

A NIGHTMARE OF HORROR!

PERILOUS TALES

THRILLING TABLETOP ADVENTURES



A Planet Smasher Games Production

All hope abandon

Ye who enter here

Perilous Tales

Thrilling Tabletop Adventures

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Game Design by Mike Hutchinson © 2020 Planet Smasher Games

Lead Developer: Glenn Ford

Please visit PerilousTales.com

Welcome, Playtester!

Thanks for downloading this beta version of *Perilous Tales*. This game is still in development, and your feedback is greatly appreciated. Please feel free to contact me at mike@planetsmashergames.com

Introduction

Perilous Tales is a solo or fully cooperative game for playing tabletop games with 28mm miniatures in which you play the heroes of a ripping pulp adventure from 1920 to 2020. You create a band of heroes; using a flexible and simple character creation system; generate an episode and play it to its thrilling conclusion!

Fend off unknown beasts in an Arctic camp. Uncover evil doings in an abandoned church. Hunt the wild beast of the Hemwich moors. Ghosts, vampires, evil doctors, Russian spies, witches, fiends from beyond the stars... You are only limited by your collection of miniatures and your imagination.

In each episode, the master and its minions are controlled by the game, using a simple system that determines their behaviour. Each episode has several objectives that your characters will be striving to complete before time runs out or the plucky heroes are slain.

In *Perilous Tales*, the emphasis is not always on killing, in fact often you are trying to take a critical photograph, recover a crucial artefact, or escape to achieve fame, fortune, or simply to live another day.

Perilous Tales takes its inspiration proudly from HP Lovecraft, Arthur Conan Doyle, John Landis, Stuart Gordon, Sam Raimi, Doctor Who, Indiana Jones, Universal and Hammer Horror.

What You'll Need

All that is needed to play is a small collection of appropriate miniatures (ordinarily ten: five heroes, five villains), a tape measure, and a handful of ten-sided dice (D10) two of which need to be of a different colour. You will need to mark out a two-foot square area, as *Perilous Tales* is played on a 24" x 24" board. In addition, and optionally, you might download and print out the various quick reference cards provided for free on the *Perilous Tales* website (www.periloustales.com).

D10

Most ten-sided dice have a "0" on one face. This result is treated as a "10" by default. However, as you will see, this result has special meaning when rolled during skill checks, resulting in either misfortune or critical successes.

D5

Very occasionally the game will ask you to roll a D5. To do so, roll a D10 and halve the result, rounding up. E.g. a roll of a "9" becomes a D5 result of a "5".

Quick Reference Cards

Optionally, you can download and print out the various quick reference cards provided for free on the *Perilous Tales* website (www.periloustales.com). These cards are not required to play the game, but can prove a handy reference during the game, to avoid page flipping.

A Note on Scale

Perilous Tales has been designed to be played using 28mm miniatures on a 2x2 board. However, it is entirely possible to play Perilous Tales in 15mm or even smaller scales by reducing the play area to 1x1 and halving all distances and marker sizes (you will need 15mm diameter threat markers). You might even magnetise it to avoid slippage. At this scale, it should be possible to play Perilous Tales on a small enough surface to pop away on a shelf, should you be interrupted mid-game by children, pets, telephone calls or other unspeakable horrors.

A Note on Miniatures

Perilous Tales requires a very small number of miniatures to play, ordinarily just five good guys and five bad guys. The rules have also been written most carefully to permit plenty of latitude in adapting and incorporating miniatures of almost any providence to the game. You will find that miniatures from large box board games work as well as metal or resin miniatures, and that Perilous Tales is a fine excuse to exhaume forgotten gems from your collection, be they fearsome beasts, or adventurers modern or period.

Markers

Many rules refer to “markers” of various sorts. Markers are always flat circular discs 30mm in diameter. Empty 30mm plastic or MDF bases are perfect.

Threat Markers

A key component of Perilous Tales are the **threat markers**. The threat markers are eight 30mm flat markers or counters. You will find some at the back of this rulebook and they may be downloaded from PerilousTales.com. You could also make some out of empty bases or scavenged counters from elsewhere.

The threat markers are numbered from 1 to 8 on one side, and must be indistinguishable from each other when turned over. As you will see, the threat markers conceal villainous foes and other sinister machinations.

Basic Rules

Game Terms

Throughout these rules, you will see game terms introduced **like this**. After a new game term has been introduced and defined, it will then appear as plain English from then on, albeit loaded with the special meaning you now understand.

Heroic Party

The heroes of an episode of *Perilous Tales* are the **heroic party**. Your heroic party will normally contain one daring **leader** and a number of stalwart **teammates**. See “Episode Setup” for more details about creating your heroic party.

Together, leaders and teammates are referred to as **heroes**. Heroes are defined by three statistics:

- Wounds
- Skill
- Action points

Heroes always begin the game with the following statistics:

Hero Type	Wounds	Skill	Action Points
Leader	12	4	3
Teammate	8	2	2

Villains

In *Perilous Tales* you will outrun, outwit and overpower a cabal of villainous foes. You will find a selection of spine-tingling villains near the end of this rulebook.

The **Master** is the big baddy of the scenario. The master might be a vampire count, a werewolf, a mad scientist or an otherworldly nightmare.

Minions are the enemies that accompany the master. They might be wolves, cultists, fishmen, zombies, or any number of awful things.

Together, masters and minions are referred to as **villains**. Villains are defined by three statistics:

- Wounds
- Skill
- Behaviour (see page XX)

Unique

Some villains are **unique** and are marked with a dot by their name (•). There may never be more than one copy of a unique model in play at any time.

Randomly Determined

When asked to **randomly determine** something, for example a hero or a threat marker, number the options and roll a D10 until you generate one of those options. For example: if there are seven things to be randomly determined between, number the items 1 through 7, and roll a D10 until you get a number between 1 and 7.

Measuring Conventions

All distances are in inches. Players can measure any distance at any time during play.

Within X”

When checking the distance between two objects (such as measuring the range between two models or markers), the second object is **within** a stated distance of the first if the shortest line from the first to the second is equal to or less than the stated distance.

Within Inside X”

When placing an object (such as a model or a marker) inside a stated distance of a thing (such as another model or the table edge): place the object such that the entirety of the object is within that distance of the thing.

X” away

When placing an object (such as a model or a marker) a stated distance away from a thing (such as another model, marker or table edge): place the object such that its closest point is exactly the stated distance away from the thing.

When Things Won’t Fit

If a non-hero model, marker or token cannot be placed in the desired location for any reason, (either when spawning, or moving or at any time): slide it towards the villainous board edge by the minimum amount to allow it to be placed.

Movement

When moving a model, ensure no part of the model’s base travels further than the noted distance. Models may end their movement on an item of terrain if the model can be sensibly balanced on it.

The Board Edges

A villain that moves into contact with any board edge stops immediately.

A hero that moves into contact with any board edge leaves the board and is removed from play. A model that has left the board may not return to play.

If a hero leaves the board as a result of a heroic action, the model counts as being alive at the end of the game. If a hero leaves the board as a result of anything other than a heroic action, (such as a failed horror check or a villainous action), the model counts as being killed at the end of the game.

Skill Checks

In *Perilous Tales*, many actions require a skill check. This includes interacting with objectives and attacking foes.

Any skill check that has a range also requires line of sight.

To make a skill check, roll a D10 (of one colour), which will be the difficulty dice for this check. At the same time, roll a number of D10 (of a second colour) equal to the Skill of the model, which will be the skill dice for this check.

Any skill dice that rolls equal to or higher than the value of the difficulty dice is a success. In almost all cases, you require just a single success to succeed at a skill check.

Fumble

During a skill check, any skill dice roll of a “1” is a fumble, and may never count as a success, regardless of the difficulty of the test.

Misfortune

During a skill check, if the difficulty dice rolls a natural ten (“0”), then the model has suffered a **misfortune** and the skill check automatically fails, regardless of the values of the skill dice.

Critical Success

During a skill check, any skill dice that rolls a natural ten “0” is a **critical success** and counts as two successes rather than one.

Advantage & Disadvantage

If a skill check has **advantage**, roll two difficulty dice and discard the higher before checking for successes. If a model has **disadvantage**, roll two difficulty dice and discard the lower before checking for successes.

A skill check may only gain the benefit of advantage or the penalty of disadvantage once, even if it is received from multiple sources.

If a single skill check is affected by advantage and disadvantage from various sources, each disadvantage cancels out one advantage (and both are ignored). After cancelling out advantages in this way, apply any remaining advantage or disadvantage to the skill check.

NOTE: Advantage & Misfortune

If you have advantage on a skill check and one of the two difficulty dice rolls a “0”, you can discard that difficulty dice to avoid the misfortune.

Minimum Difficulty

Some skill checks have a **minimum difficulty**. This is the minimum skill dice roll that can ever count as a success for this action, regardless of the value of the difficulty dice.

Supported

Attack Actions: When a model makes an attack action against a target they are engaged with, if there are more friendly models engaged with the target than there are enemy models engaged with the attacker, the attacker is **supported** and the attack gains advantage.

