

WORLDSPANNER FACTIONS

FOES

Pointer Strip



white

gray

black

Playing Skirmish Mode

In skirmish mode, from 1-6 co-op players compete against a random set of heroes controlled by an AI. These AI heroes are referred to as **foes**.

Step 1: Get Your Game Ready

Set up a standard game. Build the map. Draw your heroes. Gather their starting loot. Choose to be Team Black or White.

Step 2: The Tactics Bar

The Tactics Bar manages foe actions. Put the pointer strip on the table. Randomly select one tactics strip, using either side, and place next to the pointer strip.

Step 3: Draw Foes

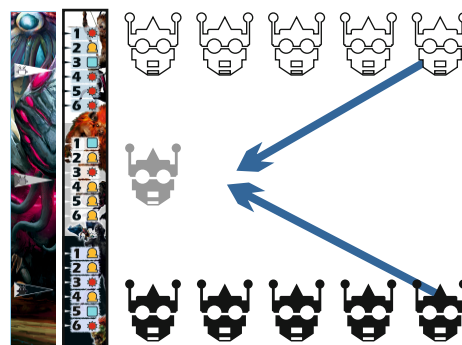
Decide how many foes you want to play against. Deal out that many hero cards, face down.

A robot is at the bottom of each hero card. Line up the color of the robots with the three tactics bar color rows - white, gray, black. Lay down the hero cards left to right.

Step 4: Balance

Foes must be as equal as possible across rows. If not, fill in needy rows from over-full ones.

You take on 11 enemy heroes. You draw 5 White, 1 Gray, 5 Black. Both White and Black are over-full. You move one White and one Black to Gray. You now have 4-3-4.



Step 5: Equip

Now flip the foe cards face up. Get their starting treasures, boosts, and gold.

Treasure cards owned by foes never stay face-down. Turn them face up as soon as you draw them.



PLAYING FOES



Rule Changes

Normal Factions rules apply, except as follows.

Override Card

At the start of each foe Free step, draw a Foe challenge card. Set it near the tactics bar.

Set the bar pointers to the Luck showing on the override card, lining up the arrows with the three instances of that number.

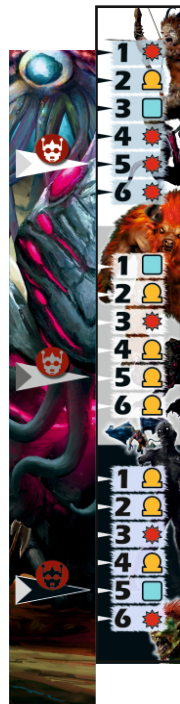
Foe Dismiss & Banish Uses Luck

Use Luck instead of Dome range when dismissing and banishing from the foe's challenge deck. Place a dismissed foe in the Dome closest to the nearest valid adventure. When foes banish heroes, place the hero in the worst Dome farthest back on the key.

With this card, a foe is dismissed to a 4 Dome. The 1-3 Dome range is ignored.



Override card shows Luck 5. Set Tactics Bar to 5.



Cards and Loot

Foes take only War cards for adventure rewards. This does not apply to market purchases.

Foes will not trade gold. They will trade cards. Trade cards to the foe who can best use them. Foes always pick up loot in their space.

Boosts for Foes

Each foe with one or more Boosts will activate one in their Free step.

NO Foe Faction Mods or Favor Tiles

Foes gain no bonus or penalty in Faction keys. Ignore their faction symbol.

Foes never gain Faction or Lith Favor tiles.

Death's Edge and Lith's Lair

Foes treat ALL Lith's Lair adventures as Lith's Chamber.

When foes pass an Underworld adventure, move up the defeated foe with the latest alphabetical name. Example: "Blackbeard" before "Annie Oakley".

Hero Use of Mirror Pool

For heroes only, the Mirror Pool in Lith's Lair is changed. A Pass causes 1 wound to the foe with the most health remaining. Amaze causes 2 wounds to that foe and gives 1 Lith tribute.

Remember that, for foes, the Mirror Pool acts as a Lith's Chamber adventure, like all Lith's Lair adventures.

Side Switching

It's possible for a foe to side-switch to the hero side, or a hero to turn traitor.

For example, if a foe is adjacent to Boris Andronov and has at least 10 points of loot to turn him, it will.

Steal

On a steal, foes give gold first, then a card they cannot use due to Strength/Intellect limits, then the card with the latest alphabetical name. Example: "Long Sword" before "Battle Axe".

Players Break Ties

Whenever you reach a point where multiple choices are possible, the players choose.

For example, if multiple foes have the same Health for the Mirror Pool above, you choose the foe from that list to take the wound.

Foes Gain Lith Tribute

Foes always begin a skirmish with 2 tribute toward Lith. Place their victory marker with 2 tribute on Lith's Chamber.



Round Changes

Free Step

Override card

At the start of the foe's Free step, draw a challenge card and set the tactics bar using that card's Luck. Discard the previous Override card.

Action Step

See the Foe Actions section, next page.

Reinforce Step

During the foe's Reinforce step, bring on one full row - all foes on the white row on Round 1, all gray on 2, all black on 3.

Foe Command

During each enemy turn, you may choose to issue one command to one foe. You are not required to do so. If this command will take multiple turns to achieve, place a tracker on the foe's card to remind you.

A command overrides programmed options. The foe will carry out your specific command unless it is blocked from doing so. If blocked, the command ends prematurely.

A command must be related to the special ability text of the foe or a treasure card. You cannot issue a command simply because you feel the foe should attack instead of adventure, etc.

The purpose of the command is to make your enemies more effective, not for you to treat them unfairly.

Examples of commands to foes:

Blackbeard is two movement turns away from the Mirror Pool. You decide to issue Blackbeard the command to move to the Mirror Pool and dig up his treasure. You place a tracker on Blackbeard to remind you.

But then you move a hero into a blocking position that prevents Blackbeard from doing so. The command ends and Blackbeard conducts his normal programmed action.

Genghis Khan is near a massive brawl of five heroes. You choose to issue him the command to move and place all of the enemies in this brawl within Genghis's fear aura. No tracker is needed because this is a one-action command.

Emily Knight is near one of her equipment caches. You command her to move to it.

Joe Tascoe has the Surprise card, "Secret Passage." He is close to a wall that would greatly help the AI team if that wall could be moved through. You command him to move there.

Clara Barton has a great Lith tribute card that would put the foes far ahead in Lith's Lair. Even though the foes are already ahead in Lith's Lair by 2 tribute, you issue a command to Clara to move to Lith's Lair and give up that card for tribute.

FOE ACTIONS

Taking Foe Actions

During the foe's Action step, start with the upper left foe and work left-right, top-down.

Tactics Bar

The tactics bar has been set to a number. This selects one symbol for each row of foes.



Attack goal



Adventure goal



Special goal

During the foe Free, you draw an override card with Luck 1. You set the tactics bar to 1. Foes in the white row will use the Attack goal, gray row uses the Special goal, and black row uses the Adventure goal.

Foe AI

Foes don't think ahead. They don't care about next turn, just this turn.

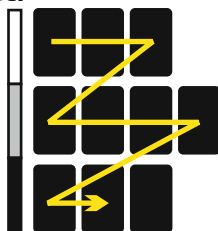
Least Move Path

Distance NEVER matters when choosing a target. Foes never just attack the nearest hero or go to the nearest adventure.

