



LOCKDOWN! SECURITY SYSTEMS STYMIE BREAKOUT




SETUP

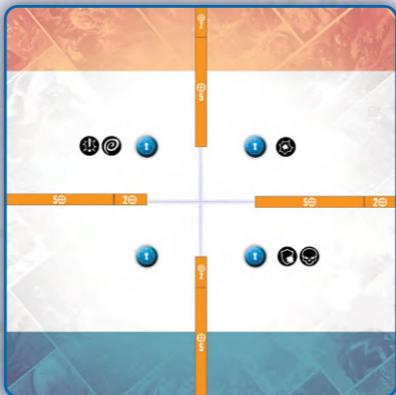
Place 4 Prison Block tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Prison Block they Secure during the **Cleanup Phase**.

Characters Contest Prison Blocks within $\oplus 2$ instead of $\oplus 1$.

During the **Cleanup Phase**, remove all  tokens on Prison Blocks. Then roll a die. Put a  token on the Prison Block marked with the matching result on the map below. The unmarked Prison Block matches the Blank result. A Prison Block with a  token on it cannot be Interacted with, Contested, or Secured.







COSMIC INVASION! BLACK ORDER DESCENDS ON EARTH

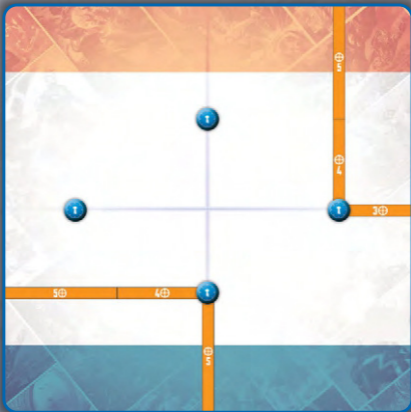
SETUP

Place 4 Cosmic Vault tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Cosmic Vault they are Securing during the **Cleanup Phase**.

During the **Power Phase**, some Cosmic Vaults will radiate cosmic energy. Starting with the player with Priority, players roll 1 die for each character they control within $\oplus 1$ of a Cosmic Vault. If the result is a ⚡ or Ⓢ , that character gains 2 ⚙ and is Pushed Ⓢ . The opposing player resolves this Push.







DEADLY METEORS MUTATE CIVILIANS

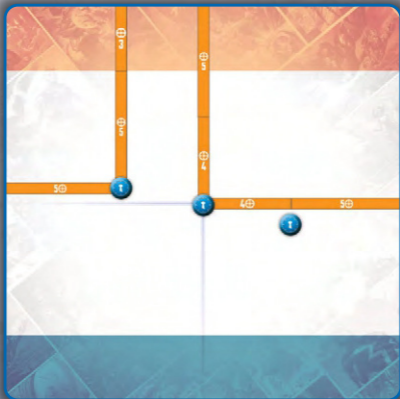
SETUP

Place 3 Origin Bomb tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Origin Bomb they Control during the **Cleanup Phase**.

Interact (Origin Bomb): Roll dice equal to this character's Defense. If the roll contains more , , and results than the number of Healthy enemy characters Contesting this Origin Bomb, this character's controlling player now Controls this Origin Bomb. If the roll contains at least 1 , this character suffers 1 .








INFINITY FORMULA GOES MISSING!

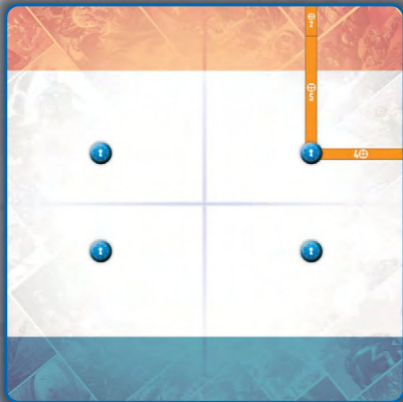
SETUP

Place 4 Serum Canister tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Serum Canister they Secure during the **Cleanup Phase**.

During the **Power Phase**, characters Contesting a Serum Canister gain 1 .