Non-Attack Actions: When a model makes a skill check **as part of taking a non-attack action**, if there are any other friendly models within 1” of **either the model or its target**, the skill check is **supported** and gains advantage.

Outnumbered

~~**Attack:** When a model makes an attack action against a target they are engaged with, if there are more enemy models engaged with the attacking model than there are friendly models engaged with the target, the attacker is **outnumbered** and the attack suffers disadvantage.~~

~~**Interact:** When a model makes a skill check to interact, if there are any enemy models within 1” of the target model or object, the skill check is **outnumbered** and gains disadvantage.~~

Line of Sight

If a line can be drawn from any part of the attacker's base to any part of the target's base, without crossing blocking terrain, the attacker has **line of sight** to the target. Models can draw line of sight in any direction from any part of their base, and do not have a facing.

Range

A target model is **in range** of a model if the shortest line of sight from the model to the target is equal to or less than the **range** of the action the model is taking.

Attacking

There are a number of attack actions in *Perilous Tales*. An action with the word "attack" in its name is an attack action. A model may **attack** an enemy model that is in line of sight and in range of the attack action being used.

When a model attacks another model, it must make a skill check. Each success causes 1 wound to the enemy. When a model has suffered wounds equal to its Wounds statistic, that model is killed and is removed from play.

Cover

If any line that can be drawn from any part of the attacker's base to any part of the target's base passes through obscuring or blocking terrain **which the attacker is not touching**, the target counts as being in **cover**. (See "Terrain", page XX). If the target of an attack is in cover, the attacker suffers disadvantage.

NOTE: Cover in Close Combat

The target still gets the benefit of cover against Hand-to-Hand attacks. Imagine they are ducking behind the wall or tipping up the table to use as a shield.

Knockdown

If a model suffers **knockdown**, it gains the **knocked down** condition, and is laid on its side, prone. While knocked down, the model can perform no actions other than the *Stand Up* action. Enemy models gain advantage when attacking a knocked down model.

Other models may use the *Help Up* action if they are within 1" of a knocked down model.

NOTE: Measuring From Prone

When a model is knocked down, feel free to place a marker (such as an empty base) to act as the model's footprint while it is laid down and measure from and to that marker.

Push Back

If a model suffers **push back**, it is immediately pushed directly away from the attacking model or marker the distance indicated. If this pushed the model into blocking terrain or another model, stop the push at that point.

Engaged

If a model is within 1" of an enemy model that is not knocked down, both models count as **engaged**.

Terrain

Terrain can be **difficult** or **impassable**, and also might be **obscuring** or **blocking**. If it has none of these traits, it is **open**.

- **open** terrain has no effect on the game, other than to look nice.
- **difficult** terrain causes models to move at half speed through it. This might be because it is dense, like a wood or a swamp, or requires climbing, like rubble or a fence.
- **impassable** terrain prevents movement into or across the terrain.
- **obscuring** terrain does not block line of sight but confers cover if line of sight is drawn through this terrain.
- **blocking** terrain blocks line of sight into or across the terrain.

Models count friendly models as **open** and enemy models as **blocking** and **impassable**.

Terrain Examples

A wooded area is difficult and obscuring. A massive rock is impassable and blocking. A climbable brick wall is difficult and blocking. A locked portcullis is impassable and obscuring. An area of swampy ground is just difficult. A deep pit is just impassable.

Cover

If any line can be drawn from any part of the attacker's base to any part of the target's base, which passes through **obscuring** terrain, that target counts as being in **cover**.

If the target is in cover, the attacker suffers disadvantage.

Horror check

When a hero is required to make a **horror check**, make a skill check. If no successes are scored, the hero immediately takes a *walk* action (see Hero Actions, page **XX**) directly away from the closest villain within line of sight, or towards the heroes' board edge if there is no villain within line of sight. If the model cannot make a *walk* action, perhaps because it is engaged, it is knocked down instead.

Fear

When a hero is killed, every hero within 8" and line of sight of the slain model must immediately make a horror check.

Last Ditch

Once per game: you may re-roll one skill check or attack made by a hero. You only get one last ditch attempt, so choose well!

Playing the Game

Round structure

During the hero phase you will activate each model in turn, in an order of the players' choosing. You must complete the activation of one model before you activate the next.

During the villain phase, first make a threat check to see what unseen perils await your heroes, and then activate each of the villains in turn, in the villainous activation phase:

1. Hero Phase
2. Villain Phase
 - a. Threat Check
 - b. Villainous Activations

There is no maximum number of rounds in a game, and there is no need to keep track of the current round number, as nothing in the game makes reference to it. See also "Ending The Game", (page XX).

Hero Phase

During the **hero phase** you will activate each model in turn, in an order of the players' choosing. You must complete the activation of one model before you activate the next.

Hero Activations

When a hero is activated, it gains a number of action points equal to its Action Points value. These may be spent on any heroic action that is available to the hero.

After the hero has exhausted all her action points, the next hero may be activated.

Heroic Actions

Each hero has a number of action points, which may be spent to take the following actions, with the cost in action points listed in brackets:

Basic Actions

These actions may be taken by any hero.

- (1) **Walk:** Move this model up to 4". May not be taken if the model would begin the action engaged.
- (1) **Hand-To-Hand Attack:** Skill check. Range 1". Minimum difficulty equal to target's skill.
- (1) **Shooting Attack:** Skill check. Range 10". This action gains +1 Skill. Minimum difficulty: 5. May not be taken while engaged. May not target a model that is engaged. *Immediately After resolving this action, the target immediately takes its reaction action.*
- (1) **Escape From Combat:** Skill check. *Target the model with the highest Skill value engaging this model. Randomise if multiple.* Minimum difficulty equal to the *target's* skill. If successes equal to or greater than the number of enemy models that are currently engaged with this model: this model may immediately take a *Walk* action, during which it does not count as engaged. Otherwise, the action fails.
- (1) **Focus:** This model gains advantage during the next skill test it makes this round. *Note: taking this action multiple times has no effect.*
- (1) **Stand Up:** This model removes the knocked down condition.
- (1) **Help Up:** Range: 1". Target hero removes the knocked down condition.
- (1) **Pass Object:** Skill check. Range: 2". May not be attempted if engaged. For each success rolled, pass up to one token from the active model to the target, or vice versa.
- (1) **Eyes Peeled:** Until the end of this round, the first time a villain spawns in line of sight of this model, this model may take *any (1)* attack action targeting the spawned model. *This attack action suffers disadvantage*, and interrupts any ambush. *If a shooting attack is made using Eyes Peeled*, it may be made even if the target *or the attacker* is engaged. *Note: taking this action multiple times has no effect.*
- (1) **Interact:** Skill check. Range: 1". May not be taken while engaged. When interacting, you must declare a single purpose for the interact action (normally related to an objective). *Note: this action has no in-built effect.*
- (1) **Parley:** Skill check. Range: 1". *Minimum difficulty equal to target's skill.* Parley with a target model within 1". *Note: this action has no in-built effect.*
- (1) **Taunt:** Skill check. Range 6". *Minimum difficulty equal to target's skill. If successful, for the rest of the round, whenever the target villain selects a target hero, it selects this model.*

Leader Only Actions

These actions may only be taken by a leader.

- (1) **Call Over:** *Leader only*, Range 8". Target hero may immediately take either a *Walk* or *Escape From Combat* action.
- (1) **Pep Talk:** *Leader only*, Range 4". Target hero gains advantage during their next skill test.

Specialist Actions

These actions require the model to have the appropriate trait.

- (2) **Spot Hidden:** Skill check. If successful, the player may peek at a single threat marker in line of sight of this model. This does not reveal the threat marker. *(May only be taken by a model with the **Eagle-eyed** trait.)*
- ~~(1) **Blind:** Skill check. All villains within 3" of this model gain disadvantage on their next attacks and do not count as engaging other models for the rest of the phase. *(May only be taken by a model with the **Photograph** trait.)*~~
- ~~(1) **Illuminate:** This model may target an unrevealed threat marker within 9" and move it up to 3" directly towards this model. *(May only be taken by a model with the **Torchbearer** trait.)*~~
- (2) **First Aid:** Skill check. Range 1", +1 skill: remove 2 Wounds from the target per success. *(May only be taken by a model with the **Medic** trait.)*
- (2) **Dynamite Attack:** ~~Skill check.~~ Place a Dynamite marker in base contact with this model. This model may then take a Walk action. Then every model within 2" of the Dynamite marker suffers a skill 6 attack that ignores line of sight. *After resolving all attacks this action, every villain within 2" of the Dynamite marker immediately takes its reaction action.* Then remove the Dynamite marker. *(May only be taken by a model with the **Demolition Expert** trait.)*
- (2) **Incendiary Attack:** Place three 30mm incendiary markers such that: at least one of them is within 4" of this model; each is touching at least one other incendiary marker, and; each is at least partially within line of sight of this model. Then any model touched by an incendiary marker suffers one skill 4 attack that ignores line of sight for each incendiary marker in contact with it. *(May only be taken by a model with the **Pyromaniac** trait.)*

Threat Markers

Revealing Threat Markers

At the end of **any heroic action**, if **any hero** is within 6" of one or more threat markers, or when a threat marker is moved to within 6" of a hero: reveal all threat markers that are within 6" of a hero (by flipping over each marker without altering its position) and look up the number of each revealed threat marker.