But, once the foe has chosen a target, it will use the least amount of move cost to reach that target. Flying foes will choose to move on foot if they can reach the target that way.

Stacking Foes (Important!)

Foes will move into a space of one ally that hasn't taken their action yet, on the assumption that their ally will move. That ally WILL move if it can still achieve its goal. If it can't, it will stay, and you push the invading foe back to their entry space.



Minion Unleash Priority

Foes have a top priority regardless of their selected goal. If they can unleash a minion, they will.

Minions controlled by foes always use the Attack goal. If they reach Option #5, they instead move as far as possible toward the nearest valid target, in terms of move points. It does not matter whether that target is in a Dome or not.

Attack Goal



For each foe taking the attack goal, start with Option #1 and move down the list until you find an option that is possible for the foe to do. Use the Choose Target steps to choose the target of the action, if needed.

Option #1: Make a ranged attack

To take this option, the foe must have a ranged weapon. If it has multiple ranged weapons, use the best one for the situation.

Is there a valid ranged target? Use Choose Target steps, below.

If the foe has no ranged attack or valid target, move on...

Option #2: Move adjacent to a valid melee target

Is there a valid melee target that the foe can move adjacent to? Use the Choose Target steps, below.

If the foe can reach multiple spaces around the selected target:

1. Choose a space adjacent to the fewest enemies.
2. If there are still multiple spaces possible, choose that one that gives the foe an advantage. For example, it will try to avoid enemy auras or use its own aura or an ally's aura.
3. If there are still multiple spaces possible, choose the one that takes the fewest move points to reach. Players break a tie.

Remember the Stacking Foes rule above! Foes might focus on one hero and Stacking Foes helps them all find a space from which to attack.

If the foe cannot move adjacent to a valid target, move on...

Option #3: Move so a hero cannot leave a Dome key

Can the foe move to a space that prevents a hero from leaving the ten hexes of the Dome key they are currently on? Move as close to the hero as possible.

This usually happens when the foe can move into the gap spaces between the Domes.

Foes will not take this action if another foe already has the hero trapped (even if that foe later moves away).

If the foe cannot trap an enemy, move on...

Option #4: Ranged ambush

If the foe has a ranged weapon it can use, is there is a hero nearby that would be able to reach an uncaptured adventure next turn?

If so, see if there is a space the foe can move to that:

1. Is not adjacent to any enemy.
2. Ensures a valid shot at the target if the hero tries to move onto that adventure OR tries to move adjacent to the foe.

If there is, use this option. Choose the best possible space for the ambush.

Use the override card to choose between multiple targets.

If no such ambush exists, move on...

Option #5: Go to Adventure options

Move to the Adventure Goal options list.

Choose Target

NEVER choose a target based on which one is closest.

Step 1: Possible targets

If the foe intends to melee, determine all targets that it could move adjacent to using a Move or Slip Away or special ability.

For ranged, determine those in weapon range and line of sight.

Step 2: Exclude minions

Foes will not target minions unless there are no heroes to attack.

Step 3: Valid targets only

A valid target is one where the foe's Hit chance is at least -2.

You should generally take into account treasure cards and special abilities for this comparison, but not inactivated Boosts.

For experienced players, check the Damage challenge as well. If Damage chance is -3 or worse, the target is invalid. But only do this once fully comfortable with the AI.

Examples: A target with 6 Stealth that is in Woods would have 8 Stealth. A foe with only 5 Aim would not try to fire at that target.

Step 4: Override

Use the rating on the override card to determine which valid target to attack. If the rating shows a down arrow, the target is the hero with the lowest in that rating. An up arrow is the highest. Use only the printed rating as shown on the hero card, without modifiers!



On this override card, the override rating is highest Wits. Whoever has the highest Wits will be the chosen target.

Step 5: Easiest target

If the override is tied, choose the VALID target that is easiest to Hit. If this is tied, choose the one easiest to Damage. Players break a tie.

Foe Attacks During Reaction and Hero Melee Step

The Choose Target method above also applies to choosing targets during the hero's Melee step and when a foe has a Reaction shot.

However, there is one difference. If the foe ends up with no VALID target, it will attack an INVALID target. Choose based on the override card, with ties handled by easiest target.

FOE ACTIONS



Adventure Goal



Special Goal



Foes target only valid adventures

The following are invalid adventures:

- 1) An adventure that the foes have already captured with their victory marker. Foes will not attempt these even if they are standing on one. For Lith's Lair, foes will not use these adventures once they are 2 tribute or more ahead.
- 2) Any adventure challenge where the foe is worse than -2.
It is possible that a foe gets stuck with a difficult Quest adventure when it is revealed. In this case, the foe does go ahead and attempt that quest.
- 3) Foes will not use Death's Edge unless they are wounded or an ally is defeated.

Option #1: Move onto a valid sure-win adventure (gold/card pay)

Can the foe reach an uncaptured adventure that accepts gold or cards? The foe must have the gold or card(s) to pay. Do this even if the foe does not need the adventure's reward.

If multiple such adventures are available, players choose.

Note that they must actually REACH that space. They don't simply move toward one.

Foes handle these adventures as follows:

Card-Pay

Pay with a card that the foe cannot use due to Strength/Int restrictions. Otherwise, pay using the card with the latest alphabetical name. Example: "Seafoam" before "Cypress".

Markets

The foe buys only one card. They take the face-up market card if their Strength and Intellect allow them to use it. If not, they draw a card, discarding the card in the market and replacing it as usual.

Rescue

Foes just pay 1 gold to capture it. They do not use the rescue.

Kidnap

Banish one hero that is 1) not in a Dome, and 2) latest name alphabetically. Example: "Spartacus" before "Kid".

Inspire

Purchase one Boost.

Infirmity

Attempt to heal as much as possible. If not wounded, spend 1 gold to capture the adventure.

ANY adventure space in Lith's Lair

Give up as tribute all loot being carried, except Elite cards.

If no valid sure-win adventure is in move range, move on...

Option #2: Move onto the best valid adventure

Can the foe move onto a valid adventure space? If so, choose the one with the best chance of success. Players break ties.

The foe will not attempt an unknown Quest adventure unless no other valid adventure is available.

Death's Edge Underworld

Move up the defeated foe with the latest alphabetical name.

Example: "Joe Tascoe" before "Flicker".

If no valid adventure is in move range, move on...

Option #3: Move toward closest valid adventure on a key where the foes are not at least 2 victory markers/tribute ahead

The foe moves as far as possible toward that adventure, even if that means moving up next to a blocking hero.

In this case, foes will ignore a Faction key where they have two more victory markers than the player team. They will ignore Lith's Lair if they are ahead by 2 or more tribute.

For this option only, foes will always ignore Death's Edge.

Option #1: Take a special action

Does the foe have any of these actions? Choose from top down:

- 1) Move into position to effectively use a Surprise card.
- 2) Use a single-use, non-weapon card with meaningful effects.
- 3) Use a once-per-game special ability with meaningful effects.

The chosen item or ability might not be an action. If not, continue through the Special options below to have the foe take an actual action.

The chosen ability must be meaningful. For example, if a foe has a 1/game special ability that harms enemies within 2 aura, and no enemies are within that aura, it would not use it.

