FILIP NEDUK
ADRENALINE DLC

WEAPONS MANUAL

ABILITIES AND WEAPONS

Each character now has a character-specific ability and starts the game with a weapon that uses that ability very effectively. The starting weapon is chosen randomly, as explained in the DLC Characters rulebook.

GENERAL PRINCIPLES

The basic rules for weapons are explained in the Adrenaline Weapons Manual, which came with your base game. In this expansion, the rules are essentially the same. We'll repeat some of them here to clarify certain situations that might arise in this expansion:

» If an effect gives a target a certain amount of damage, you cannot choose to give that target less.

» If an effect lets you choose multiple targets, you can choose fewer if you want, and you may choose them any way you want, even if there is another choice that would deal more damage.

» If an effect damages everyone in a location, you cannot choose to let some enemy targets escape that damage.

» You can never be damaged by your own weapon. In a team game, no one on your team can be damaged by your weapon. When a weapon affects "everyone" in a location, that means "everyone who is not on your team".

» In general, you may use a weapon's optional effect even if you choose no target for its basic effect. (This issue was not addressed in the base game because with those weapons, it does not make sense to use an optional effect without the basic effect.)

SPROG'S VENOM

Sprog's weapons can inject enemy combatants with venom.

The green skulls are Sprog's venom tokens. During setup, put some of them on Sprog's ability card. You will need 1 token per enemy character.

When a weapon **poisons a target**, place a venom token next to the overkill space of that character's adrenaline rush tile, unless it already has a venom token.

A character is either poisoned (has exactly 1 venom token) or not (has no token). When you poison an already-poisoned character, it does not gain a second token.

At the end of Sprog's turn, all poisoned characters receive 1 damage from Sprog. (This is not optional. Sprog must give them damage.) In a team game, this damage is dealt directly, not through the damage buffer.

The venom token remains, damaging the target each turn. When a poisoned character dies, take the token back and return it to Sprog's ability card.

Venom tokens are not affected by Sprog's death and respawn.
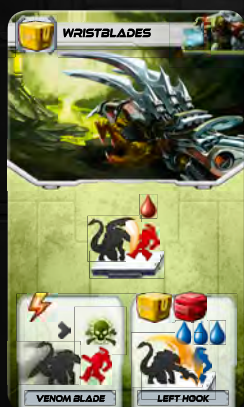
WRISTBLADES

basic effect: Deal 1 damage to 1 target on your square.

with venom blade: Poison the target of the basic effect. You may move 1 square, before or after the basic effect.

with left hook: Deal 3 damage to a different target on your square. The venom blade move may be used before or after this effect.

Notes: The three effects may be used in any order. You can move onto a square and attack 2 targets. You can attack 2 targets and then move. You can attack, then move to attack a different target, and the 3 damage can be dealt to either the first or second target. In all cases, the target who receives 3 damage is not the one who can be poisoned. It is legal to use the move and the left hook without choosing a target for the basic effect.
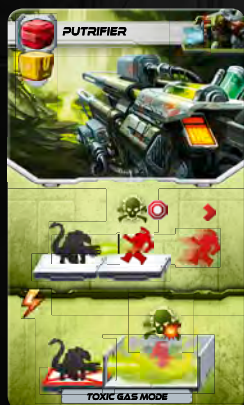
PUTRIFIER

basic mode: Choose a target exactly 1 move away. Poison it and give it 1 mark. Then you may move the target 1 square in any direction.

in toxic gas mode: Choose a room you can see, but not a room you are in. Poison everyone in that room.

Notes: Sprog and his teammates can never be poisoned by Sprog's weapons.

BANSHEE'S MIND CONTROL

Banshee can control her enemies.

During setup, stack mind control tokens on Banshee's ability card. You need 1 for each enemy character. When Banshee **hypnotizes a target**, insert a mind control token into the figure's stand. (Use the stands for team play.) The token remains until Banshee spends it, even if the character dies and respawns. A character is either hypnotized (has exactly 1 token) or not (has no token). When you hypnotize an already-hypnotized character, it does not gain a second token.

If an effect requires a hypnotized target, the target's token must be spent. Return it to the ability card once the action has been resolved. The target is no longer hypnotized (but it may be hypnotized again, later).

