

ANIMA PRIME: UNITY CORE

Solo/Coop Rules for Anima Prime

<http://www.animaprimerpg.com>

Version 0.2 (June 2012)

I. OVERVIEW

Hey, welcome to an early draft of the solo and cooperative Rules for Anima Prime. These rules enable you to run adventures without a GM, whether by yourself or with friends.

The solo/coop adventure structure is based on using custom (2.5x3.5) cards provided in this document. There are different kinds of cards, with the main categories being scenario, adversity, and circumstance cards. The scenario cards tell you which adversity and circumstance cards to use (which are then randomly drawn) and what it takes to win or lose the scenario.

Each adversity has an action table, which allows you to run conflicts without a GM involved. Each action table lists, in order of preference, the different actions that the adversity will take given certain requirements (such as having enough charge dice to use a power). Using the action tables basically lets you automate the adversity.

Before you start playing, you'll need to print and cut out the cards, preferably put them in card sleeves (I suggest sleeves with backsides with a different color for each of the three categories), and sort them by category and group.

And after you play, I'd love to get some feedback on how it worked for you. I know that there's some assembly required, and having the cards indicate certain things but needing additional materials (such as printed or onscreen sheets for the adversity) is a bit of a hassle, so I appreciate any suggestions on how to make this all a bit smoother.

II. ADVENTURES

A. Card Types

1. Scenario Cards

Scenario cards show the stakes, enemies, and circumstances you face. They can either be preselected or randomly drawn (more about that later in the Setup section). Each scenario card has the following entries:

- (S) Indicator for Scenario Card
- Name
- Description
- Sets of cards to use
- Special Rules
- Success Rating
- Failure Rating
- Character Scene Track

Each scenario card has a name and a description of what it is about.

The sets field shows which adversity and circumstance cards you'll use in this scenario.

The success and failure ratings determine whether the PCs succeed or fail in achieving the described stake. Defeating adversity and achieving goals will earn you success points, whereas being defeated, not achieving goals, and having too many character scenes will add failure points. Reaching the rating of either side means winning or losing the scenario, respectively.

Finally, the character scene track shows you how much failure you accumulate for having another character scene.

Here's an example of a scenario card:

(S) Village on Fire	
The Kanissians are burning down a local village. Save the villagers and their homes.	
[KD] Lt. Kraftig's Division [VV] Voltheim Village	
<i>You can have up to 3 character scenes before the first conflict.</i>	
Success	Failure
5	3
0 0 1 0 1 0 1	

In this scenario, you'll fight Lt. Kraftig's Division of the Kanissian Army for the fate of the village. As you can see in the second section, you'll use the Kraftig set (marked with a [KD] in the upper right corner) and the Voltheim Village set (marked [VV]) of adversity and circumstance cards.

Usually you can only take 1 character scene before the first conflict, but in this case you can take up to 3. You need to accumulate 5 successes before you get 3 failure points in order to win this scenario. And at the bottom, you'll see that taking the third, fifth, and seventh character scene would each give you a failure point.

2. Adversity Cards

Depending on the scenarios, you'll face certain kinds of enemies. These are represented by adversity cards. You'll draw from them randomly when you set up a conflict. Each adversity card has the following things listed on it:

- (A) Indicator for Adversity Card
- Name
- [?] Set Indicator
- Description
- Adversity Type
- Special Rules and Goals
- Success Points

Here is an example:

(A)	Lt. Kraftig	[KD]
<p>The leader of a division of the Kanissian army is clad in state-of-the-art steam power armor.</p> <hr/> <p>Steam Armor Lieutenant</p> <p><i>Immune to Poisoned condition.</i> <i>Goal: Reduce Defense by 2 [6]</i></p> <hr/> <p>Success Points</p> <p style="color: green; font-size: 1.5em;">3</p>		

Lt. Kraftig is part of the [KD] set of cards (“Lt. Kraftig’s Division”). He has the stats for a Steam Armor Lieutenant (which are listed later in this document, along with an action table to guide his actions). The only special rule associated with him is that he’s immune to being Poisoned. He also comes with an effect goal that you can achieve, which, at difficulty 6, lets you reduce his defense by 2 points. If you beat him, you earn 3 success points.