If the foe has no such special action, move on...

Option #2: Move adjacent to the most trading heroes

Can the foe reach a space that is adjacent to **trading heroes**? Trading heroes are 1) adjacent to another hero that can trade, 2) at least one of these linked heroes has loot that could be traded, 3) another foe is not already next to them.

The foe will move to the space that is adjacent to as many of these trading heroes as possible. Players break ties.

If multiple spaces are valid, move to the one that requires the least amount of movement.

If foe cannot move to stop trade, move on...

Option #3: Move to space containing the most loot

Can the foe reach a space containing dropped loot? It will choose the space with the most loot. Consider gold to be worth 1, cards to be worth 2. Players break ties.

If no such space is in range, move on...

Option #4: Move to space that maximizes area effects

Does the foe have a special ability that affects others, such as an aura? Move to the space that applies this special ability to the most enemies, or allies that have ALREADY acted.

Choose the space that requires the least amount of movement.

If the foe has no such area effect, or no one to affect, move on...

Option #5: Move to a space next to hero in a Dome

Can the foe move next to a Dome containing a hero? If multiple heroes, use the override card. Players break ties.

Once you have chosen the hero, find the nearest uncaptured adventure to that hero. Move the foe to the space that best hinders the hero from reaching that adventure.

If the foe cannot reach an enemy in a Dome, move on...

Option #6: Go to Attack options

Move to the Attack goal section and work through options.

In your first games, walk through these options carefully. Use the goal list on the back of this rulebook.

After that, you will discover that you can quickly skip to the right option based on the situation, and the foe turns will take less time than your own. You can then use the quick reference on the player aid.



ATTACK GOAL EXAMPLE

The foes, shown as numbers, all have a Speed of 5 and only Foe 9 has a ranged weapon. The override card shows Highest Stealth.



Foe 1 can move adjacent to Kristina, Qoug, or Rizzik. Both Rizzik and Kristina have 6 Stealth, so the override is a tie. It breaks the tie by choosing the easiest target to hit—Kristina's 4 Agility vs. Rizzik's 8. Kristina is the chosen target. Foe 1 would normally move the least amount to reach its target, but that space is also next to Qoug, and the goal tries to move adjacent to as few heroes as possible. So, Foe 1 moves one additional space so that it is only next to Kristina.

Foe 2 also targets Kristina, but the only unoccupied space it can reach is the one next to both Qoug and Kristina.

Foe 3's only target for melee is Rizzik, because it can no longer reach Kristina or Qoug. However, Rizzik has 8 Agility and the foe has only 2 Melee. That makes Rizzik an invalid target at -6 Hit. Foe 3 instead attempts Attack Goal #3, and this it can do. It moves to trap Boris on the Dome key in the best space possible. Notice that Goal 3 does not care whether the hero is a valid target or not, so Foe 3's low Melee makes no difference.

Foe 4 can reach Rizzik, AND reach Kid by using a Slip Away action on Rizzik. Kid has the higher Stealth. So, Foe 4 switches places with Rizzik and shifts next to Kid.

Foe 5 cannot move adjacent to any hero. Boris has already been trapped by Foe 3, so Foe 5 will move over to the Adventure goals, winding up in Steel Bastion.

Foe 6 is not near any heroes—a common occurrence. It moves on to the Adventure goals and heads toward the closest adventures in Steel Bastion, ignoring Death's Edge.

Foe 7 can attack Sanchez, but only by stacking in Foe 8's space. It will do this because 8 has not acted yet.

Foe 8 wants to attack Sanchez, but 7 has moved into its space. So, 8 moves to another space next to Sanchez. If 8 could not have moved to another space next to Sanchez, Foe 7 would have been moved back a space to unstack.

Foe 9 has terrible Melee but a good ranged weapon with a range 1-3. Blackbeard can get to an adventure next turn. 9 moves for a ranged ambush on Blackbeard if he tries.





ADVENTURE GOAL EXAMPLE



The foes, Team Black, all have a Speed of 5. Each foe has 2 gold, except Foe 5, which has none.

Watchman Keep has two Black victory markers. Lith's Lair has 1 point of tribute toward Black.

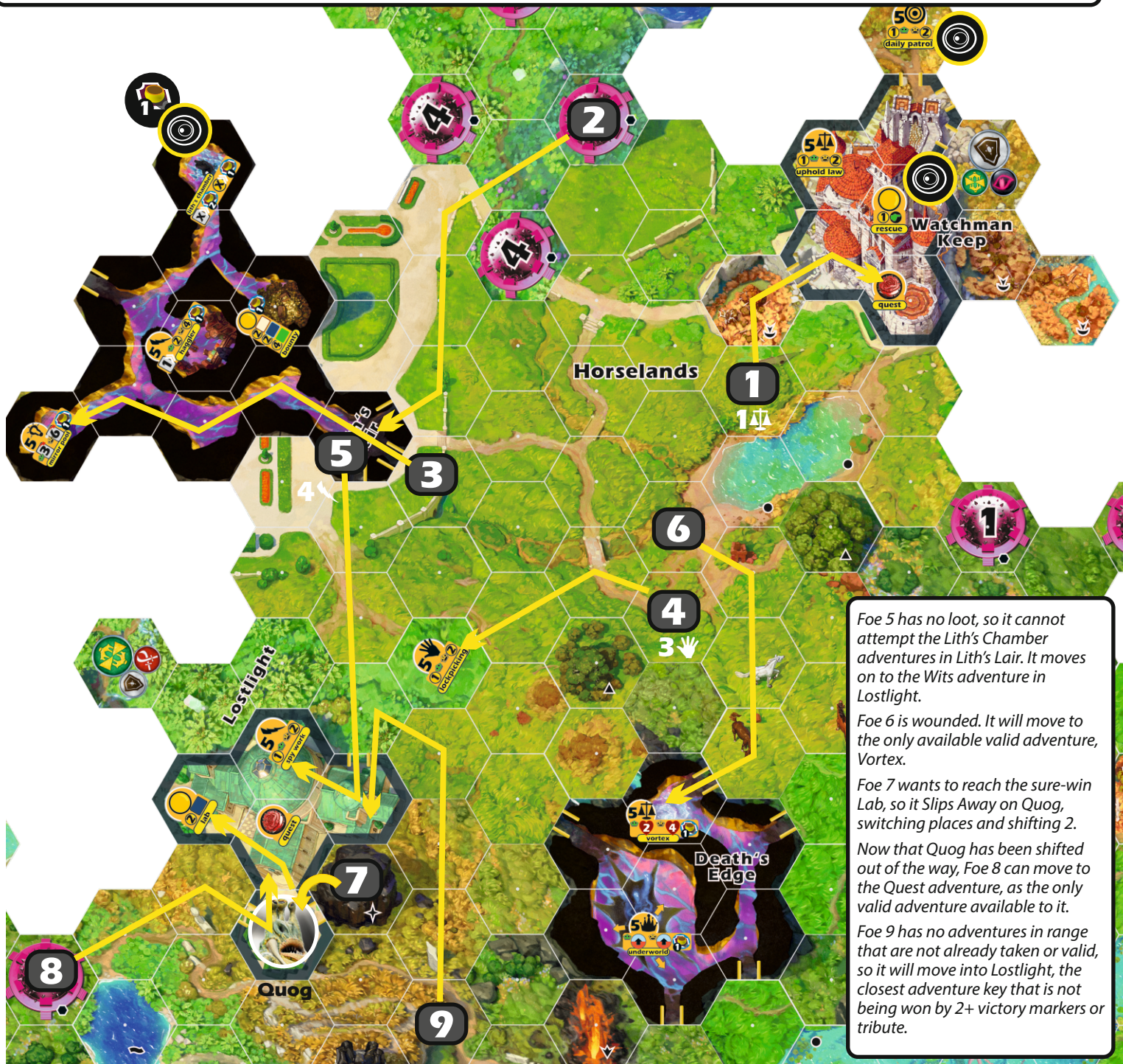
The foes have no one defeated. None of the Quest adventures are known.

