

1A

THE HUNT

MAIN SCHEME

Contents: The Hunt and Standard sets. One modular set with an **ELITE**, **THUNDERBOLT** minion. Two modular sets with no **ELITE**, **THUNDERBOLT** minion (*Streets of Mayhem* and *Sinister Syndicate*).

Setup: Put an **ELITE**, **THUNDERBOLT** minion into play. It is considered a villain instead of a minion and loses villainous. Reveal Hidden and Make it Harder! Set aside each other **PREY** attachment as the prey deck (see insert).

THE HUNT (1/12)

1B

112 THE HUNT

MAIN SCHEME

Forced Response: After resolving step one of the villain phase, place 2 prey counters here. If there are 6 or more prey counters here, remove 6 of them and draw the top card of the prey deck.

Hero Action: Place 2 threat here → place or remove 1 prey counter from here.
If this scheme is completed, the players lose the game.

+12
12

THE HUNT (1/12)

MAKE IT HARDER!

ENVIRONMENT



Optional. (You may remove this card from the game when revealed.)

Permanent. Setup.

Each minion gains guard.

In expert mode the villain gets +1 ATK and +4 hit points, and each minion gains patrol.

THE HUNT (3/12)

ATTACHMENT

HIDDEN

+1
SCH★
ATK

CONDITION. PREY.

Permanent.

Reduce the damage the villain takes from each attack by 1.

When Revealed: Shuffle each other **PREY** attachment into the prey deck. Attach to the villain.

★ **Forced Interrupt:** When the villain would attack, the villain schemes instead unless you spend a resource.

THE HUNT (4/12)

CORNERED

ATTACHMENT

-1
SCH★
ATK

CONDITION. PREY.

Permanent.

When Revealed: Shuffle each other **PREY** attachment into the prey deck. Attach to the villain.

★ **Forced Interrupt:** When the villain attacks, give them 1 additional boost card for this activation. This attack gains overkill.

THE HUNT (5/12)

DESPERATE

ATTACHMENT

CONDITION. PREY.

Permanent.

Increase the damage the villain takes from each attack by 1.

When Revealed: Shuffle each other **PREY** attachment into the prey deck. Attach to the villain.

★ **Forced Response:** After this attack damages a character, place 1 acceleration token here.

+1
SCH+1
ATK

THE HUNT (6/12)

ATTACHMENT

PANICKED

-1
SCH-1
ATK

CONDITION. PREY.

Permanent.

When Revealed: Shuffle each other **PREY** attachment into the prey deck. Attach to the villain.

★ **Forced Response:** After this activation, deal yourself a facedown encounter card.

THE HUNT (7/12)

SMOKE AND MIRRORS

SIDE SCHEME

As an additional cost to thwart this scheme, you must spend a resource or 2 resources of any type.

Forced Response: After the round ends, the villain heals 1 damage.



32 THE HUNT (8/12)

ENVIRONMENT

PREY

Permanent. Setup. Uses (2 hit counters).

While there is 1 hit counters or less here, the villain gets +1 SCH and +4 hit points.

Forced Interrupt: When the villain would be defeated, remove 1 hit counter from here instead. If the last hit counter was removed this way, the players win the game. Otherwise reset the villain game. Otherwise reset the villain hit points to their maximum.

THE HUNT (12/12)

SURPRISE!

TREACHERY



When Revealed: Shuffle each card from the discard pile from the same set as the villain into the encounter deck. Place 2 prey counters on the main scheme. This card gains surge.

THE HUNT (9/12)



9 XB

SURPRISE!

TREACHERY



When Revealed: Shuffle each card from the discard pile from the same set as the villain into the encounter deck. Place 2 prey counters on the main scheme. This card gains surge.

THE HUNT (10/12)



9 XB

DEAD END

TREACHERY



When Revealed: Discard any number of cards from your hand. For each printed resource (♣, ♠, ♡, ★) not discarded this way, place 2 threat on the main scheme.

THE HUNT (11/12)



9 XB

MISDIRECTION

TREACHERY



When Revealed: Discard any number of cards you control with a combined printed cost of 3 or more. If you cannot, exhaust your identity.

★ **Boost:** Exhaust a character you control.

THE HUNT (12/12)



9 XB