

ARKEO OBSKURA

New Adventures



*Based on the
Survival Heroes system*



New adventures

Arkeo Obskura



MASSIMO TORRIANI

with VALENTINO DEL CASTELLO Copyright 2016

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The Witch



Giorgio Bassani Studio Mcl'ey - Mistic of Mlogard (coll. Massimo Torriani)

Type: Modern/Vintage

Setting: Pre-Apocalypse

Category of Bad guys: Witch + Possessed

Description

Two campers are missing in the woods. What's even more worrying is that legend tells of a witch that comes back to life every fifty years seeking revenge... locals say that in the 17th Century a woman was accused of witchcraft and burnt at the stake while her daughter was slaughtered in front of her. The woman cursed those present and even today the locals avoid the woods where the events took place...

NB: This scenario was written for a Group of Heroes worth 500 points fighting a Group of Bad guys worth 400 points. We suggest: 1 Witch, 1 Witch's daughter, 5 Possessed, 5 Ravenous Wolves, 1 Murder of Crows. You can change this list as long as the total points cost remains the same.

Objective for the Heroes

The Group must free the kidnapped campers, banish the Witch and her daughter before the sacrifice and burn the Witch's house to get rid of the evil presence forever.

Objective for the Bad guys

Kill or Rout all the Heroes or sacrifice them to complete the ritual.

Scenery needed

The *Witch's* house (which should be a two-roomed ruin), a tent (which is considered to be a single room for the purposes of the Home Sweet Home rule), a river at least 120cm (48") long with a bridge and ford. At least 12 woods.

Clue markers

1 Witch's diary (event), 1 tent (event), 1 Gruesome remains, 4 Unpleasant surprises, 3 traps, 1 campers, 1 Murder weapon.

Entry Point markers: from 1 to 10

Preparation

Place the river across the central areas running East to West with a bridge and ford in the external areas. Fill the table with woods and add other items of scenery for added realism. The *Witch's* house and the tent will be deployed later.

Placing Clue markers

Shuffle the following markers: the Tent, 2 Unpleasant surprises, 2 Traps and place them face down in the woods in the southern row of the table (south of the river). Shuffle the remaining markers: the Gruesome remains, 2 Unpleasant surprises, Trap and Diary, and place them face down in the woods in the second and third rows of the table (north of the river). The murder weapon and two cans of petrol are not used now and will only appear when the concealment spell on the *Witch's* house is removed, and inside the tent, respectively.

Placing Entry Points: Place 10 Entry Points next to the Clue markers.

Hero Deployment: Within 30cm (12") of the southern edge.

Bad guy Deployment: There are no Bad guys on the first turn.

Hero points: 500 Points

Bad guy points: 400 Points

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 for the Reinforcements Table.

Unpleasant surprises

In this scenario when you discover an Unpleasant Surprise you find a Possessed. Place it 5 cm (2") from the Hero that used the Move & Interact Action. The Bad guys can be activated on the turn they appear. 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...

Night-time Firing line

This scenario takes place at night and a light mist hanging in the air worsens visibility even more. Roll 1d10 at the start of each turn: the number rolled, multiplied by 10cm (4"), is the maximum distance the models can see. If at least one woods has been set alight then multiply the number rolled by 20cm (8").

Woods

Woods can be terrifying at night-time. Every time a Hero wants to enter a Woods containing an Entry Point he/she must first pass a Fear Test with a +1 bonus to TV (Heroes aren't cowards!). Roll 1d10: if the number rolled is less than or equal to the modified TV then the test has been passed and there are no consequences, but if the roll is over TV then fear overcomes the model who remains stationary (but gets an Activated marker). Ignore this rule if at least one are of woods has been set alight.

Tent

When a Hero discovers the tent, place the tent model next to the woods where the Clue was located. There are two petrol cans in the tent. Pick up the Clue markers that haven't been examined yet, add the Campers marker, mix them up and place them randomly, face down, in the places that haven't been examined yet, with one inside the tent. If all the Clue markers have been examined already then the Campers marker is placed in the tent (the prisoners and bound and gagged).

