

AN ENORMOUS CAMPAIGN FOR **GUARDIANS' CHRONICLES**



THE RED JOKER

OMNI #1

THE LIBERTY PATROL



DOKTOR SKAROV'S LEGACY OF FLAME AND ASH!

OMNIBUS

ISSUE 1 : DOKTOR SKAROV'S LAIR!

TILES TO USE: CONTROL B01 – ENTRY A01 – TRAP A01 - TRAP B03



The Liberty Patrol has been hunting Doktor Skarov since he destroyed the American research base Manticore; where up to that point he had been working on a top secret project. The heroes of the Liberty Patrol were able to rescue a sole survivor from the bases destruction. While the survivor could do little to enlighten the heroes on Doktor Skarov's exact plans, what they did learn suggested ominous global schemes!

Now the heroes of the Liberty Patrol are standing on the rooftop adjacent to an reportedly abandoned factory. However, you can see a number of Arknoids on patrol around the factory. Where Arknoids roam Doktor Skarov cannot be far away. The heroes have finally found Doktor Skarov's lair! You must stop him before he escapes!

DEPLOYMENT AND SETUP

Liberty Patrol: start the game at the rookie level. Each hero uses their Rookie ID card and randomly discards 2 normal cards with the 2 rookie cards.

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids

Doktor Skarov's Available Lieutenants: Lady Montagu, Kinoichi- Noi, Kinoichi- Ki, Kinoichi - Chi

END OF EPISODE:

Doktor Skarov Escapes

The battle is pure chaos; until finally a single blow, brutal and efficient, results in the hero collapsing to the ground; a hush falls over the battlefield as the Liberty Patrol rushes to the aid of the fellow fallen hero. The injuries are significant but fortunately not life threatening! When the heroes look up from their fallen comrade however, they see Doktor Skarov's arrogant sneer disappearing behind a closing, previously hidden security door. His evil laugh rumbles through the lair and slowly fades into a disquieting silence as the heroes smash through the hidden security door too late.

Proceed to Episode 201 Experiments on Humans

Rewards: Doktor Skarov receives an extra event card at the start of all future missions and the Forces of Evil earn 1 victory point

Doktor Skarov is captured

The battle is pure chaos; the lair is smothered in smoke and flames. Suddenly the deafening din of battle stops! The lair is quiet except for the sound of the broken and torn remains of Doktor Skarov's machines sporadically discharging sparks of electricity. As the smoke dissipates the heroes of Liberty Patrol stand solemnly over the unconscious Doktor Skarov.

A short time later, a Military APC arrives and disgorges a squad of soldiers to take Doktor Skarov into custody. The heroes seem to simultaneously let out a sigh of relief. It was the toughest battle the heroes have ever faced yet. Sergeant Freedom's eyes follow Doktor Skarov form as he is loaded into the hold of the APC surrounded by soldiers. His defiant expression betrays nothing, but as he disappears into the APC a flicker of an unidentifiable emotion crosses Doktor Skarov face and... is there a gleam in his eyes?

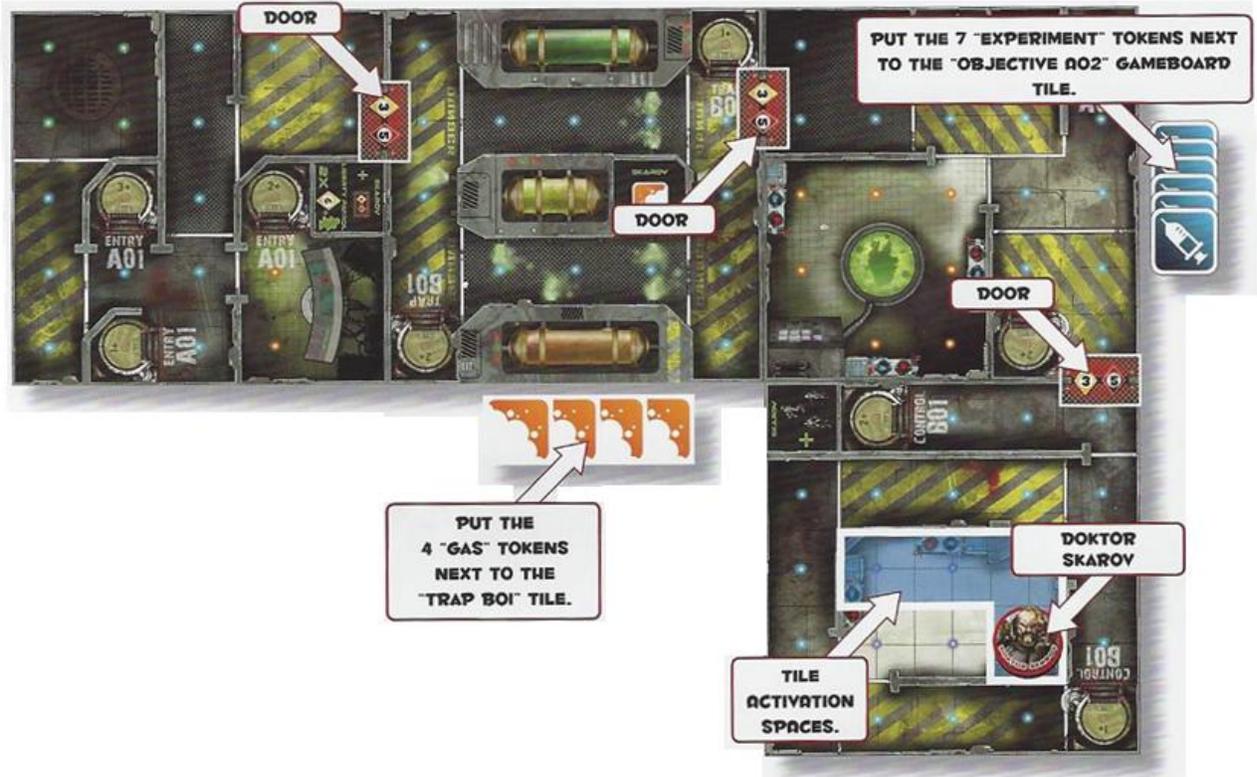
Proceed to Episode 202 Damsel in Distress

Rewards: Each hero may replace 1 rookie card with one of the discarded normal cards and earns 1 victory point.