Revealing a Villain

If the revealed threat marker number indicates a master or minion, commonly those numbered 1-5, spawn the indicated villain within 1" of the revealer, and as close to the threat marker that revealed it as possible.

When you reveal a **master** for the first time: +1 to the threat level.

Revealing a Peril

If the revealed threat marker number indicates a peril, commonly those numbered 6-8, immediately read the text of the revealed peril and resolve it. Some perils remain in play; some are discarded

immediately. *If a peril remains in play, leave the threat marker in play to mark the location of the peril.*

The Revealer

Many threats affect the **revealer** in some manner. If the threat marker was revealed as a result of a heroic action, the revealer is clear: the hero whose heroic action caused it to be revealed.

If the threat marker was revealed as a result of some game effect other than a heroic action, such as the threat check, then the hero closest to the marker when it was revealed counts as the revealer, randomising if multiple heroes are equally close.

Spawning a Villain

When asked to spawn a new master or minion, take the appropriate monster miniature from your collection and place it into play as instructed.

Spawning a Random Minion

If you are asked to “spawn a random minion”: refer to the currently selected villains list and randomly determine one of the threat marker results that would spawn a minion model, ignoring any threat marker result that would spawn a **unique** minion. Spawn a new model of this type.

For example: If you were using the “Vampire Count” villain list and were asked to spawn a random minion, you would randomise between two “Thrall” results and two “Bat Swarm” results.

Ambush

When a villain is spawned during the hero phase as a result of revealing a threat marker, it **ambushes** the revealer of the threat marker. This interrupts the hero phase, and causes the villains to immediately seize the initiative.

When a model ambushes, followed these steps:

1. Spawn the ambushing model within 1” of the revealer, placing it as close to the threat marker that revealed it as possible.
2. Immediately end the hero phase
3. Begin the villain phase, making the threat check as normal.

Note: the ambushing model doesn’t immediately attack. It attacks at the appropriate point in the villain phase.

Villain Phase

During the villain phase, first make a **threat check** to see what unseen perils await your heroes, and then activate each of the in-play villains in turn.

Threat Level

This is the scientific measure of the weight of sinister menace and general malevolence of the current situation.

The threat level starts the game at one.

When you reveal a **master** for the first time: +1 to the threat level.

When you kill a **master** for the first time: -2 to the threat level.

Threat Check

Before the villainous activation phase, you must make a **threat check** to see if the unseen threats on the board perform any action.

The threat check is a villainous attack with a skill equal to the current **threat level** and a minimum difficulty equal to the number of heroes in play. The threat check always has advantage.

Count the number of successes and compare this number value against the Threat Check table to find out which effect triggers.

Threat Check Results

Count the number of successes and compare the value against the following table:

Successes	Result	Effect
0	Threatening Overture	+1 to the current Threat level
1-2	The Noose Tightens	Move each unrevealed threat marker: if there is a hero within 10" move it 1" towards the hero nearest to it , else move it 1" towards the centre of the board. Then apply the Threatening Overture result.
3-4	Crawling Chaos	Each hero makes a horror check. Each master model removes 3 wounds. Then apply The Noose Tightens result.
5-6	From The Shadows	Each master removes 3 wounds. Then select the hero with the fewest friendly models within 3" of it, if multiple, the one closest to the heroes' table edge, if multiple, randomise. Spawn a minion within 1" of it and as close to the heroic board edge as possible. Then apply the Crawling Chaos result
7+	The Trap Is Sprung	Move the two unrevealed threat markers furthest from any hero 7" towards the target hero for each of them. Each minion removes 1 wound. Then apply From The Shadows .

NOTE: Revealing Multiple Threat Markers

Sometimes, during the Threat Check, you may find that multiple threat markers end up within 6" of the heroes. Feel free to move all the threat markers first, and then reveal them all simultaneously before proceeding. For example you might want to check them all before choosing which enemies the heroes are going to use their "I'll Cover You" reactions against.

Villainous Activations

During the **villainous activations**, you must activate each villain once in order of how close they are to the heroic board edge.

Controlling the Villains

During the villain phase, players take it in turns to resolve things. The player on the left of the last player to activate should make the threat check, and then the player to the left of them should activate the villain closest to the heroic board edge, and so on. Players then take it in turns to activate villains, always activating the villain that has yet to activate that is closest to the heroic board edge, until every villain has been activated exactly once.

Villainous Movement

When moving “towards” a model, the villain must use the shortest route by which that model can move, rather than the direct line, and end as close as possible. Villains may move whether or not they are engaged.

Threat markers always ignore terrain when moving and can move (and stop) under or on top of any piece of terrain.

Target Hero

Whenever a villain needs to select a **target hero**, follow these selection criteria in order. If more than one model fulfils a selection criterion then use the next to choose between them, and so on until only a single model remains, which becomes the target hero. If no model fulfils a given criterion then skip it and use the next.

1. A model **in range of the current action**;
2. A model within 3” of an objective marker;
3. The model that has suffered the most wounds;
4. Choose randomly between the heroes that match the above.

Target Threat Marker

Whenever a villain needs to select a **target threat marker**, follow these selection criteria in order. If more than one threat marker fulfils a selection criterion then use the next to choose between them, and so on until only a single threat marker remains, which becomes the target threat marker. If no marker fulfil a given criterion then skip it and use the next.

1. A threat marker **in range of the current action**;
2. A threat marker that is out of line of sight of any hero;
3. The threat marker nearest the villainous table edge;
4. Choose randomly between the threat markers that match the above.

Often, the criteria will say target *unrevealed* threat marker, in which case follow the same steps but only consider unrevealed target threat markers.

Villainous Behaviour

Each villain has one of a range of behavior types, and some masters have their own unique behaviours. These behaviours always follow this set pattern:

1. **Check:** The model's behaviour may be conditional on a certain threshold or situation. First check if the noted threshold has been reached or the noted situation exists and follow the instructions.
2. **Action:** After resolving the check, the villain takes **all the noted actions**.
3. **Move:** Next, the model takes the noted movement action.
4. **Fallback Action:** If this model **did nothing** in Step 2, it takes **all the noted actions** now.

Reaction: Each behaviour type will also have a reaction, which is the action that the villain takes if a reaction is triggered for it.

Villainous Actions

Villainous Attack: Skill check. Range 1". Minimum difficulty equal to target's skill. If this model **has any hero in range of this action: attack target hero; otherwise do nothing**.

Advance: If this model **has any hero in range and line of sight of its villainous attack:** do nothing; otherwise move this model 6" towards target hero (Range 7").

Skulk: Move this model 6" towards target unrevealed threat marker (Range 7").

Up To No Good: Range 1". If this model is the first model this round to take this action while **in range of any** unrevealed threat marker: increase the threat level by 1; **otherwise do nothing**.

Raise The Alarm: Range 1". If this model is **in range** of an unrevealed threat marker, **select** the hero closest to the heroic board edge (randomise if multiple) and spawn a random minion within 1" of that hero, placing it as close to the heroic board edge as possible.

Step Forward: If this model **has any hero in range and line of sight of its villainous attack:** do nothing; otherwise move this model 1" towards target hero (Range 7").

Slink Away: If this model is within 1" of an unrevealed threat marker: take the *Hide* action; otherwise, Move this model 1" towards target unrevealed threat marker (Range 7").

Hide: Until the start of the next villain turn, all attack actions that target this model suffer disadvantage.

Note: villainous movement is not affected by engagement by default, only if the villainous action mentioned it explicitly.

Standard Villainous Behaviors

Aggressive

1. **Check:** None
2. **Action:** *Villainous Attack*.
3. **Move:** *Advance*.

4. **Fallback Action:** *Villainous Attack*.

Reaction: Step Forward.

Lurker

1. **Check:** If the Threat level is 7+, or all Threat Markers revealed, use Aggressive behaviour.
2. **Action:** *Raise The Alarm*, then *Villainous Attack*.
3. **Move:** *Skulk*.
4. **Fallback Action:** *Up To No Good*, then *Villainous Attack*.

Reaction: Slink Away.

Pack Hunter

1. **Check:** If there are no other villains within 3" of this model, use Lurker behaviour.
2. **Action:** *Villainous Attack*.
3. **Move:** *Advance*.
4. **Fallback Action:** *Villainous Attack*.

Reaction: Step Forward.

Episode Setup

A game of PERILOUS TALES is called an EPISODE. An **episode** consists of a **Leader** and her **party**; a set of **villains**; a **location**; and a number of **objectives**.

