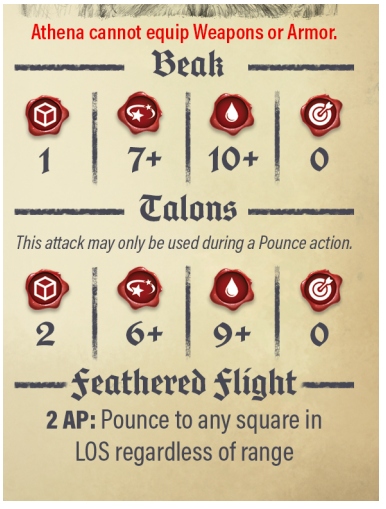
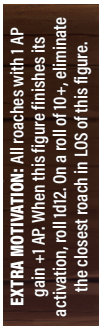
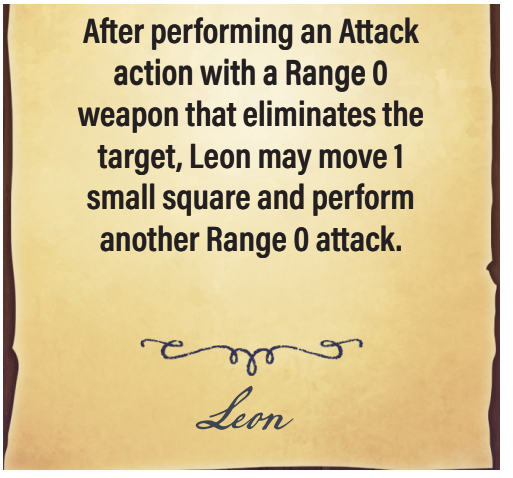
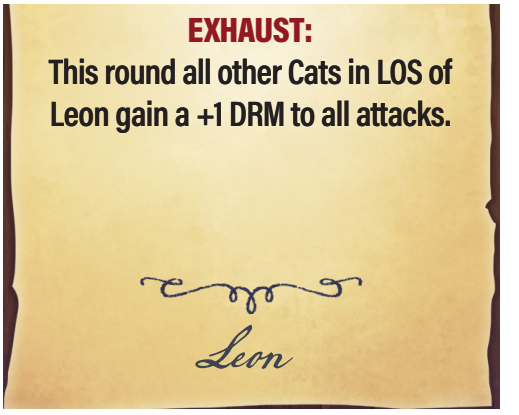


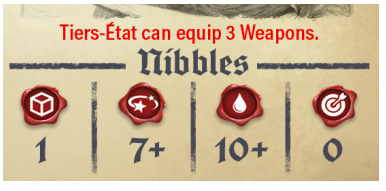
EN Athena Dashboard insert



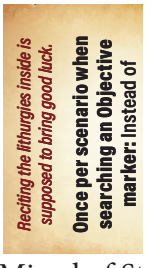
EN Muskadin Foe Card



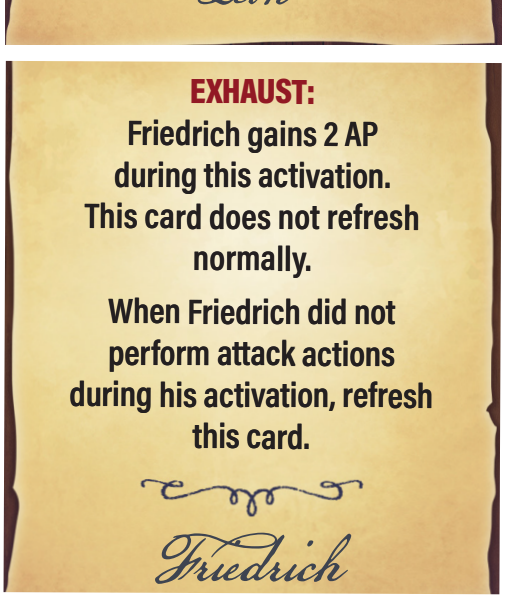


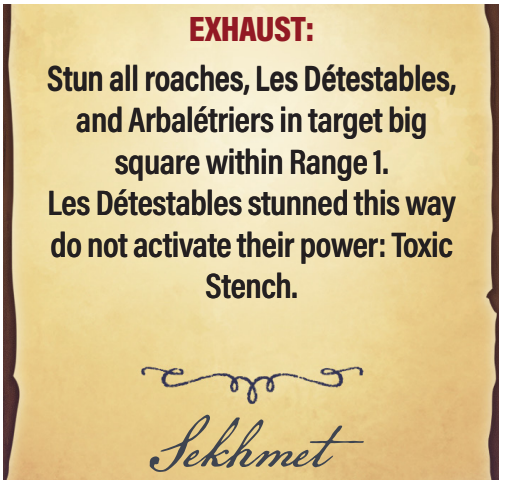


EN Tier-État Dashboard insert

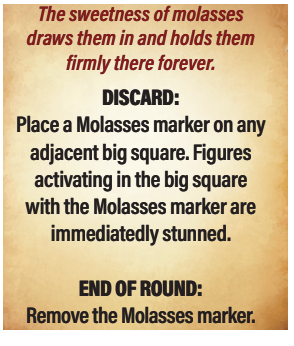


EN Missal of St. Gertrude





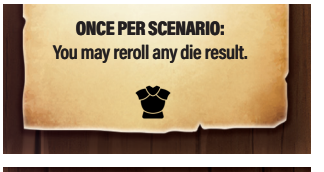
EN Skill cards

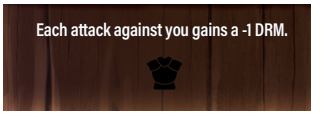


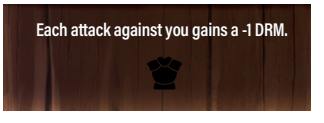
EN Sticky Bomb Loot card

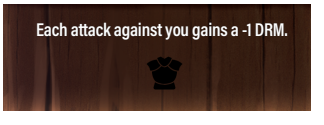


EN Athena character sheet back









EN Loot cards

Random Spawn Location	
Result	Spawn Location
1-2	S1
3-4	S2
5-6	S3
7-8	S4
9-10	S5
11-12	S6

