

## CHARACTER DESCRIPTIONS

### Bald Eagle

Bill Wright was once a US History teacher by day and a barefoot vigilante by night. As a founding member of The Champs, he is proof positive that you don't have to be bitten by an irradiated deer tick to be a hero. Sometimes a few mixed martial art classes and an extra portion of patriotism is more than enough to save the day. Sporting a tattoo of The US Constitution on his back, he is out to defend the rights of his fellow citizens.

### Fred Zeppelin

If necessity is the mother of invention, then Fred is the cool uncle. His arsenal of non-lethal gizmos, gadgets, and custom blimp packs make him a helium-fueled answer to every obstacle in The Champs' way. Though he is considered a brilliant inventor and philanthropist, Fred (if that is in fact his first name) has chosen to keep his identity a secret from the public as well as his fellow Champions. When danger strikes, one must only look to the skies to see him floating into the fray.

- Fred is required to **MOVE 1** at the start of his turn. This happens before he is able to play an action. Even before he would rest, he must **MOVE 1**.
- Fred starts the game without a Maneuver action, but he does start with 2 Gizmos.
- Fred may move into any space on the board. This means he may enter spaces that have red borders.
- Fred *may* choose to not move with the conveyor belt during the first step of the Villain Phase on the "Bootleg Battle Royale" scenario since he can float over the belt.



### The Mammal

Little is known about this cryptid crusader beyond his (her?) ability to mimic the traits of seemingly any mammalian creature on the planet. What he lacks in civilized decorum, he makes up for with a natural sense of justice!

- Use a hero disc to mark which form The Mammal is using. Each time after you rest, you must choose a different form.

### Neutrino

Nearly a century ago, a strange green flash illuminated the sky above Zeta City. A momentary portal to dimension 312b was opened by the alien conqueror Fungus Khan, who came to sporulate our world and everything in it. But through this dimensional breach came Zeta City's first true champion: Neutrino! He defeated Fungus in an epic battle that stranded him in our world. You would be hard-pressed to find a hero with a heart (and head) as big as his.

### Striker

Destiny sometimes chooses the most unlikely people for great power. This was the case when Stewart Riker happened upon a bowling ball inscribed with these words: 'Let he who is worthy hold this ball and throw nothing but strikes.' And thus was born Striker!

- Striker is a Mythic hero. He does not start the game with a special action. Instead, he starts the game with an additional Strike action.

### Headpin

No one is sure who or what lies inside the impenetrable armored shell calling himself the Headpin of Crime, but no one is exempt from his path of destruction. Armed with a battery of high-powered weaponry, the Headpin took his crime from the alleys to the streets.

- The heroes lose the game if Headpin would place a henchman on the board but there are none left in the supply.

### Her Majesty

There are rumors that Her Majesty can be seen in the background of paintings predating the Elizabethans, her endless hordes of wig goblins hidden beneath her elaborate gown. As a villain of the highest pedigree, Zeta City's 'commoners' are a grave offense to her refined tastes. She will stop at nothing to bring the city to its knees, if only to bow before her.

- During the Villian Phase, the 1st Hero will choose where the underlings are placed within RNG 1 of Her Majesty. When available, he must place underlings in unoccupied spaces. If all spaces within RNG 1 are occupied, the 1st Hero places the remaining underlings in any space(s) he chooses within RNG 1.
- The heroes lose the game if Her Majesty would place an underling on the board but there are none left in the supply.

### Numbskull

Bruno Chavez has always been a criminal of one sort or another. But it wasn't until exposure to an experimental growth hormone followed by a random lightning bolt to the noggin transformed him from a simple mob enforcer to the terror known as Numbskull.

- When any hero has 4 injuries while playing against Numbskull, that hero is individually eliminated from the game.