Witch's Diary

The Diary is full of useful information. A Hero can spend a Move & Interact Action to read the magic spell and remove the concealment spell on the Witch's house. Roll 1d10: the woods corresponding to the rolled Entry Point are replaced by the *Witch's* house and the Entry Point is placed on the front door.

Put an altar in the middle of the house. If the Entry Point was burnt then roll again until the house appears in an area that hasn't been burnt. Pick up all the Clue markers that haven't been examined yet, add the Murder weapon marker and shuffle.

Place them all, at random and face down, in the locations that still have to be explored, and one in the *Witch's* house.

If the Clue markers have all been examined already then the Murder weapon marker is placed on the altar in the *Witch's* house.

The Diary contains details of the ritual needed to banish the *Witch* and her *Daughter* (and remove them from the game): you'll need to spend a Move & Interact Action adjacent to the daughter's Gruesome remains to burn them with the petrol can.

To get rid of the *Witch*, you must burn the house.

Campers

The Campers marker comes into play when you discover the Tent (as shown above).

A Hero that examines a Clue and discovers the Campers will free them immediately; remove the marker and assume that they have run home to safety. The *Witch's* plans have been foiled... unless she captures some Heroes (see Possessed).

Petrol cans

There are 2 Petrol cans in the tent. A Hero can only carry a Petrol can in one hand, so if he carries both he'll need two free hands. If the Hero is engaged in a melee he'll drop the can but can't hold a weapon in that hand immediately (there would be no time to get the weapon). If carrying a Petrol can with his left hand the Hero can carry a weapon ready to be used in his right hand. Each Petrol can contains enough fuel to burn (eliminate) 1 Entry Point or burn the Gruesome remains (see below).

Murder weapon

The Murder weapon is a blood-stained meat-cleaver. A Hero with the Murder weapon never performs a Fear Test and ignores the Ethereal characteristic. If playing with a Master, keep the following information secret: this is a cursed weapon and whoever holds it gets the Traumatized characteristic from the next game onwards. He keeps having nightmares and sees the Witch's and her daughter's ghosts everywhere. The ghosts are in his mind but can make him flee. You need to burn the Murder weapon to get rid of the curse.

Possessed

Normally the Possessed will try to put the Heroes out of action but if the Campers have been freed and the altar has appeared then the Possessed will try to make the Campers faint and offer them for sacrifice - in this case the Possessed will fight with bare hands. When a Shaken Hero is Shaken again, he/she will faint instead of being Pinned; lay the model face down. A Possessed that can move to reach a Fainted Hero ignores the Bad guys Reaction engine - during the Action Phase the Bad guy will move fast towards the Hero and pick them up. A Possessed can shoulder a fainted Hero by paying a -5cm (2") movement penalty; he is now carrying them. A Possessed carrying a Fainted Hero also ignores the Bad guys Reaction engine. A Possessed can carry a fainted Hero paying a 5cm (2") movement penalty and will Move Fast in the Bad guys Action Phase, on the fastest route, to the altar. Once at the altar the Hero is dropped and the Possessed can act normally. If there are two Heroes on the altar at the end of the turn then the Witch will appear next to the altar to

perform the sacrifice. If she isn't eliminated or banished before the end of the new turn then she'll cut the Heroes' throats and the players lose the game (the Witch has had her revenge). A Fainted Hero will only stay lying down until the end of the turn, but he/she remains "fainted" while being carried. If no one picks them up then at the end of the turn the model wakes up - turn it face up and it is considered to be Pinned & Shaken.

Gruesome remains

When a Hero finds the Gruesome Remains place the item of scenery next to the woods. The Witch's daughter appears 5cm (2") from the grave and can react normally.

Destroying Woods or the Witch's house

You can destroy an Entry Point if you have a Petrol can. If a Hero is adjacent to the edge of an area in which there is an Entry Point, he/she can spend a Move & Interact Action to burn the area. From this moment onwards these woods, or the Witch's house, become impassable ground. If a roll on the Reinforcements table indicates a burnt Entry Point then the Bad guys don't appear - treat the roll as a 9-10 on the Reinforcements table.