ISSUE 201 : EXPERIMENTS ON HUMANS!

TILES TO USE: CONTROL B01 – ENTRY A01 – TRAP A02 - TRAP B01



Doktor Skarov was amused by the Liberty Patrol's pathetic and futile attempts to stop him. Undaunted, Lady Montagu and Doktor Skarov's robots boldly and publicly kidnap seven citizens as test subjects, including the President Anderson's own daughter Alison!
The Liberty Patrol is not sure what the goals of these experiments are but it can't be good! Fortunately, the Liberty Patrol has found Doktor Skarov's lab and while preparing to enter they observe Lady Montagu leaving with several of Doktor Skarov's robots, presumably to kidnap more victims! Doktor Skarov must be stopped!

TILES TO USE: CONTROL B01 – ENTRY A01 – TRAP A02 - TRAP B01

DEPLOYMENT AND SETUP

Liberty Patrol: start the game at the Normal level. Each hero uses their Normal ID card and keeps their deck from Issue 1

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi -

Special Rules: Only 3 Lieutenant can be placed at the beginning of the game. Mutated Alison will appear on any red square of the objective tile if the Objective goal is achieved.

OBJECTIVE RESOLVED DURING EPISODE:

Experiment Success

A loud mechanical squelch thunders over the din of battle. Doktor Skarov's baritone voice over the labs speaker system simply states "Your pathetic attempts to thwart me have failed Liberty Patrol! Behold my vision!" The battling heroes watch as the terrified and helpless Alison is lowered into the vat of green bubbling viscous liquid. In the midst of heated battle they can only observe between blows as Alison's lithe form mutates into a monstrous perversion of what she was. Her giant form of absurdly sized muscles flexes and burst from the vat with ease. Doktor Skarov's vile laughter is heard over the intercom as her face twists into a snarling visage of hatred directed at the Liberty Patrol!

Proceed to Issue 302 Mechanical Invasion for the next mission

Rewards: Mutated Alison is available to *Doktor Skarov* for all future missions and the Forces of Evil earn 1 victory point

Alison and remaining Hostages Freed

The Liberty Patrol manages to push through Doktor Skarov forces and manage to free Alison and the remaining hostages. Alison cowers by the heroes' side, but the rest of the kidnapped citizens flee the lab in panic. The Liberty Patrol is unable to prevent the hostages from fleeing while engaged in battle, but it may be just as well, as Doktor Skarov forces seem to be ignoring the former hostages. Now all that remains is to defeat Doktor Skarov and safety escort the President's daughter to safety.

Proceed to Issue 301 We will get the weapons for the next mission

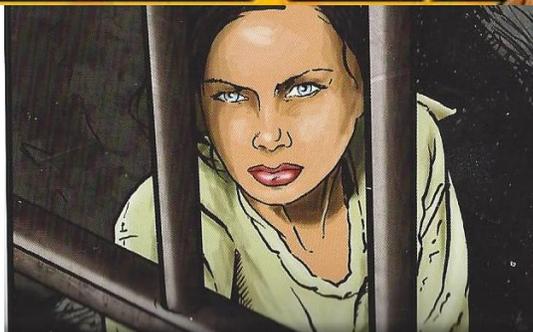
Rewards: Each hero may discard 1 rookie card and gains one of the discarded normal cards and earns 1 victory point.



ISSUE 202: DAMSEL IN DISTRESS!

TILES TO USE: CONTROL B01 – ENTRY B01 – OBJECTIVE A02 - TRAP A01 – TRAP A01 – TRAP A03

PUT THE 7 "EXPERIMENT" TOKENS NEXT TO THE "OBJECTIVE A02" GAMEBOARD TILE.



Doktor Skarov apparently had contingencies in place if he was captured by the military. The following day TV news coverage was full of reports on a burning Military APC wreck and soldiers bodies littering the road as casualties of the battle. There were also reports of mechanized men swarming the area. The Liberty Patrol quickly responded, but even after days of searching they had no solid leads to his location. This dramatically changed when Doktor Skarov himself was caught on breaking news reports, exploding out of the Whitehouse while in an intense battle with secret service with the president's daughter, Alison in tow. Apparently since the betrayal by his former wife he has had an infatuation with Alison! What evil scheme he has for her are unknown but the Liberty Patrol must stop him and rescue Alison at any cost!

TILES TO USE: CONTROL B01 – ENTRY B01 – OBJECTIVE A02 - TRAP A01 – TRAP A01 – TRAP A03

DEPLOYMENT AND SETUP

Liberty Patrol: start the game at the Normal level. Each hero uses their Normal ID card and keeps their deck from Issue 1

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu
- Mutated Alison will appear on any red square of the objective tile if the Objective goal is achieved.

OBJECTIVE RESOLVED DURING EPISODE:

Experiment Success

A loud mechanical squelch thunders over the din of battle. Doktor Skarov baritone voice over the labs speaker systems simply states "You have foiled me before, but not this time! Alison is mine and nothing you can do will stop me!" The battling heroes watch as the terrified and helpless Alison is lowered into the vat of green bubbling viscous liquid and mutates into a monstrous perversion of herself. Her giant form bursts from the vat with ease. Doktor Skarov speaks once more, "Alison my darling love! You are not what you were always meant to be! You are magnificent, please my darling prove to me your love and crush the troublesome Liberty Patrol once and for all!" Her face twists into a snarling visage of hatred directed at the heroes, uh oh....

Proceed to Issue 302 Mechanical Invasion for the next mission

Rewards: Mutated Alison is available to Doktor Skarov for all future missions and the Forces of Evil earn 1 victory point

Alison is Freed

As the Liberty Patrol near Alison, Doktor Skarov baritone voice sounds panicked over the labs speaker system "No not again! No you can't take her from me! Alison is MINE! She is my love and belongs at my side! You will not..."

The Liberty Patrol ignores the rant and quickly frees Alison from her restraints. Doktor Skarov screams impotently in rage. Now only Doktor Skarov remains...

Proceed to Issue 303 We have ways... for the next mission

Rewards: Each hero may discard 1 rookie card and gains one of the discarded normal cards and earns 1 victory point.



