

ARKEO OBSKURA

New Adventures 2



*Based on the
Survival Heroes System*

Arkeo Obskura

Name and Type of Group

[illegible]

New adventures 2

Arkeo Obskura

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Virus Crisis



Empress Miniatures, (painted by Adriano Losi, coll. Massimo Tortiani)

Type: Modern

Setting: Post-Apocalypse

Category of Bad guys: Mutants + Terrorists

Description

In a secret laboratory, hidden in the heart of the equatorial forest, government scientists are testing new virus-strains on human guinea pigs...

After much experimentation, a particularly effective strain has been identified: those infected become extremely aggressive, very contagious and suffer incredible mutations...

The scientists were working hard to identify an antidote but a hostile force attacked the site. Communications have been down for four hours now... the situation is critical but the news mustn't get out; the Government would be forced to admit their involvement. Your squad must move to neutralize the situation, using extreme force if necessary.

NB: This scenario was written for a Group of Heroes from the Special Forces worth 800 points fighting a Group of Bad guys worth around 700 points. We suggest: 1 Patient Zero, 6 Mutants, 2 Terrorists, 17 Infected. You can change this list as long as the total points cost remains the same.

Objective for the Heroes:

The Group must destroy the Research Lab and find both the virus and the Flash Drive that contains the data on all the experiments.

Objective for the Bad guys:

Kill or Rout all the Heroes, or reveal the Government's plans by putting the video on-line.

Scenery needed

The scenario is set in an isolated building surrounded by woods or jungle.

The site is protected by a wire fence and can only be reached by road which has a roadblock; the entrance has been breached (see "Fly Away"). The site also includes the scientist's and technician's quarters, a Lab, a Radio-room and an Armoury.

Clue markers:

1 Magnetic Pass (event), 1 Flash Drive, 4 Unpleasant surprises, 4 Ambushes, 1 Patient Zero

Entry Point markers: from 1 to 10

Preparation

Preparation will vary greatly depending on whether you use a single building (you could even use a cardboard outline/map) or real model buildings.

If you choose the first option then make sure you have at least nine rooms on the ground floor with some access to the 1st floor (Armoury and Radio-room) and access to the cellar (Control room and Experiment room)

If you have some model buildings then be sure to show the sleeping quarters and recreational area, a Lab (comprising at least two rooms: Experiment room and Control room) a Radio-room and an Armoury with an armoured cabinet.

Placing Clue markers

Shuffle the following markers: Magnetic Pass, 4 Unpleasant surprises, 4 Ambushes, and place them face down, each inside a room on the ground floor (if there is only one building) or spread between the sleeping quarters and recreational areas. Shuffle a Patient Zero marker and a Flash Drive marker and put one in the Control room and the other in the Lab's Experiment room.

Placing Entry Points: Place 9 Entry Points next to the Clue markers and 1 in the Lab's Experiment room.

Hero Deployment: Heroes deploy next to the main door (if using one large building), or within 10cm (4") of the main gate.

Bad guy Deployment: On the first turn deploy four groups (each comprising two Infected) rolling 1d10 for their Entry Points (4 rolls).

Hero points: 800 points

Bad guy points: 700 points (approx.)

SPECIAL RULES

Unpleasant events

When a player rolls a natural "10" an Unpleasant Event happens. Roll 2d10 (different colours). The first identifies the Entry Point and the second is the number to use on the Reinforcements Table.

Unpleasant surprises

In this scenario when you discover an Unpleasant Surprise a Mutant appears. Place it 5 cm (2") from the Hero that used the Move & Interact Action.

The Bad guy can be activated on the turn it appears. If the Reserve is empty then remove one of that sort of model from the table (the farthest) and place it near the Hero. Maybe he just jumped out of the shadows...

Entry Points in a single building

If you are using a single building then (instead of what is stated in the Rules) the Entry Points are not activated when a Hero is 30cm (12") away but when a Hero can see inside the room.

Ambush

When an Ambush is revealed deploy two Terrorists in cover around 20cm (8") from, and with a firing line to, the Hero that used the Move & Interact Action.

