

FILIP NEDUK

ADRENALINE DLC

CHARACTERS



You always knew that Sprog was more than just another pretty face. You always suspected that Banshee had some hidden agenda. You always thought that :D-struct-OR himself could actually *be* a weapon. You were right. Welcome to Adrenaline DLC, the expansion that turns the plastic figures into characters.

READ THIS RULEBOOK FIRST

This is the DLC Characters rulebook. It explains how to turn your plastic figures into characters, each with a unique special ability and a character-specific weapon.

- » This rulebook explains how to use characters in a standard Adrenaline Deathmatch game.
- » The DLC Weapons Manual gives the details on each character's abilities and weapons.
- » The Team Play rulebook shows you how to use all components of this expansion in a team game with 2 to 6 players.

NEW CHARACTER



Echo's player board

Echo's ammo
(3 cubes of each color)



Echo's figure



Echo's 20 damage tokens

A sixth character is included for team play – but not just for team play. Echo has her own ability and weapons which can be plugged right into a standard Adrenaline game.



ECHO

manufacturer: Cybnetic Guardian Enterprises
product line: discontinued after the robot rebellion
interests: cryptography, communications, gun fu
processor speed: 5.3 giga-hurts



ABILITIES OVERVIEW

Each character now has a special ability represented on its ability card.



4 overload tokens



6 ability cards

5 venom tokens



5 mind control tokens



6 pentagonal plastic stands



Note: Plastic stands have two colors for team play. Even without teams, they are used with Banshee's mind control tokens.

Each character's ability is closely linked with a pair of new weapons which can be used only by that character.



12 character-specific weapons



Adrenaline rush is a new mechanic which allows you to damage yourself in order to perform amazing feats.



6 adrenaline rush tiles

SETUP

When you choose your character in this expansion, you are also choosing your first weapon.

CHOOSING CHARACTERS

Once the main board has been set up, collect the character ability cards into a deck and shuffle it. **Randomly choose ability cards so that you end up with one more card than you have players.** In a 5-player game, you will use them all. In a 6-player game, you also use them all – in this case you can't have one more card than you have players.

Each card corresponds to a character. **For each character, randomly select and reveal one of its two character-specific weapons.** The weapons that are not selected will not be used in this game.

Now players choose from these characters with these weapons. The starting player gets first choice, and **players choose in the standard order of play.** The advantage of having the earlier choices is offset by the fact that some abilities have no effect until there are targets on the board.

PLAYER SETUP

Set up your player board in the usual way. Keep your ability card nearby. Some abilities (Sprog's, Banshee's, and Dozer's) require special tokens. Refer to the DLC Weapons Manual and place the appropriate number of tokens on your ability card. Set your adrenaline rush tile on your player board as shown. **Use the side that has the revenge mark in the overkill space.** The other side is for team play.



PRELOADING

Start the game by paying to grab your character-specific weapon. If the reload cost is one cube, then the grab cost is free. If the reload cost is two cubes then ignore the top cube and pay the bottom cube to grab the weapon. You start the game with that weapon loaded.



Or you could just hand out random characters and start playing. I guess some people take this more seriously than I do.

Return all the ability and weapon cards that were not selected to the box. Take out the figures, player boards, and adrenaline rush tiles for the characters that were chosen.



GAMEPLAY

The game is played mostly according to the usual rules. The characters' abilities offer additional choices.

ADRENALINE RUSH

The adrenaline rush mechanic allows you to do really cool things by damaging yourself.


PAYING THE COST

To pay for an adrenaline rush, move your adrenaline rush tile one space to the left. This means it requires 1 less damage to give you a killshot.



Why would you do this? Well, certain weapon effects require it. Alternatively, you can use an adrenaline rush to unlock all your adrenaline actions for the rest of the turn.

WEAPON EFFECTS

 Every character-specific weapon has an effect with this icon in its cost. You pay this part of the cost with an adrenaline rush.

Example: If Sprog wants to use the toxic gas mode of his Putrifier, he must pay the cost by sliding his adrenaline rush tile one space to the left.



USING ADRENALINE ACTIONS



One adrenaline rush can unlock both of your adrenaline actions for one turn. For example, you could do a move-twice-and-grab, a move-and-shoot, or both, even if your board had no damage tokens.



Of course, if your adrenaline action has already been unlocked by damage, you can use it without an adrenaline rush, as you do in the base game.

An adrenaline rush that unlocks your adrenaline actions does not also power your weapon's effect. You have to pay for that separately.

FREE ADRENALINE RUSH

But what can you do if moving your tile one space left would kill you?



If your board is 1 damage away from a killshot, you pay nothing for an adrenaline rush. You're about to die – you have adrenaline all the time!

In this situation, you may use your adrenaline actions even if your opponents have not dealt you enough damage to unlock them. If an effect requires an adrenaline rush, that part of the cost automatically counts as paid.

Note: This free adrenaline rush rule applies even if you have never moved your tile to damage yourself.

KILLSHOTS

When you take damage, the **adrenaline rush tile acts as the end of your board**, just as you would expect. A token that goes into the tile's killshot space counts as a killshot, the next token is overkill, and you can take no damage beyond that.

When you respawn, your adrenaline rush tile is reset – that is, your board can again hold 10 points of damage before the killshot space.

OVERKILL



As usual, if you deal overkill, your target will give you a revenge mark. However, you also get a healing bonus at the same time: move your adrenaline rush tile one space to the right – that means you can now take one more point of damage.

Your adrenaline rush tile cannot move to the right of the player board's killshot space. If it is still in its initial position, you do not get the healing bonus.

CHARACTER-SPECIFIC WEAPONS

Your character-specific weapons follow most of the rules of normal weapons. However, they do not count against your limit of 3, so you will never discard them.



*I'd never drop my weapon.
It's too cool.*

Each character-specific weapon has special costs and effects that tie in with the character's ability. They are explained in detail in the DLC Weapons Manual.

END-OF-TURN ABILITIES

Every character has an ability that is used at the end of the turn. These abilities are explained in the DLC Weapons Manual.

END-OF-TURN SEQUENCE

1. Replace any missing ammo tiles and weapons.
2. Use your character's special ability.
3. Score all player boards that received a killshot.
4. Reload as many weapons as you want.

This is not exactly the same order that we used in the original rulebook. In the original game, the timing of these things didn't matter, and we just wanted you to remember to do them all. Now, however, we have a character whose abilities depend on having ammo tiles, we have characters who can deal damage at the end of the turn, and in the team game we have ways to get ammo after a killshot. So this is now the official order because it allows you to get the maximum effect out of everything.

You'll still have situations where you discover that an ammo tile has been missing for a few turns or where your friend says, "Oh, wait, I wanted to reload my shotgun," and as always, correcting these oversights will be no big deal.