

TAKE THEM ALL!

After having nursed her newborn, Catherine gently rocked him to help his digestion. Then, once the required milky burp done, she placed him in his crib with all the tenderness a loving mother can give. "Sleep well my little angel and sweet dreams to you".

As she returned to the bed in which her husband, long abandoned to the sandman, was waiting for her, she didn't notice a pair of deep black globe-like eyes watching her. Once she had left the child's room, the sneaky creature stealthily crept up to the child's bed, and an unhealthy greed could be seen in its eyes...

The following day, during a special meeting of the Baptiste cell:

"Friends! Dramatic events which have plunged many families of New Jerusalem into pain last night. Newborns were kidnapped throughout the city, in all neighborhoods, whether poor or rich. According to witnesses, there is no doubt that these horrendous actions were perpetrated by troglodytes. Yes, it may seem improbable to you that these foul beasts venture onto the surface, but it's now a fact! And, of course, you wonder about the reason behind this odd operation. And it'll be up to us to discover the reason. Nonetheless, my instinct leads me to believe that the individuals fingered by the archbishop are behind this. For now we have to deal with the most urgent matter – my informers have let me know that another wide-scale kidnapping is being planned for tomorrow night. Thankfully, the invasion source, a gallery of tunnels south of the city, has been found. Sharpen your swords and check to see that your weapons are properly loaded, as the risk is great, and unfortunately many will die. Despite being a convicted atheist, I cannot keep myself from using this consecrated expression: May God watch over you!"



Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 2 TP. Many troglodytes are also present at the beginning of the scenario (see below).



Human player's forces

The human player chooses his team by following the campaign rules and draws 2 Advantage Cards after having removed from the deck both Map of the Sewer cards.



Scenario Set-up

Set up the board as shown on the scenario's plan.

The human player places their warriors first, with a maximum of 1 model per tile marked with an X.

The demon player places 3 troglodytes on the first Lair tile and 3 troglodytes on the second Lair tile. The demon player also deploys 1 troglodyte on each of the Dead-end tiles (3-4-5).



Conditions of Victory

The demon player must get a maximum number of troglodytes off the board by using the exits marked A-B-C-D. The human player must prevent the troglodytes from leaving.



VICTORY LEVELS

- At least 3 troglodytes have left the tunnels: major victory for the demon player (2 CP).
- 2 troglodytes have left the tunnels: minor victory for the demon player (1 CP).
- 1 troglodyte has left the tunnels: minor victory for the human player (1 CP).
- No troglodytes have fled the tunnels: major victory for the human player (2 CP).



Special rules



RESTRICTED ARRIVAL

The demon player can only bring troglodytes in play onto the two Lair tiles. The demon must enter play in the same way.



RESTRICTED DOMINATION

The demon player has a limited amount of time to try and control this horde of undisciplined troglodytes. The game normally lasts 9 game turns - use the 10-sided die to keep track. The die starts at "1". During the initiative phase of every turn, starting on round 2, the number is increased by 1. From the end of turn 9, the demon player can spend 7 PT at the end of each game turn to add a new turn to the game.



RESTRICTED DANGER

The Demonic Mechanism tiles and Trapped Corridor tiles have no effect. Treat them as though they were normal tiles.



TOUGH AS NAILS

Tough troglodytes cannot leave the game board.



SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS



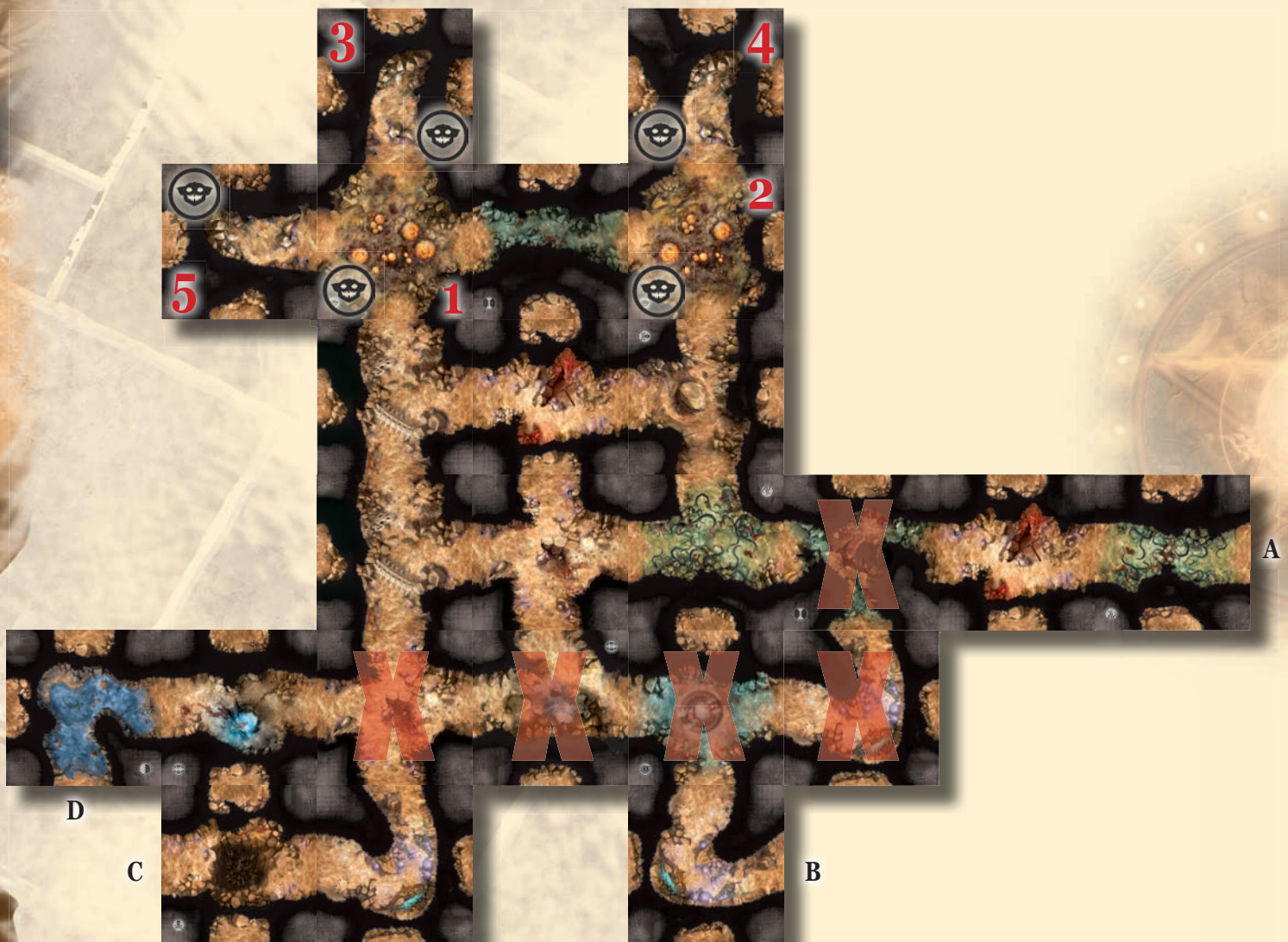
NO ONE CAN MAKE AN OMELET WITHOUT BREAKING AN EGG

A human warrior who eliminates at least one troglodyte on a Lair tile gains an extra 1 BT.



OVERWHELMING

Each time a troglodyte leaves the game board, the demon player gains 2 PT.



New Eden

The Baptiste Cell is searching for clues which could lead it to the holding place of the newborns kidnapped in the first kidnapping incident. As a matter of fact, Baptiste is totally convinced that the recent events have a more important link to the infiltrators and the dire events mentioned in the archbishop's speech. The search of the personal belongings of the holy man has uncovered documents in which a secret lodge, named "New Eden", is mentioned repeatedly. Are these people implicated in the recent wave of unfortunate events? Valombre thinks so, and his instinct is very rarely wrong. The extra investigation efforts made by his men have been fruitful, as the location of New Eden's headquarters has been discovered. Immediately, the best men of the Baptiste Cell investigate the area with the task of finding out more about the goal of this mysterious lodge. But once inside, they realize that the place has been left in a hurry. In any case it's too late to turn back now, and maybe not all of the compromising evidence has been destroyed. As they go deeper into the tunnels, they realize they're not alone...



Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 4 TP.



Human player's forces

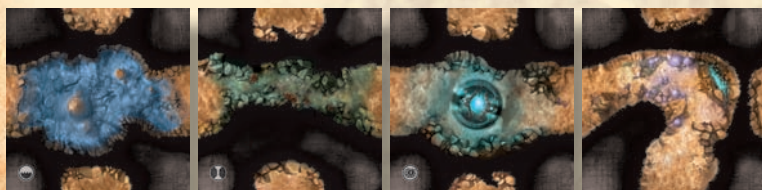
The human player chooses his team by following the campaign rules and draws 1 Advantage Card after having removed from the deck both Map of the Sewer cards.



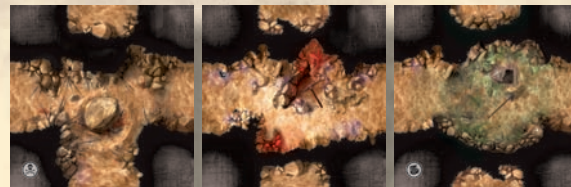
Scenario Set-up

The tiles of each pile are shuffled and placed face-down (see plan).

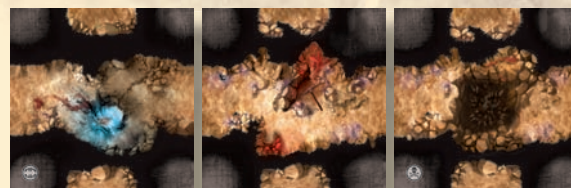
Pile 1 contains the following tiles:



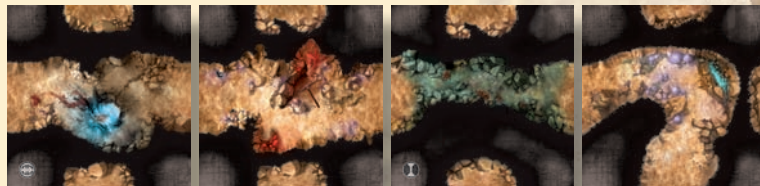
Pile 2 contains the following tiles:



Pile 3 contains the following tiles:



Pile 4 contains the following tiles:



Major information about the plot are hidden on 4 tiles. The demon player secretly chooses a single tile per pile to contain a secret document. To help the demon player remember, that player will mark off the squares for the chosen tiles in the tile list above (important: only 1 tile per pile). In the end there must be 4 secret documents, one in each pile.



Conditions of Victory

The human player can declare the end of the game at the end of a demon player's turn as long as he or she has been able to claim at least 2 secret documents (see special rules). The game also ends if the human player no longer has any living warriors.

- The human player claims no secret document: major victory for the demon player (3 CP).
- The human player claims 1 secret document: important victory for the demon player (2 CP).
- The human player claims 2 secret documents: minor victory for the demon player (1 CP).
- The human player claims 3 secret documents: minor victory for the human player (1 CP).
- The human player claims 4 secret documents: major victory for the human player (2 CP).



Special rules



SEARCH

A human warrior can, at the end of his activation, make a search test on the tile where he stands. A search test is not considered to be an action. The human player rolls 1 D6 and on a result greater than or equal to 5, the search is considered to have been successful. The human warrior can reroll one or more failed search tests by spending 3 BT.

When the search test is successful, the demon player must reveal to the human player if the tile searched contained a secret document. If so, a secret document token (use a marker of your choice) is placed on the base of the human warrior who has discovered it. A human warrior is allowed to carry more than one secret document token. On a successful roll, if the tile contains no secret document, the demon player must announce it.