3. Circumstance cards

There are several different subtypes of circumstance cards. In this version of the rules, they are goals, features, and hazards. When you enter a conflict, you’ll draw two circumstance cards at random, without knowing what subtype they are. All circumstance cards have the (C) indicator, a name, and a set indicator up top, followed by a description and the rules that apply when this card is in place.

First, goal cards establish story goals in addition to the stakes of the scenario. If you achieve the goal, you might gain success points or other advantages. If you fail to achieve it during the conflict, you might incur failure points (depending on the goal).

Here’s an example of a simple goal card:

<p>(C) Drop Morale [KD]</p> <p>Show off and lower the morale of Lt. Kraftig's soldiers to reduce their effectiveness.</p> <hr/> <p>Difficulty [5]</p> <hr/> <p>Success Points</p> <p style="text-align: center; color: green;">1</p> <hr/> <p>Failure Points</p> <p style="text-align: center; color: red;">0</p>
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The second kind of circumstance cards is feature cards, which describe a certain feature of the environment and can influence which types of skills are more or less useful or have other special effects. If a skill is listed as +1, it's rated as 1 point higher during this conflict. Conversely, if it's listed as -1, it's rated 1 lower. These bonuses and penalties apply to all PCs and all adversity. Listed effects come with explanatory text.

Here's an example of a feature card:

<p>(C) Burning Buildings [VV]</p> <p>You are surrounded by flames, smoke, and debris. These make it easier to remain unseen or mislead opponents.</p> <hr/> <p>Stealth +1 Vehicles -1</p> <hr/> <p><i>All ice-based charge powers cost 1 additional charge die.</i></p> <p><i>(Ice-based charge powers are Frost Spikes, Ice Hurricane, and, when used with one of those two, Elemental Surge.)</i></p>
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This card raises stealth by 1 and lowers vehicles by 1 for the duration of the conflict for you and any adversity that might have these skills. In addition, ice-based charge powers cost an additional charge die.

The third kind of circumstance cards is hazards. These provide negative effects against the PCs that last either throughout the conflict or, if a removal goal is listed with them, until the PCs remove them via an achievement. Some of them come with a countdown (as in the *Anima Prime* optional rules), which indicates what happens if you don't achieve the goal or finish the conflict before it runs out.

Here's an example of a hazard card:

(C)	Gas Attack	[KD]
Lt. Kraftig's division is using toxic gas in the area. They've all got gas masks. You don't.		

Countdown: 3		
Will inflict <i>Poisoned</i> on PCs. (restart when condition removed)		

Stop this hazard [6]		
Remove <i>Poisoned</i> condition from yourself or an ally [4]		
Inflict <i>Poisoned</i> on any non- resistant enemy [8]		

This one starts with a countdown die on it set to 3. At the beginning of each subsequent round in the conflict, you turn it down by 1. When it would reach 0, you get poisoned. Whee! Luckily, you can turn this thing off by achieving the difficulty 6 goal. Or, if you're already poisoned, find a cure on one of the mooks with a difficulty 4 goal. You can also turn this thing against the Kanissians by ripping off their gas masks, picking up gas grenades and shoving them into a steam armor crack, or whatever (at difficulty 8).

When the condition is removed, you start a new countdown (as the gas is still around). Hazards like this affect each PC individually, so if you have multiple PCs who remove the condition from themselves in different rounds, each one gets their own separate countdown die.

Naturally, PCs that are resistant to the Poisoned condition don't have to worry about this hazard, and Restore still works to remove the condition (but also restarts the countdown).

B. Setup

These rules can be used for quick or full (random or prepared) adventures. While the full adventure is the way I imagine this game to be played the most, I'll describe the rules for quick adventures first, since you'll likely start with those to learn the rules. The additions for full adventures are explained in their own section later.

First, pick or randomly select one scenario card. This is the scenario you're trying to beat.

Second, gather the card sets indicated on the scenario card. The example above, Village on Fire, uses the [KD] and [VV] sets of cards. Make two decks from these sets: one adversity deck and one circumstance deck. Shuffle those decks and place them face down.

Third, get the printouts (or the pages of the PDF on your device) ready of the adversity that's included in the scenario. They are provided later in this document.

