DEFINITIVE EDITION

SENTINELS OF THE MULTIVERSE

Rook City Renegades



ROOK CITY RENEGADES RULE & LORE BOOK

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Sentinel Comics was created by
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INTRODUCTION

Rook City. Nighttime. The Cult of Gloom performs their dark rituals, seeking to open the way for their dread lord and master. Rumors abound of a red-masked killer lurking in the shadows. A monstrous giant rat-man-beast stalks the sewers, its terrible teeth teeming with toxins. And, above it all, The Chairman of The Organization – the largest organized crime syndicate the world has ever seen – watches the ebb and flow of his underlings, his subjects, his city. If things need a more hands-on approach, he'll send his Operative to deal with the dirty work.

Sentinels of the Multiverse: Rook City Renegades expands the award-winning core game of ***Sentinels of the Multiverse: Definitive Edition!*** Gritty heroes, terrible villains, and deadly environments all come together in this expansion, adding a lot of content, and even a few new mechanics!

Sentinels of the Multiverse: Rook City Renegades requires the ***Sentinels of the Multiverse: Definitive Edition Core Game*** to play.

COMPONENTS



1 Villain HP Spinner



1 Additional Large HP Spinner Wheel



14 "1" HP Tokens



3 Nemesis Tokens



7 Irreducible Damage Tokens



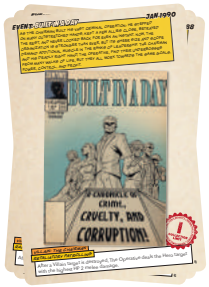
6 Hero Character Cards



24 Hero Variant Character Cards



11 Villain Character Cards



9 Event Cards



Hero Decks
(6 Decks of 40 Cards each)



Villain Decks
(9 Decks of 25 Cards each)



5 Reminder Cards



9 Critical Event Cards



The Operative's Side Deck
(1 Deck of 10 Cards)



Environment Decks
(5 Decks of 15 Cards each)



21 Divider Cards

The additional large HP spinner wheel is to replace the large wheel from the core game, as it was slightly miscut leading to difficulties turning it smoothly.

If you're missing any components, or if anything arrived damaged, please email contact@greaterthangames.com to get a replacement.

Sleeving Rook City Renegades

If you want to sleeve all the cards in ***Sentinels of the Multiverse: Rook City Renegades***, you'll need 3 sizes of sleeves:

- 35 "tarot" size card sleeves, 70mm by 120mm, for the Hero character cards and Reminder cards
- 29 "large scale" size card sleeves, 88mm by 130mm, for Villain character cards and Event cards
- 550 "standard" size card sleeves, 63mm by 88mm, for all of the Hero, Villain, and Environment deck cards

You can purchase packs of sleeves specially built for this exact purpose on the Greater Than Games webstore: http://store.greaterthangames.com! Just search for the Sentinels of the Multiverse card sleeves on our store to find the types and numbers of sleeves you need.

NEW RULES AND RULE CLARIFICATIONS

NEW KEYWORD: *SUDDENLY!*

SUDDENLY! is a new keyword that has a specific effect whenever a card with that keyword ends up in your hand.

SUDDENLY!: If this card is ever in your hand, immediately play it. If this card is drawn during setup, draw a card and shuffle the ***SUDDENLY!*** card back into the deck. At the start of the game, each Hero will have a hand of 4 cards, none of which with the ***SUDDENLY!*** keyword.

- If a ***SUDDENLY!*** card is in the hand of a Hero who cannot play cards, it cannot be played. However, as soon as that Hero can ever play cards, the ***SUDDENLY!*** card must immediately be played.



SUDDENLY! cards add an element of chaos and hint at a struggle for control. Not being able to plan for them means they often mess things up at least a bit when they are played.

VILLAINS WITH MULTIPLE CHARACTER CARDS

In ***Rook City Renegades***, there are two Villains with more than one Villain character card, but in two different ways.

The Chairman is the main Villain character card for the Villain deck "The Organization." However, he has his right-hand assassin The Operative, who also has her own Villain character card. She also has a "side deck," which we explain in the next section. The Villain character cards for The Chairman and The Operative both start the game in play, and you have to defeat The Operative in order to take down The Chairman.