CLAIMING THE SECRET DOCUMENTS

At the end of his activation and as a free action, a human warrior with one or more secret document tokens who is on the Pentacle room tile can drop them on that tile's ground. This indicates that the precious documents have been taken out of the tunnels through the use of a secret tunnel made by the Baptiste Cell.

When a human warrior with one or more secret document tokens is eliminated, the secret document tokens he carried are left on the tile where he was eliminated. At the end of his activation and as a free action, a human warrior on a tile with one or more secret document tokens can pick them up.



Map of the headquarters in New Eden

It's the human player who orients the drawn tiles in the direction of his or her choice, but the player is not allowed to block the exploration direction.



SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS



NO LUCK

The demon player gets 1 PT each time a human warrior fails a search test.



NICE FIND

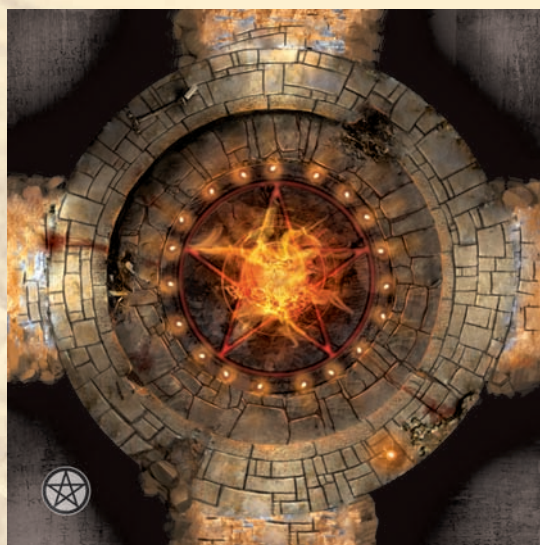
The human warrior gains 1 BT when he finds a secret document.

PILE 1

Secret document #1

PILE 3

Secret document #3



Secret document #4

PILE 4

PILE 2

Secret document #2

THE TEARS OF ANGELS

"They knew we were coming! So many of our men slain, makes me feel nauseous. This dirty traitor is spying on us and we're headed for big problems if we don't unmask him as soon as possible. When a limb is gangrenous, there's no other choice but amputation!"

- Baptiste Valombre, the evening of operation New Eden

Many are those who have lost their life during the expedition led into the headquarters of New Eden. Nonetheless, it wasn't in vain, since the Baptiste Cell has been able to locate the place where the newborns are being held. Many other dark designs were found, such as vague implications about a ritual of possession. Does the Adversary have a plan to claim the souls of the captured newborns? For what purpose? Is a traitor hiding in the ranks of the Baptiste Cell? So many questions which will require answers, once the newborns have been saved.



Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 4 TP.



Human player's forces

The human player chooses his team by following the campaign rules and draws 1 Advantage Card.



Scenario Set-up

Remove from the pile the Exit tile. The other tiles are shuffled and form a draw pile. The Exit tile is placed in the middle of the table. All human warriors are placed on it.



Conditions of Victory

At the end of his activation and as a free action, a human warrior who possesses a toddler token and who is on the Exit tile can discard his token and save the newborn. The child has been placed safely out of the tunnel.

If a human player has fewer CP than the demon player by the end of scenario 2, the human player gets an advantage to re-balance the game. Indeed – annoyed by his failure,

Baptiste Valombre has resolved to take as few risks as possible by sending a second team. This second team has already saved one newborn at the beginning of the game. In other words, the human player gains +1 newborns saved for this scenario.

0 or 1 newborn saved	0 CP for the human player and 3 CP for the demon player.
2 newborns saved	0 CP for the human player and 2 CP for the demon player.
3 newborns saved	1 CP for the human player and 1 CP for the demon player.
4 newborns saved	2 CP for the human player and 0 CP for the demon player.
5 newborns saved	3 CP for the human player and 0 CP for the demon player.

The human player can declare the game to be over at the end of his or her turn, as long as he or she has saved at least 3 newborns.