INTRUSIONS OPEN ACROSS CITY AS SEALS COLLAPSE

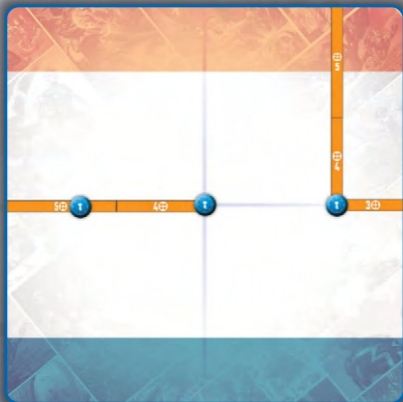
SETUP

Place 3 Dark Portal tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Dark Portal they Secure during the **Cleanup Phase**.

Interact (Dark Portal): This character drops all objective tokens it is holding. Then roll 1 die. If the result is a 3⊕, ②, ①, or ④, Place this character within ⊕ 1 of another Dark Portal. Otherwise, the opposing player Places this character within ⊕ 1 of another Dark Portal.







WEDDING PARTY TARGETED IN TERRIBLE ATTACK!

SETUP

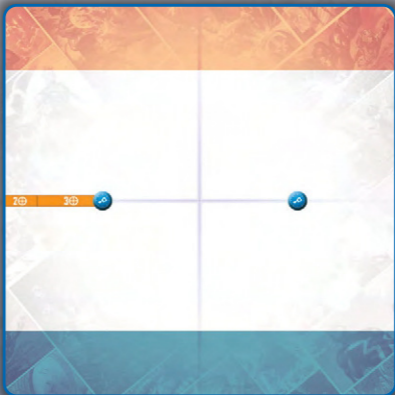
Place 2 VIP tokens (Target of Opportunity) as shown on the map below.

SCORING

Players score 2 VPs for each VIP they Secure during the **Cleanup Phase**.

During the **Cleanup Phase**, each of the VIPs attempts to flee. Starting with the player with Priority, each player Places all VIPs Secured by their opponent within ⊕ 2 of their current position. Each VIP may be Placed this way only once per Round.

Then, each character within ⊕ 2 of a VIP loses 1 ⚙.







GUARDIANS SAVE SHIBAR EMPRESS IN STYLE

SETUP

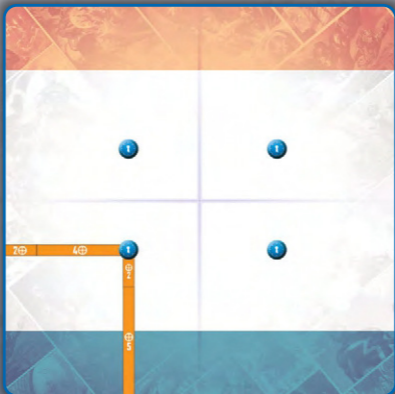
Place 4 Security Terminal tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Security Terminal they Control during the **Cleanup Phase**.

Interact (Security Terminal) : Roll 3 dice. If the roll contains more 🎲, 🎲, or 🎲 results than the number of Healthy enemy characters Contesting this Security Terminal, you now Control this Security Terminal.

If a character is holding 1 or more Extract objective tokens, it may reroll 1 die when interacting with a Security Terminal.







MAYOR FISK VOWS TO FIND MISSING WITNESSES

SETUP

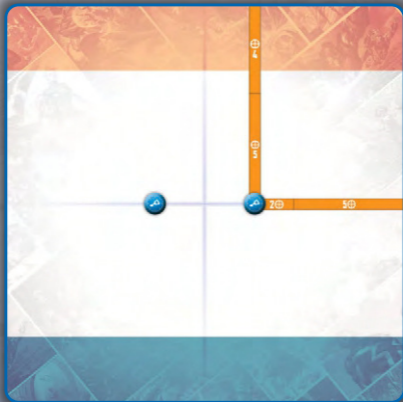
Place 2 Witness tokens (Target of Opportunity) as shown on the map below.

SCORING

Players score 2 VPs for each Witness they Secure during the **Cleanup Phase**.

During the **Cleanup Phase**, each of the Witnesses may flee. Starting with the player with priority, each player Places all Witnesses Secured by their opponent within ⊕ 2 of their current position. Each Witness may be Placed this way only once per Round.

After a Witness is Placed, each character within ⊕ 1 of it suffers 1 ☹ and gains the Stun special condition.