These bad-guys can be activated on the turn they appear. If the Reserve is empty this marker signifies a booby-trap. The hero must perform a Trap Test to see if he avoids it or triggers the trap (a claymore): roll 1d10 and compare with TV-1: if the roll is the same then it explodes, the Hero takes a Wound and is Shaken; if lower he's defused it; if above then he takes two wounds and is Shaken. After the explosion the Trap marker is removed from play.

Terrorists

The Heroes are unaware of the fact that the Terrorists want to get the videos that are saved on the Flash Drive and publish them on the web, thus revealing the Government's involvement in these insane experiments. Normally the Terrorists will always try to put the Heroes out of action but if the Flash Drive has already been discovered then they'll try to take it. If the Hero carrying the Flash Drive is put out of action then leave the Flash Drive marker near the body. A Terrorist can use a Move Fast Action to get to the Flash Drive, not firing (or performing any other action) but running to pick it up. Once he has done this he'll ignore the Bad guy Reaction phase and as his action during the Bad guy Action phase he'll Move Fast along the fastest route, to the Radio-room. Once there if he's not put out of action before the end of the next turn then he'll publish the videos on-line and the players automatically lose.

NB: unlike in other scenarios, when rolling on the Reinforcements Table you can't deploy a mix of Terrorists, Infected and Mutants at the same time. One category excludes the others.

Flash Drive

The Flash Drive holds details of all the experiments on humans, including films that show how the virus develops. It must not fall into the hands of the Terrorists!

Magnetic Pass

When the Pass is found a Mutant (previously a doctor!) appears 5cm (2") away from the Hero.

Once the Mutant is put out of action you can pick up the Pass. You must have the Magnetic Pass to get inside the Lab. A Hero with the Magnetic Pass can open the door with a Move & Interact Action.

Lab: Experiment Room and Control Room

You need the Magnetic Pass to get inside the Lab. Bad-guys that appear on the Entry Point (due to Unpleasant events) will remain trapped until the door is opened using the Magnetic Pass. The door between the Control Room and Experiment Room has been unhinged by Patient Zero. **NB:** The Entry Point in the Lab doesn't activate at 30cm (12") but only when a Hero opens the door with the Magnetic Pass.

Patient Zero

When Patient Zero is discovered, deploy the model 5cm (2") from the Hero that used the Move & Interact Action. The Bad guy can be activated the turn he appears. When the Terrorists broke into the Lab, Patient Zero was freed but he injected himself with the mutated virus. Thanks to the mutations he beat them easily but the suffering caused by those same mutations has driven him mad. In order to get a sample of the virus you need to put Patient Zero out of action and take a blood sample with a Move & Interact Action. There is a dog-tag around his neck with the Secret Code that is needed to unlock the armoured cabinet in the Armoury (Patient Zero took it from the guard commander).

Armoury

The Armoury door is closed but can be opened by performing a successful Strength or Dexterity Test. The armoured cabinet can only be opened with the secret code. Anyone next to the open armoured cabinet can pick up a semi-automatic rifle or a pump-action shotgun. The cabinet also contains a detonator. The Government has planned for a day like today and has mined the whole area. A model with the detonator can blow-up the whole base with a Move & Interact Action.

Machine-gun: Ammo belt

Weapons with the ammo belt characteristic allow you to interrupt fire at any moment and start firing again if another model acts within 10cm (4") of the original target.

Use a dice to mark the point you fired at and how many remaining shots are left. The remaining shots can be fired during the current turn by performing a normal Priority Test to understand the order the Actions are performed in. You can't fire the remaining shots against hidden targets.

➡ A Specialist armed with a machine-gun decides to fire at two Zombies. The Rate of Fire is 7. He uses three shots to put the two zombies out of action and places a dice next to the last zombie killed showing number "4". During the Bad-guy Action phase a Mutant Hulk intends to use a Move & Fight Action to move closer and engage in melee. At a certain point on his route he is 9cm (3.5") from the "marker dice" so the Specialist says he'll intercept his enemy by firing.

The player and the Master both roll 1d10, adding their TV for Priority. If the Specialist gets a higher total then he'll have four shots to cut the Mutant Hulk down.

If more than one enemy is activated within 10cm (4") of the "marker dice", the machine-gunner can react against each. He rolls Priority only once and compares the result with each enemy Priority. All remaining shots are lost when the turn ends. Remove the dice.

