performed on a Location with :

• **Heroes TAKE Field Action**

See „*Heroes TAKE Field Action*” earlier in this point.

• **Villains DESTROY Field Action**

If a Villain ends its move on a remove it from the Map for the remainder of the game.



Boss Rush Scheme

10. Scheme section of a card shows how Enemies of the Crown miniatures are moved in a particular Boss Rush.

In Banshee Boss Rush Enemies of the Crown moves by one Location in the Villain Phase, each of them in the directions shown on the Card.