For the Villain deck "The Fey-Court," The Dagda and The Morrigan are both equal rulers of the Fey-Court and both start in play. You cannot win the game by knocking only one of them out – both must be defeated in order to win that way. However, The Dagda does give you an alternate victory condition to work towards on his flip side.

In all cases in which there are multiple Villain character cards, two main rules apply:

- When a Villain character card is destroyed, remove it from the game unless it or another card in play says otherwise.
- When there are no Villain character cards in play, you win the game, unless a card in play says otherwise.

INTRODUCING: THE SIDE DECK

The Operative's deck is the first instance of a "side deck," which does not follow the regular rules of a deck in ***Sentinels of the Multiverse***.

A side deck is made up of cards of the same type as the play area it is placed in during setup. It has its own trash, separate from any other trash in its play area. Do not play, reveal, discard, summon, discover, or interact with cards in side decks in any way unless the card telling you to do so specifically names the side deck. It is not affected by effects that refer to "each deck," "the villain deck," "any deck," or similar effects.

The Operative's side deck is a deck of Villain cards, but it is not "the Villain deck" for effects that reference decks. It does not play a card during the Villain turn **PLAY PHASE**, like the Villain deck does, instead only playing cards when instructed to do so by other cards in play.

TOKENS ON VILLAIN CHARACTER CARDS

Some Villains use tokens to track certain game elements. To track these effects, you can use HP tokens or any other sort of tokens or similar objects you have available. Tokens referred to by a Villain character card mean only those tokens, not any other tokens added to a card, such as damage boosting/reducing tokens or even tokens related to other effects from other decks.

When a Villain character card with tokens on it flips, leave the tokens on that card. They are not affected by the flip, unless something in play says otherwise.

CONFLICT RESOLUTION

This section is an update to the Conflict Resolution rules printed in the rulebook that came with the core game.

Whenever cards are played, put them into the appropriate play area starting from left to right in the order in which they were played. During Villain and Environment turns, when resolving the order of **PHASE** effects (or effects with a unique icon, like Omnitron's Exterminate and Fabricate text), resolve them in the order those cards were played, from left to right in that play area. During Hero turns, effects in each **PHASE** are resolved in the order of that Hero's choosing.

In ambiguous situations, such as tied HP or multiple targets damaged simultaneously, the players choose the outcome or order of effects.



LORE

THE HEROES

Rook City Renegades includes six tenacious heroes who are brave enough to stand against overwhelming odds and seemingly unstoppable foes. Each of them are strong and capable in their own way, but some Hero decks are more complicated than others. Here is a comparison of the complexity of each Hero deck, on a scale from 1 to 10, where 1 is the least complicated and 10 is the most.

HERO COMPLEXITY CHART

Hero Name	Hero Icon	Complexity
Expatriette		4
Setback		6
NightMist		7
Mr. Fixer		5
The Harpy		9
Alpha		7

The next few pages contain biographical information for the heroes in this set, as well as gameplay explanation and tips for each of them!



BACKSTORY Growing up with no powers was hard for Amanda Cohen. As the daughter of Citizen Dawn, leader of the Citizens of the Sun, she was expected to blossom into a leader herself with a vast array of powers. Instead, she spent her childhood scorned for being unworthy and, after a terrible fight with her mother that cost Amanda her right eye, she escaped Insula Primalis and left the Citizens of the Sun behind.

Hardened against the power-hungry, Amanda hunted tyrants and oppressors. In her crusade, she learned of groups of heroes, such as the Freedom Five, but was skeptical. With time, she grew to appreciate their use of power for good, and not for gain. Taking the name "Expatriette," she strikes out against those who abuse power, using only her wits and an impressive arsenal of firearms.

While things deteriorated more and more in Rook City, the heroes who regularly patrolled the failing city grew increasingly concerned about the disappearance of Mr. Fixer. Three of those heroes joined forces: Expatriette, Setback, and Nightmist. They worked together to protect Rook City and to investigate the loss of their friend.

Amanda Cohen fell into her leadership role well. With powerful allies at her side, she was able to take a tactician's approach to combat, laying down heavy fire when necessary. As part of Dark Watch, Expatriette takes a bit more time with her actions, having to consider her moves more carefully as she is now responsible for not just her own life, but for those of her teammates.