ISSUE 301 : WE WILL GET THESE WEAPONS...

TILES TO USE: CONTROL B01 – ENTRY A03 – OBJECTIVE A04 - TRAP A02 – TRAP A10 – TRAP B03



Alison has been sending regular and enthusiastic emails to the Liberty Patrol with invitations to parties and praising them for saving her, most of the team is flattered at first by the attention of the President's daughter. It also doesn't hurt to have earned the goodwill of the president by saving his only daughter from the Doktor. However, the constant and insistent contacts to her social events, and requests to protect her from the press and stalkers is starting to wear thin for the team.

Fortunately, Night Vigilante has been able to uncover information on the Doktor Skarov's latest plot, giving the team a reasonable excuse to pass on Alison's latest invitation to her latest high society party. Unfortunately, Doktor Skarov has been busy attempting to form an alliance with the reclusive Aquarion, a deposed Atlantian royalty. Doktor Skarov is attempting to sell weapons that will allow Aquarion to reclaim his kingdom. Doktor Skarov is meeting with Aquarion and his minions to cement their new alliance. The Liberty Patrol must defeat Aquarion and destroy the weapons to thwart this new alliance from forming!

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Each hero uses their Normal ID card and may replace the rookie cards with the discarded normal cards in their deck

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors - Aqua- Furies

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu, and Aquarion

OBJECTIVE RESOLVED DURING EPISODE:

Aquarion Escapes!

The battle raged across the dock, several nearby ships docked are burning wrecks in the wake of the battle as they slowly sink beneath the waves. The heroes put on a final heroic surge to stop Aquarion from escaping with his newly acquired weapons but the combined might of the Doktor Skarov and Aquarion forces are too much for the heroes. They are unable to prevent Aquarion from disappearing below the waves with his precious weapons. An evil alliance is born, and somewhere in the distance the heroes hear the satisfied evil laugh of Doktor Skarov resonating across the docks.

Proceed to Issue 402 Turtle Bay

Rewards: Aquarion and his Minions are available for all future missions and the Forces of Evil earn 1 victory point

Aquarion is defeated

The battle raged across the dock, a nearby ship docked is listing dangerously from stray energy blasts from the fight. After a bitter struggle Aquarion finally succumbs to the Liberty Patrol's focused assault. The team doesn't hesitate and blasts the crates of Doktor Skarov weapons. As the crates go up in a spectacular explosion the heroes notice the barely conscious Aquarion dropping into the water with the aid of some newly arriving Aqua-Warriors. He looks back with hatred and pure malice at the heroes, as he disappears under the waves.

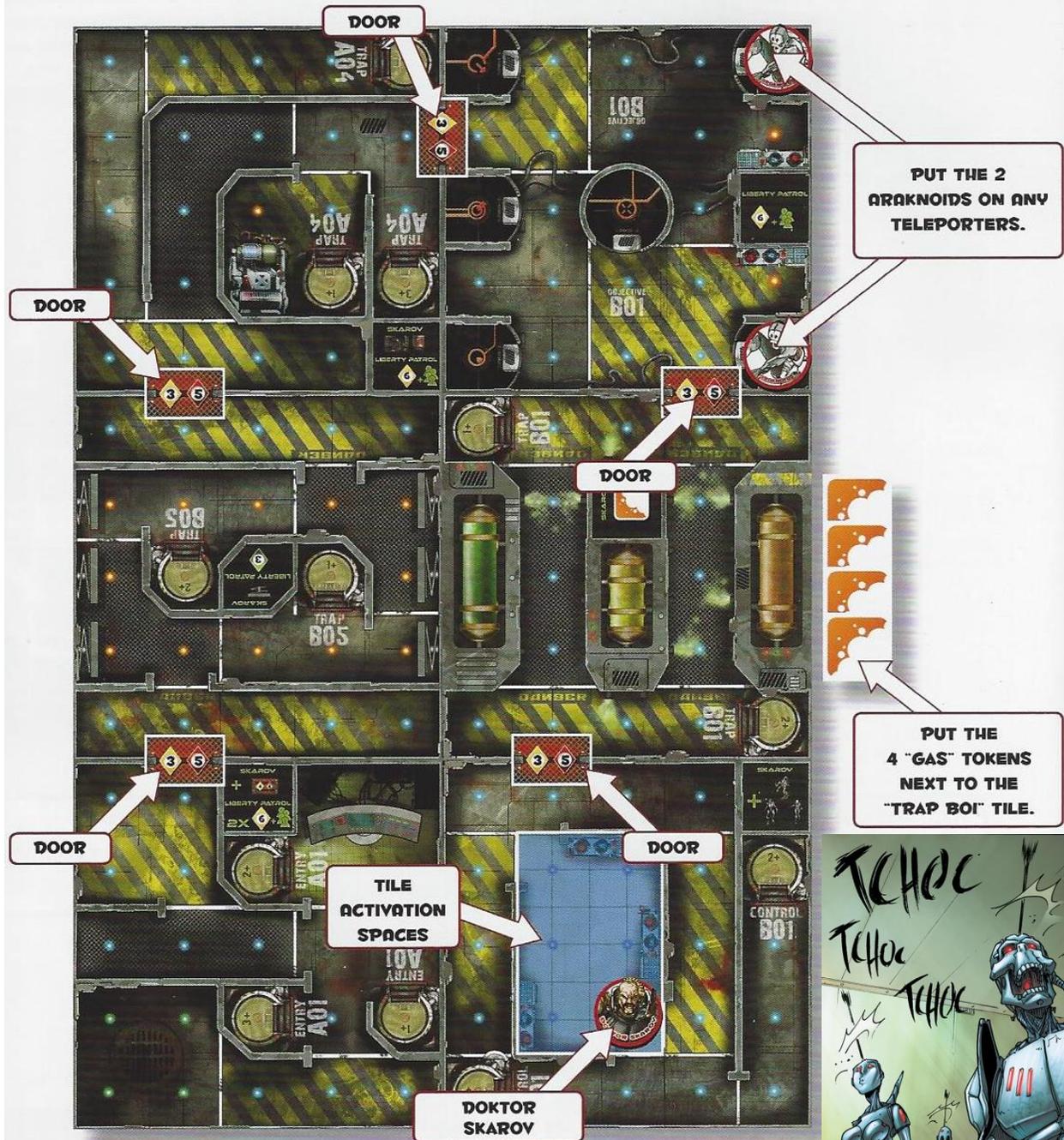
He may have escaped, but the heroes take solace that the alliance between Doktor Skarov and Aquarion has been thwarted! Now it's time for Doktor Skarov to face justice!