Reinforcements

In the Reinforcements Phase, when a Hero is within 30cm (12") of an unactivated Entry Point (apart from the one in the Lab), the Master rolls on the Reinforcements Table. The Bad guys that appear are placed next to the Entry Points. From next turn all the Bad guys that have returned as reinforcements can act as normal. Turn the Entry Point over to their black side once activated; this means that no other reinforcements will turn up here unless there is an Unpleasant event.

REINFORCEMENTS TABLE

1-2: : two Infected (or Mutants, Terrorists) arrive here;

3-4: two Mutants (or two Infected, Terrorists) arrive here;

5-6: three Infected (or Mutants, or two Terrorists) arrive here;

7-8: three Mutants (or Infected, 2 Terrorists) arrive here;

9-10: the area is clear.

When rolling for Reinforcements, check to see if the models are in the Reserve; if they aren't then check the alternatives in brackets (in that order) but only choosing ONE type to get to the required total. If there are none available, because they are all on the table, then the area is clear! When rolling for the "Home Sweet Home" rule take the Bad guys from the Reserve and if there are none, from the models on the table, starting with those farthest from the Heroes.

Game ends

The game is over when one of these conditions is met:

a) The Heroes blow up the base, recover the virus and the Flash Drive.

b) The Bad guys have forced all the Heroes to Rout or flee or have put them out of action, or they manage to put the video on-line.

The Hero that has the Flash Drive gets 10 points. The Hero that blows up the site gets 10 points. The Hero that put Patient Zero out of action gets 10 points. The Heroes get 10 points each if they are alive when the game ends.

SPECIAL FORCES

Alignment: Heroes - Type: Modern - Setting: Pre and Post-Apocalypse.

Comprising:

1 Lieutenant, 0-1 Sergeant, 0-2 Specialists, 0-1 Support weapons specialist, 0-1 Sniper

Group Characteristics: -

Model and description	TV	MV	BV	AV	W	Characteristics	Cost
Lieutenant: Assault rifle, semi-automatic pistol, grenades	8	7	7	-	3	<i>determined, leader, armour, laser sight (Assault rifle), veteran</i>	167
Sergeant: Assault rifle, semi-automatic pistol, grenades	7	7	7	-	3	<i>determined, leader, easy to handle (Assault rifle)*, armour, laser sight (Assault rifle), veteran</i>	167
Specialist: Assault rifle, semi-automatic pistol, grenades	6	7	7	-	3	<i>determined, armour, laser sight (Assault rifle), veteran</i>	158
Specialist: Machine-gunner, semi-automatic pistol, grenades	6	7	7	-	3	<i>determined, ammo-belt, armour, veteran</i>	251
• Sniper: Sniper rifle, semi-automatic pistol	6	7	8	-	3	<i>sniper, determined, sight (sniper rifle), veteran, marksman</i>	166

* A weapon with the easy to handle characteristic is short and easily used with one hand so gets the up close characteristic.

VARIANTS:

- The Lieutenant can become a charismatic leader for +5 points.
- The Lieutenant, the Sergeant and up to two Specialists can fit a grenade launcher to their assault rifles for +26 points.
- All the Specialists can give up their grenades for -17 points each.
- All models can buy a laser sight for their semi-automatic pistols for +5 points each.
- The Lieutenant and the Specialists can replace their assault rifles with silenced sub-machine guns for -15 points each.

NEW WEAPONS - SPECIAL FORCES

Type	Point Blank >0-2,5 cm >0-1"	Short >2,5-15 cm >1-6"	Medium >15-30 cm >6-12"	Long >30-60 cm >12-24"	Extreme >60-120 cm >24-48"	Rate of fire	Characteristics
Machine-gun	+ 2	+1	+1	-	-	7	2-hands, support weapon, ammo belt
Sniper-rifle	+1	+1	+1	+1	+1	1	2-hands, devastating, lethal
Silenced sub-machine gun	+1	-	-1	NE	NE	3	2-hands, silent weapon, selective-fire

Mutants Vs Terrorists

The Mutants and Infected will always prefer the closest human as their target (Heroes or Terrorists) so they may contact a Terrorist. If this happens remove both models and put them back into the Reserve.

Infected

Infected out of action Heroes stand up as Infected (see Roster). If the Infected that were once Heroes are put out of action again they are removed from play.

