

**LEADER** **PERILOUS TALES**

NAME

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TRAITS

AP

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**3**

WOUNDS

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SKILL

**4**

**TEAMMATE**

NAME

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TRAIT

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**2**

WOUNDS

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SKILL

**2**

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SKILL

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SKILL

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**2**

WOUNDS

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SKILL

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**2**

WOUNDS

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SKILL

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SKILL

**4**

## STOP THE RITUAL

**Objective marker:** Deploy a 30mm Idol marker (or a suitably sized item of terrain) inside 6" of the centre of the board, on the villainous half of the table and at least 3" from any other objective marker.

During play, the Idol marker always counts as an unrevealed threat marker for the purposes of villainous behaviour.

The first time the Idol is successfully interacted with each round, score 1 point, up to a maximum of 3 points from this objective.

At the end of each round, if there is at least one unengaged villain within 3" of the Idol marker, or at least one heroic model was killed this round, increase the current threat level by 1.

### OBJECTIVE

## KILL THE MASTER

At the end of the game: if the heroes have killed all listed masters, they score 3 points.

### OBJECTIVE

## DESTROY THE IDOL

**Objective marker:** Deploy a 30mm Idol marker inside 6" of the centre of the board, on the villainous half of the table and at least 3" from any other objective marker. After placing threat markers during setup, randomly select a threat marker and place it in contact with the Idol, and as close to the villainous board edge as possible, before the game starts.

During play, the Idol marker always counts as an unrevealed threat marker for the purposes of villainous behaviour.

The Idol marker may be targeted by Hand-to-Hand and Dynamite attacks. All attacks against the Idol marker have a minimum difficulty of 6. The Idol marker has 10 wounds, after which it is destroyed and removes from play. The first time in the game the heroes successfully attack the Idol marker: raise the Threat Level by 2. If the Idol has been destroyed score 3 points.

### OBJECTIVE

## GET EVIDENCE

At the start of the game, select a single hero. The selected hero gains the Camera trait, in addition to any other traits selected during setup. A hero with the Camera trait may take the following action:

(2) **Take Photograph:** Skill test. Range 6". If a hero successful takes this action against a master, place an Evidence objective token next to the model.

The first time the **Take Photograph** action is taken in the game, increase the current threat level by 1.

At the end of the game, if at least one model is alive and in possession of an Evidence objective token: score 3 points.

### OBJECTIVE

## RECOVER EQUIPMENT

If a hero on the villainous half of the table makes a successful Interact action with a piece of terrain that has not yet produced an Equipment token, place an Equipment token next to the model.

At the end of the game, for each Equipment token in the possession of a surviving or escaped hero: score 1 point, to a maximum of 3 points.

### OBJECTIVE

## RESCUE THE PRISONER

**Objective marker:** Deploy a Prisoner marker (ideally an appropriate miniature) inside 6" of the middle of the far board edge, and at least 3" from any other objective marker.

If the heroes can successfully interact with the Prisoner marker twice, the prisoner is freed. Deploy a Thankful Prisoner model within 1" of the Prisoner marker and remove the Prisoner marker. The Thankful Prisoner acts as a teammate from now on, with 6 Wounds and Skill 1.

At the end of the game, if the Thankful Prisoner is alive, score 3 points.

### OBJECTIVE

## ESCAPE!

Any hero that moves into contact with the villainous table edge may "Escape". At the end of the game, score 1 point for each model that has escaped, to a maximum of 3 points.

### OBJECTIVE

## HUNT THE FIENDS

At the end of the game, score points equal to the number minions the heroes killed during this game minus the number of minions still in play at the end of the game.

This objective may score a minimum of 0 points and a maximum of 3 points.

### OBJECTIVE

## FLIP THE SWITCHES

**Objective markers:** Deploy three 30mm Switch markers: the first must be within 6" of the middle of the far board edge, the second must be inside 9" of the far right-hand corner of the board, and the third must be within 9" of the far left-hand corner of the board. Each Switch marker must be deployed at least 3" from any other objective marker.

A hero may interact with a switch. If successful, they may flip the switch. The first time during the game that each switch marker is successfully flipped: score 1 point and increase the current threat level by 1.

### OBJECTIVE

## ACTIVATE CONTRAPTION

**Objective markers:** Deploy three 30mm Switch markers: the first must be inside 6" of the middle of the far board edge, the second must be inside 9" of the far right-hand corner of the board, and the third must be inside 9" of the far left-hand corner of the board. Each Switch marker must be deployed at least 3" away from any other objective marker.

A hero may interact with a switch. If successful, they may choose to activate the contraption. If all three Switch markers are successfully interacted with to activate the contraption during the same round, score 3 points and increase the threat level by 1.

### OBJECTIVE

## CALL FOR RESCUE

**Objective marker:** Deploy a 30mm Radio marker (or a suitably sized item of terrain) anywhere inside 9" of the villainous board edge, and at least 3" from any other objective marker.