EN Rulebook page 55 - scenario 13

Starting weapons: Flintlock Pistol, Poignard

EN Guy character sheet back

STATS:
2 Health, 2 AP

STATS:
2 Health, 2 AP

EN Rulebook page 21

Safe Environment

- Remove the Ambush and Booby Trap! Loot cards from the Loot deck.
- You cannot perform Attack and Reload actions during this scenario.

EN Scenario 1 - extra special rule

- 1) A hero adjacent to the square 0 may spend 1 AP to pick up 1 Objective token (representing a glob of oven clay). Each hero may only carry 1 Objective token.

EN Scenario 2 - special rule

EXTRA MOTIVATION

All roaches with 1 AP gain +1 AP. When this figure finishes its activation, roll 1d12. On a roll of 10+, eliminate the closest roach in LOS of this figure.

EN Rulebook page 22

OBJECTIVE

- Destroy at least 4 **roach nests** 0.

EN Scenario 13 - objective

Figures **cannot** move or attack into or through squares with blocking terrain. Walls (thick black borders) and closed doors (as indicated in specific scenarios) count also as blocking terrain.

- L'Abbesse with the powers: Dodge and Swarm Queen

EN Scenario 19 - vermin pool

EN Rulebook page 11

- Place Maximillien on the square S4. If the square is occupied, place any figures in the square in any adjacent small squares of your choice.

EN Rulebook page 27 - entry 9

Mace, and the powers: Acid Blood, Armoured, Counter-attack, Exposing Strikes, and Venomous Bite.

EN Rulebook page 40 - entry 70

- Cardinal Ratilieu Yersine with the powers: Heal and Magic Missiles

The Crimson Cardinal

- When Cardinal Ratilieu Yersine activates, he will spend his AP on the following actions in the following priority:
  - 1) If he or another boss vermin is wounded, he will use 1 AP for the power: Heal.
  - 2) If a party member is within Range 5 and he **did not** use the power: Heal, he will use 1 AP for the power: Magic Missile.
  - 3) Once the Round Track marker reaches the ❁ space on the Round Track for the first time, he will spend all remaining AP to progress the Dark Blessing track by 1 space.

EN Rulebook page 52 - scenario 9

Mischievous Kittens

- Red Objective tokens are **Kittens**. They are considered party members. They **cannot** be attacked and **cannot** move.
- If any unrevealed vermin marker enters a small square adjacent to a **Kitten**, reveal it.
- If any figure other than a roach moves adjacent to a **Kitten**, roll 1d12. On a result of 7+, move the **Kitten** 1 small square away from that figure.
- If any figure with a red Objective token is stunned, place that marker in an adjacent empty square.

EN Rulebook page 54 - scenario 12

- If you have "Invitation Card" denoted on your Adventure Log, you may **read entry #30 on page 32.**

EN Rulebook page 57 - scenario 17

VERMIN POOL

- Roaches x 10, Les Détestables x 2
- Arbalétrier x 2, Norwegian Brown

- When any vermin within the Fighting Pit is attacked by a party member, that started the scenario outside the Fighting Pit, all spawn locations become active.

EN Rulebook page 50 - scenario 4

Vermin Hordes

- When L'Abbesse is eliminated, place her marker aside.
- Every round during the End phase, spawn a vermin on each empty R square of each room in which **no** party member is present.

EN Rulebook page 56 - scenario 15

Timing the Crash of the Balloon Gondolas

- At the start of the End phase move the Altitude markers of each balloon 1 space downward.
- If the Altitude marker of either balloon reaches the Crash space, read the suitable entry:
  - If any of the balloons crash moves off the last space of the first Round Track, **read entry #47 on page 35**.
  - If both balloons crash before the Round Track marker moves off the last space of the Second Round Track, you win the scenario.
- When the Round Track marker moves off the last space of the first Round Track, **read entry #50 on page 36**, then move it to the first space of the Second Round Track.
- When the Round Track marker moves off the last space of the Second Round Track, **read entry #51 on page 36**.

EN Rulebook page 61 - scenario 23

Enemy Artillery

- At the start of the End segment when a ❁ or ❁ is shown on the round track roll 2d12. Then, for the white die, count that many small squares from the left edge of the map to the right edge. For the blue die, count that many small squares from the bottom edge of the map to the top edge. Any figure in the specific small square indicated by both dice, suffers 2 Wounds. If the blue die result is a 11 or 12, the shot is a miss.

EN Rulebook page 62 - scenario 25

Cages

- Place a red Objective token under each captured hero. Set aside their Loot cards.
- Heroes with a red Objective token **cannot** perform any Move **or** Attack actions and vermin performing Attack actions targeting them receive an additional -2DRM.
- A party member in **or** adjacent to a cage may spend 1 AP and roll 1d12. On a result of 9+, remove the red Objective token from the hero within that cage. They now can perform Move **or** Attack actions as normal.

EN Rulebook page 56 - scenario 16