

SOLO SCENARIO 3

Story by Rick McGowan

STORY

Rescue Delia!!

It was a dark, rainy evening. Percy, Paul and Delia were out scavenging looking for supplies. As they entered the door of the hardware store all seemed quiet with a few Zed's roaming about.

"Ok let's get rid of the Zed's first, then we can look for supplies, deal?" asked Percy.

"Deal." replied Delia and Paul.

After hunting down the Zed's, Delia called out to the others to locate them.

"Paul?! Percy?!" shouted Delia.

"Here." replied Paul.

"Here." replied Percy.

As the two emerged from different isles and made their way towards Delia, there was an almighty loud bang and smoke began to fill the store along with some loud shouting. The group were then startled with a bright flash and then something hit the group knocking them unconscious.

Paul and Percy began to wake.

"Wha...wha...what happened?" stammered Paul.

"Urgh... I'm...I'm not sure?" said Percy in a confused manner.

"Where's Delia?" asked Paul.

"I can't see her." said Percy in a worried tone.

"Delia...Delia?!" shouted Paul.

"Wait..." exclaimed Percy.

Percy paused as he noticed a piece of paper, on it was some scribbles which read:

"If you wish to see your mate again, bring 20 bags of food to the River base by Friday, or else".

"Who's at the River base? I didn't know there was anyone there." mentioned Paul.

"I heard there was a group of rough un's roaming around, causing bother to others around the area. That's why I've tried to scavenge further out to stay as far away as possible, I guess they've caught up with us." said Percy, disappointed.

"But we can't afford 20 bags of food, we have 4 bags left and we've not found anything on this outing." mentioned Paul.

"That's why we need to take matters into our own hands." said Percy.

"I agree, but we also need to make sure that they don't hurt Delia." said Paul.

"That's why we need to do some investigating, and ensure we get Delia back." mentioned Percy.

"Ok, let's get back to base and come up with a plan." said Paul.

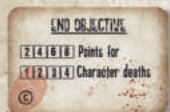
MISSION

Delia has been kidnapped by the rough un's at the River base. Your mission is to travel to and infiltrate the rough un's base and rescue Delia.

SET-UP

Set up for a regular solo game with the following changes:

- Take the forest base.
- Take the river base and shade in all of the watchtowers as if they have all just been built. Then place the river base next to the Community Map.
- Search through the character deck and take Paul and Percy.
- Place Paul and Percy's character cards next to the forest base with 1 wound token on each.
- Gain the resource cubes showing on Paul and Percy's character cards.
- Percy starts with a bat.
- Paul starts with an axe.
- Search through the character deck and take Delia, along with two random character cards. Shuffle these and place them in the middle of the river base.
- Shuffle and place any remaining character cards next to the river base.
- You will need a six-sided die for this campaign (not included in the game).
- Cross off the Hardware Store location from the scavenging map.



GAME END

If you manage to find Delia, finish the round (ignore the rest of the event card and round clean up as you would do if this was the end of round 6) and record the round number, base score and read ending 1.

If you don't find Delia before the end of round 6, your game is over, read ending 2.

If Delia, Paul or Percy die, your game is over.

GAME CONDITIONS

All normal solo game rules apply with the following changes:

- Paul must be part of the scavenging party.

Scavenging rules:

Normal scavenging rules apply with the following exceptions:

- You may take up to 3 characters to scavenge.
- You can choose to scavenge the community-map as normal and/or you can choose to attack the river base to look for Delia.

Attacking the River Base:

You can only attack the River base once per round. When you attack the River base you will need to pay the following food costs depending on the side of the base you wish to attack:

North side = 1 food.

East side = 3 food.

South side = 4 food.

West side = 2 food.

Once the food has been paid into the bag, roll a D6. The D6 is a noise mechanism and depending on the result, depends on how many Zed's are attracted to your location.

You would need to defeat these Zed's first before you can advance to attacking the River base.

Dice Result	Action
1 or 2	Draw 1 x 1 food cost scavenge card
3 or 4	Draw 1 x 2 food cost scavenge card
5 or 6	Draw 1 x 3 food cost scavenge card

Add the result of the D6 to the strength of the Zed's on the scavenge card drawn, or pay 3 food to ignore this result.

Cross off the location on the bottom of the revealed card, as you would do in a normal solo game.

If you are defeated by the Zed's you still take wounds and mark the scavenging track. You cannot progress to attacking the River base.

If you defeat the Zed's you can advance to attacking the base, (you gain a scavenging mark as normal but you do not gain any reward). When attacking the River base, use the following rules:

- Your character(s) attack the same side of the base (decided by food cost paid earlier)
- Compare the shields on your weapons to the side of the base you are attacking.
- Roll the D6 and add this to the river base' defence.

If your shield strength is higher than the defence of the river base, you are successful.

- 1.Reveal the top character card from inside the river base.
- 2.Reveal the bottom two event cards and add a barricade to each side of the River base as depicted in step 1 of the event card.
- 3.Read the following depending on the character revealed:

If the character is Delia, read the 'found Delia story' on page 32.

If the character is not Delia, read the 'didn't find Delia' story on page 32.

If your shield strength is lower than the defence of the river base, you are unsuccessful.

- 1.Receive wounds as per normal game rules.
- 2.Reveal the bottom two event cards and add a barricade to each side of the River base as depicted in step 1 of the event card.

Note: You do not get a mark on the scavenging track for attacking the base whether you are successful or not.

Round end upkeep:

Normal rules apply as per base game with the exception that:

- 1.When the event card(s) are drawn, add a barricade to the side of the River base as depicted in step 1 of the event card.

If you find another character that isn't Delia, read the following:

Paul: Hey, do you know where Delia is?

Character: Yes, but they've taken her out of the base.

Paul: Do you know where?

Character: No, but they said they were taking her as collateral in case anyone tried to attack the base.

Paul: Did they say when they would be back?

Character: No, they didn't.

You can choose to take the character you found and add them to your group. You can choose any 4 resources from the character card. These resources are to be placed on the character card where they will return after the event card phase.

If you choose not to take the character card, put the character card back in the game box.

Note: you need at least one character space free to add Delia to your group should you find her.

If you find a character that is Delia, read the following:

Paul: Delia!! Quick, we have to go!!

Delia: I never thought I would see you again!!

Paul: Well, we weren't going to forget about you. Now, let's get out of here.

Delia is now part of your group. "Add Delia's name" to your base sheet. You will need to put two wound tokens on Delia's card. You will not get any resource cubes from "Delia's character card". You will all return back to base after the event cards for that round have been drawn.

Ending 1:

Percy: Delia, I never thought I would see you again!!

Delia: Neither did I, those rough un's are unbearable, praying on the weak and vulnerable to get anything they can.

Paul: Glad we got you back, but I think it may be time to relocate to get away from those rough un's.

Delia: Good idea, I don't ever want to cross paths with those guys again!!

Victory!! Post a picture of your base, score and the round number you completed the scenario to Board Game Geek under the correct scenario page. I.e. Team Delia – Round 6, 45 points.

The team that completed the quest in the fewest rounds wins. If this is a tie, the highest points wins. If this is a tie, teams share the victory.

The end.

Ending 2:

The group were dejected after not finding Delia and tired after repelling the Zed's. Suddenly, a brick with a note was hurled over the barricade. It read:

"Unlucky, after many attempts trying to wreck our base and not meeting our demands, we have decided to take matters into our own hands. Good luck in trying to find your friend!!"

The end.