

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)

PREY

ENVIRONMENT

Permanent. Setup. Uses (2 hit counters).

While there is 1 hit counter 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 hit points to their maximum.

— THE HUNT (2/12)

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)

HIDDEN

ATTACHMENT

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.

+1
SCH★
ATK

THE HUNT (4/12)

CORNERED

ATTACHMENT

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.

-1
SCH★
ATK

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)

PANICKED

ATTACHMENT

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.

-1
SCH-1
ATK

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.



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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)

11 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.

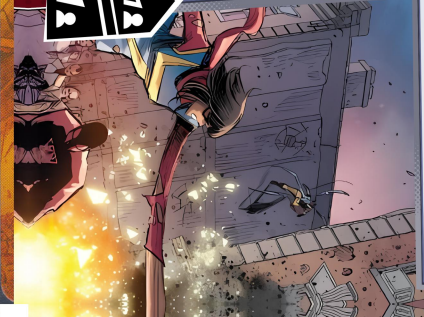
If this scheme is completed, the players lose the game.

THE HUNT (1/12)

+12
12

9/10

1B



 XB

 XB

 XB

 XB

 XB

 XB

 XB

 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
4 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
4 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
4 XB

