

Citadel of the Sun:

Turn order: Heroes get all odd-numbered turn tokens and the Villains get all even-numbered turn tokens. Play with an equal number on each team. Once per round, after any Villain turn, Citizen Summer may take a turn, being controlled by the player who just took a turn.

Setup:

(1) Place the Red Shard token on the bottom step. (2) Place a scenario token six hexes away from the door - this is the Hero Base. (3) Place a scenario token in the throne room - this is the Villain Base. (4) Place Citizen Summer's token at the top of the stairs.

Scenario Powers:

As soon as a character shares a hex with the Red Shard token (and there are no other characters on that hex) they become the Shard-Bearer and the Red Shard moves with them. If it's their turn, they skip immediately to the To Be Continued phase.

The Shard-Bearer has exactly 2 actions, and their Health Abilities cost an action to execute as well as a health. They have access to the **Red Carry** action, and can only move or be moved by using that action. **Red Carry** is unlimited.

Red Carry: Move two hexes. Gain an Attack+1 token.

The Shard-Bearer treats all attacks as dodged, and **can only be incapacitated by losing all their health**.

During the Shard-Bearer's **To Be Continued** phase, they may pass the Red Shard to an adjacent character. That character is now the Shard-Bearer.

Targets cannot end their turn on a base. When a non-character target shares a hex with the shard's hex, nothing happens. Non-character targets cannot end their turn on the shard's hex. If multiple characters share the shard's hex at once, the active player chooses who takes it.

Citizen Dawn may not select Citizen Summer when using Return With the Dawn. When Citizen Summer is destroyed, she returns to a hex adjacent to the Villain Base and the Hero team get a scenario bonus.

Incapacitations:

When a character is incapacitated, they return to a hex adjacent to their base. No push applies. When the Shard-Bearer is incapacitated, first place the Red Shard in an adjacent hex of the active player's choice. Whenever an enemy is incapacitated, the Shard-Bearer may take a free **Red Carry** action as a scenario bonus.

Objectives:

The Heroes win upon moving the Purple Shard onto the Hero Base.

The Villains win upon moving the Purple Shard onto the Villain Base.