Special rules



When the storks visit

Prepare 5 newborn tokens.

When a human warrior explores a new tile, the human player makes a search test by rolling 1d6. On a result of 6, the warrior immediately ends his move on the tile and a newborn token is placed on that same tile. Then the demon player immediately places the maximum amount of troglodytes the tile could have. That area contains a captive newborn guarded by troglodytes.

Each newly explored tile reduces the test's difficulty by 1 until a newborn is found. Note that a result of 1 on the search test is an automatic failure. When a tile holding a newborn is found, the test's difficulty for the next explored tile goes back up to 6 and the difficulty will once again reduce with successive exploration. This operation takes place every time a new newborn token is uncovered.

Example: the human player begins the game and explores the first tile. That player must roll a 6 to find a newborn. The player rolls a 3 and thus fails. The human player activates a second warrior who explores a second tile and must therefore roll a 5 or better to find the newborn. The player rolls a 6 and the newborn is found. The next tile explored by a human player will once again require a die result of 6. A human warrior can reroll the die on a search test by spending 3 BT.

At the end of his activation, a human warrior can pick up a newborn token for free as long as the tile is empty of any troglodytes and demons. When a human warrior with a newborn token is eliminated, the token is left on the tile where the warrior was eliminated. A human warrior can carry only one newborn token at a time.



SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS



NEAR-SIGHTED

The demon player gains 1 PT whenever the human player fails a search test with a difficulty of 2, 3 or 4.



AT A GLANCE

A human warrior who succeeds at a search test with a difficulty of 5 or 6 (even after a reroll) gains 1 BT.

BAPTISTE IN THE SHADE

The pain at the back of his skull was intense, but he managed, little by little, to regain his senses. Once on his feet, he realized he was nothing but a vulgar prisoner, cornered like a rat. He cursed his stupidity, as he has been fooled like a virgin fending the advances of her first lover. He knew, though, that the Devil often uses evil ploys.

The fallen angel hadn't failed his reputation when he had ordered one of his envoys to cowardly assassinate a member of the Cell in order to take the unfortunate's place by assuming his shape. Sure, a ruse as old as the world itself, but one that had been proven effective in the past. Then again, isn't it said that what makes a plan foolproof is its simplicity? At first, the mole was tasked by its master to infiltrate and spy on the Baptiste Cell, then its mission changed when the humans were about to discover the whys and hows of the plan. Valombre's capture had become vital. It would be easy to torture him at leisure in one of the Adversary's cells, with, of course all the necessary refinements, and make him spill everything he knew before impaling him to the root of his hair.

Baptiste remembered the moment in which he unmasked the mole and the ensuing combat. He had underestimated his opponent, as assuredly, the infernal ambassador was fearsome. A fact he was able to verify when he collapsed near death before the laughing creature. But Valombre could count on his valorous men – he knew they were on his trail, ready to give their lives to free him and offer him a chance to avenge himself...



Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 4 TP.



Human player's forces

The human player chooses his team by following the campaign rules and draws 3 Advantage Cards.



Scenario Set-up

Place the tiles, models and tokens according to the scenario plan. Then remove from the stack the Exit tile, the Dead-end tile (all 3 of them) and the Dead-end/Stash tiles (all 3 of them). Then create 3 different exploration piles by following the rules below.



EXPLORATION PILE 1

Create a face-down pile made up of 3 randomly drawn tiles. Then make a second one made up of 1 randomly drawn tile + 1 Dead-end/Stash tile. Shuffle the second pile and place it beneath the first.



EXPLORATION PILE 2

Create a face-down pile made up of 4 randomly drawn tiles. Then create a second pile made up of 2 randomly

drawn tiles + 1 Dead-end/Stash tile. Shuffle the second pile and place it beneath the first.

EXPLORATION PILE 3

Proceed as with pile 2.



Conditions of Victory

Once a human warrior ends his move on the Exit tile, he is removed from the game. None of the demon player's warriors, other than the Infernal Ambassador can be placed on the Exit tile. The game ends as soon as there are no longer any human warriors left in play.