Expatriette has fought on both sides of the law, and isn't afraid to get her hands dirty. The variety of character cards she has in Rook City Renegades reflects this, showing her as a vigilante, as a gritty assailant, as a focused teammate, and even as a combatant with a secret identity...

GAMEPLAY Expatriette's deck is all about Guns and Ammo – the ways she deals damage, and the interesting ways that damage can be modified. Each of her Gun cards has different ways of optionally using Ammo, and the Ammo cards modify the effects of the Gun's damage. She has ways of getting more cards in play and in hand, stocking up on Ammo, and even some clever plans that can help out the entire team. All in all, Expatriette is a capable and well-armed addition to any team of heroes.



BACKSTORY Pete Riske had just been fired from his third casino job. He was down on his luck again, but things occasionally seemed to fall into place for him, once in a while. More commonly, they fell out of place. People had always pitied Pete for his bad luck, but he didn't see it that way. Sometimes, things just don't go your way.

Pete heard about a lucrative medical testing opportunity through RevoCorp that would help with his bills until he found another job. At the testing center, they assured him that the wires and vats of weird goo were up to code. Plus, he got to stay in their cushy facility for a couple weeks during testing! As the weeks went by, Pete was feeling great! Never better, in fact. He'd gained about 20 pounds of muscle and was stronger and faster than ever! The doctors insisted that he not leave the facility for a lot longer for additional testing. Well, Pete was getting bored of the same blank walls. The doors were usually locked at night, but one night, they weren't, and he just walked right out.

Pete made it back home with only a few trips and stumbles along the way, only to learn that his apartment building had burned to the ground while he was away. As he sifted through the ashes, he looked up to realize he was surrounded by blue and green armored soldiers led by a guy in a lab coat. Turns out, Baron Blade was behind the medical testing experiment, and Pete's newly found physical prowess was exactly what the Baron was looking for. Things were looking tense, but then, the Freedom Five showed up, fought Baron Blade, and saved Pete!

Pete started hanging out with the Freedom Five. The fast lady called him "a bit of a setback," and he liked the sound of that. Pete took the name Setback, and he helped out where he could. Eventually, he met another friend of the Freedom Five: Expatriette. Pete found her fascinating. She was smart, really good at things, and funny in a way that she didn't mean to be. Setback and Expatriette teamed up a bunch, fighting crime in Megalopolis and in Rook City, where they ended up being able to do more good, especially as part of the hero team Dark Watch.

GAMEPLAY Setback's deck features both Lucky and Unlucky cards. Far more Unlucky cards, in fact, but the Lucky cards are particularly powerful. When Unlucky cards come into play, there's an initial effect that is potentially helpful, but then a slew of ongoing consequences. However, you can play Lucky cards to clean up your messes with positive effects! One way or another, Setback is always full of surprises!



BACKSTORY When Faye Diamond took over Diamond Investigations, she began to investigate the disappearance of her grandfather Joe. That investigation led her deep into a coven of witches whose unreliable magic went awry, transforming Faye's body into incorporeal mists! Soon after being cursed, an elderly man appeared at the agency, identifying himself only as The Master. He claimed that he was here to teach her to handle both her gift of magic and her curse of the mists. Years of training with The Master went by, but Faye knew she still had much to learn. One night, there was a rapid knocking at the door to Diamond Investigations – Tachyon had come seeking the aid of a paranormal investigator. Taking the name NightMist, Faye assisted the Freedom Five in turning back the first assault of terror from the villainous entity GloomWeaver.

During the Vengeance event, NightMist's curse was broken, but she was unwilling to live a "normal" life. NightMist used a dark ritual to reach into the Void and drink deep of the eldritch power she found there. However, when she attempted to return to her mortal form, she found she was lost and beset by creatures of the Void. The being who was once NightMist fought against all manner of unknowable forms for what must have been years. The fighting led her to a jagged rift between worlds, surrounded by scores of powerful entities, each striving to be the one to control the portal. NightMist swept them all aside and pointed the portal towards her home. When Faye returned, it had only been a few days since her disappearance. Though the world around her had hardly changed, she was a very different person.

While things deteriorated in Rook City, the heroes who patrolled the failing city grew increasingly concerned about the disappearance of Mr. Fixer. Three of those heroes joined forces: Expatriette, Setback, and NightMist. They worked together to protect Rook City and to investigate the loss of their friend. Without NightMist and her recent power fluctuations, they would not have been able to save him.

