

CHALLENGE ADVANCED

REACH OF THE WOLF

The tendrils of Radukar's vampiric will whisper his insidious commands from afar.

Roll a dice at the end of the Gambit Step, and apply the following effect:

Success: Swap the rightmost hostile group's initiative card with the closest hero initiative card to the left on the combat track.

Critical Success: Immediately activate the rightmost hostile group on the combat track. They will activate again in the Activation Phase.

INFLUENCE	DICE
1-3	■
4-6	▲
7-9	◆

CHALLENGE BASIC

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INFLUENCE	DICE
1-5	None
6-9	■

CHALLENGE EXPERT

THE NIGHTMARE CITY

As the terror of the cowed populous grows, so too does the hideous might of their oppressors.

Apply the following cumulative effects, based on the current fear level:

FEAR	EFFECT
2+	Add 1 to the Move value of each hostile <i>Champion</i> and <i>Villain</i> .
4+	Add 1 to the Wounds value of each hostile <i>Champion</i> and 2 to the Wounds value of each hostile <i>Villain</i> .
6+	Increase the Damage value of each hostile <i>Champion</i> and <i>Villain's</i> weapon actions by +1/+1.

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THE NIGHTMARE CITY

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Apply the following cumulative effects, based on the current fear level:

FEAR	EFFECT
3+	Add 1 to the Move value of each hostile <i>Champion</i> and <i>Villain</i> .
5+	Add 1 to the Wounds value of each hostile <i>Champion</i> and 2 to the Wounds value of each hostile <i>Villain</i> .
7+	Increase the Damage value of each hostile <i>Champion</i> and <i>Villain's</i> weapon actions by +1/+1.

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THE NIGHTMARE CITY

As the terror of the cowed populous grows, so too does the hideous might of their oppressors.

Apply the following cumulative effects, based on the current fear level:

FEAR	EFFECT
5+	Add 1 to the Move value of each hostile <i>Champion</i> and <i>Villain</i> .
7+	Add 1 to the Wounds value of each hostile <i>Champion</i> and 2 to the Wounds value of each hostile <i>Villain</i> .
9+	Increase the Damage value of each hostile <i>Champion</i> and <i>Villain's</i> weapon actions by +1/+1.

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7-9	◆ ■