FOR THE HUMAN PLAYER

Baptiste flees using the Exit tile: +2 PV.

Each other human warrior who flees using the Exit tile: +1 PV.

The Infernal Ambassador is eliminated: +2 PV.



FOR THE DEMON PLAYER

Baptiste Valombre is eliminated: + 3PV.

Each other eliminated human warrior: +1 PV.

The Infernal Ambassador is still alive at the end of the game: +2 PV.



Special rules



THE PRISONER

The tile on which Baptiste Valombre is is a prison of which 3 of the 4 exits are blocked for good. The three Protective Seal tokens represent the blocked exits 1, 2 and 3. Exit 4 leads nowhere and no exploration or entrance of models

of the demon player can be performed from it. As long as Baptiste Valombre is captive, he cannot be targeted by any attack or special effect (Event card, Destiny board, etc.) by the demon player.



BLIND EXPLORATION

When a human warrior explores, he can draw a tile from any of the 3 exploration piles, but it's the demon player who gets to place the tile. The players aren't allowed to block all the unexplored exits. If at any point a tile blocks all other exits without any possibility of doing otherwise, then it is temporarily set aside and is replaced by another tile drawn from one of the 3 exploration piles, of the demon player's choice. The set aside tile will be placed, if possible, during the next exploration.



I AM A FREE MAN!

The Dead-end/Stash tiles hide the prison rotation mechanism. A human warrior on such a tile can use his action to activate the mechanism and rotate Baptiste's jail 90° clockwise. The mechanism of a Dead-end/Stash tile can only be used once. All 3 Dead-end/Stash tiles must therefore be found in order to free Baptiste Valombre.

Baptiste's presence on the board does not count as a Leader pick for the human player.

Once the last exit leads to the corridor tile, Baptiste Valombre is no longer considered to be a captive. During the next initiative phase, wwhew'll therefore be free to act normally during the subsequent action phase. His lines of action are as follows:



LEADER



BRAVE

Baptiste already has 2 BT in reserve at the beginning of the game.



SIXTH SENSE

Each time he is victim of the Trap destiny square, Baptiste can cancel the damage by spending 2 BT.

BAPTISTE VALOMBRE		MOV	CBT	DEF
Leader, Brave, Sixth Sense, Do you believe you can live forever? Experimental Pistol, Defensive Combat, Weapon Master		1	3	3
		1	3	4
		1	3	4
		1	2	5
		2	1	5
		2	2	6

DO YOU BELIEVE YOU CAN LIVE FOREVER?

Human warriors on the same tile as Baptiste gain +1 CBT.

EXPERIMENTAL PISTOL

Baptiste can attack an opponent in a tile adjacent to the one he is in.

DEFENSIVE COMBAT

Once per action phase by spending 2 BT, Baptiste can force the reroll of a combat die for an attack that targets him.

WEAPON MASTER

Once per action phase and by spending 2 BT, Baptiste can reroll one of his combat dice.



The harder the escape

The demon player places the Exit tile as soon as Baptiste Valombre is freed. The tile is placed in contact with an exit of an already explored tile in order to be accessible. If the Exit tile cannot be placed immediately, the demon player will place it as soon as a new exploration makes it possible. When the Exit tile is placed, the demon player places the Infernal Ambassador on it.

IMPRESSIVE

The Infernal Ambassador loses this talent as soon as his health becomes equal or less to 3.

UNDER HIS PROTECTION

This talent can only be used once per game and must be announced during the threat phase. The demon player spends 5 PT for the Infernal Ambassador to have DEF 6 until the next threat phase.



SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS

ENCHANTED MERRY-GO-ROUND

A human warrior who activates a jail's rotation mechanism gains 2 BT.

BLOODY REWARD

The demon gains 2 PT whenever it eliminates a human warrior.

Ambassadeur infernal		MOV 1
	Health	CBT 3
	6	DEF 5
<i>Impressive</i> <i>Under His protection</i>		