## CREDITS

Designed by: Travis R. Chance and Nick Little  
Graphic Design by: Brian Lee  
Illustrations by: Ryan Howe  
Striker, Headpin, and Numbskull  
created by: Jamison Raymond



# CHAMPIONS AND MASTERMINDS

## OVERVIEW

In Champions and Masterminds, players will assume the roles of 5 of the members of The Champions of Zeta City. They will work together to stop Zeta City's most dangerous villains known as 'Masterminds.'

Champions and Masterminds (C&M) can be played by 1-5 players. It is intended be played cooperatively. The Mastermind cards can be used as replacements for Villain A & B cards when playing Heroes Wanted normally. This will increase the difficulty greatly. Players should try playing both cooperatively and competitively.

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## CONTENTS

- 5 over-sized Champion cards
- 3 over-sized Mastermind cards
- This rules sheet

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## SETUP

Setup for Champions and Masterminds is similar to that of Heroes Wanted.

**1.) Select a Scenario:** Players first select a scenario to play. C&M will work with the following 3 scenarios from the Heroes Wanted base game:

- Littering, Loitering, and Jaywalking
- Bootleg Battle Royale
- Not So Funhouse

Follow all the setup procedures listed in the rulebook for Heroes Wanted except for 2 instances.

- Do not use any headline tiles.
- The Mastermind will start with 20 HP per player in the game instead of 15.

**2.) Select Champions:** Players select a color and take a hero pawn, hero mat, and die of that color. Each player selects a Champion. Each Champion starts with the 4 basic actions, a Superpower action, and the special action associated with his hero type. (Exception: Striker will not start the game with a special action. Fred Zeppelin does not start the game with a Maneuver action.) Players will not be using hero bonus cards or the fame track.

**3.) Select a Mastermind:** Players select a Mastermind. For your first game, we recommend Headpin. Follow any additional setup instructions listed on that Mastermind.

**4.) Determine 1st Hero:** Players choose who starts the game as the 1st Hero. Then players place their hero pawns on the board according to the setup instructions for the associated scenario.

**5.) Start the Game:** Time to put a stop to the Mastermind's nefarious plot!

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## GAME PLAY

Game Play for C&M is slightly different than that of Heroes Wanted. In C&M the players will work together to defeat the Mastermind before 1 of 3 things happens:

**1. The Mastermind escapes:** This is different for each scenario and is specified by the threat track for that scenario. If the Mastermind escapes, the heroes lose the game.

**2. Any Champion has 5 injuries:** At any point, if a single Champion has 5 injuries, the heroes lose the game. (Exception: Heroes are individually eliminated when they gain 4 or more injuries when playing against Numbskull.)

**3. Additional lose clauses:** Each Mastermind has a different condition in which heroes lose the game. This condition can be found on each Mastermind card.

C&M is also different in a few other areas:

**1. Superpowers:** Champions have multiple Superpowers in C&M. Whenever a player activates a Superpower, they choose which Superpower to activate from the powers listed on their Champion card. Superpowers appear in white text within a black box. (Fred Zeppelin has only one Superpower with many options.)

**2. Headlines:** The only headline used in each scenario is the one written on the scenario. Each hero may complete these headlines as many times as possible. When he does, he returns the event tokens required to complete the headline to the supply and then may lose an injury.

**3. Hero Bonus Cards:** These are not used in C&M.

**4. Fame Track:** This is not used in C&M.

**5. Quirks:** If players prefer to use quirks, each Champion has a quirk on the actual card! Quirks should be used to add difficulty and fun to the game. There is no penalty for not abiding by the Quirks.

**6. Villain Abilities:** Each Mastermind has 2 abilities that will be resolved during the Villain Phase when "Villain and minions attack." These abilities are the first 2 listed. They appear in white text within a black box. They should be resolved in the order in which they are listed. The other villain abilities apply throughout the course of the game.

**7. Villain HP:** When a Mastermind is dealt DMG, return that HP to the supply. If an effect causes the Mastermind to gain HP, use HP from the supply.

**8. Minions:** When a minion is KO'ed, it is returned to the supply. Minions in the supply may be reused when the players are instructed to place minions on the board.

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