NOTE: Online Episode Generator

In order to speed up the process of setting up a new episode, and to provide a convenient quick reference sheet that is tailored to your episode, you might wish to use our free online Episode Generator, which can be found at <http://periloustales.com>

Setup

To set up a new game of Perilous Tales, follow these steps:

1. Establish the episode
 - a. Determine your Villains
 - b. Determine your Location
 - c. Determine your Objectives
 - d. Select your Party
2. Set up the table
 - a. Set up Play Area
 - b. Set up Threat Markers
 - c. Set up any Objective markers
 - d. Deploy your Party

Determine your Villains

Either select the villains from those listed in the “Villain Lists” section of this rulebook, or roll a D100 to randomly select one.

Determine your Location

Each adventure occurs in a particular location. The location determines the nature of the **local threats**. The location also helps suggest the tabletop terrain and flesh out the story in your mind.

Select the home territory of the selected villain (to do); or select a location from those listed in the “Locations” section of this rulebook; or use the basic location; or roll a D100 to randomly select one.

Determine your Objectives

Each game of Perilous Tales sees your heroes attempting to complete three objectives.

There are thirteen basic objectives. You can download, print and cut up handy reference cards for the objectives from PerilousTales.com

Choose, or randomly select, three different objectives for the game.

Select your Party

For each episode, you will need to begin your preparations by selecting some heroic miniatures to represent your heroic party. Each party contains one leader, and a number of stalwart teammates depending on the number of players:

Players	Party
1	The player takes 1 Leader and 4 teammates
2	Each player takes 1 Leader and 2 teammates each
3	Each player takes 1 Leader and 1 teammate each
4	Each player takes 1 Leader each

You can download, print and cut up handy character cards for your party from PerilousTales.com. Be sure to name everyone!

NOTE: Base Sizes

Perilous Tales is a chance to use a whole range of miniatures from anywhere and everywhere you like.

The game has been designed with the assumption that all your heroic and monster models are mounted on 25mm, 30mm or 40mm round bases, but it really won't make too much of a difference in game if your bases are slightly smaller or slightly larger or of a different shape.

Traits

In this game, the heroes of the story are ordinary men and women, standing back-to-back against the terrors that beset them. They must overcome their foes through grit, enterprise and ingenuity, without super-human abilities or powerful weaponry.

Each teammate may be given a single **trait**. Each leader may be given two traits. **No two heroes may be given the same trait.**

1. **Brute:** This model gains +3 skill both when taking the *Hand-To-Hand Attack* action and when being attacked by a villain.
2. **Crazed:** This model automatically passes any horror check.
3. **Crack Shot:** This model gains an additional +1 skill when taking the *Shooting Attack* action.
4. **Demolition Expert:** Once per game, this model may take the *Dynamite Attack* action.
5. **Discretion:** When a villain spawns within 1" of this model, it may immediately make an *Escape From Combat* action. This model gains +1 skill when taking the *Escape From Combat* action.
6. **Medic:** This model may take the *First Aid* action.
7. **Eagle-Eyed:** May take the *Spot Hidden* action.
8. **Hair-Trigger:** This model counts the *Eyes Peeled* action as costing 0 action points.
9. **Handy:** This model gains +2 skill when taking the *Interact* action, and may take the *Interact* action when engaged.

~~Torchbearer: May take the *Illuminate* action.~~

10. **Lucky:** Once per round, this model may ignore any one effect, other than suffering wounds, that it would suffer directly from a villain, threat marker or threat check effect.
11. **Marksman:** This model gains an additional 4" range when taking the *Shooting Attack* action, and gains advantage to all *Shooting Attack* actions if they have not taken a *Walk* or *Escape From Combat* action this round.
12. **Nippy:** The first time this model makes a *Walk* action each round, it may move up to 6".

~~Photographer: May take the *Take Photograph* and *Blind* actions.~~

13. **Pyromaniac:** Once per game, this model may take the *Incendiary Attack* action.
14. **Relentless:** This model counts the *Stand Up* action as costing 0 action points.
15. **Slippery:** This model may take the *Walk* action even if engaged.
16. **Sneaky:** When this model would be the revealer of a threat marker, it may make a skill check: if successful, it does not reveal the threat marker.
17. **Tough:** This model may ignore the first wound it receives during each attack.

Note: This list is numbered to allow you to roll up traits for your party at random, if you want to get set up with the minimum of preparation.

Set up Play Area

Perilous Tales is played on a 24" x 24" board. Select one edge as the **heroes' board edge**. The opposite board edge becomes the **villains' board edge**. Place terrain however you like, to describe the location and the situation for your episode.

NOTE: Using Map Tiles

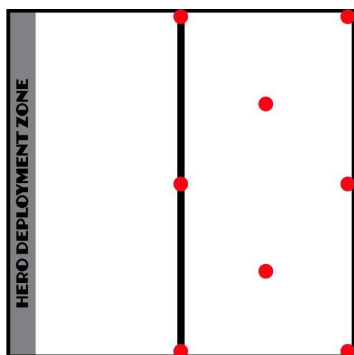
*If you are like the author, you might have a selection of attractive and thematic map tiles in your collection, perhaps drawn from various horror and fantasy board games. *Perilous Tales* plays great on these map tiles!*

If you wish to use these map tiles, set them up to roughly describe a 24"x24" space, and then play as normal, ignoring any lines that describe "board spaces", and interpreting walls and other scenic features as needed.

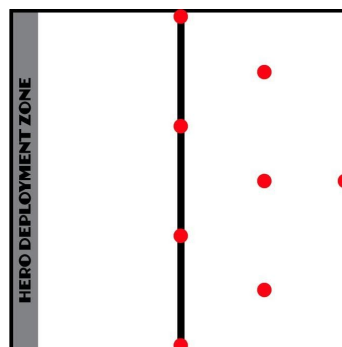
Set up Threat Markers

Shuffle the **threat markers** together and deploy them at random (without looking at the numbers on each), in one of the following patterns. Roll a D10:

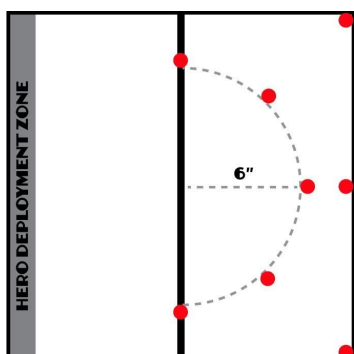
1-3: Standard:



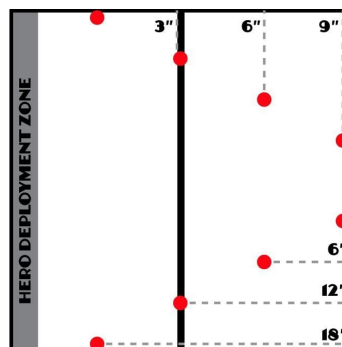
4-6: Aggressive:



7-8: Encircling:



9-10: Corridor:



The • icons mark the locations of the **threat markers**. When placing threat markers: ensure all of the threat marker is on the board. When following the measurements noted on the diagrams above, the measures are from the board edge to the centre of the threat marker, to ensure the threat markers are evenly distributed on the table.

Set up any Objective Markers

If any of the active objectives require objective markers to be placed during setup, deploy them now.

Deploy your Party

Deploy all the Heroes. They must be deployed **inside 2"** of the heroes' board edge (and not in contact with it).

Objectives

Each **episode** invites the heroes to complete up to three **objectives**. Choose or randomly select three.

Objective Markers

Many objectives require the placement of **objective markers** on the board. These are listed as such and normally have a more specific name, such as “Idol marker”.

Objective Tokens

Some objectives require models to collect and carry **objective tokens**. If a model carrying an objective token is killed, you must place that token in base contact with the model before it is removed. If a model moves across or into contact with a dropped token, place that token in possession of that model.

The Objectives

1) 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” **away** from any other objective marker. *Note: if you have multiple objectives that refer to an Idol marker, use a single Idol marker shared by all objectives.*

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.

NOTE: The “Idol”

Note, in your adventure, the idol might actually be a coffin, or a nest of eggs, or a piece of vital villainous equipment, a trapdoor to escape, etc.

2) Destroy the Idol

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” **away** from any other objective marker. *Note: if you have multiple objectives that refer to an Idol marker, use a single Idol marker shared by all objectives.* 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 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.

3) 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.

4) 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.

5) Kill the Master

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

6) 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 successfully 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.

7) 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” **away** 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.

8) 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.

9) Flip the Switches

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. *Note: if you have multiple objectives that refer to Switch markers, use a single set of Switch markers shared by all objectives.*

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.

10) Call for Rescue

Objective marker: Deploy a 30mm Radio marker (or a suitably sized item of terrain) anywhere with 9" of the villainous board edge, and at least 3" **away** 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 5" **away** 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.

11) Set the Explosives

Heroes **on the villainous half of the table** may interact with 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.

~~**End Of Game Condition:** The game ends on the round that the third Explosives marker has been placed.~~

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

12) Find the Precious

~~Before the game starts, take five playing cards from a standard pack, exactly one of which should be an Ace. Shuffle them to form the Precious Object Search Deck.~~

~~If 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: reveal the top card of the Search Deck. If the revealed card is the Ace, discard the Ace and place a Precious Object objective token in the possession of the active model. Otherwise, discard the card.~~

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 Item objective token in the possession of a surviving hero: score 3 points.