MUTANTS & TERRORISTS

Alignment: Bad guys - **Type:** Modern - **Setting:** Post-Apocalypse.

Comprising:

1 Patient Zero, 0-30 Mutants, 0-40 Infected, 0-10 Evolved Mutants, 0-5 Mutant Hulks, 0-10 Terrorists

Group characteristics:

- This Group is not subject to the Break Test. It only routs when one of the two Groups reaches their objective.

- The *There are so many of them!* characteristic increases the cost of the Group by +100 points.

Model and description	TV	MV	BV	AV	W	Characteristics	Cost
Patient Zero: claws, bite, spines, acid spit *	4	6	3	3	10	<i>disgusting, unstoppable, infected</i>	130
Infected: improvised weapon, bite, scratch	3	3	-	-	1	<i>unstoppable, there are so many of them!, infected, slow, brainless</i>	16
Mutant: bite, claws, acid spit	3	3	-	-	2	<i>unstoppable, there are so many of them!, hard to kill, infected, fearsome</i>	42
Evolved Mutant: bite, claws, spines#	3	4	3	2	2	<i>unstoppable, there are so many of them!, hard to kill, infected, fearsome</i>	65
Mutant Hulk: bite, claws§	3	5	-	4	3	<i>unstoppable, there are so many of them!, hard to kill, infected, fearsome</i>	101
Terrorists: Assault rifle	4	5	5	-	2	<i>there are so many of them!</i>	74

* This spray of acid phlegm is a missile weapon that can be fired every turn.

This is a cloud of spines fired using a muscle spasm. Treat this as a missile weapon that reloads every turn

§ Treat as a melee weapon with the lethal characteristic.

Variants:

- All Terrorists can replace their assault rifle with a pump-action shotgun for +1 point each.

- All Terrorists can buy bullet-proof vests for +15 points each.

- All Terrorists can buy semi-automatic pistols for +20 points each.

Type	Point Blank >0-2,5 cm >0-1"	Short >2,5-15 cm >1-6"	Medium >15-30 cm >6-12"	Long >30-60 cm >12-24"	Extreme >60-120 cm >24-48"	Rate of fire	Characteristics
* Acid Spit	+ 1	-	NE	NE	NE	1	throwing weapon, infected
* Spines	+1	-	NE	NE	NE	1	throwing weapon, infected

Fly Away



Empress Miniatures (painted by Adriano Losi, coll. Massimo Tortani)

Type: Modern

Setting: Post-Apocalypse

Category of Bad guys: Mutants

Description

The mission inside the Lab didn't stop the virus from spreading. An infected nurse made the most of the confusion and broke through the gates, escaping to the nearest town, a place called Serenidad. The virus is much more virulent than expected and within a few days the whole town was infected. The strain has mutated and has become even more lethal. Command tells you that one of the Lab scientists survived the massacre because he was on a short break with his fiancée (the daughter of the owner of the Emporium). But when the epidemic broke he went missing... it is very important to find him and take him to safety. A helicopter is waiting outside of town. You've no idea why they've asked your team and not a larger force, but orders are orders...

NB: This scenario was written for a Group of Heroes worth 800 points fighting a Group of Bad guys worth around 700 points.

The scenario can be played on its own or after "Virus Crisis". We suggest two possible enemy forces, one is standard and the other is a much tougher customer. For the standard scenario use 1 Mutant Hulk, 2 Evolved Mutants, 11 Mutants. For a tougher challenge try: 1 Mutant Hulk, 2 Evolved Mutants, 2 Mutants, 24 Infected. You can change this list as long as the total points cost remains the same.

Objective for the Heroes:

Find the scientist, get to the helicopter and take him to safety.

Objective for the Bad guys:

Kill or Rout all the Heroes

Scenery needed:

We're on the edge of a rainforest in South-America, so the houses should be simple buildings in a corrugated-iron shanty-town suburb kind of setting. The buildings are connected by narrow roads and paths. Put a large building in the middle (at least four rooms): this is the Emporium (bar, bazaar, hotel etc.) and contains the safe. The helicopter is located in an area nearby and surrounded by a barbed-wire fence.

Clue markers: 3 citizens, 1 scientist, 6 Unpleasant surprises.