Fourth, set up your characters: full Action Pools, no dice in other pools, and no marks for skills or traits. You can play this solo with just one character, solo with multiple characters, or cooperatively with multiple players.

Now you're ready to play!

C. Playing the Game

Throughout the game, you will alternate between character scenes and conflicts, just like in a regular Anima Prime game.

You can have one character scene before your first conflict. You can also dive into the first conflict without taking a character scene first.

Now you start your first conflict. The chapter on conflicts, below, tells you how to set it up. You'll then try to beat adversity and achieve goals to earn success points for your scenario. You might also accumulate failure points for failing to achieve some goals. Running conflicts is described in more detail in its own section below.

After the first conflict, the number of character scenes before the next conflicts is up to you (but see the section on Character Scenes, below, for possible consequences). You can go straight into another conflict or play out several character scenes first. You go back and forth between conflicts and character scenes like this until you either win or lose the game.

You win or lose the game when you reach the success or failure rating with the points earned from adversity, goals, and character scenes. However, **while the failure rating is static, the effective success rating depends on the number of PCs.**

You **win** the scenario if you accumulate as many success points as the number of PCs in the scenario multiplied by the success rating of the scenario card. For example, the Village on Fire success rating is 5. If you're playing this scenario with 3 PCs, you need to earn 15 success points to win the scenario (this is true whether you are 1 player who controls 3 PCs or 3 players with 1 PC each).

You **lose** when you accumulate as many failure points as the failure rating of the scenario. This is a **fixed** number. Whether you're playing with 1, 2, or 3 PCs, 3 failure points is enough to lose Village on Fire.

Note: If the adversity or circumstance decks run out, shuffle the discard pile and reuse.

D. Character Scenes

Character scenes work just like they do in the regular game. Of course, if you're playing solo, you won't have anyone else to bounce off of. In that case, it'll be just like playing pretend with Lego or action figures: you're doing it on your own, making up NPCs as you go. If you just want to skip the roleplaying and treat character scenes as a simple resource (because you're short on time or because you just want to play this game as a tactical game), that's fine too.

Whenever you play a character scene, **you need to mark it on the character scene track on the bottom of the scenario card**. You can do this via a non-permanent marker (if your card is sleeved, you should be able to wipe it off again), a paper clip, a growing collection of tokens at the bottom of the card, or a separate slip of paper. The number you're marking shows you how many failure points you incur for having that character scene. For example, in the Village on Fire scenario, the first two character scenes don't give you any failure points, but the third, fifth, and seventh each give you one. Given that three failure points lose you the scenario, you probably won't want to take that seventh character scene (but you might be forced to if you're defeated in a conflict).

At the end of the scene, you get one of the normal scene benefits (see *Anima Prime* chapter 5). Depending on how things are going for you, you might want to save up your character scenes for refilling your Action Pool or healing your wounds rather than marking traits, but that's a tactical decision for you to make.

You always only make one mark on the character scene track, no matter how many PCs you've got in the game. All of the PCs get to pick a benefit for each scene.

E. Conflicts

In order to set up a conflict, you draw at least one adversity card per PC in the game. After you reveal them, you can draw one additional adversity card per PC, if you don't feel challenged enough.

Next, you draw two circumstance cards. These are in effect for the whole conflict.

Finally, get the sheets for the adversity ready. You'll need the stats and the action tables for the adversity. Note that some of the adversity cards modify the default adversity types (such as changing skill ratings, stats, or weaknesses).

Now you run the conflict. It works just like any regular *Anima Prime* conflict, except that each adversity is controlled via its action table. The next chapter explains how exactly that works.

You gain success points for every defeated enemy and each goal that has success points associated with it at the conclusion of the conflict.

Losing a conflict does not cause you to incur any failure points. However, since all of your wounds are marked, you need to immediately take a character scene and choose healing one of your wounds as the scene benefit. This might incur failure points, depending on where you are on the character scene track. If you are one point away from losing the scenario, and the next character scene would give you one, then practically

speaking losing the conflict means losing the scenario (unless you just earned enough victory points to win the scenario). Otherwise you can dust yourself off and keep on.

If you're playing with multiple PCs (whether solo or cooperatively), you need to take that character scene for healing even if only one PC was defeated in the conflict. You can't choose to have the PC leave the game instead.