At the end of Banshee's turn, she may hypnotize 1 target she can see. Banshee is also able to hypnotize targets with the Mastermind weapon. She can never hypnotize herself nor her teammates.

Mind control tokens are not affected by Banshee's death and respawn.
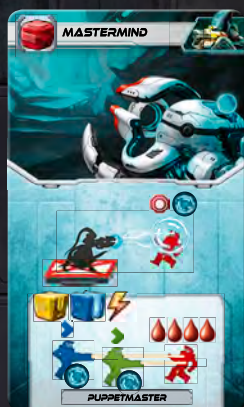
MASTERMIND

basic effect: Choose 1 target you can see at least 1 move away. Hypnotize it and give it 1 mark.

with puppetmaster: Choose 2 other hypnotized targets. You may move each of them 1 square. They must both end on squares from which they can see your first target. Then give your first target 4 damage.

Notes: This counts as damage dealt by Banshee (and she can be targeted by a Tagback Grenade). If the first target is already hypnotized, it receives a mark, but no second token. To use the puppetmaster effect, Banshee must first use the basic effect and then choose 2 different targets who can see her first target (perhaps moving them so they can see). However, Banshee does not need to see the two hypnotized targets who carry out her orders.
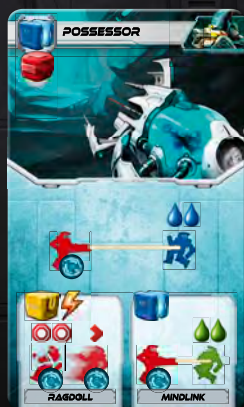
POSSESSOR

basic effect: Choose 1 hypnotized target and deal 2 damage to a second target it can see.

with ragdoll: Give 2 marks to the hypnotized target. You may move it 1 square, before or after the basic effect.

with mindlink:
Deal 2 damage to a third target the hypnotized target can see. This effect can be used before or after the ragdoll move.

Notes: It does not matter what Banshee can see because you are using the hypnotized target's point of view. You can shoot 2 targets it can see and then move. You can shoot 1, move, then shoot the other. You can move it and then shoot 2 targets. The damage counts as damage dealt by Banshee (and she can be targeted by a Tagback Grenade). It is legal to use this weapon only for the ragdoll effect.
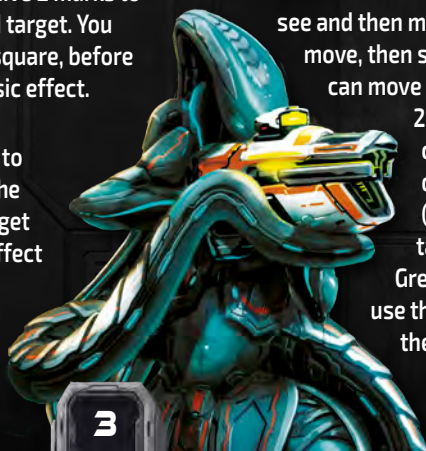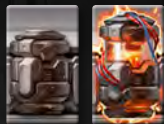
DOZER'S OVERLOAD

Dozer has the ability to overload his weapon.

During setup, place the 4 overload tokens on Dozer's ability card. They start out with the cold side face up, as shown.

cold side **hot side**

At the end of Dozer's turn, he may overload his character-specific weapon. Flip one of the overload tokens from cold to hot. If you wish, you may pay 1 ammo of any color to flip a second token from cold to hot. If all your tokens are already hot, you don't flip any of them.

Overload tokens are not affected by Dozer's death and respawn.
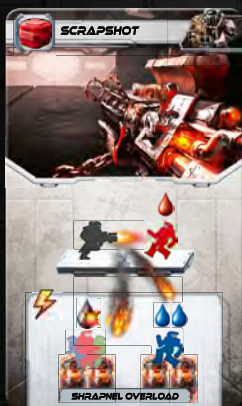
SCRAPSHOT

basic effect: Deal 1 damage to 1 target exactly 1 move away.

with shrapnel overload: Flip all your hot overload tokens to the cold side. If you flipped at least 2, choose one of these two effects: Either deal 1 damage to everyone on a square you can see; or deal 2 damage to 1 other target you can see. However, if you flipped all 4 tokens, you may choose both effects.