Proceed to Issue 404 Alison, I love you!

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose and Liberty patrol earns 1 victory point.

ISSUE 302 : MECHANICAL INVASION!

TILES TO USE: CONTROL B01 – ENTRY A01 – OBJECTIVE B01 - TRAP B01 – TRAP A04 – TRAP



With Mutated Alison standing by his side Doktor Skarov launches his ambitious plan into effect. With his creations to do his bidding and hiring the minions of the deposed Lord of Atlantis, Aquarion; Doktor Skarov now prepares to invade the world's capitals!

Fortunately the heroes were able to discover the plan before it could be launched. The Liberty Patrol infiltrates the control base on the eve of the invasion. Their goal is to disable the remote and onsite teleporters, thwarting Doktor Skarov's invasion plans before he can begin.

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Each hero uses their Normal ID card and may replace the rookie cards with the discarded normal cards in their deck

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu, Mutated Alison

OBJECTIVE RESOLVED DURING EPISODE:

Invasion Launched!

The battle is desperate and brutal and the Liberty Patrol is not able to withstand the onslaught, and stop Doktor Skarov schemes. The Teleporters activate, the invasion has begun! Robots begin pouring into major cities of the world! It all looks hopeless until the heroes notice several Aqua-Warriors activate a device near Doktor Skarov's control room. All the robots and cybernetic Lieutenants stutter for a moment, and then resume functioning normally. What happened? The heroes have an uneasy feeling as they now battle their way to Doktor Skarov. A chilling feeling that the power somehow has irrevocable shifted...

Proceed to Issue 403: Die Surface Dweller!

Rewards: Aquarion and his minions are now available for all future missions and the Forces of Evil earn 1 victory point

Invasion Averted!

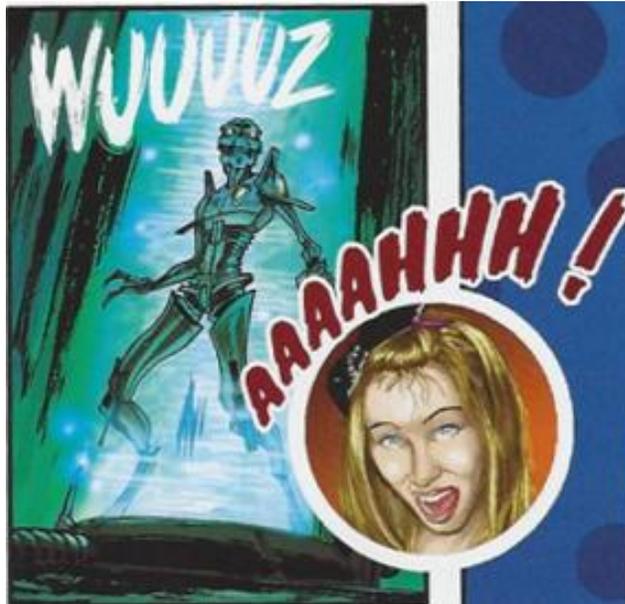
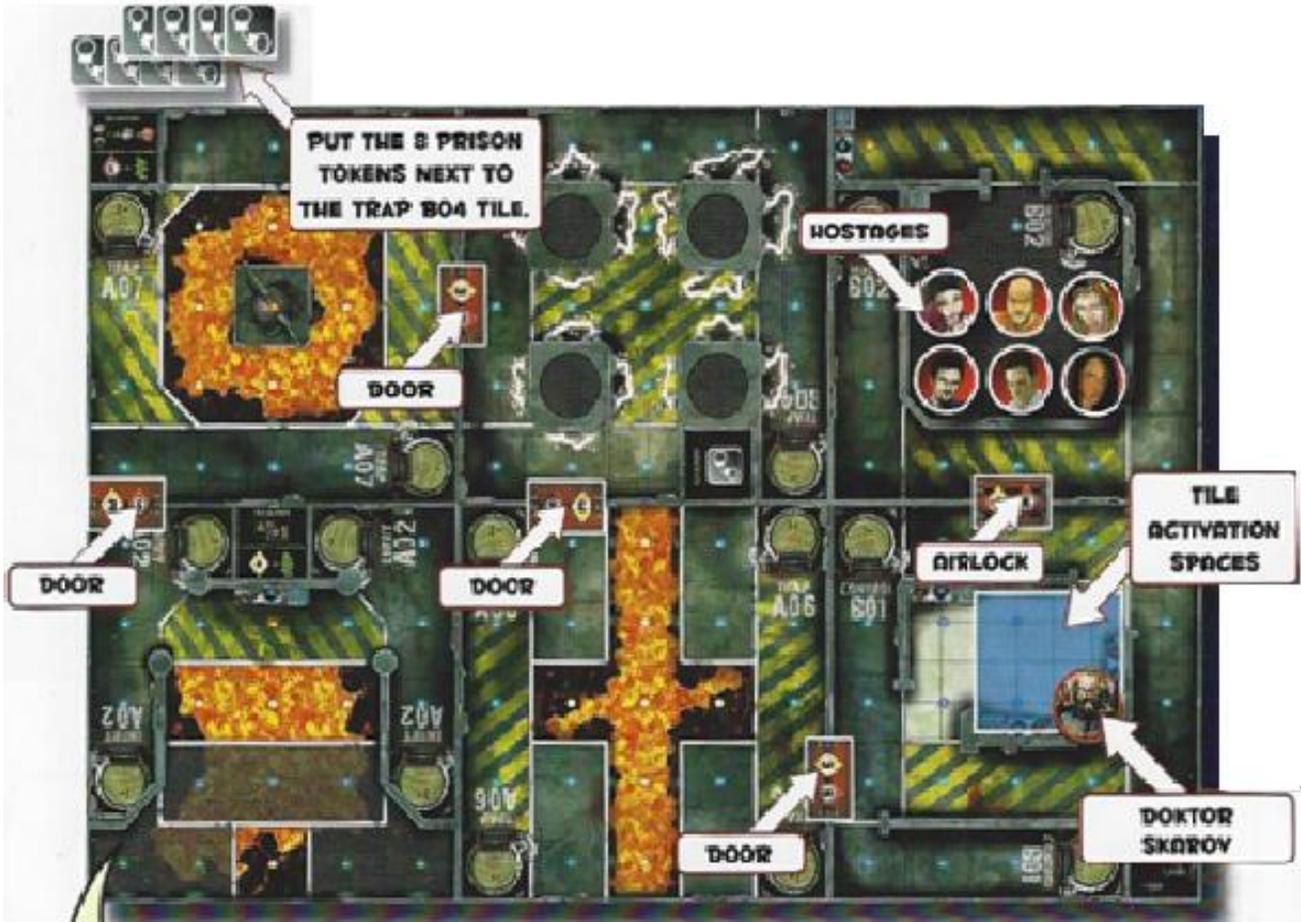
Despite tremendous odds the Liberty Patrol manages to withstand and even push back both the Doktor creations and his Aqua-Warrior allies. Unable to stand against the heroes valiant efforts Doktor Skarov's teleport network is destroyed by the heroes before the invasion can begin. As the teleport network is obliterated in an array of explosions, sparks, fire and smoke a silent hush falls over the battle. Adam Spell quips with a rare grin "If I didn't know better I would think these cybernetic machinations actually feel emotions and feel despair about us so handily dismantling their doomed schemes!"

