General Teamwork

When playing the game as one team, the game plays as semi-coop.
Each player need to help other completing the main objectives but with that try to complete his personal objective.

At the Setup: each player rolls a combat die to see his personal Main objective and all other options are his side personal objective.

At the beginning of the game: shuffle all initiative cards and the first card is the first player to play as usual. Next round the first player initiative goes to bottom and then continue playing... so each round the initiative are change.

Final score for the players:
GOOD PERSONAL ARTICLE in the end of the game = 5 VP
ANY OTHER PERSONAL TASK the hero completed = 3 VP
EACH DAMEGE the hero inflicted on a lieutenant or The Main villain etc. = 1 VP
ANY SUCCEFUL OBJECTIVE ROLL = 2 VP
ANY UNSCCEFUL OBJECTIVE ROLL (that get -1 token on an objective) = 1 VP
ANY WOND CARD in the end of the game = 1 VP for each FAILED ARTICLE and 2 VP for each SUCCESS ARTICLE

BAD PERSONAL ARTICLE in the end of the game = -3 VP
ANY FAILED ARTICLE in the end of the game = -2 VP for each 'Personal task' the player complete.

General Scenario

Setup: choose if you want a Base, Exterior or combined scenario and draw that much of cards for the objectives and traps, streets etc.
The usual amount of tiles for scenario difficulty is as described on the rulebook. But you may change that by making more difficult lieutenants or multiple objectives even in a small board.

As default – when objective room opened place random lieutenant next to the Orange Space at the next strategy phase, but keep reserve lieutenant to at least one lieutenant per objective tile.

If you do not want the menace sheet of specific villain, because you want play the exact mission or you want to change the villain in one of the missions – you may use the **'General Menace sheet'** where each villain gains his typical behavior results and activation without any mission connected to it.

General Campaign: for doing a campaign for your won that can be change and modify as you go and not fixed: use the **'General Campaign sheet'** where you can choose your path between scenario with recommended difficulties and objective types...

There are 2 paths for the General campaign so you may choose the style of story
You like but with that the scenarios are not very specific so you may play them
With any villain's and verity of objective as you see fits.