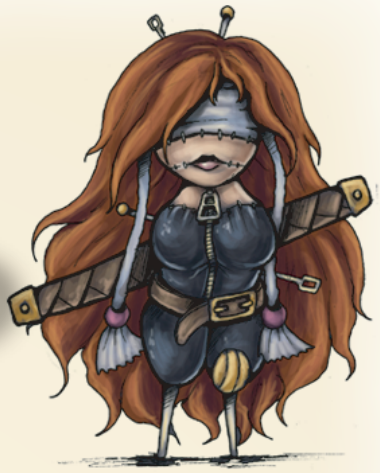
PUPPET WARS
UNSTITCHED

SCENARIO SHEET



ARMS RACE
PART 1 OF THE THREAD WARS CAMPAIGN

Scenario Description

The altercation between Seamus and Lady Justice set among the disheveled floor of Zoraida's squalid shack is far from settled. Seamus, still stewing over losing his head, patiently schemes to enact vengeance upon Lady Justice and all who stand with her. Lady Justice knows that conflict is inevitable and that Seamus is not likely to let the past go unanswered. Both puppet masters know of the vast array of useful items stored in Zoraida's closet, and both know the potential consequences of not securing these items for their respective factions. The arms race is on, and would be the first step to the escalation of what would be known as **THE THREAD WARS**.