Proceed to Issue 402: Turtle Bay

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose and Liberty patrol earns 1 victory point.

ISSUE 303 : WE HAVE WAYS OF MAKING YOU TALK!

TILES TO USE: CONTROL B01 – ENTRY A02 – OBJECTIVE B02 - TRAP A06 – TRAP A07 – TRAP B04



Alison has been sending regular and enthusiastic emails to the Liberty Patrol with invitations to parties and praising for their efforts in rescuing her. Most of the team is flattered at first by the attention of the President's daughter and the goodwill earned from the president by saving his only daughter from the Doktor. However, the constant barrage of invitations to her social events and requests to protect her from press and stalkers is starting to wear thin for the team.

Fortunately, Night Vigilante has been able to uncover information on Doktor Skarov's latest plot, giving the team a reasonable excuse to pass on Alison's latest high society party. Unfortunately, Doktor Skarov and his new ally Nuke and some unknown new minions have been busy abducting renowned scientists and engineers from across the world.

Night Vigilante has located the base in the very heart of a volcano in the Tartoa Archipelago, their goal is to torture them until they give up the secrets the Doktor needs; in preparation for his next nefarious scheme! The Liberty Patrol needs to stop his evil plot before it's too late!

TILES TO USE: CONTROL B01 – ENTRY A02 – OBJECTIVE B02 - TRAP A06 – TRAP A07 – TRAP B04

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Each hero uses their Normal ID card and may replace the rookie cards with the discarded normal cards in their deck

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu, and Nuke

Special Rule: At the end of a turn Doktor Skarov removes one hostage! He wins the Objective if all the hostages are removed. Heroes win the objective by defeating Doktor Skarov

OBJECTIVE RESOLVED DURING EPISODE:

Integration Completed!

Battling their way through the base the Liberty Patrol is frustrated from being delayed again and again by Doktor Skarov's creations and allies. The screams of the scientists as they are tortured cut through the base and fill the heroes with dread for every moment they are delayed. Finally, as the heroes reach Doktor Skarov's control room a more foreboding change occurs as the distant screams fall silent. As the heroes burst into the control room, they are just in time to see Doktor Skarov's being teleported away as his evil laugh echoes away into nothingness. The hero's shoulders slump and the screams of the scientists they failed to protect will haunt their dreams for a long time to come...

Proceed to Issue 403: Die Surface Dweller!

Rewards: Aquarion's, his minions, and Nuke are now available for all future missions and the Forces of Evil earn 1 victory point

Doktor Skarov Defeated!

Battling their way through the base Liberty Patrol the heroes hear the screams of the scientists as they are tortured. Righteous fury fills the marrows of the heroes, their righteous anger and their fury for justice fells the Doktor creations, and even Doktor Skarov falls before their might. Standing over the unconscious form of Doktor Skarov's Sgt Freedom sees the control to release the scientists from the torture, with a sigh of relief and vindication Sgt Freedom purposefully pushes the button releasing the hostages from their torment and torture.

Proceed to Issue 402: Turtle Day!

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose and Liberty patrol earns 1 victory point

ISSUE 401 : A FEW YEARS LATER...

TILES TO USE: CONTROL A01 – ENTRYB01 – OBJECTIVE A01 – OBJECTIVE B02- TRAP A01 – TRAP A02 – TRAP B03- TRAP B04



Doktor Skarov frustrated by the constant thwarting of his schemes by the Liberty Patrol has disappeared for some time. Only now, years later, he has returned even stronger than ever! He has new allies aiding his efforts and is threatening to launch nuclear missiles against major US cities! He has also captured the scientists on the army base where he was detained and is attempting to make them reveal some kind of TOP SECRET formula, for what yet, were not sure. All we do know is that the stakes are raised; the Liberty Patrol must stop him or face the dire consequences their failure will have to the US!

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Add the 2 veteran cards to their hand

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors - Aqua- Furies

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu, Nuke, Voltage, Aquarion, and Iron Turtle

Special Rules: This mission has 2 objectives, at the end of each turn if the space is not already occupied a hostage is moved to Doktor Skarov's and placed into the center space of the control room. At the end of the next turn the hostage disappears. A hero adjacent to any hostage can free them by using an action.

OBJECTIVE RESOLVED DURING EPISODE:

4 Hostage killed OR Nukes Launched!

The Liberty Patrol is desperately battling their way through the base, the heroes are pushing themselves harder than they ever have...but a loud 'click' resonates through the base. Then the evil maniacal laugh of Doktor Skarov echoes through the darkened halls. His voice booms "You're too late..." and the heroes know it's true; they have failed to stop both the schemes of the vile Doktor!

Proceed to Issue 501: The show down!

Rewards: The Forces of Evil earn 2 victory points!