GAMEPLAY Every card in NightMist's deck has a Spell Number in the upper right hand corner of the gametext box: . Cards in her deck reference the Spell Number that is on the top card in her trash using a torn Spell Number icon: . Whenever you see that icon, treat it as the Spell Number on the top card of your trash. If she has no card in her trash, the Spell Number counts as 0. NightMist has access to many powerful magicks, but she needs her Relics and Ongoing cards to survive the toll they exact.



BACKSTORY The old mechanic that runs "Slim's Auto Shop" only answers to "Slim." There was a time when he went by "H. R. Walker," but those were simpler times. He used to run a martial arts school for kids, most of whom never paid for their classes, but about 25 years ago, a group of his students were killed for standing up for themselves, gunned down by drug dealers for being in the wrong place at the wrong time. It wasn't even mentioned in the papers. No one cared. Sifu Walker closed down the school the next day, telling students, "The only way to stay safe is to not fight back."

Slim went quiet and just ran his auto shop. The neighborhood came to think of him as merely the best mechanic in town and nothing more. Slim doesn't use the fancy diagnostic computer like the big shops, but he always gets the cars running better than before, and doesn't charge much at all. However, the pushers and dealers kept expanding their territory. Slim maintained a policy of "Don't fight back. Give them what they want." But when his shop assistant, Charlie, was killed by some Organization thugs, Slim knew he couldn't stay quiet any longer. It was time for him to fix things.

Harold Robert Walker has gone by many names over the many decades of his life. He first appeared in the pages of Sentinel Comics in the Golden Age as a boxer called "Black Fist," who later became a martial artist under that same name. It wasn't until the '70s that he made the transition to a teacher and mentor, taking on the name "Sifu Walker." And after his untimely death at the hands of his former pupil, his twisted arcane resurrection at the hands of one of his oldest foes left him in an even more perilous state, rescued by a ragtag team of heroes known as Dark Watch, but missing much of his humanity. Mr. Fixer's story is a grim one, but even in his darkest times, he still brings a lot of light into the world for others.

GAMEPLAY Mr. Fixer mixes martial arts and shop tools in a way that flows through combat. He uses both Tool cards and Style cards to augment the only power he has: the one printed on his Hero character card. His Style cards provide him with a wide variety of powerful Reactions, with good reason to switch between them, depending on what's happening in the game. He's at his best when he has both a Tool card and a Style card in play, but a variety of One-Shots cards with collect, discover, and salvage abilities on them make it quick and easy to get ol' Slim up to speed.



BACKSTORY Lillian Corvus was best known as the dangerous and powerful villain The Matriarch. She was well remembered as a terrible threat… yet, she only once attacked. She was swiftly subdued by the hero team known as the Freedom Five, and spent years in prison, as a result. There, her cousin Meredith Stinson would visit her with some regularity, checking on her and helping her deal with the pain and trauma that she experienced in becoming The Matriarch.

When she finally left the prison (through a series of bizarre incidents), she felt the call of the mask that gave her avian power, and she ultimately found herself unable to resist its call. Donning the mask felt different, however. Rather than the exhilaration she felt in the past, the magical pathways inside her burned with eldritch energy. Birds swarmed her in anger, cawing and pecking against the perceived threat. Tachyon found her huddled in a warehouse, surrounded by a ring of magic, keeping everyone and everything out. Tachyon called her ally NightMist for magical assistance, and she was able to reach through the wards and stabilize Lillian's power, dispersing the infuriated flock.

Knowing that her powers are more than she can handle, Lillian apprenticed herself to NightMist, returning with her to learn how to control her magic. Over time, NightMist learned just how incredibly powerful young Lillian was, though her control was tenuous, at best.

Taking the name The Harpy, Lillian is now a full-fledged member of Dark Watch and studies magic under the careful tutelage of NightMist. They all keep their eyes on Lillian, as her power constantly threatens to get away from her. The Harpy's story is one of struggle – the pain of being so ostracized as to turn to villainy, the shame of her actions and of her incarceration, the feeling of a lack of control over her cursed power, and her striving for acceptance among a team of people that don't all trust her.