F. Full Adventures

Once you've played a quick game once or twice, you're ready to jump into full adventures. Not that you have to, but if you've got the time, they're more fun and definitely more challenging. There are two kinds of full adventures: random and prepared.

For random adventures, you draw three scenario cards, but you only reveal the first one. When you win or lose this one, you reveal the next one. Your character stays the same, with wounds and Pools and all, but success or failure points from the previous scenario do not carry over, and you start at the beginning of the new scenario's character scene track. You also keep the discard piles and shuffle the new sets in with the remaining adversity deck and circumstance deck. If you win all three scenarios, it's a major win. If you win two but lose one, it's a minor win. Anything less is a loss of the adventure.

For prepared adventures, you select the scenario cards you'll go through. You can also add boss fights rather than scenarios. For example, you could decide to play two specific scenario cards and then fight the Hydra as your third stop. You can also give some overarching special rules for the adventure. Contrary to random adventures, you need to win every scenario to win the adventure. Also, you only use the indicated sets for each scenario (rather than shuffling the new sets into the remaining decks). In later drafts, I'll include a few prepared adventures.

III. ACTION TABLES

Running a conflict uses all of the normal Anima Prime rules. On your turn, you act like you usually would. When it's the adversity's turn, you check the adversity's action table, starting from the top option on down. When you get to an option whose requirements are fulfilled, the adversity takes it. If the requirements are not fulfilled, move down to the next option.

Legend

x+ SD	x or more Strike Dice in Strike Pool
x+ CD	x or more Charge Dice in Charge Pool
x+ AD	x or more Action Dice in Action Pool
+ABC+	Condition <i>abc</i> in place
-abc-	Condition <i>abc</i> not in place

Awesome Tokens

If the adversity has an Awesome Token, it will use it immediately to take another action (going from top down as usual) unless the only available actions are Maneuvers (which they can't do with Awesome Tokens). In that case, they hold on to the Awesome Token, and you check whether they can use it after each regular action.

Tracking Pools and Wounds

Each adversity listing below comes with stats on the left side and tracking for pools and wounds on the right side. Use pencils and erasers, or sleeve the sheet and use washable markers, to keep track of these whenever you face this adversity in a conflict. In future versions, this will be better-looking and more easily usable ☺

Action Table Example: Shock Troops

This is the Action Table for the Shock Troops:

-darkness- 2+ CD	Conjure Darkness
+DARKNESS+ 4+ SD 1+ CD 1+ PC –darksighted–	Strike w/Shadow Strike against random PC who doesn't have Darksighted condition
8+ SD	Strike at lowest-defense PC
0 AD	Catch Your Breath
3+ AD	Maneuver using 3 Action Dice
Else	Maneuver using 1 Action Die

Start at the top of the list and go on down until you find an action whose requirements are met:

1. If the Darkness condition is not in place and the Shock Troops have 2 or more charge dice, they use Conjure Darkness. If either Darkness is already in place or they have fewer than 2 charge dice, move on to the next option.
2. If Darkness is in effect and the Shock Troops have at least 1 charge die and 4 strike dice, and there are PCs without Darksighted, they will strike against a random PC among those (roll a die) and use Shadow Strike.
3. If not all of those requirements are in place but they have at least 8 strike dice, they will strike against the PC with the lowest defense (roll a die if there are multiple PCs with the lowest defense). While the requirement is 8+ strike dice in their pool, they can only use 6 of them per the normal rules.
6. If none of those fit, and the Action Pool is empty, Catch Your Breath. Notice that, as this is low on the table, sometimes Shock Troops will take higher-ranked actions with an empty Action Pool, which means they'll take a wound. This represents their fanatical desire to hurt others.
4. If none of those apply and the Shock Troops have at least 3 dice left in their Action Pool, do a Maneuver using 3 action dice.
5. Finally, if they have 1 or 2 action dice left, do a Maneuver using 1 action die.

Continue doing this until either the PCs or the adversity are defeated.