3 Hostages Rescued and Nukes disarmed!

Wave after wave of Doktor Skarov creations and allies pour out on the heroes. Yet like a finely tuned machine the heroes plow through their opposition and somehow beyond belief manage to both stop the launch of the nuclear codes and rescue a majority of the scientists before they can be tortured. The Liberty Patrol can hear the bitter angry muffled cry of Doktor Skarov screaming "Noooo!!!" faintly in the distance though every corner of the base!

Proceed to Issue 501: The show down!

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose and Liberty patrol earns 1 victory point

Doktor Skarov's new ally is the evil powerhouse Iron Turtle. The Liberty Patrol has learned his new plans involve increasing his considerable power even more! None of the team has any doubt this is the start of an end game of even more maleficent plans!

TILES TO USE: CONTROL B01 – ENTRYB02 – OBJECTIVE A03 –TRAP A02 – TRAP B06 – TRAP B07

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Add the 2 veteran cards to their hand

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors - Aqua- Furies

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu, Nuke, Voltage, and Iron Turtle

Special Rules: Place Iron Turtle on the OBJECTIVE A03 Tile (he counts as one of the 5 starting lieutenants)

OBJECTIVE RESOLVED DURING EPISODE:

Iron Turtle is unstoppable

Thanks to the ingenious schemes of Doktor Skarov Iron Turtle's incredible power soon becomes unmatched, one by one the heroes of Liberty Patrol fall to the unstoppable juggernaut!

Proceed to Issue 501: The show down!

Rewards: Iron Turtle now joins as one of the Doktor's lieutenants and the Forces of Evil earns 1 victory point

Defeat Iron Turtle!

Despite the schemes to turn Iron Turtle into an unstoppable machine, the heroes are able to act quickly enough. The invigorated heroes redouble their attacks and soon the juggernaut that is Iron Turtle falls inevitably to the blows of the Liberty patrol. The Liberty Patrol can hear the bitter angry muffled cry of Doktor Skarov screaming Noooo!!!" faintly in the distance though every corner of the base!

Proceed to Issue 502: Alone Ill Rule

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose and Liberty patrol earns 1 victory point

ISSUE 403 : DIE SURFACE DWELLER!

TILES TO USE: CONTROL B01 – ENTRYB02 – OBJECTIVE A03 –TRAP A02 – TRAP B06 – TRAP B07



Betrayal! Aquarion has taken over Doktor Skarov's machinations for his own purposes. Using his newly acquired weapons and the creations of Doktor Skarov, Aquarion plans to launch an all-out assault of the continental US! The Liberty Patrol must stop the launch of his missiles to prevent catastrophic loss of life in the US. If Liberty Patrol can disable the system they can neutralize both the missiles and the creations of Doktor Skarov!

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Add the 2 veteran cards to their hand

Aquarion's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors, Aqua- Furies

Aquarion's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Nuke

Special Rules: Use *Aquarion* as the master villain instead of *Doktor Skarov*.

OBJECTIVE RESOLVED DURING EPISODE:

Attack Launched

Aquarion's minions swarm over the heroes, unprepared for the reality of Aquarion's unique threat the Liberty Patrol is stopped cold in their advance through the base. Finally, the sounds of the missiles launching blast through the base throwing both sides momentarily to the ground from the sheer force of rockets firing skyward. It's too late, the missiles are away and the control systems for the robots have been transferred to Aquarion's primary base. There is still a thin hope if the Liberty Patrol can find Aquarion's primary base, but the heroes must fight through their despair as they have failed to stop this stage of the attack and the US will pay a dear price!

Proceed to Issue 502: Alone Ill Rule

Rewards: Voltage now joins as one of the Doktor's/Aquarion's lieutenants and the Forces of Evil earns 1 victory point

Weapons Control Console Destroyed

The imperious forces and stolen machinations that Aquarion has obtained descend on the heroes like ants from their borough. Yet like a finely tuned machine the heroes plow through their opposition and somehow beyond belief manage to both stop the launch of the missiles and demolish the hordes of minion of the deposed Atlantian ruler. The Liberty Patrol strikes down on Aquarion and his forces before they are able to ready their plans and attack. They have saved the day again but suspiciously question where has Skarov gone? Moreover is Alison safe?

Proceed to Issue 503: Alison's Revenge

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose. This victory is worth 2 victories to the Liberty Patrol!

After the continuous interference of the Liberty Patrol, and feeling defeated for a failure over a number of schemes Doktor Skarov feels so alone. Drawn again to the determination of Alison's Spirit, and his twisted form of love Doktor Skarov kidnaps the president Daughter again! This time he plans to inject her with an enhanced love Serum.

The president contacts the Liberty patrol in a panic, his only daughter has been captured again by the vile villain and he pleads the Liberty Patrol to save her from his schemes. Fortunately, finding Doktor Skarov isn't particularly difficult, he's returned to a previous lair where the Liberty Patrol defeated the evil Skarov. The hero's only hope that the victory can so easily be repeated....

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the Normal level. Add the 2 veteran cards to their hand
Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu – Voltage - Mutated Allison joins the mission if the objective is completed

Special Rules: Only 4 Lieutenants can be placed at the start of the mission. Mutated Alison will appear at the Objective location if Liberty Patrol fails to rescue Alison in time.

OBJECTIVE RESOLVED DURING EPISODE:

Alison Is Mutated

A few new surprises are in place for the heroes to navigate and they provide enough distraction to prevent the heroes reaching Alison in time. A loud mechanical squelch thunders over the din of battle. Doktor Skarov baritone voice over the labs speaker system simply states "You have been here before, and won, but not this time! Alison is mine and nothing you can do will stop me!" The battling heroes watch as the terrified and helpless Alison is lowered into the vat of green bubbling viscous liquid and mutates into a monstrous perversion of herself. Her giant form bursts from the vat with ease. Doktor Skarov speaks once more, "Alison my darling love! You are what you were always meant to be! You are magnificent, please my darling prove to me your love and crush the troublesome Liberty Patrol once and for all!" Her face twists into a snarling visage of hatred directed at the heroes, uh oh....