13) 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. *Note: if you have multiple objectives that refer to Switch markers, use a single set of Switch markers shared by all objectives.*

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.

~~End Of Game Condition: The game ends at the end of the round on which this objective was scored.~~

14) 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.

15) Forbidden Knowledge

~~Before the game starts, take five playing cards from a standard pack, exactly one of which should be an Ace. Shuffle them to form the Artifact Search Deck.~~

~~When a villain is killed: reveal the top card of the Search Deck. If the revealed card is the Ace, discard the Ace and place an Esoteric Artifact objective token in base contact with the killed model, and as close as possible to the nearest hero. Otherwise, discard the card.~~

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.

16) 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.

Ending The Game

At the end of each game round, the game ends if any of the following are true:

- ~~1. The master is dead, and there are no villains currently on the board~~
2. An end of game condition is met on an objective
3. All of the party are either dead or have left the board
4. The current Threat Level is 10

Victory Points

Once the game is over, total up the points you earned from your objectives, then add the following bonuses or penalties:

Happening	Bonus
Leader alive at end of game	+1 point
Didn't lose a single teammate	+1 point
Whole party dead	-1 point

With your final total, find out how you did:

Final Rank

Score	Rank	Performance
10+	A	A truly heroic performance!
8-9	B	A tale fit for the telling.
6-7	C	Adequate. I shall give you a shilling for it.
3-5	D	A near thing. Not the party's proudest episode.
0-2	F	Failure. Let us never speak of this again.

Villain Lists

During episode setup, you may either choose or randomly determine a villain. Each entry has its own Villain List.

1. The Thing In The Ice
2. The Whateleys
3. The Swamp Fiend
4. The Mad Scientist
5. The Martians
6. The Vampire Count
7. The Ghast
8. The Wolf Man
9. The Demon Butcher
10. The Voodoo Cult
11. The Mummy
12. The Blob
13. The Triffids
14. The Witch
15. The Gargoyles
16. The Rampaging Robots
17. The Cult Of Starry Wisdom
18. The Mimic
19. The Haunted Mansion

There follows a number of **villain lists**. These lists provide the statistics for a master, plus their minions and any special rules. Each master and minion has a number besides its name: this is the numbered threat marker that will reveal it. An entry with a “•” icon beside their name is unique.

The Thing In The Ice

1: • The Thing That Was Jenkins – Master, Aggressive, 12 Wounds, Skill 6

Is That You? When a hero with no wounds targets this villain with an attack action, it must take a skill check or the attack action immediately suffers misfortune.

Paranoia: If this model wounds a hero, that hero is marked. When a hero declares an attack action that is in range and line of sight of a marked hero they must pass a skill check or be forced to target the marked hero with this attack (randomise if multiple). When a marked hero dies, it counts as having the **Unquiet Passing** special rule.

Flailing Retreat: When this model would be killed, it makes a skill check with a minimum difficulty equal to the current threat level. If there are any successes, this model is not killed: instead remove a number of wounds equal to the number of successes, then this model moves 6” towards the villainous board edge, then it changes its behavior to Lurker; otherwise it is killed as normal.

Unquiet Passing: When this model is killed, each hero that is engaged with it must pass a skill check or suffer 1 wound from this model.

2-5: A Thing That Was A Sled Dog – Minion, Pack Hunter, 4 Wounds, Skill 4

Is That You? When a hero with no wounds targets this villain with an attack action, it must take a skill check or the attack action immediately suffers misfortune.

Paranoia: If this model wounds a hero, that hero is marked. When a hero declares an attack action that is in range and line of sight of a marked hero they must pass a skill check or be forced to target the marked hero with this attack (randomise if multiple). When a marked hero dies, it counts as having the **Unquiet Passing** special rule.

Unquiet Passing: When this model is killed, each hero that is engaged with it must pass a skill check or suffer 1 wound from this model.

The Whateleys

1: • Old Man Whateley

Master, Lurker, 8 Wounds, Skill 5

Sorcerer: The range of this model’s *Villainous Attack* action is increased to 10”.

Open The Way: If there is an “Idol Marker” in play, and Old Man Whateley is within 3” of the Idol Marker at the end of the round, increase the threat level by 1.

I Must Complete The Spell: If there is an Idol Marker in play, and Old Man Whateley moves: he will always move toward the Idol Marker, rather than towards a hero.

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on the threat marker that revealed it.

2: • The Dunwich Horror

Minion, Aggressive, 12 Wounds, Skill 7

Terrifying: Any hero that is within 10” of this model suffers disadvantage to Horror checks.

3: • Lavinia Whateley

Minion, Pack Hunter, 4 Wounds, Skill 5

Bless You, My Children: If either of Wilbur Whateley or The Dunwich Horror are within 4" of Lavinia at the start of the villain phase, both Wilbur and The Dunwich Horror **remove 3 wounds** each.

4: • Wilbur Whateley

Minion, Aggressive, 8 Wounds, Skill 6

Sorcerer: The range of this model's *Villainous Attack* action is increased to 10".

5: Cultist

Minion, Pack Hunter, 4 Wounds, Skill 5

The Swamp Fiend

1: • Swamp Fiend

Master, Lurker, 15 Wounds, Skill 8

Piledriver: If this villain's attack causes one or more wounds, the target is pushed back 2".

Frenzy: After making an attack with this model, if there is another hero within 2" of this model that this model has not yet attacked this round, **push this model 2" directly towards that model and then make another villainous attack action.**

2-5: Alligator

Minion, Pack Hunter, 6 Wounds, Skill 5

Surprise: This model's attacks gain advantage during a round in which they spawned.

The Mad Scientist

1: • Mad Scientist

Master, Lurker, 12 Wounds, Skill 5

Experiment: If there is a knocked down model within 1", and no other hero within 6", kill the knocked down model as this model's activation.

Experimental Simulants: Minions within 3" of this model gain advantage to their attacks.

2: • Lab Assistant

Minion, Lurker, 8 Wounds, Skill 5

Experiment: If there is a knocked down model within 1", and no other hero within 6", kill the knocked down model as this model's activation.

3: • The Monster

Minion, Aggressive, 15 Wounds, Skill 7

Powerful: If an attack from this model causes one or more wounds, the target suffers **knockdown**.

4-5: Botched Creations

Minion, Lurker, 4 Wounds, Skill 5

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on the threat marker that revealed it.

Grasping: If this model's attack rolls one or more critical hits, the target suffers knockdown.

The Martians

1-3: Tripod

Master, Aggressive, 12 Wounds, Skill 7

Fighting Machine: This model may ignore terrain penalties.

Heat Ray: The range of this model's *Villainous Attack* action is increased to 8".

4-5: Remote-Controlled Human Captives

Minion, Pack Hunter, 2 Wounds, Skill 3

Shambling: When this model would move 6", it moves 3" instead.

The Vampire Count

1: • Vampire Count

Master, Aggressive, 10 Wounds, Skill 7

Bat Form: At the end of the villain phase, pick up this model and place it within 1" of a random hero.

Bite That Turns: If this model wounds a hero, that hero is **marked**. If a **marked** model is killed by any means, replace it with a Thrall minion.

Red Vigor: If this model kills a hero, remove 3 wounds from this model.

Alacrity: Whenever this model moves, increase the noted movement distance by 1".

2-3: Thrall

Minion, Aggressive, 6 Wounds, Skill 5

Eternity Calls: When this model would select a target hero, add the criteria "a model that is marked" as **step 1.5** of the target hero selection criteria.

4-5: Bat Swarm – Minion, Aggressive, 3 Wounds, Skill 3

Winged Malevolence: At the end of the villain phase, pick up this model and place it within 1" of a random hero, and as close to the villainous board edge as possible.

Vexatious: Any hero engaged with this model reduces its maximum line of sight to 2".

The Ghast

1: • Ghast – Master, Lurker, 1 Wound, Skill 5

Incorporeal: This model cannot suffer wounds and ignores terrain when moving.

Banishment: Heroes may take the (2) **Exorcism** action, which has a 3” range. If three heroes target this model with an Exorcism action in the same phase, kill this model.

Touch of Death: After this model attacks, if this model caused no wounds, the target suffers 3 wounds.

Fearful Visage: After this model attacks, the target must make a horror check.

2-4: Spirit – Minion, Aggressive, 1 Wound, Skill 2

Swirling Spirits: when this model is killed, spawn a new Spirit minion exactly 8” away from the attacking model and as close to the villainous board edge as possible.

Insubstantial: This model ignores terrain when moving. Enemy models count this model as open terrain.

5: Creeping Horror (Local Threat)

The Demon Butcher

1: • Demon Butcher

Master, Aggressive, 12 Wounds, Skill 6

Brutal: When this model attacks, rolls of “9” and “10” cause 2 hits instead of one.

Bloody Butchery: If this model kills a hero, all resulting horror checks suffer disadvantage.

2-3: Imp – Minion, Pack Hunter, 3 Wounds, Skill 3

Pickpocket: A hero within 3” of this model counts as having no traits.

