

General Scenario & Campaign

Building your campaign: the players start the campaign with their rookie ID cards and 2 rookie powers replace 2 random normal cards (even the weakness card). The Players can use scenarios and part of campaigns from the original rules. But to make their own Story driven Campaign please follow the next rules and the Story suggestions in the "Story continue..." card.

Building a scenario: First of all, after you have the general idea of the objective you want (Stopping a criminal, rescue someone, plant a bomb in the villain's lair, infiltrate, gain code, stop some evil plan etc.) you can draw random Terrain cards as the tile you want to use and so building your random stage.

And Keep in mind the following guiding rules:

Carrying weight: typical bystanders or objects the hero carrying will give him -1 to his speed
But you may decide that very large or difficult cargo reduce his actions by 1 (2 instead of 3 per turn).

Normal people: the standard for normal people statistics are: 2\3 Attack\Mental. 4 Defense. 2 Speed.

Field of view: in Exterior tiles a flying character can make 1 action to fly high (remain in his current space) and then all characters in his line of sight can be targeted even behind cars or other moveable objects (not wall and not inside buildings).

Tokens and bonuses: any +1 or -1 token the hero gain on his stats is staying on his card till the end of his next activation unless stated otherwise.

Objectives: the easier type of scenarios is with 2\3 tiles and only one objective.

As the campaign advance make more objectives to each scenario and place +1 tile per bonus objective.

To make harder scenarios make 2 Main objectives and 1 or 2 side objectives. The side objective will give the heroes more points off course but maybe some bonus to the next scenario or some upgrade for later on. (sidekicks, team-up tokens, etc.)

Co-op and teamwork: if you want to blend an original scenario from the rulebook to your campaign you may play it as suggested In the rules (players vs players) or just ignore the PVP choose 1 side of the objectives and for any unwritten Villains (or an IA opposite heroes if you want) use the 'General Menace' sheet.

In this Co-op gameplay the player with the most Victory points at the end of the scenario gain "**Prestige**" that's mean he can choose to take a Team-up token or a Sidekick card to use in future missions.

Team-up and Sidekicks: there is 2 types of heroes that can join you in your fight: Sidekicks and Friends.

-Sidekicks placed on the board and their card placed beside you – you activated them in your turn as addition to your main character. You do not use the ID card or power cards of those heroes.

If a sidekick loses all his health he gets out of the game and only a team-up token can bring him back to you.

-Team-up are other heroes that came to your aid as individuals. A player can use one Team-up token at the Strategy phase anytime during a mission to take 3 random cards of any other heroes (3 of the same hero or 3 of different heroes) than he must play those cards in his turn and gain either their special power or secret technique as **Addition** to his own cards.

Than the team-up tokens are discarded.