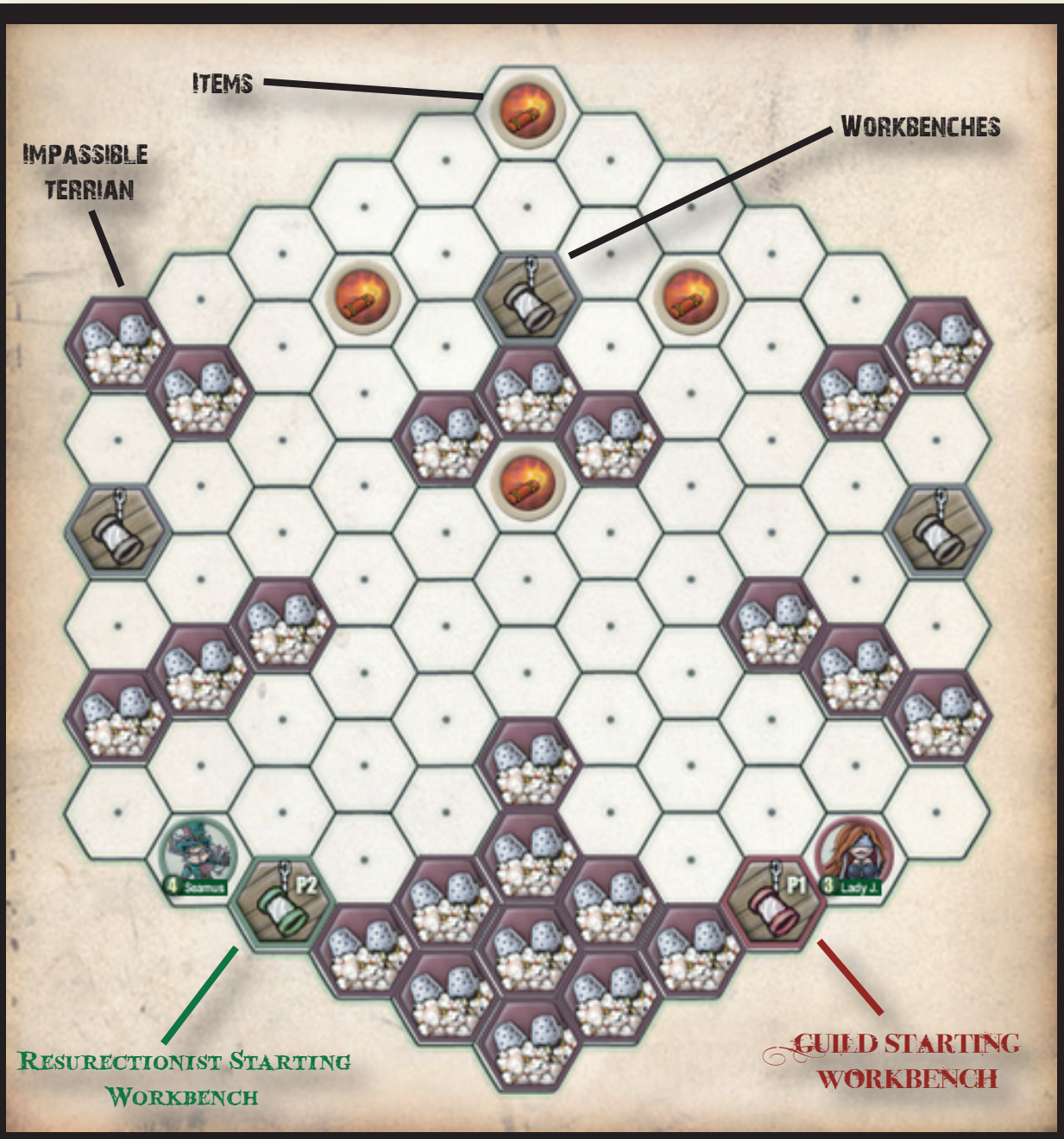
Puppet Armies

SEAMUS	VS	LADY JUSTICE
BETE NOIRE		JUDGE
MISAKI		RUSTY ALYCE
PUNK ZOMBIE X2		DEATH MARSHAL X2
ROTTEN BELLE X2		GUILD AUSTRINGER X2
CONVICT GUNSLINGER X2		RONIN X2

Items Table

1	FIRECRACKER	5	BAG O NAILS
2	SCISSOR SHIV	6	JAR OF MOLASSES
3	MAGNET	7	SUGAR CUBE
4	THREAD AND NEEDLE	8	THREAD AND NEEDLE

Map Set-up



ZORAIDA THE HAGS CLOSET

Ok, so Zoraida's closet seems to have more debris and garbage than actual usable items, but don't let that deter you from getting your share (or more) of the swag. To determine which items are available and their location seperate out cards 1-8 from your fate deck, shuffle, flip a card, refer to the item table on page one, and the corresponding item will be placed on the item location furthest from the players starting work benches. Continue to flip cards and apply the corresponding item in a clockwise fashion from the first item determined. Once 4 items have been placed and all the other layout objects, as shown above, have been placed the stage is set for the inevitable carnage that will ensue in a violent race for arms.

For details about the items see the
PUPPET WARS UNSTITCHED IMPROVISED WEAPON MANUAL
included at the end of this Scenario Sheet

Special

All base rules apply unless otherwise stated (see page 26 for rules on item tokens). All items on the map may be picked up by Puppets using the **Sticky Fingers** action (page 20). If a Puppet carrying an item is ripped apart follow the base rules for placing the item (page 24). If any item rules conflict with the rules from the base game follow the rules outlined by the item.

Any Puppet adjacent to a friendly workbench and carrying an item may use a **Pack Rat** action:

Pack Rat: (0 + Remove any carried item token from this puppet from the game) Rg: NA**, Effect:** Player whos army this Puppet belongs gains 3 victory points. This action does not cause an Exhausted Token to be placed.

Any Puppet adjacent to a friendly Puppet in which they or the friendly Puppet are carrying an item may use the **Give and Take** action:

Give and Take: (0) Rg: 1, Effect: Choose to either transfer a carried item by this Puppet to an adjacent friendly Puppet or transfer a carried item from an adjacent friendly Puppet to the Puppet taking this action.

Victory

The standard victory conditions for Puppet Wars does not apply to this scenario. Victory is achieved by the first player to reach 9 victory points. Victory points are achieved according to the table below:

Successfully attaching an enemy puppets upgrade	1 VP
Sucessfully performing a pack rat action	3 VP
Ripping apart an enemy sidekick	1 VP
Ripping apart an enemy master	3 VP

This scenario, along with all future scenarios in the Thread Wars Campaign, are designed to be played either as a stand alone encounter or in a progressive order for a more thematic game play experience. The Battle Report at the end of each scenario is there so that players may document the outcomes and incidents that occur during each encounter as future scenarios will contain optional legacy effects that will alter set-up and/or starting conditions for future encounters. The progression of these encounters is also designed to increase in complexity, with additional choices and options being opened up for the players throughout the campaign progression. The entire campaign is playable with the Puppet Wars Unstitched game created and produced by Wyrd. With the exception of creating some improvised tokens and item tokens, no additional models will be required. It is recommended that the scenarios be played as written for the first play through, but it's highly encouraged to mix things up by adding your own modifications, tweaks, and item ideas as you see fit. Above all else, enjoy yourself and have a blast beating the stuffing out of each other.