Creep: After attacking, [trigger this model's reaction](#).

4-5: Rat Swarm – Minion, Pack Hunter, 4 Wounds, Skill 4

From The Sewers: If at least one Rat Swarm model is in play at the start of the villain's phase, select a random hero that is currently more than 3” from any villain and spawn a new Rat Swarm in base contact with it, and as close to the villainous board edge as possible.

The Wolf Man

1: • Werewolf – Master, Aggressive, 12 Wounds, Skill 7

Frenzy: After making an attack with this model, if there is another hero within 2” of this model that this model has not yet attacked this round, **push this model 2” directly towards that model and then make another villainous attack action.**

The Full Moon: If this model wounds a hero, that hero is **marked**. During a **marked** hero’s activation, if it suffers misfortune on any skill check, kill the hero and replace it with a young werewolf minion.

Red Vigor: If this model kills a hero, remove 3 wounds from this model.

Scent of Blood: If this model targets a wounded hero with an attack action, it gains +1 skill.

2: Young Werewolf – Minion, Aggressive, 6 Wounds, Skill 4

The Full Moon: If this model wounds a hero, that hero is **marked**. During a **marked** hero’s activation, if it suffers misfortune on any skill check, kill the hero after completing the action and replace it with a young werewolf minion.

Red Vigor: If this model kills a hero, remove 3 wounds from this model.

Scent of Blood: If this model targets a wounded hero with an attack action, it gains +1 skill.

3-5: Wolf

Minion, Pack Hunter, 4 Wounds, Skill 3

Scent of Blood: If this model targets a wounded hero with an attack action, it gains +1 skill.

The Voodoo Cult

1: •Voodoo Priestess – Master, Lurker, 7 Wounds, Skill 5

Hoodoo: When revealed, place a Voodoo Doll model in base contact with the **Leader** (or a random teammate if the Leader is dead) and as close to the villainous board edge as possible.

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on threat marker that revealed it.

Curse: The Voodoo Priestess counts as being in base contact with any model that is in base contact with the Voodoo Doll.

Beautiful and Terrible: Heroes must pass a skill check before attacking the Voodoo Priestess.

2: • Witch-doctor – Minion, Lurker, 9 Wounds, Skill 7

Dance of Death: At the end of the Witch-Doctor activation, all Zombies within 6” immediately activate for free. This can lead to some Zombies activating twice in a single turn.

3-5: Zombie – Minion, Aggressive, 4 Wounds, Skill 5

Shambling: When this model would move up to 6”, it moves up to 3” instead.

•Voodoo Doll – Minion, Aggressive, 3 Wounds, Skill 1

Tiny Terror: When attacking this model, if any of the attacker’s skill dice fail to roll a success, cancel all successes for this attack.

Giggling Horror: After being attacked, push this model 6” directly away from the attacking model.

Mama’s Little Helper: You must always activate this model before the Voodoo Priestess.

The Mummy

1: •Imhotep – Master, Special, 12 Wounds, Skill 7

Love Eternal: When revealed, randomly select one hero. Imhotep believes this person to be the reincarnation of Princess Anankha. Imhotep has the following villainous behaviour:

1. **Check:** If Princess Anankha is within 3” of the villainous table edge and 1” of Imhotep then end the game.
2. **Action:** Attack target hero
3. **Move:** If Imhotep is in base contact with Princess Anankha then move both Imhotep and Princess Anankha 6” towards the villainous table edge, otherwise move 4” towards Princess Anankha.
4. **Fallback Action:** Attack target hero.
 - **Reaction:** *Step Forward.*

Strange Embrace: Whilst Imhotep is in base contact with Princess Anankha, the Princess counts as having an Action Points statistic of zero.

Breath Of The Grave: The range of this model’s *Villainous Attack* action is increased to 6”.

None Shall Harm Her: This model gains the following additional step during selection of their Target Hero, which must always be checked first: 0. Not Princess Anankha.

2: •High Priest Of Karnak

Minion, Aggressive, 6 Wounds, Skill 6

None Shall Harm Her: This model gains the following additional step during selection of their Target Hero, which must always be checked first: 0. Not Princess Anankha.

3-5: Cultist Of Karnak

Minion, Aggressive, 4 Wounds, Skill 5

None Shall Harm Her: This model gains the following additional step during selection of their Target Hero, which must always be checked first: 0. Not Princess Anankha.

The Blob

1: •The Blob

Master, Aggressive, 15 Wounds, Skill 7

Gelatinous Horror: If a heroic model takes a Hand-To-Hand attack action against this model and scores no successes, the attacking model suffers knockdown.

Envelop: If a model ends its activation engaged with this model and knocked down, it is killed.

Whipping Pseudopods: The range of this model's *Villainous Attack* action is increased to 3".

Shambling: When this model would move up to 6", it moves up to 3" instead.

Gargantuan: When The Blob is killed, replace it with a Flabby Pseudopod, then place a second Flabby Pseudopod within 3" of the first and as close as possible to the model that killed The Blob.

2-3: Flabby Pseudopod

Minion, Aggressive, 4 Wounds, Skill 6

Digestive Acids: If attacking a model that is knocked down, add 3 to this model's Skill.

Shambling: When this model would move 6", it moves 3" instead.

Overpower: If an attack from this model causes one or more wounds, and there is another villain engaged with the target, the target suffers knockdown.

Cut One Down And Two Take Its Place: When this Flabby Pseudopod is killed, replace it with a Probing Tentacle, then place a second Probing Tentacle within 3" of the first and as close as possible to the model that killed this Flabby Pseudopod.

4-5: Probing Tentacle

Minion, Lurker, 3 Wounds, Skill 3

Grasping Protuberances: The range of this model's *Villainous Attack* action is increased to 2".

Overpower: If an attack from this model causes one or more wounds, and there is another villain engaged with the target, the target suffers knockdown.

The Triffids

1-3: Triffid

Master, Lurker, 10 Wounds, Skill 7

Whipping Pseudopods: The range of this model's *Villainous Attack* action is increased to 3".

Blinding Sting: If this model successfully wounds a hero, that model is knocked down and that model may not declare the shooting attack action for the rest of the game.

4-5: Poisonous Seed Pods

Minion, Lurker, 3 Wounds, Skill 5

Sensitive to Sound: If a hero activates within 1" of this model, this model makes an attack immediately before the hero's first action.

Immobile: This model cannot move after it is placed initially.

The Witch

1: • Witch – Master, Lurker, Wounds 6, Skill 7

Familiar: When this villain would be revealed by a threat marker: spawn a Crow instead of this villain.

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on the threat marker that revealed it.

Sorcerer: The range of this model's *Villainous Attack* action is increased to 10".

Deal With The Devil: If a hero takes a successful parley action against this villain, they may take 8 wounds to remove the Witch from play. This model counts as killed for the purposes of objectives and threat level. .

Black Magicks: If a hero makes an attack action against this model which causes zero wounds: the attacker suffers 1 wound, then select a threat marker (including those marking perils) at random and place this villain 8" away from the attacker, as near to that threat marker as possible (or the villainous board edge if there are no threat markers in play).

2-3: Crow – Minion, Lurker, Wounds 2, Skill 2

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on the threat marker that revealed it.

Eyes of the Mistress: If there is a Witch in play, the range of this model's *Villainous Attack* action is increased to 10" and gains +1 skill.

Fly: When this model moves, its movement is increased to 10" and it ignores terrain.

Out Of Tricks: When this model is killed, if threat marker (1) has already been revealed and no Witch has been spawned so far this game, spawn the Witch by replacing the Crow with the Witch.

4-5: Villager – Minion, Lurker, Wounds 5, Skill 2

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on the threat marker that revealed it.

Bystander: Heroes may not target this model with attack actions, unless this model has already attacked a hero this game.

Burn The Witch: If a hero takes a successful *Parley* action against this villain (difficulty 8), it becomes a teammate with 2AP under the control of that hero's controller and may activate this turn.

The Gargoyles

1-2: Gargoyle – Master, Special, Wounds 20, Skill 4

Hang Back: When revealed from a threat marker, spawn this model so that it is centred on the threat marker that revealed it.

Grandma's Footsteps: This model has the following villainous behaviour:

1. **Check:** None.
2. **Action:** *Terrible End*.
3. **Move:** *Don't Blink*.
4. **Fallback Action:** None.
 - **Reaction:** After a hero takes a *Walk* action, this model immediately takes the *Don't Blink* action.

Terrible End: Villainous attack. Skill check. Range 1". If successful, the target is killed.

Don't Blink: If two or more heroes can draw line of sight to this model, do nothing; otherwise move this model 3" towards target hero (Range 7").

Terrifying: Any hero that is within 10" of this model suffers disadvantage to Horror checks.

3-4: Bat Swarm – Minion, Aggressive, 3 Wounds, Skill 3

Bat Form: At the end of the villain phase, pick up this model and place it within 1" of a random hero, and as close to the villainous board edge as possible.

Vexatious: Any hero engaged with this model reduces its maximum line of sight to 2".