Proceed to Issue 503: Alison's Revenge

Rewards: Mutated Allison now joins as one of the Doktor's lieutenants and the Forces of Evil earns 1 victory point

Alison Is Rescued, again

*If Doktor Skarov thinks a few new surprises are going to prevent the Liberty Patrol from thwarting him, he is again disappointed. As the Liberty Patrol near Alison, Doktor Skarov baritone voice sounds panicked over the labs speaker system "No not again! No you can't take her from me! Alison is MINE! She is my love and belongs at my side! You will not..." Supernova blasts the broadcast system cutting off the rest of the Doktor's rant quipping "I think we've heard that one before. He *really* needs to get some new material!" The Liberty Patrol quickly frees Alison from her restraints.. Now only Doktor Skarov remains...*

Proceed to Issue 501: The Showdown

Rewards: Each hero may add 1 regular power card back (if applicable) AND may keep or add 1 rookie card back into their deck if they so choose and Liberty patrol earns 1 victory point

At first it might almost seem comical but Doktor Skarov has kidnapped Alison yet AGAIN! Fortunately this time the Secret Service has implanted a tracker on her allowing the Liberty Patrol to easily find her, Doktor Skarov still seems intent on using his mutating love potion on her! This time however his schemes are even larger! Night Vigilante has uncovered that he also plans to launch a massive invasion of his mechanical allies against the entire world! Worse he has new allies, including the reclusive villain Aquarion to aid in this massive undertaking. Failure could very well mean subjection of most countries in the world! This time Doktor Skarov must be stopped *permanently* or the fate of the world could be altered forever!

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the **Veteran** level. They keep their deck from the previous mission.

Doktor Skarov's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors, Aqua- Furies

Doktor Skarov's Available Lieutenants: Kinoichi- Noi, Kinoichi- Ki, Kinoichi – Chi - Lady Montagu – Voltage - Iron Turtle – Aquarion - Mutated Allison joins the mission if the objective is completed

Special Rules: Heroes MUST complete both Objectives and if Allison is mutated place Mutated Allison is placed on the OBJECTIVE A02 tile.

OBJECTIVE RESOLVED DURING EPISODE:

Alison Is Mutated OR Missiles Launched

The final battle of the Liberty Patrol and Doktor Skarov rages fiercely across the base. The heroes push themselves to their limits and personally accomplish impossible feats they previously never imagined...and yet the massive forces Doktor Skarov fields are simply too much for the heroes. In the end they fail to completely foil the Doktor. Maybe if they defeat Doktor Skarov the balance of the team's previous victories will be enough to halt the advance enough to give the world a chance...maybe.....

Rewards: The Forces of Evil earns 2 victory points! Now determine winner normally.

Alison Is Rescued AND Missiles Stopped

The final battle of the Liberty Patrol and Doktor Skarov rages fiercely across the base. The heroes push themselves to their limits and personally accomplish impossible feats they previously imagined! Doktor Skarov forces are battered aside like so many bowling pins as nothing seems to stop the heroes even against these odds. Soon both Alison are rescued and the missiles are stopped. Doktor Skarov impotent cries of rage and frustration echoes through the base, Goldenboy breaks into a playful grin and quips "I'm not sure...but I get the impression he's not very happy with us..." The heroes set off in the direction of the dying scream, resolute to finally eliminate Doktor Skarov as a threat once and for all!

Rewards: Liberty patrol earns 1 victory point, now tally the Objective victories and determine winner normally

ISSUE 502 : ALONE, I'LL RULE...

TILES TO USE: CONTROL B02 – ENTRYB03 – OBJECTIVE A02 – TRAP A01 – TRAP A02 – TRAP A03 – TRAP B10



Iron Turtle, Voltage, and Nuke Doktor Skarov's top lieutenants have treacherously betrayed Doktor Skarov! Now Doktor Skarov is captured by Aquarion and is torturing him to gain access and control to the rest of Doktor Skarov's massive robotic army to invade the surface world. Lady Mantagu informed the Liberty Patrol about the betrayal and the location of Aquarion. The heroes now find themselves ironically having to rescue Doktor Skarov to thwart Aquarion's nefarious plans!

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the **Veteran** level. They keep their deck from the previous mission.

Aquarion's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors - Aqua- Furies

Aquarion's Available Lieutenants: Voltage - Iron Turtle- Nuke

Special Rules: All tiles are considered to have water in them.

Objective A02 replaces Alison with *Doktor Skarov*.

Once freed Doktor Skarov is activated by the player who releases him. That player activates Doktor Skarov after he completes his hero activation.

If Doktor Skarov is ever 2 or more areas away from his savior (or the savior is defeated) Aquarion wins the Objective!

OBJECTIVE RESOLVED DURING EPISODE:

Doktor Skarov is Killed

As the heroes battle through the base they have mixed feelings as they hear the tortured cries of Doktor Skarov. Aquarion and his new allies are truly vile villains. The heroes know what's on the line and push themselves to their limits and personally accomplish impossible feats they previously never imagined...however despite their best efforts Aquarion's forces hold off the heroes long enough for Doktor Skarov's cries to die out one final time. The heroes pause and look at each other tentatively, worry etched across their faces, when the remaining Aquarion forces begin to pull back to protect the throne the heroes realize they have failed. Maybe if they defeat Aquarion the balance of the team's previous victories will be enough to halt his advance enough to give the world a chance...maybe....

Rewards: The Forces of Evil earns 1 victory point. Tally the Objective victories and determine winner normally

