

Freedom Tower:

Turn order: In this scenario, the Villains get all odd-numbered turn tokens and the Heroes get all even-numbered turn tokens.

Setup:

Place six Objective Tokens as indicated. Place the Yellow Shard on the objective token on Level 3.

Scenario Powers:

When a character starts their turn on or adjacent to the Yellow Shard (even when recovering from incapacitation) they gain 3 scenario points, and move the Yellow Shard to any of the other objective tokens. (They cannot choose to keep the Yellow Shard where it is.)

The Yellow Shard cannot be moved by any other means. The objective tokens cannot be moved.

Targets in Bunker's Basement have +1 Defense.

Targets in level 2 add one die to each attack roll.

Targets who start their turn on level 4 have +1 actions.

Incapacitations:

When a character is incapacitated, the opposing team gains a scenario point.

Objectives:

A team wins upon reaching 10 scenario points.