

SOLO/COOP FACTORY SMOKE

City of terrors, mission 2/4. ------ Alarm! Scarecrow has been spotted at the old abandoned factory. It seems he has converted the factory in order to produce a big quantity of a deadly toxin. A thick cloud of smoke is coming out and contaminating the industrial district. Batman you must stop the fumes before the population is affected. Additional material: The small laboratory board. ----------
Solo rules based on the solo coop rules of Conan:
http://www.monolithedition.com/download/Conan/Rulebook/ConanTheConqueror_Solo-Rules_WIPEN.pdf

1
2
3

pumping room
M2
Small laboratory board
A6
M2



END GAME CONDITIONS

> At the end of the heroes turn 10 - check the victory condition.

VICTORY CONDITIONS

> **HEROES** - heroes succeed to stop the toxin production and close the three valves.

01 05 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

5

1st HERO
Batman

2nd HERO
Bluebird
TASER HANDGUN

3rd HERO
Spoiler
TONFA





1

Reinforcements : Roll two orange dice and for **each** dice put in the bord the following available figures:
0 : "Brute with firearms"
1 : "Red hood s gang"
2 : "Hazmat thug"

2

River activation : Prepare the activation tokens 1 to 6

Each turn, pick randomly 3 activation tokens (following the solo rules).

"**Elite**" tiles target the **strongest hero**
"**Henchmen**" tiles target the **weakest hero**

Death Stroke tries to approach and attack (with his 4 attacks) the **strongest hero**, otherwise he chooses the closest one.

Red Hood tries to approach and distance attack the **strongest hero**, otherwise he uses "tactician" to move Death Stroke.

3

campaign : If you are playing the campaign, heroes can use all the equipment that have been collected during previous missions. Bat-gadgets can be exchange accordingly to their cost.

Stop the toxin production :
To stop the toxin production, heroes must close the volves in the **following order :**
1) **Enter into the lab**
Once in there perform a **complex thought of difficulty 4** on the command post. Hacking skills are taking into account.

2/**Close the two secondary valves** (2 tokens 0) :
A hero in the same area as a secondary valve can close it with a **complex manipulation of difficulty 2** .

3/**Close the main valve** (token 0) :
Once the secondary valves are closed, the pressure has dropped and it is possible to close the main one. This is a test of strength: **A melee attack with a minimum of 6 success** without weapon or skills bonuses. Two heroes can add up their attacks.

Security pass :
Security passes are hold by two "brutes with firearm". When a brute is neutralized, he drops his security pass on the same area. A **simple manipulation** is needed to pick it up.

Enter into the lab or pumping room :
The lab is accessible from the ground floor through the security control. Put the small board on the safe room.
To enter into the lab or the pumping room can only be done with a security pass. Tokens 0 represents the security doors and can be open with a **simple manipulation** with **any security pass**. Remove the token when the door is opened and discard the security pass.

Credit :
Arzok, Goupil, Drezounet, Blapo

Epilogue :
Taking advantage of the fact that the heroes were trying to stop the fumes, Scarecrow succeeded to flee with two trucks full of the toxin. They are now at the crime alley and plan to contaminate the main water tank supplies of Gotham.
Next Mission "Solo/coop
Deadly waters"