

# FLUSHED OUT

3

Advanced Scenario



The Villain market replaces the Hero market. At the beginning of each round, each player draws 3 heroes to use as their available heroes for the round. Complete your mission!

Use ALLEGIANCE TOKENS and IDENTITIES

4 6 2

10	10	15
LV1	LV2	LV3

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# FLUSHED OUT

4

Advanced Scenario



The Villain market replaces the Hero market. At the beginning of each round, each player draws 3 heroes to use as their available heroes for the round. Complete your mission!

Use ALLEGIANCE TOKENS and IDENTITIES

6 6 1

15	15	15
LV1	LV2	LV3

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# FLUSHED OUT

5

Advanced Scenario



The Villain market replaces the Hero market. At the beginning of each round, each player draws 3 heroes to use as their available heroes for the round. Complete your mission!

Use ALLEGIANCE TOKENS and IDENTITIES

6 5 0

15	15	15
LV1	LV2	LV3

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# FREE WILL

3

Advanced Scenario



Shuffle all Identities and deal out 3 to each player. Each player selects one. If no players are Good, Evil players need a combined total of 7 jailed villains per Evil player.

Use ALLEGIANCE TOKENS and IDENTITIES

4 6 2

10	10	15
LV1	LV2	LV3

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# FREE WILL

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15	15	15
LV1	LV2	LV3

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# FREE WILL

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Advanced Scenario



Shuffle all Identities and deal out 3 to each player. Each player selects one. If no players are Good, Evil players need a combined total of 7 jailed villains per Evil player.

Use ALLEGIANCE TOKENS and IDENTITIES

6 5 0

20	15	15
LV1	LV2	LV3

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# SECRET INSIGHT

3

Intermediate Scenario



Take 1 Good Identity and mix in 2 random Identities. Shuffle and deal them. Once each player has looked, shuffle them and deal them again. Complete your mission!

Use ALLEGIANCE TOKENS and IDENTITIES

4 6 2

10	10	15
LV1	LV2	LV3

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# SECRET INSIGHT

4

Intermediate Scenario



Take 1 Good Identity and mix in 3 random Identities. Shuffle and deal them. Once each player has looked, shuffle them and deal them again. Complete your mission!

Use ALLEGIANCE TOKENS and IDENTITIES

6 6 1

15	15	15
LV1	LV2	LV3

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# SECRET INSIGHT

5

Intermediate Scenario



Take 1 Good Identity and mix in 4 random Identities. Shuffle and deal them. Once each player has looked, shuffle them and deal them again. Complete your mission!

Use ALLEGIANCE TOKENS and IDENTITIES

6 5 0

15	15	15
LV1	LV2	LV3

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**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

# WATCH IT BURN

4

Intermediate Scenario



The city is on fire and they just watch from the sidelines. Achieve your goals at the expense of everyone else.

Use ALLEGIANCE TOKENS and IDENTITIES 1 2 1

6 6 1

15	15	15
LV1	LV2	LV3

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# WATCH IT BURN

5

Intermediate Scenario



The city is on fire and they just watch from the sidelines. Achieve your goals at the expense of everyone else.

Use ALLEGIANCE TOKENS and IDENTITIES 1 3 1

6 5 0

20	15	15
LV1	LV2	LV3

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# RACE FOR NOTORIETY

2

Advanced Scenario



Each player is competing to have the highest total Health values on jailed villains.

Instead of checking allegiance, draw 1.

Do not use ALLEGIANCE TOKENS or IDENTITIES.

4 6 2

6	8	12
LV1	LV2	LV3

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# RACE FOR NOTORIETY

3

Advanced Scenario



Each player is competing to have the highest total Health values on jailed villains.

Instead of checking allegiance, draw 1.

Do not use ALLEGIANCE TOKENS or IDENTITIES.

4 6 2

10	15	20
LV1	LV2	LV3

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**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

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*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*

**SCENARIOS**



*VIGILANTE*