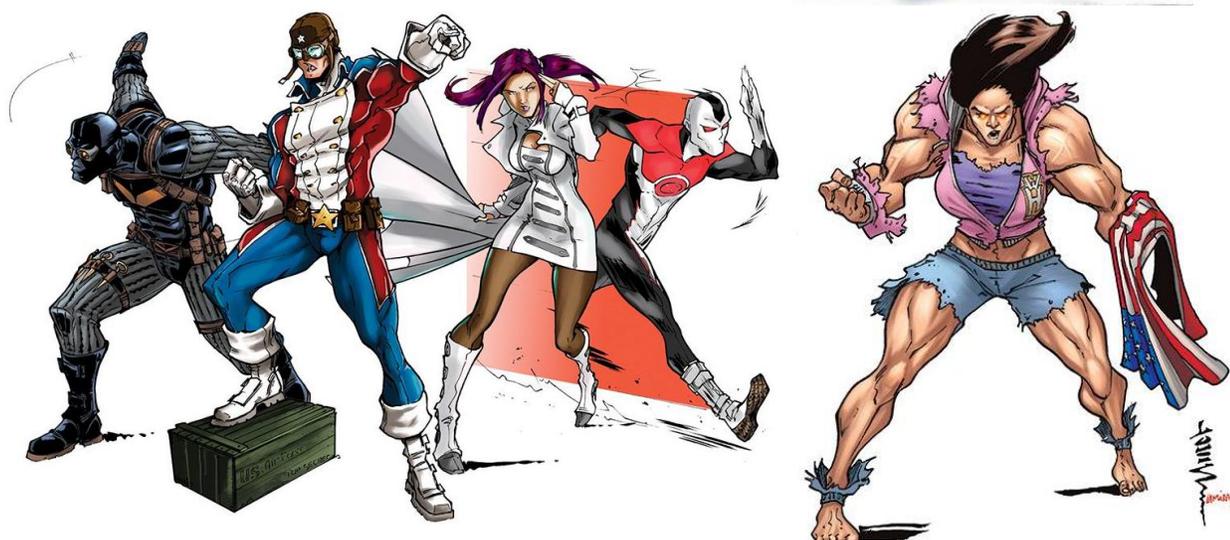
Doktor Skarov Is Rescued

As the heroes battle through the base they have mixed feelings as they have the tortured cries of Doktor Skarov. Aquarion and his new allies are truly vile villains. The heroes know what's on the line and push themselves to their limits and personally accomplish impossible feats they previously never imagined. Aquarion forces are battered aside like so many bowling pins as nothing seems to stop the heroes even against these seemingly impossible odds. Soon the heroes have rescued Doktor Skarov. The heroes look oddly at each other and finally Lieutenant Bigfoot breaks the silence and gruffly comments "Well let's get this over with! And keep Doktor Tinman far away from me, even us abominable heroes have our standards..."

Rewards: This victory is worth 2 victories! Tally the Objective victories and determine winner normally

ISSUE 503 : ALISON'S REVENGE!

TILES TO USE: CONTROL A01 – ENTRY B01 – OBJECTIVE A01 – OBJECTIVE A01 - TRAP A08 – TRAP A09



Despite the mutations to Alison from the love drug Doktor Skarov's subjected her to, its effects have broken by Mutated Alison. The now freed Alison new personality is erratic and prone to extreme violence and evil tendencies. Doktor Skarov is so surprised by her breaking the effects of the love drug he is not prepared for her brutal and viscous attack. Mutated Alison has now established herself as the new leader of the forces of evil, but she only wields partial control over all Doktor Skarov's forces and allies. She is now torturing the doctor to gain full control over the rest of his resources...it's just a matter of time and then she can finally kill her former tormentor and never let anyone dictate her future again! Fortunately, Lady Mantagu escapes Alison and manages to inform the Liberty Patrol about the transformation of Alison and her new plans as the leader of the villains. The heroes are thunderstruck and divided with the revelation of this news ...but finally they ultimately decide they must try to convince Alison to end this and possibly find some way to help her.

TILES TO USE: CONTROL A01 – ENTRY B01 – OBJECTIVE A01 – OBJECTIVE A01 - TRAP A08 – TRAP A09

DEPLOYMENT AND SETUP

Liberty Patrol: start the Issue at the **Veteran** level. They keep their deck from the previous mission.

Mutated Alison's Available Minions: Araknoids, Androids, Gynoids, Aqua- Warriors, Aqua- Furies

Mutated Alison's Available Lieutenants: Voltage - Iron Turtle- Nuke – Aquarion

Special Rules: On Objective A02 replace Alison with *Doktor Skarov*

Once freed Doktor Skarov is activated by the player who releases him. That player activates Doktor Skarov after he completes his hero activation.

If Doktor Skarov is ever 2 or more areas away from his savior (or the savior is defeated) Aquarion wins the Objective!

To Win the final showdown a hero must win 2 Mental Checks (difficult: 8) while adjacent to Mutated Alison.

OBJECTIVE RESOLVED DURING EPISODE:

Doktor Skarov is Killed

As the heroes battle through the base they have mixed feelings as they hear the tortured cries of Doktor Skarov. The heroes are heartbroken that the Alison they knew could possibly do this. The Liberty Patrol knows what's on the line and push themselves to their limits and personally accomplish impossible feats they previously never imagined...however despite their best efforts Mutated Alison's forces hold off the heroes long enough for Doktor Skarov's cries to die out one final time. The heroes pause and look at each other tentatively, worry etched across their faces, when the remaining Mutated Alison forces begin to pull back to protect the control room. The heroes realize they have failed. Maybe if they defeat Mutated Alison they can somehow balance the scales and give Alison and the world a chance...maybe....

Rewards: The Forces of Evil earns 1 victory point. Tally the Objective victories and determine winner normally

Doktor Skarov Is Rescued

As the heroes battle through the base they have mixed feelings as they have the tortured cries of Doktor Skarov. The heroes are heartbroken that the Alison they knew could possibly do this. The Liberty Patrol knows what's on the line and push themselves to their limits and personally accomplish impossible feats they previously never imagined. Mutated Alison's forces are battered aside like so many bowling pins as nothing seems to stop the heroes even against these seemingly impossible odds. Soon the heroes have rescued Doktor Skarov. The heroes look oddly at each other and finally Sergeant Freedom breaks the silence and solemnly comments "We will NOT fail Alison! We will not let her hurt herself or the world. That's NOT an option! Let's go!"

Rewards: Liberty Patrol earns 1 victory point Tally the Objective victories and determine winner normally

CAMPAIGN RULES

LEVELING: The heroes leveling is handled generally as per normal rules. However once the heroes gain 2 normal cards they attain **normal** status and the third time they level, they will gain the **veteran** status.

CAMPAIGN VICTORY: Normal headline victories still apply to the individual missions within a campaign, however the players can track the overall winner of the campaign by gaining victory points gained at the end of the mission. The side that has gained the most victory points when the campaign completes is the winner! In the unlikely event of a tie, the heroes and villains have battled each other to a standstill, and neither side emerges as the winner of the campaign!