



BEN DAIMIO

Special Rules

THE BEAST WITHIN

Advance the Stress tracker when Ben suffers damage from any source or is stunned from any source. If he is damaged and stunned, advance it twice.

MILITARY CONTACTS

During setup Ben may purchase one **F**, **E**, or **I** item for one less requisition point than listed. This may reduce the price of that item to zero.

FOCUS

Any time Ben rolls a **W** he may spend it to reduce the Stress tracker by one.

Unique Actions

TACTICAL ACUMEN

Another Agent on the board can make a Move or Shoot action without spending an action cube.

RAPID FIRE

Immediately after a successful Shoot action spend a cube to make a second Upgraded Shoot action targeting a different valid enemy in the same or an adjacent area.

SECRETS AND LIES

Make an Examine Test at **●** but do not advance Information Gathered. Instead advance the Stress tracker by the number rolled. If Ben does not transform remove the Clue and advance Information Gathered by the number rolled.



STARTING CARDS
Ben's Sidearm
Stress, Cigars

Cigars

Starting Card

SPEND ONE ACTION CUBE TO FLIP THIS CARD AND REDUCE BEN DAIMIO'S STRESS TRACKER BY THREE

Ben Daimio's Sidearm

Starting Card

RANGED WEAPON
IF YOU ROLL **💀** WHEN USING THIS WEAPON, FLIP THIS CARD (IN ADDITION TO THE NORMAL EFFECTS OF A **💀** RESULT)

Oh Monkey

PUT THIS CARD IN PLAY NEXT TO DAIMIO'S AGENT BOARD. STARTING NEXT ROUND ANY TIME BEN ROLLS A **⊗** DURING HIS FIGHT OR SHOOT TEST EITHER INCREASE HIS STRESS TRACKER BY ONE OR INCREASE THE IMPENDING DOOM TRACK BY ONE, IF BEN DEFEATS A MINION ENEMY DISCARD THIS CARD.

Stress

Starting Card

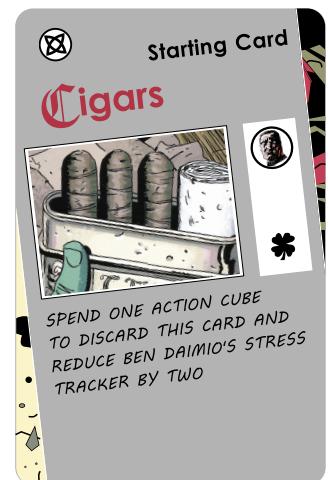
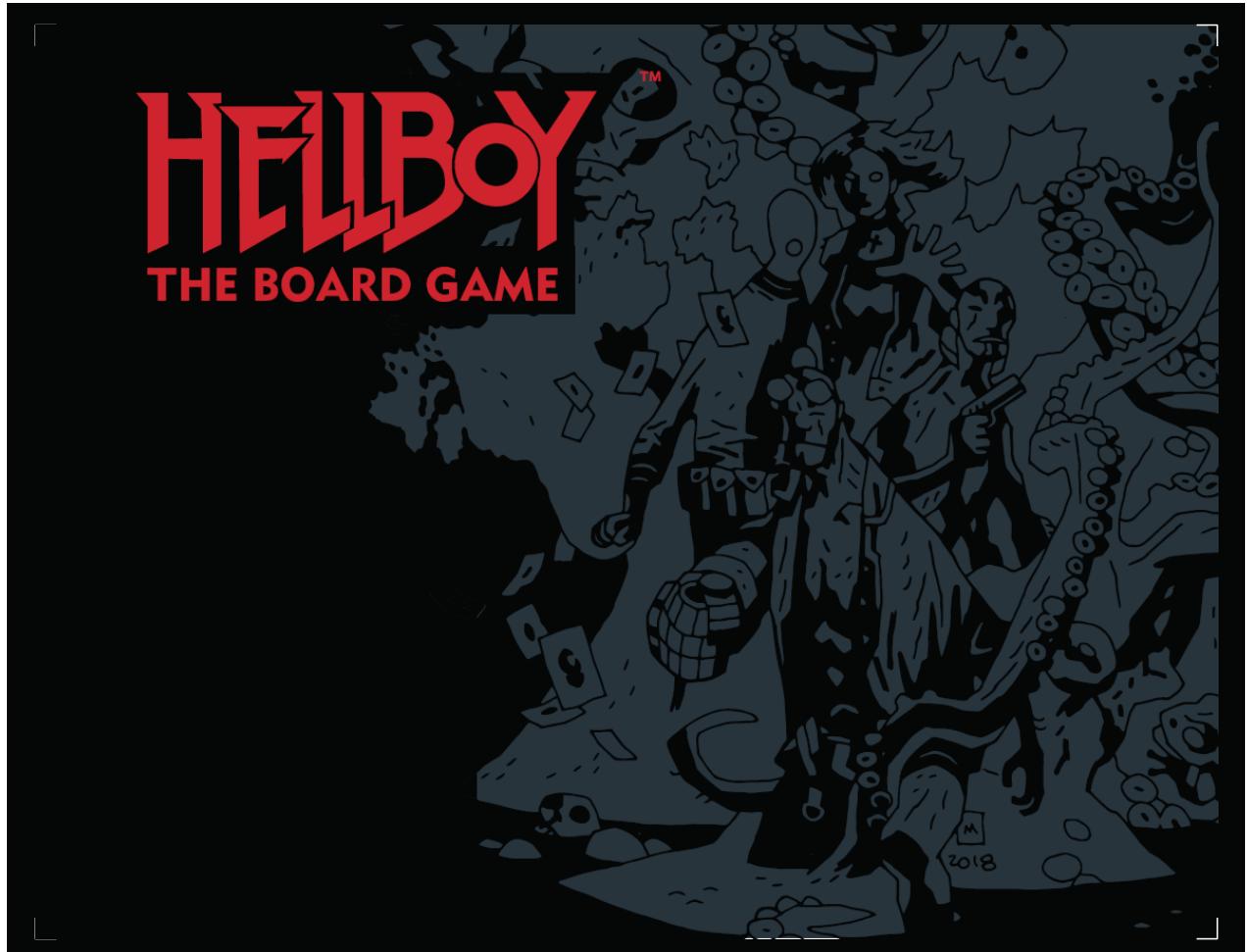
THIS IS A TRACKER
INCREASE BY 1 WHEN BEN TAKES DAMAGE OR IS STUNNED
DECREASE BY 3 WHEN THE AGENTS TAKE TIME
IF THE MARKER CUBE ADVANCES BEYOND THE TOP OF THE TRACK FLIP THIS CARD

