

SETUP

Place 4 Cosmic Vault tokens (Point of Interest) as shown on Map D.

SCORING

Players score 1 VP for each Cosmic Vault they are Securing during the Cleanup Phase.

During the **Power Phase**, some Cosmic Vaults will radiate cosmic energy. Starting with the player with Priority, players roll 1 die for each character they control within $\oplus 1$ of a Cosmic Vault. If the result is a $\oplus 4$ or $\oplus 2$, that character gains 2 $\oplus 4$ and is Pushed $\oplus 1$. The opposing player resolves this Push.

SETUP

Place 3 Origin Bomb tokens (Point of Interest) as shown on Map I.

SCORING

Players score 1 VP for each Origin Bomb they Control during the Cleanup Phase.

Interact (Origin Bomb): Roll dice equal to this character's $\oplus 4$ Defense. If the roll contains more $\oplus 4$, $\oplus 2$, and $\oplus 1$ results than the number of Healthy enemy characters Contesting this Origin Bomb, this character's controlling player now Controls this Origin Bomb. If the roll contains at least 1 $\oplus 4$, this character suffers 1 $\oplus 4$.

SETUP

Place 3 Flaming Portal tokens (Point of Interest) as shown on Map E.

SCORING

Players score 1 VP for each Flaming Portal they are Securing during the Cleanup Phase.

During the **Power Phase**, characters within $\oplus 1$ of a Flaming Portal gain the Incinerate special condition.

SETUP

Place 3 Gamma Shelter tokens (Point of Interest) as shown on Map E.

SCORING

Players score 1 VP for Securing their Close, 1 VP for the Mid, and 2 VPs for Securing their Far Gamma Shelter during the Cleanup Phase.

During the **Cleanup Phase**, each character that is not within $\oplus 2$ of a Gamma Shelter suffers 1 $\oplus 4$.

The Gamma Shelter closest to a player's battlefield edge is their Close Shelter. The Gamma Shelter in the center is both players' Mid Shelter. The Gamma Shelter farthest from a player's battlefield edge is their Far Shelter.

SETUP

Place 4 Serum Canister tokens (Point of Interest) as shown on Map B.

SCORING

Players score 1 VP for each Serum Canister they Secure during the Cleanup Phase.

During the **Power Phase**, characters Contesting a Serum Canister gain 1 $\oplus 4$.

SETUP

Place 3 Dark Portal tokens (Point of Interest) as shown on Map C.

SCORING

Players score 1 VP for each Dark Portal they Secure during the Cleanup Phase.

Interact (Dark Portal): This character drops all objective tokens it is holding. Then roll 1 die. If the result is a $\oplus 4$, $\oplus 2$, or $\oplus 1$, Place this character within $\oplus 1$ of another Dark Portal. Otherwise, the opposing player Places this character within $\oplus 1$ of another Dark Portal.

SETUP

Place 2 Witness tokens (Target of Opportunity) as shown on the Map H.

SCORING

Players score 2 VPs for each Witness they Secure during the Cleanup Phase.

During the **Cleanup Phase**, each of the Witnesses may flee. Starting with the player with priority, each player Places all Witnesses Secured by their opponent within $\oplus 2$ of their current position. Each Witness may be Placed this way only once per Round.

After a Witness is Placed, each character within $\oplus 1$ of it suffers 1 $\oplus 4$ and gains the Stun special condition.

SETUP

Place 4 Trap tokens (Point of Interest) as shown on Map B.

SCORING

Players score 1 VP for each Trap they are Controlling during the Cleanup Phase.

Interact (Trap): Roll dice equal to this character's $\oplus 4$ Defense. If the roll contains more $\oplus 4$, $\oplus 2$, and $\oplus 1$ results than the number of Healthy enemy characters Contesting this Trap, this character's controlling player now Controls this Trap.

During the **Cleanup Phase**, each player Controlling a Trap chooses an enemy character within $\oplus 2$ of each Trap they Control. The chosen character suffers 1 $\oplus 4$ and gains 1 $\oplus 4$. Resolve each Trap completely before resolving the next.

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DAILY

17

BUGLE

RIOTS SPARK OVER EXTREMIS 3.0

SETUP

Place 4 Extremis Console tokens (Point of Interest) as shown on Map D.