Entry Point markers: from 1 to 10

Preparation

Put the helicopter in the central Northern area inside a barbed-wire area that has a gate watched by two guards. The town spreads over the other areas and jungle surrounds you. Add some scenery to improve the gaming experience.

Clue markers

Shuffle the following markers: 6 Unpleasant surprises, 3 citizens and 1 scientist. Place them face down inside the town, but not on the helicopter landing pad.

Placing Entry Points:

Place the 10 Entry Points next to the Clue markers.

Hero Deployment: Within 10cm (4") of the Southern edge (you have come in an armoured car which has now driven off).

Bad guy Deployment: On the first turn deploy 8 single Mutants, rolling 1d10 for each Entry Point. If you are playing the tougher version then deploy 8 Sections instead, each comprising two Infected.

Hero points: 800 points

Bad guy points: 700 points (approx.)

SPECIAL RULES

Unpleasant events

When a player rolls a natural "10" he/she activates an Unpleasant event. Roll 2d10 (different colours). The first identifies the Entry Point and the second is the number used on the Reinforcements Table.

Unpleasant surprises

In this scenario when you discover an Unpleasant surprise you find a Mutant. Place him 5cm (2") from the Hero that used the Move & Interact Action to discover the clue. The Bad guy can be activated on the turn it appears. If the Reserve is empty then remove one of that sort of model from the table (the farthest) and place it near the Hero. Maybe he mistook a human for a mutant.

Citizens

When a citizen is discovered, deploy the miniature and then perform a Persuasion Test. If the Test is a success then the Hero reassures him and from now on he's part of the Group; if you fail the Test the citizen is too scared to move. If he fails then any other Hero in the room can try to reassure him. A reassured model can act immediately, including the current turn.

Scientist

When a scientist is discovered, deploy him and perform a Persuasion Test. If the Test is a success then the Hero reassures him and from now on he's part of the Group and can act normally; if you fail the Test the scientist is too scared to move. If he fails then any other Hero in the room can try to reassure him. After having been reassured, the scientist will give the Safe Combination that you can use. All his notes are inside.

Safe Combination

The safe is located in a store-room inside the Emporium. A Hero with the safe combination can open the safe using a Move & Interact Action. The scientist's notes and the Flash Drive will be a great starting point for finding the antidote.

Infected

Infected Heroes that have been put out of action come back as Infected (see Roster). If the Infected that were once Heroes are put out of action again, they come back as Mutants. If the Mutants that were once Heroes are put out of action again they return as Evolved Mutants. Thankfully, Evolved Mutants that were once Heroes and that are put out of action stay out of action!

Roadblock

Access to the fenced-off helipad is watched by two guards. These men will let the Heroes, citizens and scientist approach to 25cm (8") away and will then ask them to stop. If the Heroes or their allies move closer then the guards will fire; these guards become Hostile (and have the same stats as the Terrorists in the previous scenario). There are four guards here: two at the roadblock and two next to the helicopter. The roadblock comprises a barbed-wire barrier that prevents movement until removed - a Hero can move the barrier with a Move & Interact Action. You can try to convince the guards to let you through with a Persuasion Test (diplomacy/tact). If you fail they will not let you in. Another Hero can try the same Test and so can the scientist. If they all fail then you can only get in by killing all the guards, but the Heroes will get a -10 Experience Points penalty each. If a Hero opens fire on the guards you can't then try a Persuasion Test and the guards next to the helicopter become Hostile too.

Helicopter

When the models move into contact with the helicopter they can get inside. If they have persuaded the guards to get inside then the helicopter takes off and the mission is a success, but if the Heroes were forced to kill the guards then they'll need to perform a Persuasion Test to force the pilot to take off. A passed Test means the mission is completed successfully, but

there are no second chances for these Heroes – a failure means the pilot starts shooting and the mission is a failure.

Reinforcements

In the Reinforcements Phase, when a Hero is within 30cm (12") of an unactivated Entry Point the Master rolls on the Reinforcements Table. The Bad guys that appear are placed next to the Entry Points. Starting on the next turn all the Bad guys that have returned as reinforcements can act as normal. Once activated, turn the Entry Point over to their black side; this means that no other reinforcements will turn up here unless there is an unpleasant event.