Foe 1 can do Adventure Option 2—move onto a valid adventure. It does not matter that Watchman Keep is already being won by 2 markers. Foe 1 will not attempt the Virtue challenge because it would be -4 against it. So, it attempts the Quest as the only other available adventure.

Foe 2 can't reach an adventure, and so falls to Adventure Option 3. It won't move toward Watchman Keep because the foes are already ahead by 2+ victory markers. So it moves toward Lith's Lair, being ahead by only 1 tribute. It stacks on Foe 5's space on the assumption Foe 5 will move.

Foe 3 has four adventures to choose from—three in Lostlight and one in Lith. The Lith adventure is a sure-win gold pay, so it triggers Adventure Option 1. Foe 3 moves to the Mirror Pool, which is treated as a Lith's Chamber adventure for foes.

Foe 4 can reach Lockpicking and all adventures in Death's Edge. However, no foes are defeated and Foe 4 is not wounded, so none of the Death's Edge adventures are valid. The Lockpicking task is barely valid at -2: 3 vs 5.



Foe 5 has no loot, so it cannot attempt the Lith's Chamber adventures in Lith's Lair. It moves on to the Wits adventure in Lostlight.

Foe 6 is wounded. It will move to the only available valid adventure, Vortex.

Foe 7 wants to reach the sure-win Lab, so it Slips Away on Quog, switching places and shifting 2.

Now that Quog has been shifted out of the way, Foe 8 can move to the Quest adventure, as the only valid adventure available to it.

Foe 9 has no adventures in range that are not already taken or valid, so it will move into Lostlight, the closest adventure key that is not being won by 2+ victory markers or tribute.

SPECIAL GOAL EXAMPLE

The foes all have a Speed of 5. Highest Stealth (A) is the override.

Loot is scattered around. One space has 1 gold. One has 1 card. And 3 gold is lying in Blackbeard's space.



Foe 1 has a minion card. As top priority, it unleashes it as an action. The minion has a Speed of 3 and no ranged weapon. It can reach Boris, and does.

Foe 2 has a once-per-game special ability that gives it +2 Agility (A) until next Free. Because it is about to move next to enemies, the players trigger the special ability under Option 1.

But this is not an action, so the players continue down the options to find Foe 2's actual action.

Foe 2 finds a job in Option 2, moving to prevent trading. It moves next to as many heroes as possible.

Foe 3 will not attempt Option 2—prevent trading—because all nearby heroes already have a foe next to them. It does find a job in Option 3, moving onto a space containing loot. It can't reach the 3 gold in Blackbeard's space, so it chooses the 2-value loot, the card.

Foe 4 has a range 2 aura that reduces enemy Agility. It will move to one of the spaces marked with a white dot so that all three heroes suffer its aura.

The players break the tie and choose the space next to Boris so he can punch it in the face.

Foe 5 can reach the 3-gold space by Slipping Away against Blackbeard. It switches places.

None of the Special goals apply to Foe 6, so it attempts Attack goals. It moves next to Rizzik, who has the highest Stealth.

Foe 7 has no Special goals that apply, and the minion took the only space it could reach to Attack. So it falls all the way through to the Adventure goals, moving into Lith's Lair.



YOUR FIRST SKIRMISHES

Skirmish 1: A Taste of Victory

Your 6 heroes vs. the 6 foes below. You are team Black. None of these enemies need commands for their special abilities.



Skirmish 2: Command Decisions

Your 6 heroes vs. the 7 foes below. You are team White.

Use a command for Blackbeard to dig up his treasure if within 2 turns of the Mirror Pool.

Use a command for Kate Rice if she can end in a Water space without harming her ability to reach an adventure the next turn.



Skirmish 3: Ranking Up

Your 8 heroes vs. the 9 foes below. You are team Black.

Use a command for Clara Barton if she can move next to an ally that has already moved, without harming her ability to reach an adventure the next turn.

Use a command for Xin to move such that she helps allies move through water.



We wanted you to have as many foes to skirmish against as possible. Tantallax and Laeveratos, two bosses, have cards but do not have their standees until Set 5. Until then, use one of the other boss standees to stand in for them.



Skirmish X: Sky's the Limit

Decide on the number of heroes you will play, the size and shape of the map, the number of rounds, and black or white team.

Choose the number of foes and draw that many heroes. You may also want to use Foes. When using foes, you don't need the Foe ID cards. You simply use each Foe hero card as is. Gradually increase your enemy hero count each game until you reach Peak Awesome.



Welcome, Coach

June, 2530. On the planet of Fluke, the Worldspanner Games have seen an abrupt rise in popularity. Hundreds of teams strive for the impressive new rewards offered to winners by governments and corporations.

Some question the expense of it all. But you have no time to consider that. The Assembly itself is demanding your expertise in building a winning team.

Forty Worlds

We have fought for centuries against the Pentarion.

They kill other species. They've explained that they must, to protect themselves. Everyone has an excuse for their own evil.

Back in the 21st century, the Pentarion tried to kill us. One of their giant starships came and seeded Earth with exterminator species. They also dropped drones to record the slaughter.

But the ship exploded before it finished. Maybe it was sabotage. Maybe an accident. All we know is, it didn't drop its entire payload of killers. We had a chance to survive.

A year after the Pentarion attack, eighty portals opened on Earth's surface. They connected in pairs to forty planets with Earth-like conditions. Humanity poured through these portals to colonize. Whatever or whoever made those portals saved our species. From these safe worlds, we reorganized and eventually destroyed the infestations on Earth.

We became known as The Forty Worlds...never mind that whoever came up with that name forgot to include old Earth.

We rebuilt and repopulated. We met other races friendly and less so, and successfully fought a defensive war against the Pentarion. That is, until recently. The Pentarion have begun winning. It takes them decades, but their invasions are more sophisticated and potent, more difficult to dislodge.

Slowly, the Forty Worlds have been reduced to thirty-five, plus Old Earth, and our oddball planet, Fluke.

Space Travel

The mysterious portals kept the worlds connected until the 23rd century, when they abruptly died out. After this, we had to rely solely on space travel.

Space travel is difficult, involving a pilot and navigator "riding the folds" dozens of times between planets, making interstellar travel a matter of one to two months, and not perfectly safe.

Fluke

Fluke is the only colonizable planet discovered by humanity through space travel.

While a number of the Forty Worlds have sunk into tyranny, Fluke is considered the beacon of freedom—and the current fountain of technological advancement.

About the Assembly

As coach, you are employed by the Assembly. It is the controlling organization of Fluke's Worldspanner Games and their professional teams. While many teams are owned privately, the Assembly has recently begun directly forming new teams. You will coach a team known as Dropkick.