SCORING

Players score 1 VP for each Extremis Console they Control during the Cleanup Phase.

Interact (Extremis Console):

Remove 1 from a non-Dazed character within 2 of this Extremis Console.

THREAT

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DAILY

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BUGLE

SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE

SETUP

Place 5 Ambush tokens (Point of Interest) as shown on Map F.

SCORING

Players score 1 VP for each Ambush they Secure during the Cleanup Phase.

Characters Contesting an Ambush have Cover from characters not Contesting the same Ambush.

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DAILY

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BUGLE

S.W.O.R.D. ESTABLISHES BASE ON MOON'S BLUE AREA

SETUP

Place 4 Console tokens (Point of Interest) as shown on Map G.

SCORING

Players score 1 VP for each Console they Control during the Cleanup Phase.

Interact (Console):

If no enemy characters are Contesting this Console, this character's controlling player now Controls this Console. Otherwise roll 1 die. If the result is a 4, 2, or 3, this character's controlling player now Controls this Console.

During the Power Phase,

if a player Controls more Consoles than their opponent, they command the base's security system and may choose an enemy character. The chosen character is Pushed 3. The opposing player resolves this Push.

THREAT

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DAILY

18

BUGLE

PORTALS OVERRUN CITY WITH SPIDER-PEOPLE!

SETUP

Place 4 Inheritor Portals (Point of Interest) as shown on Map D.

SCORING

Players score 1 VP for each Inheritor Portal they Control during the Cleanup Phase.

Interact (Inheritor Portal):

Roll dice equal to this character's Defense. If the roll contains more 4s, 5s, and 6s results than the number of Healthy enemy characters Contesting this Inheritor Portal, this character's controlling player now Controls this Inheritor Portal. If the roll contains at least 1 6, this character is Placed within 2 of its current position. The opposing player resolves this Place.

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DAILY

18

BUGLE

THE MONTESI FORMULA FOUND

SETUP

Place 3 Spellbook tokens (Asset) as shown on Map E.

SCORING

Players score 1 VP for each Spellbook held by a character they control during the Cleanup Phase.

MYSTIC BEAM

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Interact (Spellbook):

Pick up this Spellbook. A character can hold only 1 Spellbook at a time.

A character holding a Spellbook may use the attack shown above once per turn. It cannot add additional dice to this attack or modify its dice during this attack.

THREAT

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DAILY

17

BUGLE

ALIEN SHIP CRASHES IN DOWNTOWN!

SETUP

Place 3 Power Core tokens (Asset) as shown on Map C.

SCORING

Players score 1 VP for each character they control that is holding a Power Core during the Cleanup Phase.

Interact (Power Core):

Pick up this Power Core. A character can hold only 1 Power Core at a time.

During the Cleanup Phase,

each character with 3 or more holding a Power Core rolls 3 dice. For each 4 and 5 in the result, the character holding the Power Core and all characters within 2 of it suffer 1.

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DAILY

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BUGLE

DEADLY LEGACY VIRUS CURED?

SETUP

Place 3 Legacy Cure tokens (Asset) as shown on Map C.

SCORING

Players score 1 VP for each Legacy Cure held by a character they control during the Cleanup Phase.

Interact (Legacy Cure):

Pick up this Legacy Cure. A character must spend 1 per Legacy Cure it is holding before using this Interact.

During the Cleanup Phase,

if a non-Giant character is holding all 3 Legacy Cures, its controlling player does not score VPs from this Crisis as normal. Instead, remove all Legacy Cures from the game. Then the character's KO'd and its controlling player scores 6 VPs.

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DAILY

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BUGLE

FEAR GRIPS WORLD AS "WORTHY" TERRORIZE CITIES

SETUP

Place 4 Celestial Hammer tokens (Asset) as shown on Map D.

SCORING

Players score 1 VP for each Celestial Hammer held by a character they control during the Cleanup Phase.

Interact (Celestial Hammer):

Pick up this Celestial Hammer.

Characters add 1 die to their attack rolls for each Celestial Hammer they are holding. Characters holding one or more Celestial Hammers must pay 1 before playing a Team Tactic Card.







