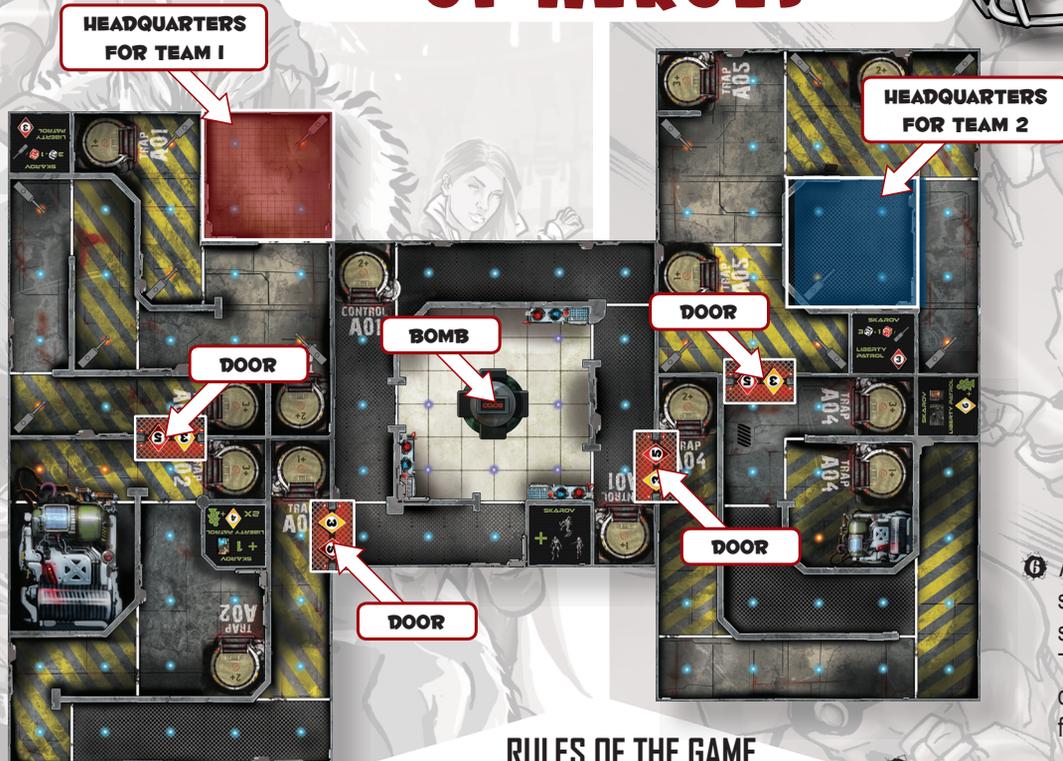


GUARDIANS' CHRONICLES



THE TOURNAMENT OF HEROES



f A hero or their robots can seize the bomb or drop by spending an action to do so. The bomb may also be dropped into an adjacent free space as an action.

RULES OF THE GAME

IT IS SUNDAY, a day of rest and relaxation, and what better way for the members of the **LIBERTY PATROL** to kick back and relax than by playing an elaborate game of capture the base with a thermonuclear device!

TILES USED: Controls A01, Trap A01, Trap A03, Trap A04 and Trap A05.

HERO SETUP: All heroes start the game at the rank of **NORMAL** and use their corresponding Identity Card and Power Cards.

The heroes are divided into two teams consisting of one or two heroes each.

- 1 No master villain is used in this scenario.
- 2 All heroes begin the game in their respective headquarters.
- 3 Each hero has 5 robots of the same type (either Androids, Gynoids or Araknoids) at their disposal, which begin play on open spaces of their master's headquarters.
- 4 Initiative switches back and forth between the two opposing teams over the course of the game (Team 1 acts first during the first round, while Team 2 begins play during the second, and so on).
- 5 Each player activates their hero's robots only after they have activated their hero.

- 7 A hero can force a character carrying the bomb to drop it. A successful melee attack against a character carrying the device forces the target to drop it into a free space immediately adjacent to their current position.
- 8 At the beginning of each round, any robots destroyed during the previous round's action respawn in their master's headquarters. In addition, any wound tokens a hero has suffered are discarded.



TO SPICE THINGS UP!

Once any character (hero or robot) grabs the bomb, the device's timer begins its countdown to destruction. To mark its progress, place the following tokens on the edge of the game board.



At the end of each round, remove one of the tokens. At the beginning of the round after the last token has been removed, the bomb explodes!

All the characters on the same tile as the exploding bomb suffer 3 damage and a new bomb spawns at the start.

GOAL OF THE GAME

Each team must attempt to capture the bomb and move it to the opposing team's headquarters. Once the bomb has been carried to their opponents' headquarters, the team must prevent it from being removed.

The team that successfully prevents the bomb from being removed from their opponents' headquarters for three consecutive rounds wins the game.