Minister Lev Hoang

Minister Lev is a key member of the Assembly governing body, and your direct boss. He has a reputation for fairness and strict adherence to Assembly standards.

Lev is responsible for achieving the impossible for the Assembly. He will certainly pass that expectation down to you.



LEV

Mission Coordinator Shanice Obel

MC Obel develops and directs your training missions. A pioneer in Worldspanner techdevelopment, Obel is trusted to produce the best training possible.

You'd be wise to burn into your memory every word that comes out of her mouth when she introduces a mission.



OBEL

Worldworks

Worldworks is the technical development arm of the Assembly, responsible for making Worldspanner come to life. What MC Obel's team thinks up in their minds, Worldworks creates.

Ambassador Drake Ekard

Ambassador Ekard is a member of the Consul, the governing body of Fluke. He spends considerable time traveling throughout the Forty Worlds on diplomatic circuit, using his visits to acquire elite athletes for the Assembly. Your Dropkick team contains athletes brought by Drake from many planets.



DRAKE EKARD

You

You are the coach of the newly formed Dropkick team. It is your goal to fashion a world-class crew, make it rain money, earn a reputation, and become the beating heart of stardom—so long as the Assembly understands that nights and weekends are reserved for your family.



BACKGROUND

About Athletes

Immersion

In the 22nd century, a discovery: The brain wasn't simply electrons and chemicals, but transported and stored neural processes along a dimension of existence nicknamed the *deja*. The immaterial mind had been discovered.

The *deja* made it possible for Worldspanner athletes to be "immersed," surrounded by an artificial personality, literally BE a new persona with full memories and personality. While the hero's own mind and willpower provides direction, the athlete essentially becomes the hero.

Immersion Traits

Immersing athletes with heroes is an art. Oddities, good and bad, can happen...

Leverage and Block

Leverage is when the athlete's strength pairs well with a strength of the paired hero. For example, an agile athlete might be able to leverage an agile hero. Block is when the pairing is poor.

Exploit and Logjam

An athlete has an unusual synergy with a certain trait of a hero, even a weakness. Logjam is when the hero has a strong, involuntary negative response to some aspect of the hero.

Delight and Attitude

Athletes are human. They have their preferences, quirks, and stubbornness. A *Delight* is an aspect of a hero that the athlete enjoys, while an *Attitude* is the opposite.

Delights and Attitudes are considered voluntary traits—something that could be resolved with effort. The question is, how much carrot and how much stick do you throw at the problem, or do you simply work with the personalities as they are?

Float

The athlete has a knack for improving a weakness in a hero. For example, they could "float" the low intelligence of a hero to a higher level.

Psyjkak

Immersion is an intimate event. One famous athlete said it was "like having someone come in and hold your hand while you're on the toilet." A *psyjkak* is an aversion to this intimacy. *Psyjkaks* commonly occur when immersing with a different sex, species, or where a multiple-being immersion occurs (such as Martians).

Instinct

Many athletes have strong instincts toward or against certain roles in the team, as described by the Mesh. For

example, an athlete may have a natural instinct for leading, but poor instincts for sneaking.

Flair

"Flair" is the ability of the athlete to truly live the hero, to sell that hero to the Worldspanner audience. Some athletes are excellent at offering flair, but flair often comes with experience by immersing with the same hero repeatedly.

The Mesh

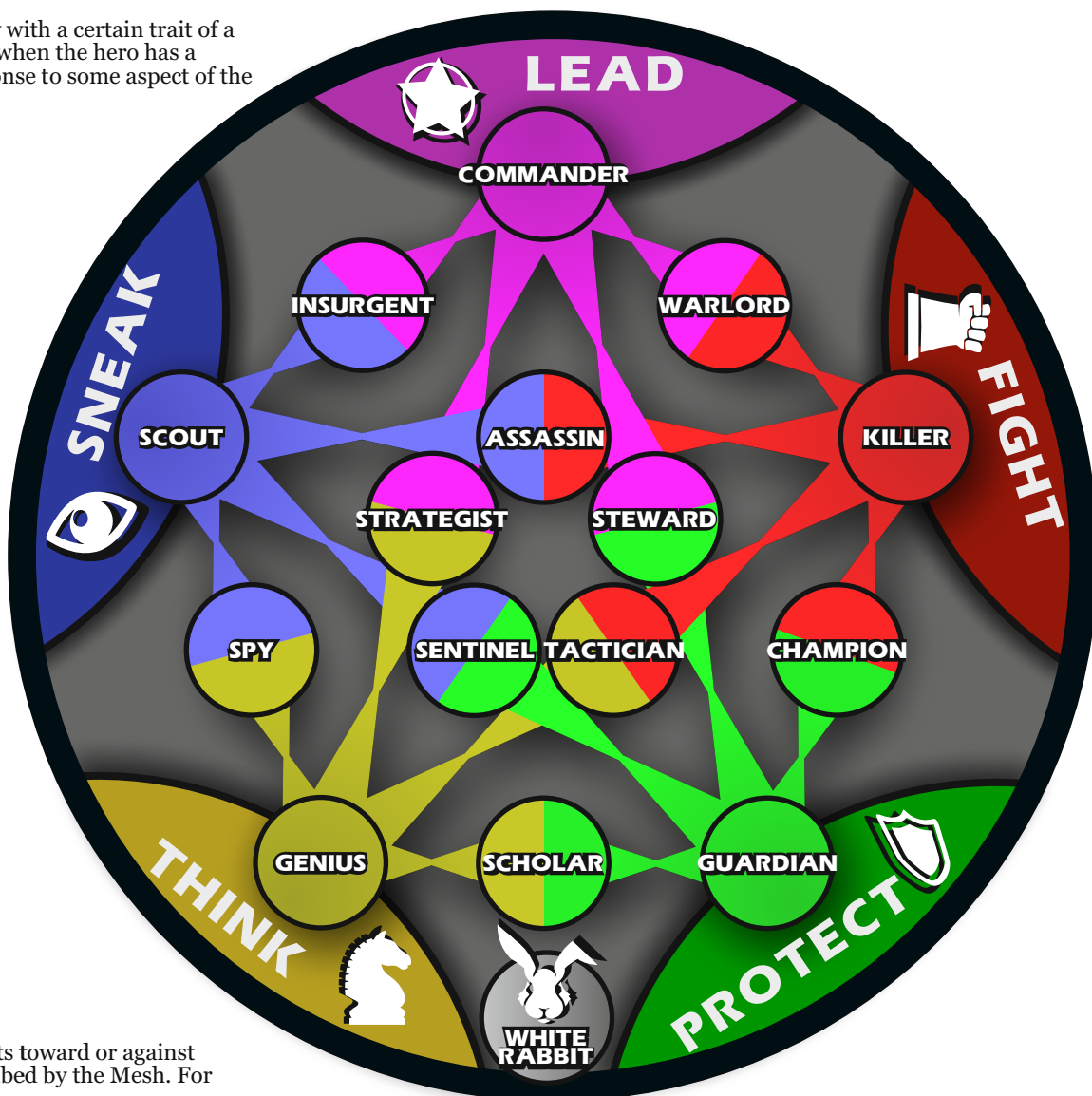
A hero's Mesh role is found on the back of the hero card.