Traps

When a Hero discovers a Trap he/she must perform a Trap Test to see what happens. The Hero rolls 1d10 and compares it to its Tactical Value: If the result is less than TV then the model saw the trap in time and avoided it; if the roll is equal to TV then the model is Shaken; if the roll is higher than TV then the trap has been sprung and the Hero takes a wound. Leave the trap marker on the table; from this moment any model that moves in the area must perform a Trap Test (the area is full of them!).

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. 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: a Ravenous Wolf (or a Murder of Crows or a Possessed) arrives here;

3-4: two Possessed (or Ravenous Wolves, Murder of Crows) arrive here;

5-6: three Possessed (or Ravenous Wolves, Murder of Crows) arrive here;

7-8: the Witch (or Possessed, Ravenous Wolf, Murder of Crows) arrives here. If the Heroes have found the Gruesome Remains and the Witch is already on the table, then her daughter appears.

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), 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 both the Reserve as well as 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 burn the Witch's house, free the campers and banish the Witch and her daughter.
- The Bad guys have forced all the Heroes to Rout or flee or have put them out of action, or they have completed the sacrifice.

The Hero that freed the campers wins 10 points. The Hero that burns the *Witch's* house gets 10 points. The Hero that destroys or that owns the Murder Weapon gets 10 points. The Heroes get 10 points each if they are alive when the game ends.

WITCH & POSSESSED

Alignment: Bad guys - **Type:** Vintage/Modern - **Setting:** Pre-Apocalypse.

Comprising: 1 Witch, 0-1 Witch's daughter, 0-30 Possessed, 0-10 Ravenous Wolves, 0-2 Murders of Crows

Group characteristics:

- This Group is not subject to the Break Test. It only routs when one of the two Groups reaches their objective.
- 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
Witch: staff, claws, bite, crow*	4	4	3	-	2	<i>ethereal, unstoppable, there are so many of them, hard to kill, undead, ghastly</i>	65
Witch's daughter: bite, scratches	3	4	-	-	2	<i>ethereal, unstoppable, there are so many of them, hard to kill, undead, fearsome</i>	44
Possessed: axe	3	4	-	-	3	<i>there are so many of them, unstoppable</i>	44
Ravenous Wolf: bite	2	5	-	-	2	<i>beast, low impact, blood lust, there are so many of them</i>	8
Murder of Crows	2	3	-	-	1	<i>beast, low impact, there are so many of them, unstoppable, quick on his feet, flight</i>	30

*The Witch can set her crow on a Hero. Treat this as throwing a missile-weapon.

Variants:

- All the Possessed can replace their axes with meat cleavers at no extra cost.

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
*Witch's crow	+ 1	-	NE	NE	NE	1	<i>throwing weapon, low impact</i>

Dealing with Demons



Pulpfigures (coll. Massimo Tortiani)

Type: Modern/Vintage
Setting: Pre-Apocalypse
Category of Bad guys: Demons

Description

A mad psychiatrist has performed some terrible experiments on patients in his psychiatric asylum. He is convinced that he can reach other dimensions and has been using the patients to test his absurd theories. Those who resist have been lobotomised... our Heroes have come to visit their friend who has gone mad after a previous adventure. Doctor Death manages to open a Multi-dimensional portal at dusk, just when our Heroes are leaving the building. Panic spreads fast...

NB: This scenario was written for a Group of Heroes worth 500 points fighting a Group of Bad guys worth 400 points. We suggest: 1 Doctor Death, 1 Envoy of Misery, 1 Infernal Abomination, 2 Nightmare Nurses, 5 Maniacs. You can change this list as long as the total points cost remains the same.

Objective for the Heroes

The Group must find their friend, kill Doctor Death and close the Multi-dimensional portal before the Demons can invade the Earth.

Objective for the Bad guys

Kill or Rout all the Heroes and allow the demons to invade the Earth.

Scenery needed

You'll need a large building with at least five rooms, a fence around the perimeter of the Asylum with paths, woods, benches, a tool-shed, a private cemetery including some mausoleums, a chapel, a cloister, a garage (or car-park) and at least one car (the one our Heroes used to get here). If you prefer you can use a cardboard map showing lots of suitably themed-rooms and just play the scenario inside the Asylum.

Clue markers:

1 Diary (event), 1 Map (event), 5 Unpleasant surprises, 4 Alarms, 1 Friend (event), 1 Multi-dimensional portal (discovery).