Shock Troops

Type: Squad Action Pool (10): _____
 Skill: Explosives 4 Strike Pool (0): _____
 Defense: 3 Charge Pool (0): _____
 Wounds: 4 Wounds Taken: OOOO
 Powers: **Conjure Darkness** (spend 2 charge dice to inflict the *Darkness* condition on the battlefield)
Darksighted (immune to the effects of *Darkness* and *Blinded*)
Shadow Strike (spend 1 charge die to gain 3 bonus dice to a Strike against a target that is affected by the *Darkness* or *Blinded* condition)
 Weakness: **Vulnerable to Fire** (fire-based Strikes get 3 bonus dice)

-darkness- 2+ CD	Conjure Darkness
+DARKNESS+ 4+ SD 1+ CD 1+ PC -darksighted-	Strike w/Shadow Strike against random PC who doesn't have Darksighted condition
8+ SD	Strike at PC with lowest defense
0 AD	Catch Your Breath
3+ AD	Maneuver using 3 Action Dice
Else	Maneuver using remaining Action Dice

MechaniFliers

Type: Squad Action Pool (10): _____
 Skill: Vehicles 4 Strike Pool (0): _____
 Defense: 4 Charge Pool (0): _____
 Wounds: 3 Wounds Taken: OOO
 Powers: **Zap** (pay 3 charge dice to get 4 bonus dice on Strike; the Strike is then considered electricity-based)
 Weakness: **Vulnerable to Fire** (fire-based Strikes get 3 bonus dice)

4+ SD 4+ CD	Strike w/Zap at PC with lowest defense against electricity
6+ SD	Strike at random PC
3+ AD	Maneuver using 3 Action Dice
Else	Catch Your Breath

Interplanar Operatives

Type: Squad Action Pool (14): _____
 Skills: Firearms 4 Strike Pool (0): _____
 Defense: 4 Charge Pool (0): _____
 Wounds: 4 Wounds Taken: OOOO
 Powers: **Blindness** (pay 2 charge dice to inflict the *Blinded* condition on a PC)
Force Attack (pay 4 charge dice to get 5 bonus dice to a Strike)
Restore (pay 2 charge dice to remove all negative conditions from self)
Stamina II (Action Pool starts at 14)
 Weakness: None.

+ANY BAD+ on self or ally 2+ CD	Restore (on self or affected ally)
5+ SD 4+ CD	Strike w/Force Attack at PC with fewest remaining wounds
2+ CD 1+ PC not resistant to Blindness	Blindness on non-resistant character with most Strike Dice in his/her Strike Pool
8+ SD	Strike at PC with fewest remaining wounds
0 AD	Catch Your Breath
3+ AD	Maneuver using 3 Action Dice
Else	Maneuver using remaining Action Dice

Steam Armor Lieutenant

Type: Individual Action Pool (12): _____
 Skills: Firearms 5 Strike Pool (0): _____
 Defense: 6 Charge Pool (0): _____
 Wounds: 3 Wounds Taken: OOO
 Powers: **Blaze** (pay 3 charge dice to get 4 bonus dice on Strike; the Strike is then considered fire-based)
Darksighted (immune to the effects of *Darkness* and *Blinded*)
Shield (pay 2 charge dice to grant *Shielded* condition to self)
Stamina (Action Pool starts at 12)
 Weakness: **Vulnerable to Electricity** (electricity-based Strikes get 3 bonus dice)

-shielded- on self 2+ CD	Shield on self
0 AD	Catch Your Breath
6+ SD 3+ CD	Strike w/Blaze at PC who last rolled a strike against the Lieutenant (random if none has yet)
8+ SD 1+ PC with Defense 4 or lower	Strike at PC with lowest defense
3+ AD	Maneuver using 3 Action Dice
Else	Maneuver using remaining Action Dice

(S) Village on Fire

The Kanissians are burning down a local village. Save the villagers and their homes.

[KD] Lt. Kraftig's Division
[VV] Voltheim Village

You can have up to 3 character scenes before the first conflict.

Success Failure

5 3

0 0 1 0 1 0 1

(S) Hunted

General Kantrar and his troops are on your tail. Can you lose them in the city?

[GK] General Kantrar
[CC] Crescent City

No special rules apply.

Success Failure

8 6

0 0 1 0 1 0 1 0 1 1 1

(S) The Bomb

A Hidden Blade explosive is set to devastate the village! Can you get to it before it's too late?