**End Of Game Condition:** If a hero successfully interacts with the Radio marker, the rescue has been called: Spawn two minions, each exactly 5" from a random hero (roll twice) and as close to the villainous board edge as possible. Note the current threat level. When the threat level reaches four higher than the noted value, or 10, the game ends.

If the rescue was called: for each member of your party alive at the end of the game, score 1 point, to a maximum of 3 points.

### OBJECTIVE

## TELL US WHAT YOU KNOW

When a hero succeeds in a Parley action against a minion that has not yet produced a Confession token, place a Confession token on that hero.

During this game, Parley actions have a minimum difficulty equal to the target's starting wounds (up to a maximum of 10).

At the end of the game, for each Confession token in the possession of a surviving hero: score 1 point, up to a maximum of 3 points.

### OBJECTIVE

## SET THE EXPLOSIVES

Heroes on the villainous half of the table may interact within 1" of any piece of terrain to place an Explosives marker within 1" of them and touching the terrain piece. This Explosives marker may not be placed within 6" of another Explosives marker. A model with the Demolition Expert gains +3 skill when interacting to place an Explosives marker.

At the end of the game, score 1 point for each Explosives marker that has been placed.

### OBJECTIVE

## FORBIDDEN KNOWLEDGE

When a villain is killed, if the Esoteric Artifact has not yet been found, roll a D5 and add the number of Search tokens on this objective to the result. If the result is 5+, the Esoteric Artifact has been found: place an Esoteric Artifact objective token in base contact with the killed model, and as close as possible to the nearest hero. If the result is 4 or less, add one Search token to this objective.

At the end of the game, if there is a Esoteric Artifact objective token in the possession of a surviving hero: score 3 points.

### OBJECTIVE

## FIND THE PRECIOUS

When a hero on the villainous half of the table makes a successful Interact action with a piece of terrain that has not already been searched, they search the terrain: roll a D6 and add the number of Search tokens on this objective to the result. If the result is 5+, place a Precious Item objective token in base contact with the killed model, and as close as possible to the nearest hero. Otherwise, add one Search token to this objective.

At the end of the game, if there is a Precious Object token in the possession of a surviving hero: score 3 points.

### OBJECTIVE

## LEAVE NO STONE UNTURNED

When you reveal the last unrevealed threat marker, if the threat level is 5 or less, score 3 points; if the threat level is 6, score 2 points; if the threat level is 7, score 1 point.

### OBJECTIVE

**A THOUSAND CUTS**

When revealed, the revealer suffers a skill 3 attack.

—————  
This peril remains in play. If a hero activates within 6" of this peril, they suffer a skill 3 attack.

**UNSTEADY UNDERFOOT**

When revealed, the revealer must pass a skill check or be immediately knocked down.

—————  
This peril remains in play. When a hero ends a move action within 6" of this peril, they must pass a skill check or be knocked down.

**DISASTER STRIKES**

When revealed, the revealer suffers a skill 7 attack. If this attack does one or more wounds, the model is knocked down.

—————  
Discard this peril after revealing.

**RAGING STORM**

This peril remains in play, and affects the whole board. All models' maximum line of sight is now 6".

**PERIL**

**UTTERLY HORRIBLE**

When revealed, the revealer and every hero within 6" of the threat marker that revealed this peril must make a horror check with disadvantage, treating this threat marker as the closest villain.

—————  
Discard this peril after revealing.

**PERIL**

**EARTHQUAKE!**

Every hero within 6" of the revealer of this peril is immediately knocked down, including the revealer.

—————  
Discard this peril after revealing.

**PERIL**

**MIRED**

This peril remains in play. When a model within 6" of this peril declares a Walk action, they must pass a skill check or move at half speed during that action.

**PERIL**

**CREEPING HORROR**

This peril remains in play. All heroes within 6" of this peril suffer disadvantage on all non-attack skill checks.

**PERIL**

**PERIL**

**PERIL**

**PERIL**

**DRIVEN BACK**

Every hero within 6" of the revealer must make a skill check. Each model is pushed back 3", less 1" for each success they rolled, directly away from the threat marker.

Discard this peril after revealing.

**THE CAPTAIN**

When you reveal this peril, spawn the Captain centred on this threat marker. When revealed, the Captain immediately ambushes as a villain. He counts as a minion with 8 Wounds and Skill 4.

If a heroic model successfully takes the Parley action targeting the Captain, minimum difficulty 7, the Captain switches to being a teammate with no traits, under the control of the player controlling the model that took the parley action.

**PUTRID STENCH**

This peril remains in play. All heroes within 6" of this peril suffer disadvantage on all attack actions.

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This peril remains in play. All heroes within 6" of this peril suffer disadvantage on all attack actions.

**PERIL**

**PERIL**

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