PUPPET WARS UNSTITCHED

BATTLE REPORT

VP

VP

ARMS RACE

PART 1 OF THE THREAD WARS CAMPAIGN

ITEMS SECURED BY SEAMUS CREW

ITEMS SECURED BY LADY JUSTICE CREW

PUPPET WARS UNSTITCHED

IMPROVISED WEAPON MANUAL

V 1.0

Bag O Nails

Any puppet carrying a Bag O Nails token gains the **ABILITY**:
PUPPET CALTROPS FOR EVERYONE: Place 1-2 Nail Tokens on any empty adjacent spaces. Remove Bag O Nails Token from the Game. During the Resolve the Turn Phase at the end of the Turn, any Puppet Occupyinga Space with a Nails Token suffers 1 Rip.

Jar of Molasses

Any puppet carrying a Jar of Molasses token gains the **ABILITY**:
SLOW AS MOLASSES: Place1-2 Molasses Tokens on any empty adjacent spaces. Remove Jar of Molasses token from the game. A Puppet which Moves onto a Space containing a Molasses Token immediately ends its Move, and may not make any more Moves during this Animation.

Sugar Cubes

Any puppet carrying a Sugar Cubes token gains the **ABILITY**:
ATTITUDE IN A CUBE: Remove an Exhausted Token from this Puppet. Remove Sugar Cubes Token from Game.

Loaded Die

Any puppet carrying a Loaded Die token gains the **ABILITY**:
CHEATING FATE: Replace a card flip with a card from your discard. Remove Loaded Die Token from the Game. Cheating Fate may only be used in Card Flips involving this Puppet.

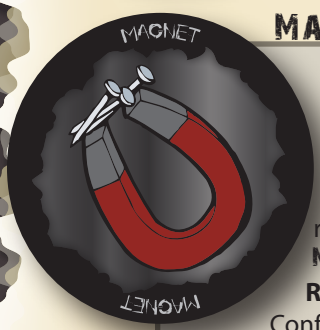
Scissor Shiv

Any puppet carrying a Scissor Shiv token gains the action:
SHIV AND SNIP (4 + Discard a 📖 Card): Rg: Self **Effect:** Make an attack against an adjacent Puppet, if successful give Puppet a Rip then take a **I NEED THIS** action on an Upgrade Attached to the Puppet, If successfull remove Upgrade from Puppet and Attach it to this Puppet.

Needle and Thread

Any puppet carrying a Thread and Needle token gains the **ACTION**:
NO TIME TO BLEED (0 + Remove From the Game Thread and Needle token carried by this Puppet): Rg: Self **Effect:** Stitch up one Rip on this Puppet

Magnet *(May not be picked up by Metal Puppets)*



Any puppet carrying a Magnet token gains the **Ability and Action**:
POINTY ORDINANCE DISPOSAL: Anytime this puppet ends its movement on a Space Containing a Nails Token, removethe Nails Token from the game
MAGNET MISSLE (5 + discard a 🐈 Card): Rg: 2 **Effect:** Target MetalPuppet gains Confused until end of turn. Magnet Token is placed in any empty space adjacent to the effected PuppetDuring the Resolve The Turn phase.

Firecracker

Any puppet carrying a Firecracker token gains the **ACTION**:
BLOWN TO PIECES (0 + Tear Apart this Puppet and Remove From the Game Firecracker token carried by this Puppet): Rg: Self **Effect:** All adjacent Puppets suffer one Rip. If this puppet is on a Work Bench, remove Work Bench from game.