[GK] General Kantrar
[VV] Voltheim Village

No special rules apply.

Success Failure

7 7

1 1 1 1 1 1 1

(S) The Standoff

General Kantrar and Lt. Kraftig have put their differences aside to put you down for good.

[GK] General Kantrar
[KD] Lt. Kraftig's Division
[CC] Crescent City

You can only have 1 character scene between conflicts.

Success Failure

10 6

1 0 1 0 1 0 1 0 1 0 1

(C) Charge Disruptor [GK]

One of General Kantrar's engineering marvels hinders the usage of powers.

PCs suffer from the Hexed condition due to the disruptor.

This condition cannot be removed with methods other than the goal below (which destroys the disruptor).

Remove this hazard [6]

(C) Ambushed [GK]

The enemies spring out of hiding and may surprise the PCs.

Each PC who has the Perceive skill gets to roll its rating in dice.

Any PC who does not score at least 1 success (3+) on that roll or who does not have the Perceive skill loses their action for the first round of the conflict.

(C) Minefield [GK]

General Kantrar's troops have placed hidden mines in the area.

Any time a PC rolls as many or more failures than successes during an action (after using traits, if any), they take 1 wound from a mine.

Remove this hazard [8]

Using Explosives or Engineering with the Achievement to remove this hazard earns 4 bonus dice.

(C) Runner: Keldra [GK]

You spot a message runner. Can you take the intel package from her in the midst of this fight?

Difficulty [10]
Take out of play if achieved.

Success Points

2

Failure Points

1

(A) General Kantrar [GK]

A fanatical general of the Kanissian army, donning superior steam power armor.

Steam Armor Lieutenant
Defense 7

No weakness
Draw 1 extra adversity card

Goal: Reduce Defense by 2 [6]

Success Points

4

(A) 3rd Regular Corps [GK]

These are standard footsoldiers of the Kanissian army. They'd rather be somewhere else.

Footsoldiers

Draw 1 extra adversity card.

Success Points

1

(A) 1st Forward Brigade [GK]

These skirmishers are armed with spears and shields, looking for a fight.

Skirmishers

Success Points

1

(A) Shadow Corps [GK]

These Shock Troops are working behind the scenes, attacking targets of opportunity.

Shock Troops

Success Points

2

(A) 1st Air Squadron [GK]

These steampowered planes circle the area and will swoop down to attack.

MechaniFliers

Success Points

2

(A) 2nd Air Squadron [GK]

These steampowered planes have already taken some losses from previous battles.

MechaniFliers

Wounds 2
Defense 3

Success Points

1

(A) Kantrar's Champion [GK]

This might be the largest steambot that's ever tried to squish you like a bug.

Steambot Dreadnought

Goal: Reduce Defense by 2 [6]
Goal: Reduce Defense by 1 [4]

Take out of play if defeated
(instead of into the discard pile)

Success Points

3

(A) Kantrar's Elite [GK]

These troops from the Interplanar Expeditionary Corps are the best of the best.

Interplanar Operatives

Success Points

3

(A) Lt. Kraftig [KD]

The leader of a division of the Kanissian army is clad in state-of-the-art steam power armor.

Steam Armor Lieutenant

*Immune to Poisoned condition.
Goal: Reduce Defense by 2 [6]*

Success Points

3

(A) 7th Regular Corps [KD]

These footsoldiers of the Kanissian army are too afraid of Lt. Kraftig to give in to fear.

Footsoldiers

No Weakness; only 3 Wounds.

Success Points

1

(A) 2nd Forward Brigade [KD]

These skirmishers are brandishing swords and axes, ready to jump into action.

Skirmishers

Success Points

1

(A) Kraftig's Special Ops [KD]

Lt. Kraftig brought a squad of Shock Troops to blow up buildings and rebels.

Shock Troops

Success Points

2

(A) 1st Flamer Corps [KD]

These flamethrower-equipped soldiers are setting everything around them on fire.

Flamer Troops

Success Points

1

(A) 1st Steambot Unit [KD]

Lt. Kraftig's one and only squad of steambots. They've not been maintained well.