As mentioned in the introduction, we have provided two different Reinforcement Tables to allow you to play a standard game or a much tougher version with lots of enemies on the table. Remember that in this case standard rules apply: the various types can be mixed up until you get to the required number of reinforcements.

REINFORCEMENTS TABLE (Standard)

- 1-2:** one Mutant (or Evolved Mutant, Mutant Hulk) arrives here;
3-4: two Mutants (or Evolved Mutants, Mutant Hulk) arrive here;
5-6: three Mutants (or Evolved Mutants, Mutant Hulk) arrive here;
7-8: one Mutant Hulk (or Evolved Mutant, Mutant) arrives here;
9-10: all clear!

REINFORCEMENTS TABLE (for Experts only!)

- 1-2:** two Infected (or Mutants, Evolved Mutants, Mutant Hulk) arrive here;
3-4: three Infected (or Mutants, Evolved Mutants, Mutant Hulk) arrive here;
5-6: four Infected (or Mutants, Evolved Mutants, Mutant Hulk) arrive here;
7-8: one Mutant Hulk AND two Mutants (or Evolved Mutants, Mutants, Infected) arrive here.
9-10: all clear!

When rolling for Reinforcements, check to see if the models are in the Reserve; if they aren't then check the alternatives in brackets (in that order), even taking different ones to get to the required total.

If there are none available, because they are all on the table, then the area is clear!

When rolling for the "Home Sweet Home" rule take the Bad guys from the Reserve and if there are none, from the models on the table, starting with those farthest from the Heroes.

Game ends

The game is over when one of these conditions is met:

- The Heroes find the scientist and his notes and get him to the helicopter alive.
- The Bad guys force the Heroes to flee or rout or put them all out of action
- The Bad guys put the scientist out of action or have prevented the notes from being found
- The pilot refuses to take-off.

A Hero that reassures a citizen gets 10 Experience Points and whoever reassures the scientist gets 15 Experience Points. The Heroes get 10 points each if they are alive when the game ends. Remember the -10 Experience Points penalty if you killed the guards.



Empress Miniatures (painted by Adriano Losi, coll. Massimo Tortiani)

ALLIES

Descrizione Modello	VT	VM	VB	VP	VF	Caratteristiche	Costo
Citizen: Improvised weapon	4	4	4	-	2		25
Scientist: Improvised weapon	6	4	4	-	2	<i>first aid</i>	39

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SCENARIO: FLY AWAY

Markers for main and extra adventures

	ACTIVATED		AMMO (RIFLE)		CLUE (BACK)		BOOK OF THE DEAD
	RUNNING		AMMO (PISTOL)		SHOTGUN		FIRST AID KIT
	CITIZEN A		TARGET ACQUIRED		NOTEBOOK		PICK
	CITIZEN B		THROWN WEAPON		SARCOPHAGUS		AXE
	CITIZEN C		SCIENTIST		MAP		UNPLEASANT SURPRISE
	FLASH DRIVE		PAZIENT'S ZERO VIRUS		TRAP		CARPENTER'S TOOLS
	GRUESOME REMAINS		MURDER WEAPON		TENT		CAMPERS
	WITCH'S DIARY		ASYLUM MAP		ALLARM		DIMENSIONAL PORTAL
	FRIEND		DIARY		MAGNETIC PASS		AMBUSH

Bad Guys Reaction Engine

If the closest Hero (in line of sight and least protected) wants to Move, leaving the firing arc of one of the Bad guys or moving away from it, then check the possible reactions below:

Do the Bad guys have firearms? If "YES" go to 1, if "NO" go to 2.

1	Measure the distance between the closest Hero and the Bad guys with firearms. If more than one Bad guy can <i>Fire</i> then choose the closest one with an <i>effective</i> weapon and without penalties. If the Bad guy model is in cover with respect to the Heroes then he'll declare he will <i>Fire</i> . If he is not in cover then he'll declare a <i>Fire & Move</i> or <i>Move & Fire</i> ; depending on the situation he'll move towards the closest cover first (if this shortens the range and reduces the penalties) or after (if moving would mean moving farther away). If the Bad guy's weapon is not <i>effective</i> (or has penalties) but it could render it <i>effective</i> (or reduce penalties) by moving forwards then he'll declare he will <i>Move & Fire</i> , choosing the shortest route and preferring those that provide cover. If he can't make his weapon <i>effective</i> even after movement then go to point 2).
2	Measure the distance between the Hero and the closest <i>unactivated</i> Bad Guy. If the range is such that the Bad guy could initiate a <i>melee</i> then he'll declare a <i>Move & Fight</i> Action; if the distance only allows the Bad guy model to contact the Hero then he'll declare a <i>Move Fast</i> Action to <i>engage</i> him. If none of the Bad guys is able to reach the Hero then there is no reaction.

