

## HOW TO PLAY



### ARM YOUR CHARACTERS FOR BATTLE

- Draw or Select an **Armament Card**

### AFTER CONCLUDING THE CHASE ROUND

- In turn order, each active ally will draw a **Villains & Vigilance Card**

### EQUIP TALISMANS WHEN DISCOVERED

- **Talismans** may be equipped to **any** ally [then **must** remain equipped]

### STORE / USE BATTLE MODIFIERS

- Store up to **3 Modifiers** [trade anytime]  
➔ Usable at **anytime** [during battle]

### ENGAGE VILLAINS UPON DISCOVERY

- The discoverer attacks 1st, followed [in turn order] by each active ally

## EXPANSION PREPARATION



### This expansion adds to the base game experience

- Add the new **characters** and **perils** for selection
- Follow these steps **after** setting up the base game as outlined in the instructions booklet

#### STEP 1: separate the cards into their respective decks:

- Rules, & Trackers
- Armaments (Weapons)
- **Villains & Vigilance Deck**

#### STEP 2: Review the How To Play & Tracker Cards:

- How To Play/How To Battle
- Boss Abilities/Villain Adjustments
- Ally Adjustments (See back of this card)

#### STEP 3: Shuffle & place the Villains & Vigilance deck:

- **Villains & Vigilance Deck**

#### STEP 4: The Battle Round follows the Chase Round

- Follow the 'How To' instructions for play & battles
- **Active allies** are players who have not **fallen to peril**
- Effects last the entire battle, unless otherwise noted

## HOW TO BATTLE



### DETERMINE VILLAIN'S HEALTH

- Count the **active allies** & multiply by the **'#' Pts [PA]** for Total HP

$$\begin{array}{r} \text{Ally Count} \\ 4 \end{array} \times \begin{array}{r} \text{Pts / Per Ally} \\ 2 \text{ Pts [PA]} \end{array} = \begin{array}{r} \text{Total HP} \\ 8 \end{array}$$

### MAKE SUCCESSFUL STRIKES

- The ally's **speed** must meet or exceed the villain's **agility** for a **successful strike**

$$\begin{array}{r} \text{Speed} \\ 2 \end{array} \begin{array}{l} \geq \\ < \end{array} \begin{array}{r} 2 \\ 3 \end{array} \text{ Agility} = \begin{array}{r} \text{Hit} \\ \text{Miss} \end{array}$$

### ATTACKING & INFLICTING DAMAGE

- Add equipment [+] **attack** + roll die. Inflict damage when **attack** > **defense**

$$\begin{array}{r} \text{Attack} \\ [+3] \end{array} + \begin{array}{r} \text{die} \\ 3 \end{array} = \begin{array}{r} 6 \end{array} - \begin{array}{r} \text{Defense} \\ 4 \end{array} = \begin{array}{r} \text{Damage} \\ [2] \text{ HP} \end{array}$$

## BOSS ABILITIES



### DEAD RISING

- When **any** villain's health is depleted, roll **1** die. If a **6** is rolled, the **villain revives to full health & any played modifiers** are nullified & discarded
- Active allies then proceed to attack again, in the same turn order

### IMPOSED CASTINGS



- At the **start** of **each** battle, roll **1** die.  
**1-4:** [No Effect]  
**5:** All Allies [-1] to **attack**  
**6:** All Allies [-1] to **speed**
- Effects persist the entire battle

Your battles become more dynamic with these bosses!