The Mesh is a universal character role map. It centers around five Knots: Lead, Fight, Protect, Think, and Sneak. Roles come from this web of knots.

So, the Commander role is a strongly focused leader, while the Warlord is a blend of leader and fighter.

The Assembly uses the Mesh for both training and organizing teams of athletes for the various games. It functions well in both combat and non-combat contests.

Mesh roles will play a part as you learn insights about your athletes.



CAMPAIGN PLAY



What to Expect

You are a Coach placed over a new team of twelve athletes. Through a rigorous training course of twelve missions, you will demonstrate both the skill of your athletes and your leadership. You face a collection of increasingly dangerous baddies.

Foes is for 1-6 players. There is no difference between solo and co-op play. With co-op, you divide the heroes between players. Your athletes are human, with some strengths and many weaknesses. They might be egotists. They might be narcissists. They might be just plain crazy. So buckle up and discover the psyche of each.

On each mission, you choose your heroes, then pair a controlling athlete with each. Athletes may or may not like who they get paired with. Win or lose a mission, you continue on. No do-overs.

Foes is a campaign with a deep, meaningful storyline. It is not littered with superficial flavor text that doesn't matter to the game. What you read and see is important. Ignore at your own risk.

Foe Cards

Foe cards are hero cards. Foes ARE heroes in every way! Foes are not minions. Minions are not foes.



Foe Starting Loot

Unlike heroes, foes commonly don't have starting loot listed on their card. But the mission might give them starting loot.

A foe that is renewed from defeat regains any campaign-specific starting loot.

Free Market Draws

(Making the Mission Easier)

During any of your Free steps (including Round 1), you may take any cards shown in the market and give them to any hero, whether on map or off. Replace the market card immediately and take more if you'd like.

For each War or Secret card you take, your score for this mission decreases by 1. An Elite card reduces it by 2.

Market Draws

Place next to market



DRAKE ECKARD

"Remember that you can dip into market equipment if needed. Costs you a mission penalty, but if it means the difference between losing and winning, or it gains you a goal, you're playing wise."

FREE: You may take any cards shown in the Market and give them to any hero, whether on map or off. Replace the market card immediately and take more if you'd like.

For each War or Secret card you take, your score for this mission decreases by 1. An Elite card reduces it by 2.

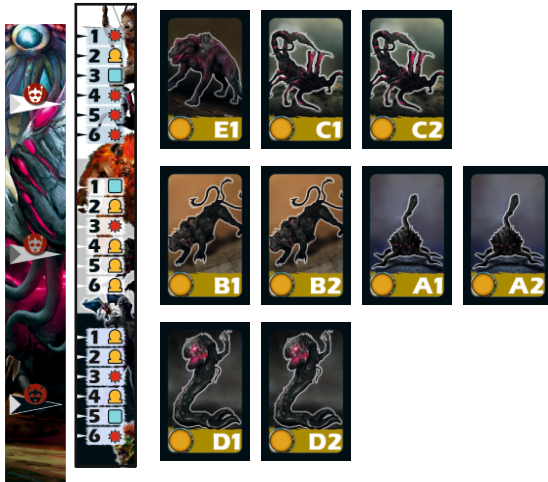
Changes from AI Skirmish

The campaign uses the AI skirmish rules from the previous pages. But there are a few exceptions.

Foe ID Cards

Instead of lining up the foe cards next to the tactics bar, you instead line up Foe ID cards. These small cards allow you to have multiples of the same type of foe.

For the campaign, ignore the robots. You simply line up the Foe ID cards as shown by the mission. You put the actual foe cards near them for reference on stats and abilities.



Latest Alphabetical ID

If a rule has you break ties with the latest alphabetical name, use the ID instead. Example: choose "D2" before "B3".

No Foe Commands

Do not use Commands in the campaign.

Problem Deck

There's a small Problem deck. Don't look at its cards. Shuffle it only once at the beginning of the campaign.

Your athletes may suffer a Problem card. If so, draw the top card and place it face-up next to the athlete. The card effect applies to that hero during the mission.

At the end of the mission, place the card on the bottom of the problem deck.



A day will come
when we shall meet
I'll snap your bones
and find them sweet



CAMPAIGN 1: DROPKICK



Welcome to Dropkick

You are about to read *storyline*. Storyline is written from your viewpoint. You are the "I" and "me".

June 8, 2530. Planet of Fluke. I have been assigned as Coach for a new cadre of athletes, nicknamed "Dropkick."

Minister Lev Hoang meets me at the front entrance of my new facilities. "Welcome, coach. Happy fortieth, by the way."

I grip his wrist in greeting. "Still thirty-nine for another two days. Don't rush things."

Lev matches the pressure I put on his wrist. "Still in as good a shape as ever, I see. Your family settled in?"

I nod. "Strange to think I had a different job on a different continent nine hours ago."

"No one to blame but yourself, coach. We need top quality on Dropkick, and your name came up."

Lev ushers me inside the imposing building complex.

We pass into the meeting hall of the team. The plain concrete walls have one inspiring feature—a hand-painted pinup in the team colors of orange, black, and blue, with a wicked-looking assault dropship as the mascot.

A woman with blond hair and almond skin is adjusting an



environmental control box near the painting. She spins and gives me a "Hello," but turns away again and hurries off.

"One of my athletes?" I say.

Lev puts on what I assume is a grin, but looks more like mild indigestion. "Ezebel. She must not want to meet her new boss without backup." He flips a file symbol into the air in front of me. "Here's your athlete roster."

I touch it open and cycle through it, scanning the faces that arise in the air at my gestures. "Good crop?"

"Might be the best. We've recruited off-world extensively. Baatar, Kert, Modriz, Portuganda—"

I'm surprised at both Kert and Portuganda. "Which dictators did you pay off?"

Lev gives a neutral smile. "Ambassador Drake Ekard has been handling offworld recruiting for us. He has his...persuasions."

"That's a lot of time and effort to make those voyages," I say. "This all worth it?"

"Yes. More than worth it."





The Crew

Lev swirls up the data in the air between us. “Dropkick is drafted as a combat-heavy team. You definitely have the resources for a fight. But we don’t want to see casualties. Keep your defeat count low.

“Also, as you can see, this is a mature group.”

He’s right about that. Half are over thirty...one over forty, older than me.

“Experienced, then, I hope?”

“Definitely, but there are gaps. Mose Basbala—your old man—he’s never played Factions, but he’s a legend on Quishan for similar contests.

If you’re going to worry about one, I’d say Billie Cates. Drake pulled her in from Newhome. Apparently a lot of natural talent, but a contest like Factions is fairly new to her. Everything is. She’s nineteen, and didn’t start as an athlete until seventeen.”

He’s right, that’s a thin history. “Why’d Drake draft her in?” I ask.

Lev shrugs. “Ask him. He’s made a couple question-raising acquisitions. Your Billie is apparently a trouble magnet. The Modriz athlete, Ezebel Misabi that you met at the mural...she called Billie a spoiled brat in front of the others. Ezebel doesn’t have patience for babies. Doesn’t have patience for a lot of things. So, war’s probably on between those two. Sorry.”

“Well, thanks for the heads up.”

Lev flips to a younger female athlete with enormous dark eyes and a mess of black curly hair. “Eh, speaking of kids...you have Ambassador Ekard’s daughter, Genni, on your team.”