Steambot Guardians

*Brawl is rated 3 instead of 4
Goal: Reduce Defense by 1 [4]*

Success Points

2

(C) Gas Attack [KD]

Lt. Kraftig's division is using toxic gas in the area. They've all got gas masks. You don't.

Countdown: 3
(restart when condition removed)

Will inflict *Poisoned* on PCs.

Remove this hazard [6]

Remove *Poisoned* condition from yourself or an ally [4]

Inflict *Poisoned* on any non-resistant enemy [8]

(C) Drop Morale [KD]

Show off and lower the morale of Lt. Kraftig's soldiers to reduce their effectiveness.

Difficulty [6]

Success Points

1

Failure Points

0

(C) Thunderstorm [VV]

Lightning crashes. Thunder roars. Heavy rain and hail keep bombarding the area. And you're right in the middle of it.

Endurance +1
Engineer -1

All electricity-based Strikes gain +1 bonus die.

(C) Steal Supplies [VV]

You've stumbled on a big supply stash of your enemies. Are you just going to leave it there?

Difficulty [8]

Success Points

1

Failure Points

0

(C) Burning Buildings [VV]

You are surrounded by flames, smoke, and debris. These make it easier to remain unseen or mislead opponents.

Stealth +1
Firearms -1

All ice-based charge powers cost 1 additional charge die.

(Ice-based charge powers are Frost Spikes, Ice Hurricane, and, when used with one of those two, Elemental Surge.)

(C) Distraction [VV]

A familiar presence is in town. Are you going to lose sight of the mission over them?

Difficulty [4]

Success Points

0

Failure Points

1

(C) Reinforcements [VV]

Your enemies have called in reinforcements. Can you undo the call before they show up?

Countdown: 4

When the countdown runs out, draw another adversity card.

Remove this hazard [6]

(C) Marketplace [VV]

You're battling it out in the middle of the town's market. It's pretty hard to hide here, and there's not much cover.

Explosives +1
Stealth -1

All Strikes made by characters (adversity and PCs) with the Firearms skill receive a bonus die.

(C) Save the Shrine [VV]

The village's ancient shrine is at risk of destruction by collateral damage. Will you save it?

Difficulty [6]

If you achieve this goal, you get to take a free character scene (no mark on the scene track) at the end of the conflict as you rest at the shrine.

Win or lose, put this card out of play (instead of the discard pile)

(C) Rally the Townsfolk [VV]

You have an opportunity to bring the townsfolk on your side—or turn them against you.

Difficulty [6]

Success Points

1

Failure Points

1

(C) Close Quarters [CC]

Your surroundings are narrow and winding, limiting your ability to get clear shots.

Brawl +1
Melee Weapons +1
Explosives -1
Firearms -1

(C) Smoke and Mirrors [CC]

The air is thick with smoke or fog, and light breaks off various reflective surfaces.

Dirty Tricks +1
Perceive -1

The difficulty for all goals is raised by 1.

(C) Junk Piles [CC]

You're moving on and around huge piles of mechanical junk. Some of it's still useful...

Engineer +1
Gadgets +1

(C) Innocent Bystanders [CC]

There are lots of civilians around who just happen to be in the wrong place at the wrong time.

PCs suffer from the Weakened condition as they try to avoid collateral injuries or deaths.

This condition cannot be removed with methods other than the goal below.

Remove this hazard [8]
PCs with Compassion get 4 bonus dice on this Achievement

(C) Spy Drone [CC]

A flying clockwork drone is spying from above. But you could use it to your advantage...

Difficulty [6]

Success Points

1

Failure Points

1

(C) Higher Ground [CC]

You can make it to the top of a huge clock tower and gain strategic positioning insight.

Difficulty [4]

Success Points

1

Failure Points

0

(C) Syndicate Territory [CC]

This battle happens in Hidden Blade territory. If you're not careful, you'll earn their wrath.

Difficulty [8]

Success Points

0

Failure Points

2

(C) Collapsing Building [CC]

You need to make it out of here before everything comes crashing down on you.

Countdown: 8
When the countdown runs out, or if you win the conflict without removing it, mark all wounds.

Remove this hazard [5] [5] [5]
You need to achieve it three times before you succeed.
Using Quickness earns 3 bonus dice on the Achievement rolls