PUPPET WARS
UNSTITCHED

SCENARIO SHEET

ZORAIDA'S SECRET
PART 3A OF THE THREAD WARS CAMPAIGN

SCENARIO DESCRIPTION

After a hard fight through the Guild's defenses, Seamus bears a toothy grin as he looks upon Zoraida's Secret. There lies the unfinished puppet of the Arcanist Master, Marcus. Stitches stretch under Seamus's sinister smile as he hoists the Staff of Marcus in the air in triumph. With the Staff in hand, Seamus can feel the Arcanist puppets along the back shelf begin to twitch in anticipation of being animated. "Seamus!" echos across the Sewing Room causing Seamus to turn, only to find Lady J on the other side of the room holding Pandora's Box. Lady J, with her newfound Neverborn pawns, stands stoic, and ready to again face down Seamus in this ongoing struggle.

PUPPET ARMIES

SEAMUS		LADY JUSTICE
BETE NOIRE	VS	JUDGE
PUNK ZOMBIE X2		DEATH MARSHAL X3
ROTTEN BELLE X3		GUILD AUSTRINGER
NURSE		EXECUTIONER X2
RAZORSPINE RATTLER X2		MALIFAUX CHERUB X2
DECEMBER ACOLYTE X2		SILURID X2

MASTER UPGRADES

STAFF OF MARCUS
Master Only

Abilities

Arcanist Loyalties: Ignore one 📖 in the Animation Requirement of Puppets you control within **Range 3**. Does **not** require **LOS**.

PANDORAS BOX
Master Only

Abilities

Neverborn Loyalties: Ignore one 🎭 in the Animation Requirement of Puppets you control within **Range 3**. Does **not** require **LOS**.

Map Set-up

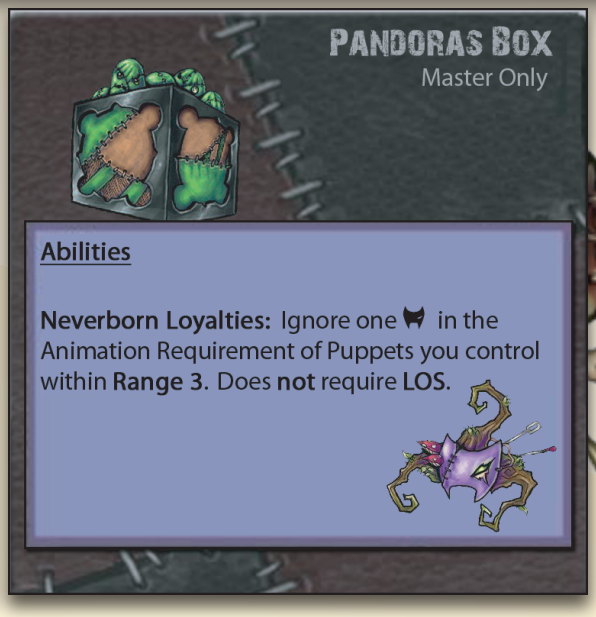
Zoraida Sewing Room

Here within Zoraida's Sewing room are the unfinished Puppet Masters; Marcus of the Arcanists and Pandora of the Neverborn. Along side these Masters are some of the completed Arcanist and Neverborn Pawns who have adorned the shelves awaiting their respective Masters completion. With Seamus taking up the **Staff of Marcus** and Lady J wielding **Pandoras Box**, these Arcanist and Neverborn Pawns will no longer wait to be animated as they are about to be thrust into this ongoing feud known as the **Thread Wars**; whether they like it or not. Set-up the game board as shown by the map above. Seamus begins the encounter with the **Staff of Marcus** upgrade, while Lady J starts with the **Pandoras Box** upgrade. These upgrades count towards the max upgrade limit for both Masters and follow the base game rules as outlined in the rulebook. For details of what these upgrades do, see page 3 of this scenario under the "Special" heading.

Rule Clarification:
Razorspine Rattler's "**Chomp**" and Malifaux Cherub's "**Cant Say No to You**" are **Actions**.
Both **Actions** are resolved as outlined by the rule book. (page 19)

Special

All base rules apply unless otherwise stated. Seamus begins the scenario with the **Staff of Marcus** upgrade attached and Lady J begins the scenario with the **Pandoras Box** upgrade attached. These upgrades count towards each Puppets Upgrade Limit.



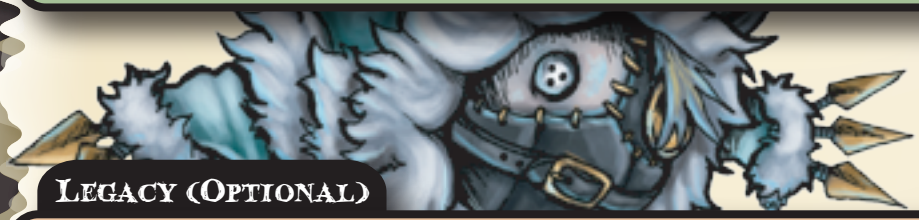
Victory

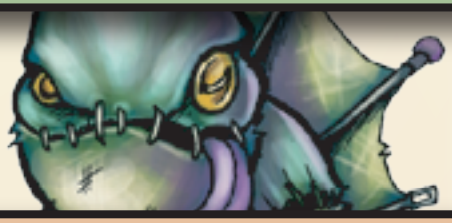
Victory is achieved by meeting one of the following conditions:

1. Tearing apart an enemy Master
2. There are no more Neverborn Puppets (Purple) on the battlefield (Seamus Crew Victory).
3. There are no more Arcanist Puppets (Blue) on the battlefield (Lady J Crew Victory).

Victory is achieved immediately upon the condition being met. Tie breakers go to the player who is active when the condition was met. For example:

December Acolyte uses the **Filled With Needles** *Action to tear himself apart and destroy Silurid, leaving no Neverborn Puppets or Arcanist Puppets on the field. The player animating December Acolyte would win the scenario.*





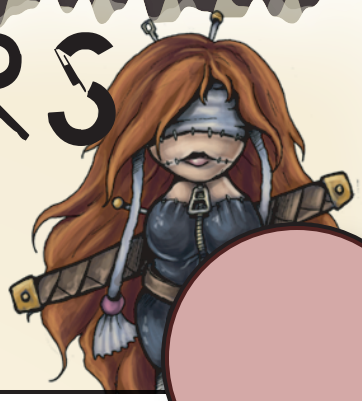
Legacy (Optional)

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, **and were not used in any previous scenarios**, 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



ZORAIDAS SECRET

PART 3A OF THE THREAD WARS CAMPAIGN

Surviving ARCANIST Puppets:_____

Surviving NEVERBORN Puppets:_____

UNUSED ITEMS RETAINED BY SEAMUS CREW

UNUSED ITEMS RETAINED BY LADY JUSTICE CREW