

Art:

Loïc Billiau
Adrienne Ezell

Game Design:

Brian Henk
Clayton Skancke

**Components:**

12 Ally Cards
34 Stunt Tokens
6 Skip Tokens
10 Equipment
4 Villains
4 Scoundrels
8 Ally Dice
16 Ally Tokens

This requires the base game and is compatible with other expansions.

Equipment: Remove any Equipment that have a number of dots in the bottom-left corner greater than the number of players in the game. Shuffle the expansion Equipment into the Equipment decks.



Scoundrels and Villains: Combine the Scoundrels and Villains from the base game and expansions together. Shuffle each Scoundrel and Villain location type into its own face-down pile. Set a Hero Die matching each type on each pile so it looks like the image to the right. When a Scoundrel or Villain is activated, they are drawn from the top of the deck.



Deal Allies: Remove any Allies from the game that have a number of circles in the bottom-left corner greater than the number of players in the game. Shuffle the Ally Deck and deal everyone an Ally card face-up.



Ally Tokens: Give everyone the 2 Ally Tokens that match their color. Each player puts one on the "1" spot of their Ally and the other will be placed on a Heroic Feat at the end of their turns.

Stunt Tokens: Give each player 1 Stunt Token and put the rest in a pile.



Skip Tokens: If you are playing with less than 4 players, put a Skip Token on the "4" level of your Ally. If you are playing with less than 6 players, put a Skip Token on the "6" level of your Ally. Those will remind you to skip over those levels when your Ally gains levels.



ALLIES

PLACING ALLY TOKENS

At the end of your turn in games with 2+ players, place the Ally Token that is not on your Ally onto any Heroic Feat.



WEAKNESS

Your Ally has a symbol on it that you must add to the requirements of each Scoundrel and Villain you fight.

LEVELING UP

Your Ally will begin the game at Level 1, and advance to the next highest level on the track when either:

- You **fail** against a Heroic Feat or Scoundrel on your turn.
- When an opponent **succeeds** at a Heroic Feat where your Ally Token is located.



Level 4 is skipped when playing less than 4 players and level 6 is skipped when playing less than 6 players.

LEVEL UP REWARDS

Stunt Tokens: Whenever your Ally gains a level, take a Stunt Token.

Ally Abilities: You may use any ability to the left of a level that is at or below your current level. Using Ally abilities is always optional.

Unlocking Ally Die: Once your Ally reaches the "MAX" spot, you unlock your Ally Die to be used only by you for the rest of the game. You may also use your Ally Die on the 4th ROLL if you are helping another player.

STUNT TOKENS

Stunt Tokens can be turned in for either of these one-time-use benefits:

- After your first ROLL, switch to a different Heroic Feat or Scoundrel.
- Re-roll up to 3 dice.