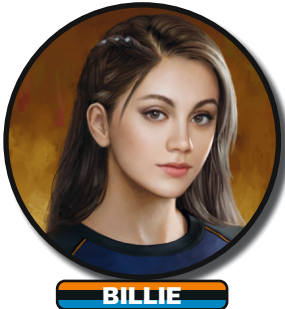
He has to be kidding. Ambassador Ekard recruits this crew of elites, and then just dumps his daughter into it? What happens if she doesn’t work out? I decide to complain. “You didn’t say this was a babysitting job, Minister. You hanging a nepotist pick around my neck?”



LEV



MOSE



BILLIE



EZEBEL



GENNI



DRAKE EKARD



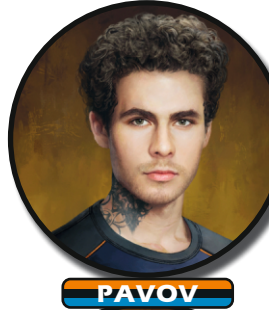
OREILLI



CORD



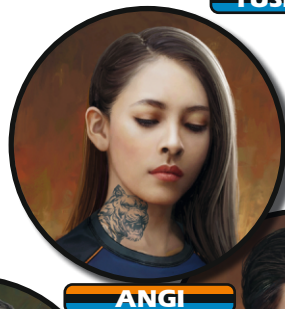
MULI



PAVOV



TUSHABE



ANGI



MIKHAIL

Lev’s normally grim lips turn slightly upward. “You know anything about her?”

“No, and if she had any experience in the Games, I would.”

“No, you wouldn’t. She’s been training private-network—hey, family privilege—and you should see her in action before you form an opinion. Also, she’s hilarious.”

“What do you mean?” I ask.

“I mean you should set some fairly strict fraternization guardrails on your team, Coach. I’m sure Ambassador Ekard would appreciate that. Just know you have full authority over these athletes. Discipline them as you see fit. Your word is law.

“Also, I suggest you keep your rules of conduct tight. Some hard-core personalities are on the team. You’ve got three—Muli Zedez, Cord Domuuno, and Oreilli of Hunde—that have the experience and the bloated egos to match.”

I sigh and stash my concerns for now. “Great. Any trustworthies?”

Lev nods. “Pavov Quikov’s not bad, and Tushabe Olveria. Both of them have mountains of experience and a good solid competitor’s attitude. Also, a brother-sister team in Angi and Mikhail Kyang. They’re from the bad side of Kert, as if there was a good side, but Minister Drake stole them away. Apparently they’re pretty focused athletes.”

I review the roster. “Okay. That leaves Mary Beth Sorro...”

“Good luck. She’s crazy.”



MARY BETH

GET READY

Gather Your Heroes

Gather the following 24 heroes. You are limited to this set during this campaign.


Annie Oakley	Emily Knight	Martians
Beowulf	First Marine Quog	Pvt. Sanchez
Bill Hickok	Flicker	Rizzik the Red
Blackbeard	Geronimo	Spartacus
Bladed Terror	Ironhead McRay	Tanthos
Boris Andronov	Kid	Walrus
Clara Barton	Joe Tascoe	Xin the She-Kelpie
Dr. Hume	Kristina Karlsdotter	Yori Blackpad

Gather Your Athletes

Spread out the 12 athlete cards and give them a look and a read.

Knowing your athletes is everything in this campaign. The information on these cards is there for a reason.

Ezebel Misabi
 Age 28
 Female
 130 IQ
 Material
 Strong Introvert
 Modriz System



Psy:
 Nearly immune to panic.
 Cleanly and organized, maintains orderliness.
 Dry humor combined with a concise speaking that engages the attention of others.
 Naturally cynical toward others, assumes the worst in others, especially strangers.
Physical:
 Tall height, lean frame, non-athletic, uncoordinated, attractive.

Campaign Sheet

The campaign sheet is found in the separate booklet. Have a pen or pencil handy. You'll be writing and drawing.



Campaign Score

Let's talk winning...

Your campaign rank will come from several sources.
 High mission score (getting to 120 is fine, 130 is divine, 140??).
 Gathering Insight cards (52 or more if possible).
 Making your athletes happy.
 Making your bosses (the Assembly) either like or respect you.
 Keeping team morale high.

Choosing Your Story

During the campaign, you choose interactions with your athletes and the Assembly. Every fork in the road comes with hints for you to determine the right course. Pay attention and treat your athletes as you would actual human beings, with all their strengths, weaknesses, and complexities.

Take your time in the campaign. Think things through. Some choices that appear to be bad at first may turn out for the best as you progress in the long term. Just like a choose-your-own-adventure book, if you change the options you picked after seeing the direct consequences, you will likely have a lot less fun overall, and ruin surprises for future playthroughs.



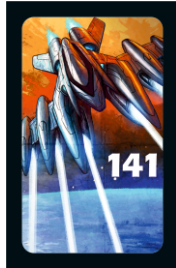
Insight is key. You must learn your athletes, their strengths, AND their weaknesses.

Insight Deck

The insight deck contains 64 cards, numbered 101 to 164. After taking one, do not return it to the deck. Instead, begin a separate deck of known Insights.

Store these cards with your athlete cards, away from the Insight deck so you don't confuse the two.

Gaining Insights is important for your final campaign score.



Receiving Insight Draws

Mission Insights

Mission 1 provides you 4 Insight draws. For other missions:

You gain 1 Insight free.

You gain another if you won the previous mission.

You gain another if you completed the Insight Goal in the previous mission.

So, if you did everything right in the previous mission, you will receive 3 Insight draws this mission.

Storyline Insights

At times, your storyline choices provide extra Insight draws.

Drawing Insights

For each Insight draw that you receive:

1. Choose an athlete involved in this mission.
2. Go to the Insight Listing (p. 62). Find that athlete's section. In that section, find the hero that you immersed this athlete with.
3. Look at the first (left) number next to the name. Find the Insight card with that number. You might already have it. If so, find the Insight card of the second number. If you already have both, choose a different athlete for an Insight draw.
4. Write the card's number in the athlete's "blue card" column, on the current mission line.

Important!: Make sure all drawn cards go into the known insights deck and are not placed back into the regular insights deck.

Never study Insight Listings. Get in, get your number, and get out.

Billie Cates Lead=159

Annie Oakley	102	158
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It's Mission 3. You choose to insight Billie Cates. She is immersed with Annie. The first number has you find Insight card 102. But, you already have that card for Billie, received when she was with Kid in Mission 1. So, you take Card 158.

You write "158" in the current mission line for Billie Cates.

	hero				
1	Kidd	102			
2					
3	Annie	158			

Returned Cards

Some Insight cards tell you to return it to the regular deck. Do not write it down. Instead, circle the blue card symbol for that athlete. Once that symbol is circled, all "return" card draws are ignored for this athlete. Instead, choose a different hero for an Insight.

Applying Insights

Each Insight has a **condition** for when it applies:

1. A **printed rating** range, like 6-9 Strength. Printed means you use the rating as shown on the hero card, without any modifiers.
2. A **nature**.
3. A **faction**.
4. A **Mesh role**. Compare with the symbols on the back of the hero card.

If the condition is true, set the card next to the athlete/hero and apply its effects. Otherwise, set the card aside for this mission.

