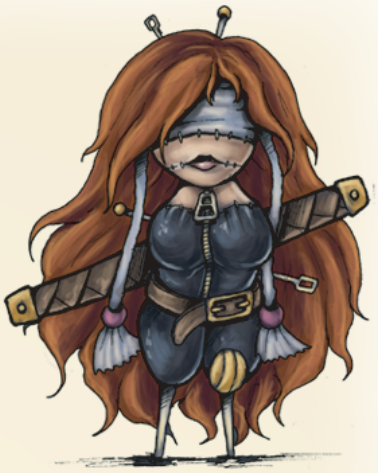
PUPPET WARS
UNSTITCHED

SCENARIO SHEET



COVER OF DARKNESS
PART 2 OF THE THREAD WARS CAMPAIGN

SCENARIO DESCRIPTION

Zoraida's closet raided for supplies, stuffing spilled, and control of the shack hanging in the balance, Seamus's thoughts focus on the secret given to him by Zoraida. There on the other side of the bedroom lies the entrance to Zoraida's sewing room, and in that room resides the secret that may just swing the tide of this conflict. Seamus's stitches stretch as he views the flickering lights between him and his objective. There in his way, Lady Justice sets and lights candles illuminating the path to his approach. The course of action is clear, he must face her once again and snuff these pyres of light so that he and his crew may get to the sewing room under the cover of darkness.

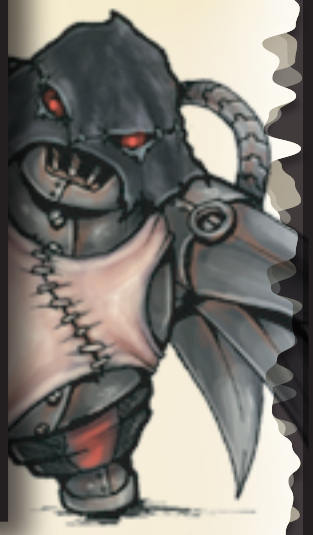
PUPPET ARMIES

SEAMUS		LADY JUSTICE
BETE NOIRE		JUDGE
PUNK ZOMBIE X3		DEATH MARSHAL X3
ROTTEN BELLE X3		GUILD AUSTRINGER X2
NURSE		EXECUTIONER
RONIN		CONVICT GUNSLINGER X2

NEW TERRAIN

Candle terrain tokens set on the battlefield are immovable objects that can be interacted with by puppets. These tokens do not block line of sight and may be moved onto or through by puppets. These tokens have two possible states. Snuffed Candles as seen to the left and Guild Candles (lit) as seen to the right. For further information on how these tokens are utilized during game play see page 3 of this scenario sheet under the "special" heading.

Map Set-up



Pass to the Sewing Room

As Seamus and his crew seek to snuff every Guild Candle along the pass, Lady Justice and her compatriots diligently work toward defending the lit candles and relighting those that have been snuffed. Six Candle Terrian tokens adorn the chosen battleground, with three of them lit and three of them already snuffed by the Resurectionist's advance. Place Guild/ Snuffed candle terrian tokens on the board in accordance to the map above. (See page 1 of this scenario for additional details regarding Candle Terrian tokens and page 3 of this scenario for how they effect gameplay.)

Note on Tie Breakers:

In the event that both factions have the same victory points at the end of the encounter, the faction with the most Puppets remaining on the battlefield wins. In the unlikely event that both factions have the same amount of Puppets on the battlefield, both players flip the top card of thie respective fate decks and the player with the highest value card wins. (Repeat card flips as needed until a victor is achieved.)

Special

All base rules apply unless otherwise stated. All instances of a Snuffed Candle reference a candle state beneficial to the Seamus Crew and all instances of a Lit or Guild Candle reference a candle state beneficial to the Lady J Crew. For further details regarding Candle Terrain, see page 1 of this scenario sheet.

Any Puppet occupying a Candle Terrian space may use a **WAX ON WAX OFF** action.

WAX ON WAX OFF: (0) Rg: NA, **Effect:** Change the state of the occuppied Candle Terrian space to either that of a Snuffed Candle (Seamus Crew) or a Guild/Lit Candle (Lady J Crew).

Victory

The standard victory conditions for Puppet Wars does not apply to this scenario. Victory is achieved by the player with the most victory points at the end of 7 turns. Instant victory is achieved by the Seamus Crew if at the end of any turn all Candle Terrian is in the Snuffed state. Instant victory is achieved by Lady J if at the end of any turn all Candle Terrian is in the Lit State. Victory points are achieved according to the table below:

FOR EACH LIT OR SNUFFED CANDLE MORE THAN 3 AT END OF TURN	1 VP
FOR EACH WORKBENCH CONTROLLED MORE THAN 3 AT END OF TURN	1 VP
RIPPING APART AN ENEMY MASTER	3 VP

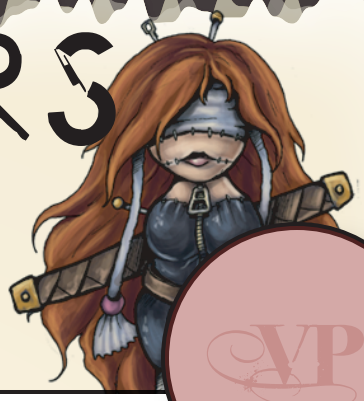
Legacy (Optional)

The items successfully obtained by the Seamus Crew and Lady J Crew using the **PACK RAT** action from part 1 of the **THREAD WARS** campaign, the "**ARMS RACE**" scenario, are retained and available in this scenario to the respective crew that obtained them despite whether or not the crew achieved victory.

These items are considered to be in the crews scrap heap and may be equipt by any friendly puppet using the **SCROUNGE** action (page 20). Only 1 item may be held by any puppet at any time. Any puppet carrying an item that is torn apart drops the item according to the base rules (page 24). Items may be tranferred between friendly puppets as per the **GIVE AND TAKE** action from page three of the "**ARMS RACE**" scenario. Information concerning the item rules can be found in the **IMPROVISED WEAPON MANUAL** included with the "**ARMS RACE**" scenario.

PUPPET WARS UNSTITCHED

BATTLE REPORT



VP

VP

COVER OF DARKNESS

PART 2 OF THE THREAD WARS CAMPAIGN

☐ **Seamus Victory**: Proceed to scenario 3a of the **THREAD WARS** campaign "**ZORAIDAS SECRET**"

☐ **Lady J Victory**: Proceed to scenario 3b of the **THREAD WARS** campaign "**OUTCAST REARGAURD**"

Unused items retained by Seamus Crew

Unused items retained by Lady Justice Crew