Entry Point markers: from 1 to 10

Preparation

Put the building in the middle of the playing area. Define the area with walls and/or gates and then deploy the private cemetery, the chapel, the tool-shed and cloister. Now fill the table with woods. Don't forget the main gate, the road leading to the asylum, a few paths, a secondary exit and some benches that add to the realism.

Placing Clue markers

Shuffle the following markers: 1 Friend, 2 Unpleasant surprises, 2 Alarms. Place them face down inside the Asylum in 5 different rooms. Shuffle the remaining markers: 2 Alarms and 3 Unpleasant surprises and place them face down outside the asylum inside the elements of scenery (chapel, cemetery, tool-shed, cloister, car-park).

Placing Entry Points:

Place the Entry Points next to the Clue markers.

Hero Deployment:

Within 5cm (2") of the car (they got their weapons and equipment out of the car-boot).

Bad guy Deployment:

On the first turn deploy four separate Maniacs, rolling 1d10 four times (once for each different Entry Point).

Hero points: 500 Points

Bad guy points: 400 Points

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 for the Reinforcements Table.

Unpleasant surprises

In this scenario when you discover an Unpleasant surprise you find a Maniac. Place it 5cm (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...

Night-time Firing line

This scenario takes place at night and a light mist hanging in the air worsens visibility even more. Roll 1d10 at the start of each turn: the number rolled, multiplied by 20cm (8"), is the maximum distance the models can see. Inside the asylum the line of sight is limited to the rooms the Hero is adjacent to.

Asylum

As soon as the Multi-dimensional portal has been opened the Asylum falls into darkness. The rooms in the Asylum are quite scary at night, so every time a Hero wants to enter a room containing an Entry Point he/she must first pass a Fear Test. Roll 1d10: if the number rolled is less than or equal to TV then there are no consequences; but if the roll is over TV then the model is overcome by fear and re-

mains stationary (but gets an Activated marker).

Alarm

The Asylum is peppered with acoustic alarms to prevent escapes. When a Hero discovers an Alarm he/she must perform an Alarm Test to see if they can avoid setting it off. The Hero rolls 1d10 and compares to TV: if the roll is less than or equal to TV then he sees the Alarm in time, but if the roll is over TV then roll TWICE on the Reinforcements Table. The new Bad guys are deployed 20cm (8") from the Hero that tripped the alarm, and out of sight if possible.

Friend

When a Hero discovers their Friend, deploy him/her in the table and perform a Persuasion Test. If the Test is successful then the friend has calmed down and from now on is part of the Group, acting normally; a failed test means that fear pins the friend to the spot. After this failure any Hero in the room can try to calm the friend down. After calming them down remove a marker at random from the Asylum (either Unpleasant surprise or Alarm), add a map marker, shuffle the markers up and put them back randomly inside rooms where the Clue hadn't been examined yet (the friend saw Doctor Death give the map to a nurse). If all the Clues in the rooms have already been examined, the map is placed in this room (the friend had already stolen it).

Map (of the Asylum)

When a Hero discovers the Map pick up all the unexamined Clue markers outside the Asylum. Remove (at random) either an Unpleasant surprise or an Alarm, add the Diary, shuffle them and put the markers back on the table, face down, in the locations outside the Asylum where Clues haven't been examined yet. If all the Clues outside the Asylum have already been discovered then the Diary is placed in this room (the friend had already stolen it).

Diary

When a Hero discovers the Diary, pick up all the unexamined Clue markers. Remove (at random) either an Unpleasant surprise or an Alarm and

add the Portal marker. Shuffle and put the markers face down, at random, in the locations and rooms where the Clues haven't been examined yet. If all the Clues both outside the Asylum and in the rooms have already been examined then the Portal opens in this room (Doctor Death enters and opens the Portal).

Multi-dimensional portal

When a Hero discovers the Multi-dimensional portal deploy it as far as possible from the Hero but in that room or location. Place Doctor Death adjacent to the Multi-dimensional portal, together with the Envoy of Misery; both can be activated in the same turn they appear on.

