SOLO/COOP - EVIL ENCOUNTER

City of terrors, mission 1/4. ------ "Batman, I have just intercepted a call between Poison Ivy, doctor Death, Mr Bloom and Scarecrow. Poison Ivy asked them to come at the abandoned subway station to meet and develop an extremely powerful toxin. Who knows what they are capable of, we must stop them before they conceive this monstrosity!". Solo rules based on the solo coop rules of Conan : http://www.monolithedition.com/download/Conan/Rulebook/ConanTheConqueror_Solo-Rules_WIPEN.pdf

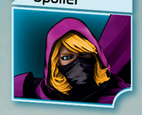
7

1st HERO

Batman

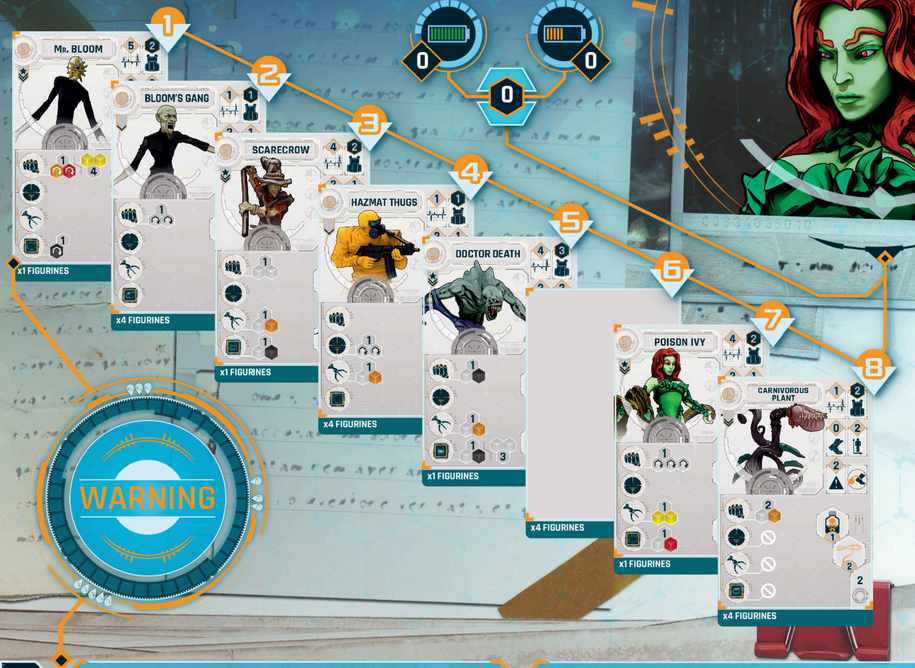
2nd HERO

Spoiler



3rd HERO

Bluebird



1

River activation :
Prepare **only** the activation tokens **1-3-5**

Each turn, pick up randomly **2** activation tokens. **Activate** the corresponding **boss tile,** then activate their henchmen (Bloom's gang for Mr Bloom and Hazmat thugs for Scarecrow. Doctor Death does not control any henchmen!). When a boss is neutralized, his token is removed and his henchmen are no longer activated. When 2 bosses are neutralized, the remaining one, together with his henchmen, are activated twice. When a boss joins Poison Ivy, he doesn't move but can perform an attack, his henchmen attack the nearest hero.

During the activation of the following villains (Mr Bloom, Scarecrow or Poison Ivy), if possible, **add a miniature** of their henchmen at their starting point (Bloom's gang, hazmat thugs and carnivorous plants).

Poison Ivy and **Carnivorous plants** (tiles 7&8) are **activated** at the end of **EACH** villain **turn**

2

Tiles :
Poison Ivy and **Carnivorous plants** can only perform an activation attack. They do not move. **Carnivorous plants** attack first the heroes that are in the same location than Poison Ivy.

They can use to remove a hero from Poison Ivy area.
Mr Bloom and his gang follow the **yellow path** (4 activation turns to reach Poison Ivy).
Scarecrow and his thugs follow the **blue path** (5 activation turns to reach Poison Ivy). The thugs are staying with Scarecrow, and attack the nearest hero.
Doctor Death follows the **yellow and blue path** (6 activation turns to reach Poison Ivy). Climbing down takes him one turn.

Boss are affected by hindering, but can move **at least one area closest towards Poison Ivy**.
In case of attack, the villains and their henchmen will always choose the **weakest hero.**

Explosive traps :
Bombs are explosive traps. When a hero tries to go out from an area of an exploding trap, he suffers a **level 3 explosion**. The bomb miniature is removed. A hero in the same area of a bomb can try to neutralize it. To do so, he/she performs a **complex manipulation of level 4**, skills are taken into account. If failed, the bomb explodes and the hero suffers the explosion **+ 1 damage**.
Villains don't activate traps. But if it explodes, due to a hero, they suffer the explosion if they are in the same area.

TIPs :

Don't forget (Bloom & henchmen, Scarecrow & Death), misfortune and regeneration .
Misforune enable the overlord to re roll heros dice with 2 or 3 success.

Scarecrow has the skill . He can't be attracted if he is with two thugs.

Claw can't attract Doctor Death or Mr Bloom.
The area where Scarecrow is at the beginning of the game is full.
Put a neutralized miniature ON their tile, so you don't forget to add one at the beginning of each activation.
Abandonned equipment can be very **useful** for the **next** mission.

Credits :
Arzok, Drezounet, Goupil, Blapo.

Next mission :
The next mission for this campaign is "Factory smoke".
You can keep every items you collect.
You can exchange the batgadget for other ones of the same price.

END GAME CONDITIONS

- At then end of Villain Turn 8, the game ends - The current step is Check End-Game Conditions 1 of turn 8
- The heroes have intercepted the meeting between all the Villains - the villains trying to meet with Poison Ivy are neutralized (Bloom, Scarecrow, Doctor Death)

VICTORY CONDITIONS

- Clarification - Poison Ivy cannot be neutralized. She shows where the meeting will be held
- Great victory - All Villains have been neutralized (Mr Bloom, Scarecrow and Doctor Death)
- Victory - One Villain joined Poison Ivy
- Small victory - Two Villains joined Poison Ivy