Notes: The target of your basic effect and the target that takes 2 damage could be on the same square or different squares. And the square where everyone takes 1 damage could have either of those targets, both, or neither. If you use the shrapnel overload you cannot choose to save some hot overload tokens for later. Shrapnel overload may be used even when you choose no target for the basic effect. As usual, shrapnel overload does not damage Dozer or his teammates.

HOTROD

basic effect: Deal 2 damage to 1 target on your square.

with voltage overload: Flip all your hot overload tokens to the cold side. Deal 1 extra damage for each token flipped.

Notes: If you use the voltage overload, you cannot choose to save some hot tokens for later.

ECHO'S AMMO HACK

Echo has the ability to hack the ammunition in the arena.

At the end of Echo's turn, she may hack one ammo tile on a square she can see, but not her own square. Flip the tile face down to show it has been hacked.

A hacked ammo tile can still be grabbed by any player. It provides 2 ammo of that player's choice. Echo can also **blow up** hacked ammo tiles to power some of her weapons' effects. In this case, the tile is discarded.

If a hacked ammo tile is grabbed or blown up, it is replaced with regular ammo at the end of the turn, as usual. Note that Echo uses her end-of-turn ability after all missing ammo tiles have been replaced.

DUAL MAGNUMS

basic mode: Deal 1 damage to 1 or 2 targets on different squares you can see, but not on your square.

in kaboom mode: You may blow up a hacked ammo tile to deal 3 damage to 1 target in its room. You may blow up a hacked ammo tile to deal 1 damage to everyone in its room.

Notes: In kaboom mode, you can choose either half of the effect or both. If you choose both, you must blow up two different tiles, but they may be in the same room. The tiles can be on squares you cannot see. As usual, this will not deal any damage to you or your teammates.
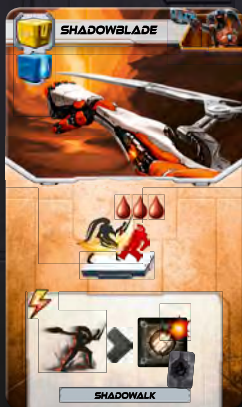
SHADOWBLADE

basic effect: Deal 3 damage to 1 target on your square.

with shadowalk: Blow up 1 hacked ammo tile to teleport to that tile's square and draw a powerup card. This teleport can be used before or after the basic effect.

Notes: Obviously, it's cooler to teleport in and then whack someone for 3, but it's also legal to whack someone and then teleport. It's even legal to choose no target and use only the shadowalk effect.

:D-STRUCT-OR'S UPGRADES

:D-struct-OR can upgrade himself using powerup cards.

:D-struct-OR's weapons have special effects that require powerup cards. To pay the cost, simply discard the indicated number of powerups. (The powerup cost cannot be paid by spending ammo.)

At the end of his turn, :D-struct-OR may either pay 1 ammo to draw a powerup, or pay 1 ammo and 1 powerup to draw 2 powerups. (It's legal to pay the ammo cost with a powerup, as usual.)

HAND GRENADE

basic mode: Choose a square you can see, but not your square. Choose up to 3 different targets on that square. Deal 2 damage to one target and 1 damage to each of the other two.

in bomberman mode: Choose up to 3 different targets on squares you could reach by moving in a straight line. Deal 3 damage to one target, 2 damage to another, and 1 damage to the remaining one.

Notes: For bomberman mode, imagine bombs sailing away in straight lines, traveling through doors, but not through walls. These bombs can hit targets in multiple directions and even on your own square. In either mode, it is legal to choose only targets that get lesser damage. For example, bomberman mode can deal 3, 2, or 1 damage if you choose only one target.
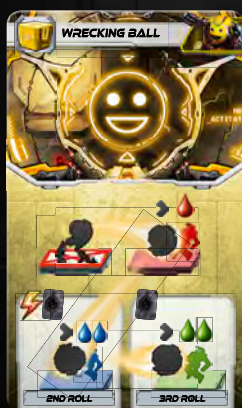
WRECKING BALL

**basic effect:** Move to an adjacent square. You may deal 1 damage to 1 target there.

with 2nd roll: After the basic effect, move to a new adjacent square. You may deal 2 damage to 1 target there.

with 3rd roll: After the 2nd roll, move to another new adjacent square. You may deal 2 damage to 1 target there.