If a HERO declares he will Fight (before or after movement) check the possible reactions below.

Is the target Bad guy already in contact? If "YES" go to 1.

If the target Bad guy isn't in contact but has a firearm? If "YES" go to 2, if "NO" go to 3.

1	The target Bad guy declares a <i>Fight & Move</i> ; if he puts the Hero <i>out of action</i> then he'll try to move in order to <i>engage</i> another. If it has <i>up close</i> firearms and his BV is the same or higher than his MV he'll <i>Fire & Move</i> ; if he puts the Hero <i>out of action</i> then he'll try to move and <i>engage</i> another.
2	If the reacting Bad guy model is in cover with respect to the Hero that he wants to <i>fight</i> in <i>melee</i> and his BV is higher than or equal to his MV then he'll declare a <i>Fire</i> Action, waiting to intercept him at the closest point on his <i>firing line</i> . If he is not in cover then he'll declare a <i>Fire & Move</i> or <i>Move & Fire</i> ; depending on the situation, he'll move towards the closest cover first (if this shortens the range and reduces the penalties) or after (if moving would mean moving farther away). If the Bad guy's weapon is not <i>effective</i> (or has penalties) but it could render it <i>effective</i> (or reduce penalties) by moving forwards then he'll declare he will <i>Move & Fire</i> , choosing the shortest route and preferring those that provide cover. If his BV is less than MV then go to point 3).
3	Measure the distance between the Hero and the target Bad guy. If the range would allow the Bad guy to perform a <i>melee</i> he'll declare a <i>Move & Fight</i> Action; if the distance only allows the Bad guy model to contact the Hero then he'll declare a <i>Move Fast</i> Action to <i>engage</i> him.

If a HERO FIRES at a Bad guy (before or after movement or without moving) check the possible reactions below.

Does the target Bad guy or another Bad guy within 20cm (8") have a firearm?

If "YES" go to 1, if "NO" go to 3.

1	Measure the distance between the firing Hero and any Bad guys in the <i>firing arc</i> with firearms and within 20cm (8") of the target model (including the target model). If more than one Bad guy can fire then let the target react first (if it has a firearm), then the closest. If the weapon is <i>effective</i> and the Bad guy model is cover with respect to the Hero that he wants to <i>fight</i> then he'll declare a <i>Fire</i> Action, selecting the closest model that is in sight and less protected as his target; if he's not in cover then he'll <i>Fire & Move</i> or <i>Move & Fire</i> ; depending on the situation he'll move towards the closest cover first (if this shortens the range and reduces the penalties) or after (if moving would mean moving farther away). If he needs to move to make his weapon <i>effective</i> (or has penalties) then he'll declare a <i>Move & Fire</i> Action, choosing the shortest route and the one that offers most cover. If no Bad Guy can make their weapon <i>effective</i> even by moving then go to point 2).
2	If the target Bad guy model is already in cover with respect to the firing Hero then he'll <i>Move Carefully</i> to move closer and <i>Hide</i> ; if he is not in cover he'll <i>Move Fast</i> towards the closest cover (use the shortest route).
3	Measure the distance between the closest Hero and the target Bad guy. If the range is such that the Bad guy could initiate a <i>melee</i> then he'll declare a <i>Move & Fight</i> Action, if the distance only allows the Bad guy model to contact the Hero then he'll declare a <i>Move Fast</i> Action to <i>engage</i> him. If he can't <i>engage</i> him or <i>fight</i> him and the Bad guy model is already in cover with respect to the firing Hero then he'll <i>Move Carefully</i> to move closer and <i>Hide</i> ; if he's not in cover then he'll <i>Move Fast</i> towards the closest cover (use the shortest route). If the Bad guy model has the <i>brainless</i> characteristic and the distance won't allow him to <i>engage</i> or <i>fight</i> the Hero then there will be no reaction.

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