

### **Mobile Defense Platform:**

**Turn order:** In this scenario, the Villains get all odd-numbered turn tokens and the Heroes get all even-numbered turn tokens. Play with an equal number on the Villain and Hero teams.

### **Setup:**

(1) Place the Purple Shard token in the centre of the Sky Deck. (2) Place a scenario token on the centre hex of the Bridge - this is the Hero Base. (3) Place a scenario token on the centre hex of the Berth - this is the Villain Base. These scenario tokens cannot move or be moved.

Teleporters on the Bridge and Berth may only be used to travel to teleporters on the Sky Deck. Teleporters only activate the first time they are entered each action (instead of every time).

### **Scenario Powers:**

As soon as a character shares a hex with the Purple Shard token (and there are no other characters on that hex) they become the Shard-Bearer and the Purple 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 **Purple Carry** action, and can only move or be moved by using that action.

**Purple Carry:** Move one hex. 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 Purple 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.

### **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 Purple Shard in an adjacent hex of the active player's choice. Whenever an enemy is incapacitated, the Shard-Bearer may take a free **Purple Carry** action as a scenario bonus.

### **Objectives:**

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