5: Blackness Descends

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

The Rampaging Robots

1: • The Robot – Master, Aggressive, Wounds 15, Skill (Special)

Powering Up: This villain's skill is equal to the current threat level.

Piledriver: If this villain's attack causes one or more wounds, the target is pushed back 2".

2: • The Inventor – Minion, Lurker, Wounds 8, Skill 4

Tinker: When this villain must select a target threat marker, add the following step 0 to its targeting rules: **0. The Robot (if in play)**

Overclock: When The Robot makes a skill check, if this villain is within 3" of it, it gains advantage.

Repairs: If this model activates within 2" of The Robot, remove 1 wound from The Robot.

3-5 Tinkerbots – Minion, Lurker, Wounds 3, Skill 2

Flailing Sanitation Armatures: Any hero engaged with this model reduces its skill by 1.

Repairs: If this model activates within 2" of The Robot, remove 1 wound from The Robot.

The Cult Of Starry Wisdom

1: • Cult Leader – Master, Pack Hunter, Wounds 8, Skill 5

Seize Them! When this villain would take a *Villainous Attack* action, if there are any Cultists within 6" of this model: it takes this action instead. Skill check. Range 10". If this action succeeds, all Cultists within 6" of this villain immediately move 4" towards target hero.

Guards! When this villain would take a *Villainous Attack* action, if there are any Cultists within 6" of this model: it takes this action instead. Skill check. Range 10". If this action succeeds, spawn a Cultist minion within 1" of target hero, and as close as possible to the villainous table edge.

2-5: Cultist – Minion, Pack Hunter, Wounds 4, Skill 2

Safety In Numbers: When this model is spawned, spawn another Cultist within 1" of it, and as close as possible to the villainous table edge.

Coven of Cowards: If this model has any wounds, it ignores the **Check** step of its behavior and always acts as a Lurker.

The Mimic

1: • The Mimic – Master, Lurker, Wounds 6, Skill 7

Disguised: During setup, write down the name of each hero on a slip of paper, fold them up and place them in a hat or bag. At the start of the game, or when then villain is killed: draw a hero name at random, without looking at the name. This hero is actually the Mimic in disguise, the Mimic has killed them and taken their place without the party noticing. (*Alternatively, fetch some playing cards and assign card numbers to each hero*).

Unmask: When threat marker 1 is revealed, or a master would remove any number of wounds, reveal the slip of paper and replace the noted hero with The Mimic. The noted hero is killed.

Architect of Ruin: When this villain is in play, roll one additional skill dice during the threat check.

2-3: Rat Swarm – Minion, Pack Hunter, 4 Wounds, Skill 4

From The Sewers: If at least one Rat Swarm model is in play at the start of the villain's phase, select a random hero that is currently more than 3" from any villain and spawn a new Rat Swarm in base contact with it, and as close to the villainous board edge as possible.

4-5: Trap

Trap: When this threat marker is revealed, it first triggers a *Disaster Strikes* peril, and then also reveals a randomly determined standard peril.

The Haunted Mansion

1: • Fritz – Master, Lurker, 12 Wounds, Skill 3

Pull The Strings: If a minion would be spawned, trigger a *Disaster Strikes* peril targeting a random heroic model.

In The Wings: When this model would be revealed, un-reveal this threat marker and swap it with a random unrevealed threat marker, then triggering the replacement threat marker.

Parlor Tricks: When a threat marker revealing a peril would be discarded, if there are two or more heroes within 4" of it: it counts as a killed minion for the purposes of objectives.

2-5: Trap

Trap: When this threat marker is revealed, it first triggers a *Disaster Strikes* peril, and then also reveals a randomly determined standard peril.

Locations

There are many locations that your adventure can take place in. When generating a new episode, roll once on this table, or select a location of your choosing.

1. Graveyard
2. Hidden Laboratory
3. Desert Dig Site
4. Arctic Camp
5. Innsmouth Docks
6. Swamp
7. Sentinel Hill
8. Spooky Woods
9. Moonbase X3000
10. Spooky Mansion
11. Submarine
12. Merchantman
13. Ocean Liner
14. Jungle

Standard Perils

These standard perils appear in many locations, and share the same mechanical effect although they may have different descriptions.

Note: These perils are numbered to allow you to generate them at random, should you wish to get setup with the minimum of preparation.

1) 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.

2) 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.

3) 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.

4) Putrid Stench

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

5) Raging Storm

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

6) 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.

7) Earthquake

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

8) 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.

9) Creeping Horror

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

10) 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.

11) Tempted Forward

Every hero within 6" of the revealer must pass a skill check or immediately take a *Walk* action towards this peril. Discard this peril after revealing.

12) The Captain

When you reveal this peril, spawn the Captain, who immediately ambushes as a villain. He counts as a minion with 6 Wounds and Skill 4.

If a heroic model successfully takes the *Parley* action targeting the Captain, minimum difficulty 8, the Captain switches to being a teammate with 2AP and no traits, under the control of the player controlling the model that took the *Parley* action.

Basic Location

I haven't written all of the locations yet, so if the location doesn't have an entry yet, just choose any three from the list of basic threats that you feel fit thematically with your chosen location and assign them to threat markers 6, 7 and 8, or you can use this set of threats:

6: A Thousand Cuts

7: Unsteady Underfoot

8: Disaster Strikes

Random Perils

If you want to get set up even faster: don't even pre-select your perilous. The first time in a game that each of threat markers 6-8 are peeked at or revealed, just roll a random basic peril from the list above.

Graveyard

6: Creeping Horror

In the dark and the mist, each headstone appears as some foul spectral ghoul, besetting you on all sides with malevolence and menace.

Creeping Horror.

7: Bats!

The grave-silence turns suddenly to a cacophony of screeches and the percussive chaos of a thousand tattered skin-wings clawing and ripping in their disparate flight.

A Thousand Cuts.

8: Open Grave

The fresh plot, unfinished from the sexton's labours that day, lay yawning like a bleak damp mouth, waiting to swallow the unwitting.

Disaster Strikes.

Hidden Laboratory

6: Arcing Electricity

Ice blue electrical energy arcs between mammoth copper contrivances before finding a more effective route to the earth: ZZZZZAP!

Disaster Strikes.

7: Uncaged Beasts

There are iron cages here of all sizes. These must have contained wild beasts for the experiments, and from the looks of them, very recently. But where are the little hairy test subjects ... AAARGH!

A Thousand Cuts.

8: The Unspeakable Truth

These sketches, these notes... No, this CAN'T be what he was up to down here. It's just too horrible for words. How could this be allowed?!

Utterly Horrible.

Desert Dig Site

6: Quicksand

(Unsteady)

7: Blazing Heat

(Creeping Horror)

8: Sand Storm

(Raging Storm)

Arctic Camp

6: Frostbite

(A Thousand Cuts)

7: Snow-drift

(Mired)

8: Ice Cave!

(Disaster Strikes)

Innsmouth Docks

6: Putrid Stench

7: Slimey underfoot

(Unsteady Underfoot)

8: They're Under The Boardwalks!

(Utterly Horrible)

Sentinel Hill

6. Raging Storm

(Raging Storm)

7. Struck By Lightning

(Disaster Strikes)

8. Booming Skies

(Unsteady Underfoot)

Moonbase X3000

6: Low on oxygen

(A Thousand Cuts)

7: Meteorites Storm

(Earthquake)

8: Low Gravity

(Unsteady Underfoot)

Spooky Mansion

6: Lights Out

(Raging Storm)

7: Locked Doors

This threat marker remains in play and affects the whole board. Before moving through any door, portal or entranceway, a hero must first pass a skill test. If the skill test is failed, the model's move ends immediately at the door. Once a hero has successfully passed through a door in this manner, it remains open for the rest of the game.

8: Roof Falls In

(Disaster Strikes)

Submarine

6: Sprung a Leak

(Unsteady Underfoot)

7: Sealed Bulkheads

This threat marker remains in play and affects the whole board. Before moving through any door, portal or entranceway, a hero must first pass a skill test. If the skill test is failed, the model's move ends immediately at the door. Once a hero has successfully passed through a door in this manner, it remains open for the rest of the game.

8: Rising Water

(Mired)

Merchantman

6: Massive Wave

(Earthquake)

7: Raging Storm

(Raging Storm)

8: Unsteady Underfoot

(Unsteady underfoot)

Ocean Liner

6: Falling Chandelier

(Disaster Strikes)

7: Panicking Guests

(Driven Back)

8: The Captain

PERILOUS TALES – HERO REFERENCE

TRAITS

Brute: This model gains +3 skill both when taking the *Hand-To-Hand Attack* action and when being attacked by a villain.

Crazed: This model automatically passes any horror check.

Crack Shot: This model gains an additional +1 skill when taking the *Shooting Attack* action.

Demolition Expert: Once per game, this model may take the *Dynamite Attack* action.

Discretion: When a villain spawns within 1" of this model, it may immediately make an *Escape From Combat* action. This model gains +1 skill when taking the *Escape From Combat* action.

Medic: This model may take the *First Aid* action.

Eagle-Eyed: May take the *Spot Hidden* action.