GAMEPLAY The Harpy's deck represents quite a lot of both arcane and avian power, but also the struggle to maintain that power. She has Flock cards, which can do a lot of damage, but are also costly to keep controlled. Her One-Shots and Ongoings can help… or they can unleash the Flock, hoping to down The Harpy's foes before the feathery debt comes due. Look to cards like Huginn, Muninn, Eldritch Training, and Magical Bequest to stay in control. Alternatively, cards like Uncontrollable Flock and The Mask of Sky and Shroud make her really let loose.



BACKSTORY Tabitha Taft is anything other than your average, mild-mannered reporter. She's brusque, brash, and tenacious when she's got a lead on a juicy story. She's also a werewolf. In her time at The Rook City Record, she's kept that a secret while exposing many secrets the subjects of her stories would rather keep hidden, though it hasn't always been easy. Before nights with a full moon, she retreats to her basement and locks herself up with a complicated array of silver shackles, just to make sure she doesn't hurt anyone when she loses all control.

Usually, she has an above average amount of control. Early on, she was a member of a werewolf pack, but that didn't last long – she doesn't get along with other werewolves, and she certainly doesn't appreciate their "we must eat all the humans" viewpoint. That's not what Tabitha wants. She took the name and role of the leader of that pack, and then left them behind, keeping only "Alpha" for herself.

Tabitha Taft chases down leads during the day as a reporter, but when the night comes, she slips into something a bit more… furry… and Alpha takes to the streets, sniffing out crime and corruption with her heightened senses. In her time as a lupine crime fighter, she's crossed paths with many heroes, most notably the members of the hero team Dark Watch. She's learned a lot about them, and keeping their identities secret is almost as important to her as protecting her own, so she takes steps during her day job to keep certain stories out of print.

Recently, she's learned even more about herself and her past. She was never quite sure when she became a werewolf – in fact, she could never remember a time that she wasn't cursed. When a dangerously focused pack showed up in Rook City, led by a powerful werewolf who had fully abandoned any vestige of his humanity, she was confronted not just with dealing with another threat to the people of her city, but also with a threat to her very concept of her identity! Even still, Alpha knows that she has to calm the wolf within and focus on control, or she won't be able to escape her "wolf-woman" origins.

GAMEPLAY Alpha is the first brand new addition to the Hero line-up of Sentinels of the Multiverse! Alpha has a decent amount of control over the aspects of her werewolf nature, but the more she lets the wolf take over, the more dangerous she can be to everyone around her! Her Aspect cards are powerful, but get enough of them out, and you'll start to feel the hunger take control…

HERO VARIANTS

This set also contains quite a few Hero Variant character cards. Like the ***Sentinels of the Multiverse: Definitive Edition*** core game, each Hero has their primary character card, plus one First Appearance variant. Additionally, each member of the Dark Watch team (Expatriette, Setback, NightMist, Mr. Fixer, and The Harpy) has a Variant card just for their Dark Watch appearances. They also each have a story Variant, which depicts a story change for the character that happened sometime during the history of Sentinel Comics.

Alpha is the one Hero in this set who is not a member of Dark Watch, though she is an ally of theirs. Though she doesn't have a Dark Watch Variant, she does have two story Variants, one for her reporter alter ego, and one for the short-lived but memorable Alpha 2000 comic book.

Additionally, six of the core game heroes get story Variant cards in this set: Detective Wraith, Stealth Suit Bunker, Scavenger Unity, Backdraft Ra, Haunted Fanatic, and Werewolf Haka.

To learn more of the stories hinted at by these cards, check out the award-winning Sentinel Comics podcast, ***The Letters Page***, hosted by Sentinel Comics creators Christopher Badell and Adam Rebottaro.
www.GreaterThanGames.com/TheLettersPage



VILLAINS

Each of the Villains in ***Rook City Renegades*** is dangerous to the Heroes and the world they live in, but some are far more challenging to defeat! Similar to Hero complexity, Villains are rated in difficulty from 1 (the least challenging) to 10 (the most challenging).

VILLAIN DIFFICULTY CHART

Villain Name	Nemesis Icon	Difficulty
The Organization		7
Plague Rat		6
Spite		6
GloomWeaver		8
Kismet		4
Ambuscade		5
Apex		7
The Fey-Court		4
Terrorform		7

Over the next several pages, you can read more about each of the Villains' stories, as well as how their deck plays.