MUTANT MADMAN TURNS CITY INTO LETHAL AMUSEMENT PARK

SETUP

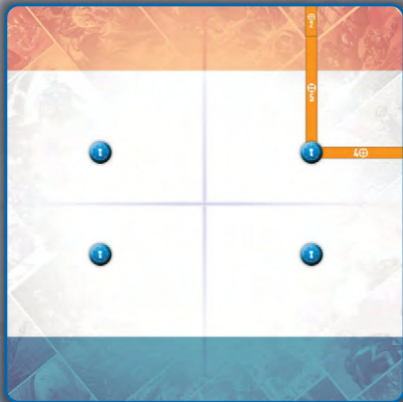
Place 4 Trap tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Trap they are Controlling during the **Cleanup Phase**.

Interact (Trap): Roll dice equal to this character's Defense. If the roll contains more , , and results than the number of Healthy enemy characters Contesting this Trap, this character's controlling player now Controls this Trap.

During the **Cleanup Phase**, each player Controlling a Trap chooses an enemy character within 2 of each Trap they Control. The chosen character suffers 1 and gains 1 . Resolve each Trap completely before resolving the next.







DEADLINE TO DESTRUCTION

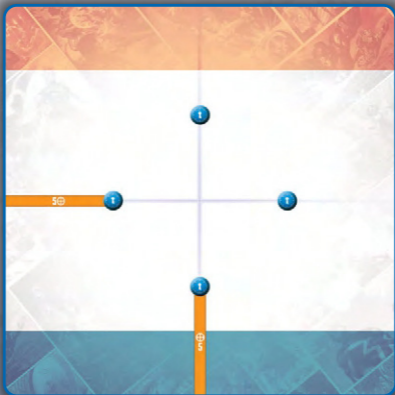
SETUP

Place 4 Detonation Console tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Detonation Console they Secure during the **Cleanup Phase**.

Interact (Detonation Console): Choose an enemy character within $\oplus 3$ of this Detonation Console holding 1 or more Extract objective tokens. The chosen character may drop any number of objective tokens. Then, if the chosen character is holding 1 or more Extract objective tokens, it suffers 1 ⚔ and gains 1 ⚙ .







M'KRAAN CRYSTAL GETS HEROES HOME!

SETUP

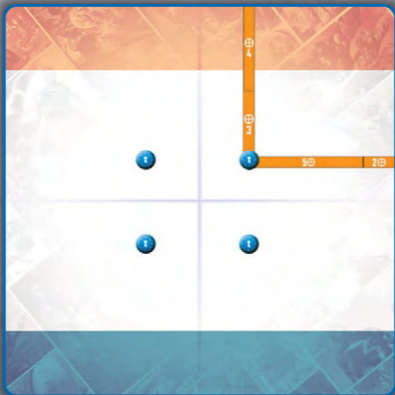
Place 4 M'Kraan Crystal tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each M'Kraan Crystal they Control during the **Cleanup Phase**.

Interact (M'Kraan Crystal): If no enemy characters are Contesting this M'Kraan Crystal, you now Control this M'Kraan Crystal. Otherwise roll 1 die. If the result is a 1, 2, or 3, you now Control this M'Kraan Crystal.

During the **Power Phase**, each character holding 1 or more Extract objective tokens that is Contesting a M'Kraan Crystal gains 1 6.







SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE

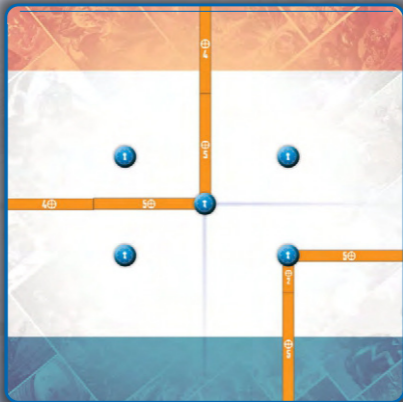
SETUP

Place 5 Ambush tokens (Point of Interest) as shown on the Map below.

SCORING

Players score 1 VP for each Ambush they Secure during the **Cleanup Phase**.

Characters Contesting an Ambush have Cover from characters not Contesting the same Ambush.









RIOTS SPARK OVER EXTREMIS 3.0

SETUP

Place 4 Extremis Console tokens (Point of Interest) as shown on the Map below.

SCORING

Players score 1 VP for each Extremis Console they Secure during the **Cleanup Phase**.

Interact (Extremis Console): Remove 1  from a non-Dazed character within  2 of this Extremis Console.