Hair-Trigger: This model counts the *Eyes Peeled* action as costing 0 action points.

Handy: This model gains +2 skill when taking the *Interact* action, and may take the *Interact* action when engaged.

Lucky: Once per round, this model may ignore any one effect, other than suffering wounds, that it would suffer directly from a villain, threat marker or threat check effect.

Marksman: This model gains an additional 4" range when taking the *Shooting Attack* action, and gains advantage to all *Shooting Attack* actions if they have not taken a *Walk* or *Escape From Combat* action this round.

Nippy: The first time this model makes a *Walk* action each round, it may move up to 6".

Pyromaniac: Once per game, this model may take the *Incendiary Attack* action.

Relentless: This model counts the *Stand Up* action as costing 0 action points.

Slippery: This model may take the *Walk* action even if engaged.

Sneaky: When this model would be the revealer of a threat marker, it may make a skill check: if successful, it does not reveal the threat marker.

Tough: This model may ignore the first wound it receives during each attack.

HEROIC ACTIONS

(1) **Walk:** Move this model up to 4". May not be taken if the model would begin the action engaged.

(1) **Hand-To-Hand Attack:** Skill check. Range 1". Minimum difficulty equal to target's skill.

(1) **Shooting Attack:** Skill check. Range 10". This action gains +1 Skill. Minimum difficulty: 5. May not be taken while engaged. May not target a model that is engaged. Immediately After resolving this action, the target immediately takes its reaction action.

(1) **Escape From Combat:** Skill check. Target the model with the highest Skill value engaging this model. Randomise if multiple. Minimum difficulty equal to the target's skill. If successes equal to or greater than the number of enemy models that are currently engaged with this model: this model may immediately take a *Walk* action, during which it does not count as engaged. Otherwise, the action fails.

(1) **Focus:** This model gains advantage during the next skill test it makes this round. Note: taking this action multiple times has no effect.

(1) **Stand Up:** This model removes the knocked down condition.

(1) **Pass Object:** Skill check. Range: 2". May not be attempted if engaged. For each success rolled, pass up to one token from the active model to the target, or vice versa.

(1) **Eyes Peeled:** Until the end of this round, the first time a villain spawns in line of sight of this model, this model may take any (1) attack action targeting the spawned model. This attack action suffers disadvantage, and interrupts any ambush. If a shooting attack is made using *Eyes Peeled*, it may be made even if the target is engaged. Note: taking this action multiple times has no effect.

(1) **Help Up:** Range: 1". Target hero removes the knocked down condition.

(1) **Interact:** Skill check. Range: 1". May not be taken while engaged. When interacting, you must declare a single purpose for the interact action (normally related to an objective). Note: this action has no in-built effect.

(1) **Parley:** Skill check. Range: 1". Minimum difficulty equal to target's skill. Parley with a target model within 1". Note: this action has no in-built effect.

(1) **Taunt:** Skill check. Range 6". Minimum difficulty equal to target's skill. If successful, for the rest of the round, whenever the target villain selects a target hero, it selects this model.

(1) **Call Over:** Leader only, Range 8". Target hero may immediately take either a *Walk* or *Escape From Combat* action.

(1) **Pep Talk:** Leader only, Range 4". Target hero gains advantage during their next skill test.

(2) **Spot Hidden:** Skill check. If successful, the player may peek at a single threat marker in line of sight of this model. This does not reveal the threat marker. *(May only be taken by a model with the Eagle-eyed trait.)*

(2) **First Aid:** Skill check. Range 1", +1 skill: remove 2 Wounds from the target per success. *(May only be taken by a model with the Medic trait.)*

(2) **Dynamite Attack:** Skill check. Place a Dynamite marker in base contact with this model. This model may then take a *Walk* action. Then every model within 2" of the Dynamite marker suffers a skill 6 attack that ignores line of sight. After resolving all attacks this action, every villain within 2" of the Dynamite marker immediately takes its reaction action. Then remove the Dynamite marker. *(May only be taken by a model with the Demolition Expert trait.)*

(2) **Incendiary Attack:** Place three 30mm incendiary markers such that: at least one of them is within 4" of this model; each is touching at least one other incendiary marker, and; each is at least partially within line of sight of this model. Then any model touched by an incendiary marker suffers one skill 4 attack that ignores line of sight for each incendiary marker in contact with it. *(May only be taken by a model with the Pyromaniac trait.)*

ROUND SEQUENCE

1. Hero Phase

2. Villain Phase

- Threat Check:** Skill dice = current threat and Minimum difficulty = number of heroes in play.
- Villainous Activations:** always activate the villain closest to the heroic board edge that has yet to activate.

FINAL SCORING

Leader alive at end of game: +1 point
Didn't lose a single teammate: +1 point
Whole party dead: -1 point

HORROR CHECK

Make a skill check. If no successes are scored, immediately make a *Walk 4"* action directly away from the closest villainous model within line of sight, or towards the heroes' board edge if there is no villainous model within line of sight. If the model cannot make a walk action, perhaps because it is engaged, it is knocked down instead.

FEAR

When a heroic model dies, every heroic model within 8" and line of sight must make a horror check.

PERILOUS TALES – VILLAIN REFERENCE

THREAT CHECK

Threat Level starts at 1

Successes	Result	Effect
0	Threatening Overture	+1 to the current Threat level
1-2	The Noose Tightens	Move each unrevealed threat marker: if there is a hero within 10" move it 1" towards the hero nearest to it, else move it 1" towards the centre of the board. Then apply the Threatening Overture result.
3-4	Crawling Chaos	Each hero makes a horror check. Then apply The Noose Tightens result.
5-6	From The Shadows	Each master removes 3 wounds. Then select the hero with the fewest friendly models within 3" of it, if multiple, the one closest to the heroes' table edge, if multiple, randomise. Spawn a minion within 1" of it and as close to the heroic board edge as possible. Then apply the Crawling Chaos result
7+	The Trap Is Sprung	Move the two unrevealed threat markers furthest from any hero 7" towards the target hero for each of them. Each minion removes 1 wound. Then apply From The Shadows .

VILLAINOUS ACTIONS

Villainous Attack: Skill check. Range 1". Minimum difficulty equal to target's skill. If this model has any hero in range of this action: attack target hero; otherwise do nothing.

Advance: If this model has any hero in range and line of sight of its villainous attack: do nothing; otherwise move this model 6" towards target hero (Range 7").

Skulk: Move this model 6" towards target unrevealed threat marker (Range 7").

Up To No Good: Range 1". If this model is the first model this round to take this action while in range of any unrevealed threat marker: increase the threat level by 1; otherwise do nothing.

Raise The Alarm: Range 1". If this model is in range of an unrevealed threat marker, select the hero closest to the heroic board edge (randomise if multiple) and spawn a random minion within 1" of that hero, placing it as close to the heroic board edge as possible.

Step Forward: If this model has any hero in range and line of sight of its villainous attack: do nothing; otherwise move this model 1" towards target hero (Range 7").

Slink Away: If this model is within 1" of an unrevealed threat marker: take the Hide action; otherwise, Move this model 1" towards target unrevealed threat marker (Range 7").

Hide: Until the start of the next villain turn, all attack actions that target this model suffer disadvantage.

THREAT LEVEL

When you reveal a master for the first time: +1 to the threat level.

When you kill a master for the first time: -2 to the threat level.

GAME END

At the end of each game round, the game ends if any of the following are true:

1. An end of game condition is met on an objective
2. All of the party are either dead or have left the board
3. The current Threat Level is 10+

TARGET HERO

1. A model in range of the current action;
2. A model within 3" of an objective marker;
3. The model that has suffered the most wounds;
4. Choose randomly between the heroes that match the above.

TARGET THREAT MARKER

1. A threat marker in range of the current action;
2. A threat marker that is out of line of sight of any hero;
3. The threat marker nearest the villainous table edge;
4. Choose randomly between the threat markers that match the above.

AGGRESSIVE

1. **Check:** None
2. **Action:** *Villainous Attack*.
3. **Move:** *Advance*.
4. **Fallback Action:** *Villainous Attack*.

Reaction: Step Forward.

LURKER

1. **Check:** If the Threat level is 7+, or all Threat Markers revealed, use Aggressive behaviour.
2. **Action:** *Raise The Alarm*, then *Villainous Attack*.
3. **Move:** *Skulk*.
4. **Fallback Action:** *Up To No Good*, then *Villainous Attack*.

Reaction: Slink Away.

PACK HUNTER

1. **Check:** If there are no other villains within 3" of this model, use Lurker behaviour.
2. **Action:** *Villainous Attack*.
3. **Move:** *Advance*.
4. **Fallback Action:** *Villainous Attack*.

Reaction: Step Forward.

LEADER

PERILOUS
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SKILL

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LEADER

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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.

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 unrevealed threat marker for the purposes of villainous behaviour.

The Idol marker may be targeted by Hand-to-Hand and Dynamic 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.

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.

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.

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

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

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

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

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

OBJECTIVE

OBJECTIVE

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.

PERIL

PERIL

PERIL

PERIL

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.



