ADVENTURES FOR YOUR GAME by SEAN PATTEN

BREAKDOWN
The TARDIS has crashed. Find 3 parts to repair it and escape!
OBJECTIVE: Collect 3 shards and bring them, and all Adventurers, back to the TARDIS.

RESCUE
Your friends have been captured and must be rescued from the enemy camp!
SPECIAL SETUP: Take an additional 2 point Companion Adventurer and set them aside until the Prison Room is located- then put them inside.
SPECIAL RULES: The prison can ONLY be opened by spending an action in the Control Room. If all Adventurers are captured, you lose!
OBJECTIVE: Find and release the imprisoned Companion and get all Adventurers back to the TARDIS.

ESCAPE
You can play this scenario any time you lose a game due to all Adventurers being captured.
SPECIAL SETUP: Place the Prison Room as the start room. Do not place the TARDIS. Any starting equipment you would normally have is set aside and will be in the CONTROL ROOM when it is located. The game starts with your Adventurers having just escaped the Prison!
SPECIAL RULES: To make the TARDIS appear, you must collect 3 Shards and bring them to the Control Room. Then the TARDIS will appear in the Prison Room.
OBJECTIVE: Get all Adventurers to the Prison Room once the TARDIS has appeared there.

HIBERNATE
You are deep inside the enemy hive... can you shut the hive down without waking them?
SPECIAL RULES: When an enemy Encounter Token is revealed, place TWO enemies instead of one... but they start out Asleep. Place them on their side to show this. Whenever you enter a room with sleeping enemies, roll one die: the number rolled is how many enemies wake up! You may not attack sleeping enemies. When playing Advance event cards, do not move or attack with sleeping enemies. Spawn tokens work as normal.
OBJECTIVE: Bring 2 Shards to the Control Room and spend an action there to shut down the Hive.   Once this is done, ALL enemies wake up!   Get all the Adventurers back to the TARDIS quickly!

JUGGERNAUT
You're in a giant war machine... shut it down before it destroys the Earth!
SPECIAL RULES: The Control Room itself is an enemy, and must be defeated to stop the Juggernaut. It rolls 6 Fight dice! You may discard a Shard to add +2 to any Fight roll you make against the Control Room.
OBJECTIVE: Defeat the Control Room.

GALACTIC WAR

Two bitter enemies attack each other and you've been caught in the crossfire!
SETUP: Choose two enemies of equal rating for this game. When placing Enemies, alternate which type you place.
SPECIAL RULES: When a SPAWNER is found, place 2 enemies of the same type *instead of* the Spawner. **Enemies of a different type treat each other as enemies**, and won't attack any Adventurers in the same room.
OBJECTIVE: Get at least one Enemy of each type into the Control Room, and make a WIT roll of 2+ in the Control Room, to form a Peace Treaty between the two and win the game!

TIME MUSEUM

Priceless artifacts have been stolen from all of time. Get them back before they get you!
SETUP: All manner of enemies are on exhibit. On any enemy Encounter, draw a random Enemy card!
SPECIAL RULES: Shards are Gadgets. These work just like finding Items, but instead of drawing a random item, draw a random Gadget!
OBJECTIVE: You must collect FOUR Gadgets, and bring them all back to the TARDIS along with all the Adventurers.

FREE THE MINIONS

Enemies have enslaved Minions using a Mind Control device Free them!
SETUP: Minions start out as Enemies for this Adventure. You can still determine type in advance, or randomize using minion cards!
SPECIAL RULES: Find 3 Shards and bring them to the Control Room to deactivate the Mind Control device. Once this is done, all Minions become Allies! This also alerts the Enemies though- from then on, draw and play an ADDITIONAL Event card each enemy turn.
OBJECTIVE: deactivate the Mind Control device, and then get back to the TARDIS with all Adventurers to win!

NEMESIS

Your greatest enemy is going to destroy everything you care for. Can you stop them in time?
SETUP: Choose a single enemy to be the Nemesis. They should have a high WIT value.
SPECIAL RULES: Once the Control Room is placed, the next Enemy to appear will be the Nemesis! Place two regular enemies with the Nemesis**. You may not Outwit the Nemesis unless they are the only enemy in a room**. If the Nemesis is defeated in combat, the next Enemy to appear will be the Nemesis again.
OBJECTIVE: You must Outwit the Nemesis to win!

DEFEND

A base is under siege! Keep the inhabitants safe and stop the threat before the base is lost!
SETUP: Remove the Prison Room tile and place the Control Room tile as the starting room, with the Tardis in the Control Room. Shuffle the rest of the tiles and place face down.

SPECIAL RULES: If you find a Spawner Token, place two Enemies instead. There is no Prison, so captured Adventurers should be placed on their side in the room they are captured. Minions defeated in a fight are are killed- remove them from play!

OBJECTIVES: 1. MAP OUT THE BASE- you must place all room tiles (except the prison). 2. SEAL THE ENTRANCES- once the base is mapped out, you must spend one action to seal any room that has open connections. Place a LOCK token in the room to show it has been sealed. 3. CLEAR THE ENEMY- once all the rooms with open connections have been sealed, do not draw any more Event Cards or generate any new Encounter Tokens on the enemy turn. Reveal all remaining Encounter Tokens and defeat all remaining enemies to win!

 LOSING: On the enemy turn, any enemies in the Control Room will do 1 damage to the Life Support system. Place a Breakthrough marker on the control room to represent each point of damage, and then remove the enemy. If Five or more damage is inflicted to the Control Room before you can complete all the objectives, you lose!