



setup

Use the Tower Room playmat. Place the Dreamstone in the yellow-bordered hex in the centre of the mat. Each side picks their models. The Upneys crash through the window into the Tower. Perhaps they have jumped from a knitted balloon or been catapulted from the garden below? The Nightmare player places their first model on the red-bordered hex. The Dream Team responds, rushing up the stairs. The Dream player places their first model on the blue-bordered hex. Players now alternate placing models, starting with the Nightmare player. All models must be placed into a hex adjacent to one which already contains a model from that side. No model may be placed in a hex adjacent to the Dreamstone. When all models have been placed the game begins. The Nightmare player gets the first turn.

elite squad aim

The Nightmare player is trying to steal the Dreamstone and escape. The Elite Squad wins the game if at least one model, carrying the Dreamstone, moves onto one of the three corridor hexes. They can then run down the stairs to freedom. These spaces can only be moved onto through the doorway hex bordered in blue.



Dream team aim

The Dream player is trying to scare away the intruders. The Dream Team win if they make all the Elite Squad panic and abandon their mission.



into vitheed

setup

Use the Throne Room playmat. Zordrak is sat on his throne in the purple-bordered hex. The Dream Team must take Rufus and Amberley for this scenario and must place one of them in the green-bordered hex with the other placed in an adjacent hex. The model in the green hex has the Dreamstone having just retrieved it from the Pit of No Return (this does not take up one of the starting slots). The Elite Squad may place any of its models on the yellow raised platform. Any number of models may be held in reserve. The Nightmare player gets the first turn.

elite squad aim

The Nightmare player is trying to retrieve the Dreamstone and deliver it to Zordrak. To do this they must perform a successful Throw action whilst stood on the light blue hex at the tip of the raised platform. At the start of any turn the Nightmare player may move one model held in reserve onto the board via any hex touching either of the entrances marked A or C. The squad also win if all Dream Team models panic and abandon their task or if all Dream Team models are knocked down.

Dream team aim

The Dream Team is trying to move at least one model, carrying the Dreamstone, off the board via the exit marked A. Either of the hexes touching exit A may be used. At the start of any turn the Dream player may move one model held in reserve onto the board via any hex next touching the entrance marked B.

levels

The Throne Room mat features several different levels which are marked by a line of cliff. The hexes with the cliff on are on a lower level than the pale-edged hexes adjacent to them. Only flying models can move from one level to another. Breaks in cliff edges show where non-flying models can move up and down. A model or object on a hex with a cliff edge cannot be targeted by a model on a higher level, nor can models on hexes with cliff edges target models or objects on higher levels. The yellow and blue raised platform is the highest level. Models in the shadowed hexes surrounding it cannot target or be targeted by models on the platform. Only flying models may cross the purple hexes surrounding Zordrak's throne and the green Pit of No Return.

ZORDRAK

Each turn Zordrak has one easy and one testing action and may make Zap attacks (on an 8-sided die) against any model in his line of sight and use his Evil Voice to remove 1 panic from each Urpney (a Wits action using a 10-sided dice). He may not move but may face in any direction. He is considered to be on the same level as the raised platform so may target any of the yellow and light blue hexes but cliff edges provide cover as usual against models on a higher level.



Noopville Rendezvous

Setup

Use the Noop Town playmat. Each side should pick their models and equipment but not place anything on the board. The Nightmare player takes the Dreamstone and should secretly allocate it to one of the Elite Squad by placing the Dreamstone card face down under their character card, this does not count towards the squad's slots. The Nightmare player gets the first turn.

Elite Squad Aim

The Elite Squad have stolen the Dreamstone and are fleeing back through the Noop Town to their transport. At the start of the first turn place all the Elite Squad in hexes touching one of the short ends of the board. At least one model, carrying the Dreamstone, must make it to one of the hexes at the far end to win the game. The Dreamstone may be passed from one model to another using Grab and Throw actions as normal but if this happens in the street the model which has received it must be revealed. Whilst two or more Elite Squad models are in a house with no Dream Team models they may secretly pass the Dreamstone between them, conceal the Dreamstone card beneath the character card of whoever will emerge with it. If a model with the Dreamstone takes a Knock or has a successful Grab action made against them they must reveal the stone, resolving the event as usual.

Dream Team Aim

The Dream player is trying to recover the Dreamstone and either move it off the end of the board from which the Elite Squad began the game or panic the squad so that they give up the mission and flee. At the start of each turn roll one six-sided dice for each Dream Team model not yet on the board. You may place that model onto the board in any house with a number equal to or lower than the number you have rolled. For example if you rolled a 3 you may place the model in a house numbered 1, 2 or 3 but not 4, 5 or 6. After rolling you may choose not to place the model onto the board and wait until a later turn.

If a member of the Dream Team gets the Dreamstone it should be kept visible, however if they go into a house with another member of the team and no Elite Squad models they can conceal which model emerges with the stone.

Houses

The Noop Town mat has many houses. White arrows show the doors to each house. Models may move into a house through any door and may emerge in any following turn from any of the doors. Houses block line of sight in the same way as models and other than through doors houses may only be moved through by incorporeal models. The fountain also blocks line of sight and only flying models may move through it. More than one model may occupy a house at any time, counting as being in adjacent hexes.



whirlyped down

setup

Use the Wut Forest playmat. The Dream Team sets up first and can place models in any hex with a white arrow. The Elite Squad then place all their models in the dark grey shaded hexes touching the downed Whirlyped. The Dream player gets the first turn.

elite squad aim

The Elite Squad's transport has gone down in the Wut forest. Their immediate concern is to get away! The squad must move all its models off the board via any hex with a white arrow to win. Alternatively they can try to repair the Whirlyped by trading any action for a testing Wits action whilst in a hex adjacent to the downed Whirlyped. If they are successful they may reduce their Dedication by 1 to place 1 Fixed token on the Whirlyped. If there are ever 5 Fixed tokens on the Whirlyped then it starts working again and the Elite Squad win.

The squad are already trying to flee so panic does not make them abandon their mission. Instead any model that reaches its Panic Tolerance becomes rooted to the spot in fear. It may do nothing else whilst it has panic above its Panic Tolerance. Another Elite Squad model may perform Recover actions in an adjacent hex to lower a panicking model's panic level instead of its own.

Dream team aim

The Dream player is trying to capture members of the Elite Squad to question them about their presence in the forest. A Dream Team model can apprehend an Elite Squad model if they are in an adjacent hex and their enemy is knocked down or panicking. As one of their actions both they and the Elite Squad model roll their Muscle dice. If the Dream Team member rolls higher the Elite Squad member is tied up. If the Elite Squad member rolls higher they may Recover for free (either standing up or removing a point of panic if already standing). Tied up models may be freed by a successful Muscle test made in an adjacent hex. This is one of the rescuing model's actions and always requires a roll, even if an easy action is used. The Dream Team win if all Elite Squad models on the board are tied up or if all Elite Squad models are panicking.

TREES

Trees block line of sight and may only be moved through by incorporeal models.

WATER

Water does not block line of sight but may only be moved into or over by flying, amphibious and aquatic models.