Destroy the Portal

After putting Doctor Death out of action, a Hero with the Diary and adjacent to the Portal can spend a Move & Interact Action to close it (by reciting an ancient spell). From this moment onwards the Portal is closed and the Envoy of Misery can no longer appear. If Doctor Death is still alive he'll open it again automatically in the End of Turn phase.

If Doctor Death is still alive when the Envoy of Misery dies he can summon him again. In the Reinforcements phase roll 1d10: the Envoy of Misery appears next to the Entry Point shown by the number rolled. If Doctor Death is out of action then the Envoy of Misery will only reappear if the Portal is still open and if a Hero rolls a natural "10" during the game (Unpleasant Event); here, don't roll on the Reinforcements table, just deploy the Envoy of Misery.

Contaminated

Infected models that are put out of action return as Contaminated Zombies (see Roster). If a Contaminated Zombie is put out of action it is removed from the game.

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 me-

ans that no other reinforcements will turn up here unless there is an unpleasant event.

REINFORCEMENTS TABLE

1-2: a Maniac (or Nightmare Nurse or Infernal Abomination) arrives here;

3-4: two Maniacs (or Nightmare Nurses) arrive here;

5-6: two Nightmare Nurses (or Maniacs) arrive here;

7-8: the Infernal Abomination (or Nightmare Nurse or Maniac) arrives 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 both the Reserve as well as 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 find their friend (even if he dies), put Doctor Death out of action and close the multi-dimensional portal.

b) The Bad guys force the Heroes to flee or rout or put them all out of action.

The Hero that calmed down his friend wins 10XP, as does the Hero that definitively closes the multi-dimensional portal. The Hero who puts Doctor Death out of action gets 10XP. The Heroes get 10 points each if they are alive when the game ends.

DOCTOR DEATH & DEMONS

Alignment: Bad guys - **Type:** Vintage/Modern - **Setting:** Pre-Apocalypse.

Comprising: 1 Doctor Death, 1 Envoy of Misery, 1 Infernal Abomination, 0-5 Nightmare Nurses, 4-30 Maniacs

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
Doctor Death: syringe & scalpel*	4	3	-	2	2	<i>unstoppable, hard to kill</i>	54
Envoy of Misery: various blades #	4	5	-	3	2	<i>unstoppable, hard to kill, ghastly</i>	60
Infernal Abomination: 2-handed iron club	3	4	-	4	3	<i>blood lust, hard to kill, ghastly, unstoppable, there are so many of them!</i>	92
Nightmare Nurse: syringe & scalpel*	4	4	-	-	2	<i>unstoppable, there are so many of them!</i>	41
Maniac: axe	3	3	-	-	2	<i>there are so many of them!</i>	22
Contaminated Zombie: claws, bite	2	2	-	-	2	<i>unstoppable, infected, slow, undead, fearsome, brainless</i>	N/A

*Doctor Death and the Nightmare Nurses use syringe & scalpel in melee (characteristics: sharp, infected).

The Envoy of Misery uses various blades in melee (characteristic: sharp).

Variants:

- The Envoy of Misery can add the rending characteristic to his blades for +15points.
- The Infernal Abomination can replace the Iron club with a large meat-cleaver for +25points.

Model and description	TV	MV	BV	AV	W	Characteristics	Cost
Friend: improvised weapon	4	4	4	-	2	<i>Traumatised</i>	15



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DEALING WITH DEMONS

Markers:

	ACTIVATED		AMMO (RIFLE)		CLUE (BACK)		BOOK OF THE DEAD
	RUNNING		AMMO (PISTOL)		SHOTGUN		FIRST AID KIT
	HIDDEN		TARGET ACQUIRED		NOTEBOOK		PICK
	SHAKEN		THROWN WEAPON		SARCOPHAGUS		AXE
	WOUND		ENTRY POINT (UNACTIVATED)		MAP		UNPLEASANT SURPRISE
	FATIGUE		ENTRY POINT (ACTIVATED)		TRAP		CARPENTER'S TOOLS
	GRUESOME REMAINS		MURDER WEAPON		TENT		CAMPERS
	WITCH'S DIARY		ASYLUM MAP		ALARM		DIMENSIONAL PORTAL
	FRIEND		DIARY				

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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