

# SEPARATED

BY ALEX DOWAY

**I**t's without any sign of fear that the team was returning, victorious. They were too many to be attacked directly and, overjoyed at their victory, they failed to see the trap which had been laid for them: the wall crashed amidst them. Separated, they were more vulnerable. Trained for this sort of situation, the order is given: "we go forward and meet at the exit".

The only thing left was to survive...

## Human Player's Forces

The Human player will be playing the following warriors:

- The Redeemer with a Shield of Steel (with the Gifts Slay Evil and Aura of Anger);
- One Condemned Blade-for-Hire;
- One Condemned Blade-for-Hire with a Blunderbuss;
- One Condemned Brute;
- One Condemned Brute with a Shield of Steel;
- One Sicaria (with the skill Weapon Master);
- Three Advantage cards (drawn randomly).

## Demon Player's Forces

The Demon player begins the game with 6 TP. During the game, they can send in up to 2 Enraged Demons (but never both at the same time).

## Scenario Set-up

Remove from the stack the Exit, Pentacle Room and two Dead-End tiles.

Place the Dead-End tiles on the table, without connecting them to anything, with the Redeemer, the Brute with Shield and the Blade-for-Hire on one, and the Sicaria, the Brute and the Blade-for-Hire with Blunderbuss on the other.

## Conditions of Victory

The Human player wins if they can bring both their groups to the end of the tunnel and get at least one warrior from each group onto the Exit tile. Any other result is a victory for the Demon player.

## Special Rules

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Each group of 3 warriors begins play on a Dead-End tile. Each group follows a breath of fresh air, as in the "The Survivors" mission of the basic game, except that the Exit tile is common to both corridors. If one group reaches the exit, it can wait for the others, but under no circumstances can they try to go find the other group.

### WE'RE NOT LEAVING WITHOUT THEM

A Human warrior on the Exit tile cannot leave on its own. It must wait for the other group to arrive.

### DOUBLE THREAT

The Demon player can only bring into play one Demon for each group of Human warriors. The same applies to the Hellhounds.