Tushabe's card 118 prevents him from using Boosts if the printed Wits of his hero is 5-9.

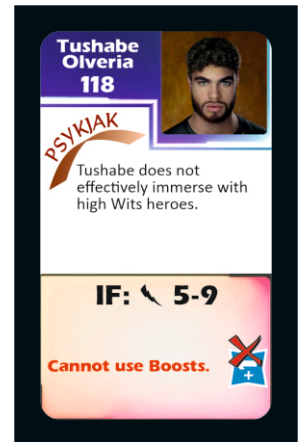
Clashing Insights

Insights that prevent using Boosts override those that provide enhanced Boost ability.

Exhausted Insights

This can only happen very late in the campaign, if ever.

If you have worked through all athletes in a mission and have no one left to draw for an Insight, draw the top or bottom card of the Insight deck until you reach one that you keep. Apply that new card if the athlete is in this mission.



Choose Leader

In each mission, one athlete is assigned mission leader. That athlete is expected to drive the coordinated strategy of the team and manage the communication responsibly.

1. Choose an athlete involved in this mission.
 2. You might already have that athlete's Leader card. If not, go to the Insight Listing (page 62). Find that athlete's section.
 3. Next to the athlete's name is "Lead=###". Take that card from the Insight deck. The card applies its effects to the mission. Only one leader affects a mission.
- Important!** The leader effect applies even if the leader hero's athlete is defeated or not yet on the map.

Typical Mission Routine

As you progress and start having a stack of insight cards in your known insight deck, you will want to choose how best to immerse your heroes based on those insights. At mission start:

1. Lay out all the athlete cards.

2. Place all of your previously drawn Leader Insight cards off to the side, for review in case you want to reuse a leader.

3. Place the Insight cards with their athletes.

Now decide which athlete you will pair with which hero, careful to see how the insights affect the pairing.

Example: You have gained one good and one bad Insight card for a certain athlete. The good card requires that the hero have 6-9 Strength, and the bad one applies if the hero is a Man. So, your best choice is to pair the athlete with a strong hero that is NOT a Man.

Unleash Minion

Minions controlled by foes use the Attack goal. If they reach Option #5, they instead move as far as possible toward the nearest valid target, whether in a Dome or not.

Special

#1: Special action

1) Move into position to effectively use a Surprise card.

2) Use a single-use, non-weapon card with meaningful effects.

3) Use a once-per-game special ability with meaningful effects.

The chosen item or ability might not be an action. If not, continue through the Special options below to have the foe take an actual action.

#2: Move adjacent to most trading heroes

Can the foe reach a space that is adjacent to "trading heroes"? Trading heroes are 1) adjacent to another hero that can trade, 2) at least one of these linked heroes has loot that could be traded, 3) another foe is not already next to them.

Move to the space that is adjacent to as many trading heroes as possible. Players break ties.

If multiple spaces are valid, move to the one that requires the least amount of movement.

#3: Move to space with most loot

Can the foe reach a space containing dropped loot? It will choose the space with the most loot. Consider gold to be worth 1, cards to be worth 2. Players break ties.

#4: Move to space that maximizes area effects

Does the foe have a special ability that affects others, such as an aura? Move to the space that applies this special ability to the most enemies, or allies that have ALREADY acted.

Choose the space that requires the least amount of movement.

#5: Move next to hero in a Dome

Break ties with override card, then player choice. Move to the space that best hinders hero from reaching nearest valid adventure.

Option #6: Go to Attack

Go to the Attack goal section.

Attack

#1: Make a ranged attack

The foe must have a ranged weapon. If it has multiple ranged weapons, use the best one for the situation. Choose Target to see if there is a valid target.

#2: Move adjacent to valid melee target

Is there a valid melee target that the foe can move adjacent to? Use the Choose Target steps.

If the foe can reach multiple spaces around target:

1. Choose a space adjacent to the fewest enemies.

2. If there are still multiple spaces possible, choose one that benefits the foe, such as to enter or avoid an aura.

3. If there are still multiple spaces possible, choose the one that takes the fewest move points to reach. Players break a tie.

#3: Move so a hero cannot leave a Dome key

Can the foe move to a space that prevents an enemy hero from leaving the ten hexes of the Dome key they are currently on? Move as close to the hero as possible. Foes will not take this action if another foe already has the hero trapped (even if that foe later moves away).

#4: Ranged ambush

If the foe has a ranged weapon it can use, is there a hero nearby that would be able to reach an uncaptured adventure next turn?

If so, see if there is a space the foe can move to that:

1. Is not adjacent to any enemy.

2. Ensures a valid shot at the target if the enemy tries to move onto that adventure OR tries to move adjacent to the foe.

If there is, use this option. Choose the best possible space for the ambush.

Use override card to choose between multiple targets.

#5: Go to Adventure options

Move to the Adventure Goal options.

Choose Target

NEVER choose a target based on which one is closest.

Step 1: Possible targets

Melee: Determine all targets that it could move adjacent to using a Move or Slip Away action or special ability.

Ranged: List those in weapon range and line of sight.

Step 2: Exclude minions

Ignore minions unless there are no heroes to attack.

Step 3: Valid targets only

The foe's Hit chance is at least -2.

Step 4: Override

Use the rating on the override card to determine which valid target to attack. If the rating shows a down arrow, the target is the hero with the lowest in that rating. An up arrow is the highest. Use only the *printed* rating as shown on the hero card, without modifiers!

Step 5: Easiest target

If the override is tied, choose the VALID target that is easiest to Hit. If this is tied, choose the one easiest to Damage. Players break a tie.

Foe Attacks During Reaction & Hero Melee

Use the Choose Target method above during the hero's Melee step and when a foe has a Reaction shot.

But, if the foe ends up with no valid target, it will attack an invalid target. Choose based on the override card, with ties handled by easiest target.

Adventure

Invalid adventures

Adventure that are already captured.

Lith's Lair adventures once foes are winning Lith by 2+.

Any adventure where the foe is worse than -2.

Foes will not use Death's Edge unless they are wounded or an ally is defeated.

#1: Move onto a valid sure-win adventure

The foe must have the gold or card(s) to pay. Do this even if the foe does not need the adventure's reward.

If multiple such adventures are available, players choose.

Card-Pay

Pay with a card that the foe cannot use due to Strength and Intellect restrictions. Or pay using the card with the latest alphabetical name.

Markets

Buy one card. Take face-up market card if Strength and Intellect allow them to use it. Otherwise, draw a card.

Rescue

Foes just pay 1 gold to capture it. They do not use the rescue.

Kidnap

Banish hero that is not in a Dome and latest name alphabetically.

Inspire

Purchase one Boost.

Infirmity

Heal as much as possible. If not wounded, spend 1 gold.

ANY adventure space in Lith's Lair

Give up all loot being carried, except Elite cards.

#2: Move onto best valid adventure

Choose the one with the best chance of success. Players break ties.

Will not attempt an unknown Quest adventure unless there is no other valid adventure.

Death's Edge Underworld

Move up foe with the latest alphabetical name/ID.

#3: Move toward closest valid adventure on a key where the foes are not at least 2 victory markers/tribute ahead

Move as far as possible even if that means moving up next to a blocking hero.

For this option only, foes will always ignore Death's Edge.