WERE-JAGUAR

FIEND, BEAST

MELEE ATK	6	RANGE	0	MOVE	3
RESILIENCE	2	HEALTH	10		

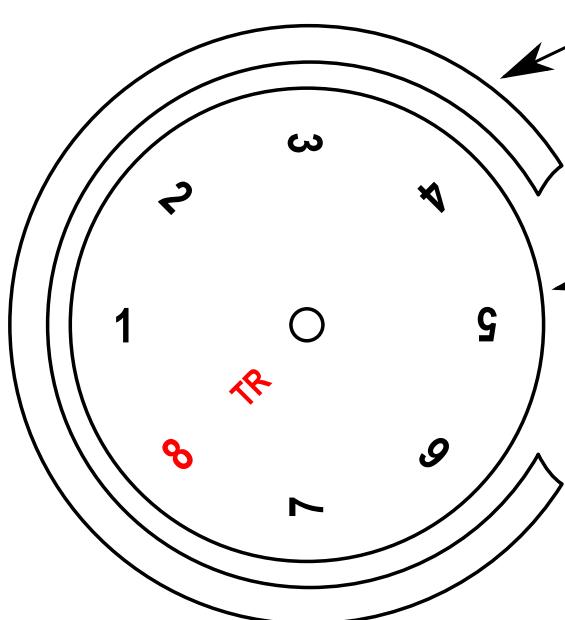
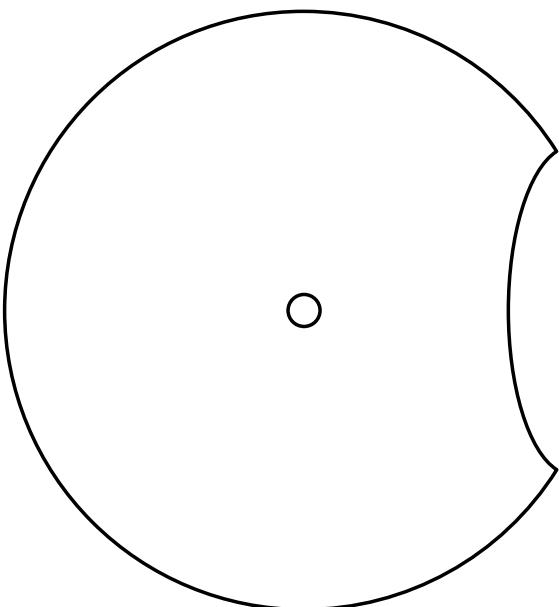
VERY BIG: THE WERE-JAGUAR TAKES UP THE SPACE OF TWO CHARACTERS IN ITS AREA UNNATURAL: NON-MAGICAL, NON-EXPLOSIVE AND NON-FLAME WEAPONS CANNOT DO MORE THAN ONE DAMAGE PER HIT TO THE WERE-JAGUAR
BRUTAL SWIPE: WHEN THE WERE-JAGUAR HITS A MODEL ALL OTHER MODELS IN THAT AREA ARE HURLED



TOP



BACK



SPACER

NUMBER WHEEL