Notes: The effects can be done only in this order. Each move is mandatory, but dealing damage is optional. None of the moves can take you back to your starting square, nor to a square visited by a previous move.

VIOLET'S NANOBOTS
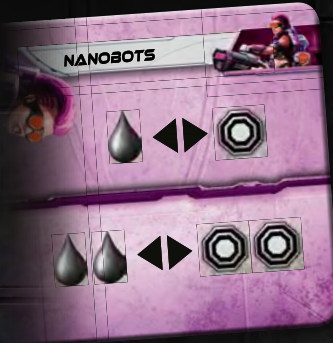
Violet's marks are actually nanobots that can do damage.

At the end of Violet's turn, she may choose one enemy and convert up to 2 of her marks on that enemy to damage, or vice versa.

If you are not playing in teams, you choose one opponent's board and perform the conversion by moving your damage tokens to the appropriate places. You can always convert your marks, but you cannot convert your damage unless your tokens are the 1 or 2 most recent damage tokens dealt to that board – the ones on the end. If you convert your killshot to a mark, then it no longer counts as a kill.

In a team game, all your marks are in the damage buffer. All the tokens count as "yours" and any of them may be converted. If you convert 2 tokens, they must be the same color. Note that this conversion happens before you evaluate the damage buffer.

When converting damage to marks, don't forget the rule that no player can have more than 3 of your marks.

When you use Violet's ability to convert marks to damage, this does not cause unconverted marks to turn into damage. However when you remove marks to pay for a weapon's effect, it does regular, mark-triggering damage. Any of Violet's marks may be removed to pay for this, even marks generated by weapons and powerups from the base game. In a team game, marks dealt by Violet's teammates are also hers.
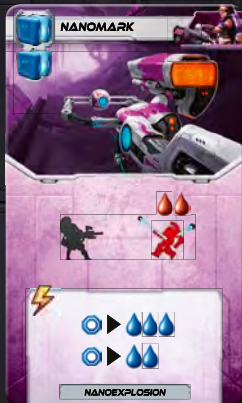
NANOMARK

basic effect: Deal 2 damage to a target you can see.

with nanoexplosion: Choose a different target that has at least 1 of your marks. Remove 1 mark to deal 3 damage. You may then remove a second mark to deal 2 additional damage.

Notes: The basic effect and the nanoexplosion must have different targets. It is legal to choose no target for the basic effect and perform only the nanoexplosion. You do not need to see the nanoexplosion's target. The nanoexplosion deals either 3 or 5 total points of damage, depending on whether you remove 1 or 2 marks.

TRACKING BOT

basic mode: Give 2 marks to a target you can see.

detonation mode: Choose any target that has at least one of your marks. Remove 1, 2, or 3 marks from that target to deal that much damage to everyone on the target's square.

Notes: As usual, in a team game, neither you nor your teammates will be damaged by detonation mode. You do not need to see the target for detonation mode.

CHARACTER RULES SUMMARY

PLAYER SETUP IN DEATHMATCH MODE

1. At random, choose a group of characters, one more character than you have players. (Use all six for a 5- or 6-player game.) Assign each a randomly chosen character-specific weapon.
2. In play order, each player chooses one character. (The remaining character returns to the box.)
3. Set up player board with ability card and adrenaline rush tile.
4. Pay the cost, if any, to grab the character-specific weapon.

ADRENALINE RUSH

» The adrenaline rush tile initially covers the player board's killshot and overkill spaces.

» To pay for an adrenaline rush, move the tile one space left.

» An adrenaline rush can be used:
  • To unlock all your adrenaline actions for the remainder of your turn.
  • Or to pay for certain effects of character-specific weapons.

» The tile acts as the end of your damage track.

» If you are 1 damage away from being killed, then all your adrenaline rushes are free.

END OF TURN

1. Replace all weapons and ammo tiles that were grabbed. (Or blown up!)
2. Use your character's special ability.
3. Score each board that received a killshot.
   • If you have dealt overkill, you may move your adrenaline rush tile one space right, unless it is already at the right end.
4. Reload.

A GAME BY FILIP NEDUK

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