THE ORGANIZATION

BACKSTORY Rook City inhabitants complain about terrible crime rates, but few are aware that a single organization, led by a shadowy figure known only as "The Chairman," is responsible for the vast majority of Rook City's corruption. Tales of The Chairman are few and far between, but he has purportedly held the reins of organized crime in Rook City for the better part of the last century. Most criminologists theorize that "The Chairman" must be a title, passed down through the years. Some wild stories have been told of one man who has somehow lived this long, controlling the streets since their creation, but there is no evidence to substantiate these claims. However, if such a man did exist, Rook City surely would be at his mercy, and the tales do not mention mercy…



Graham Pike is, in fact, the man known as "The Chairman," and he's around for far too long. He stole biotech secrets from his father in the 1920s, killing his father and taking over the Pike family business. Pike Pharmaceuticals used to be known as a pharmaceutical company with good intentions, but now Pike Industries was all about profits and exploitation. Illicit drugs. Human experimentation. Mutating pollution. Furthermore, Graham Pike seemed to unlock some form of immortality, and used it not to just stop his aging and extend his life, but also to set up an enduring criminal organization within the heart of Rook City. He even has control of Mayor Overbrook, who runs the city only in name, bowing to every concession demanded by Chairman Pike.

Even considering his keen mind, his seeming immortality, and his ruthless aggression, The Chairman's greatest strength might just be his ability to pick the right people to work for him.



Sophia Anna Isabel DeLeon's parents, immigrants from the Philippines, died only a year after she was born. With no other family, Sophia Anna was left to fend for herself in a Rook City orphanage, coming to understand at an early age that being strong was all that mattered.

Kids at the orphanage were invited to take free classes at a local martial arts school. After she'd trained there for only a few years, the school closed after some of the older students were tragically killed in gang warfare. Sophia Anna never stopped training. By the time she was fifteen, she had organized a group of the biggest, toughest street

kids and trained them as pickpockets and street thugs. Then, she got noticed. In working her way through rival gangs, she found that most of them had a common contact. Seeking out that contact led her higher and higher through the organized criminal activities of Rook City. Until she met The Chairman.

He admired her strength, her leadership qualities, her intelligence, but most of all, her ruthlessness. He needed someone like her to work at his side; someone to be his hand on the streets. In exchange, he offered the power of working at the top, but also offered to halt her aging process, keeping her at her prime indefinitely. She would forever be in her mid-twenties, strong, sharp, fast, and unfading.

Now, Sophia works as the right hand of The Chairman. She is so feared in the underground world that just the mention of The Operative is enough to close deals and end resistance. She's not in the streets as much as she used to be, but training with The Chairman has only made her stronger, and their hold on the city grows tighter by the day.

GAMEPLAY Combined, The Chairman and The Operative are the top leadership of The Organization. Each has their own Villain character card and deck, though The Chairman's deck is a true Villain deck, while The Operative's deck introduces the concept of "side decks." The Operative's deck plays cards when an effect from either The Chairman or The Operative indicates to do so. As a result, the cards in her deck can be particularly punishing.

The Chairman likes to stay high above the action, not getting personally involved. He gives **Commands** to The Operative. She gives **Commands** to the various Underbosses of The Organization. They, in turn, give **Orders** to the low-level Thugs that make up the rank-and-file of The Organization. The Underbosses and The Operative are fighting the Heroes right from the start. However, if the Heroes defeat enough Underbosses, The Chairman gets personally involved. He's a dangerous foe, but also the only shot the Heroes have at taking this whole Organization down.

The Organization cards can be played into an org chart of sorts, making parsing effect order easier. Thug cards don't have any **START PHASE** or **END PHASE** text, only acting in response to certain triggers, or when they receive **Orders**, so they can be played in a row at the bottom of the Villain play area, leaving space near the two Villain characters cards for the Underbosses, who do have **END PHASE** text.



BACKSTORY Many decades ago, a foul drug-dealer controlled large swaths of the Rook City drug market. He made his hideout deep in the Rook City sewers, keeping his stash safe from competitors and law enforcement alike. However, his criminal enterprise was worn down by a long battle with a new criminal organization taking control of the city. Over time, he was entirely ousted from the streets of Rook City, and lived in the sewers to survive. Years of handling the vile drugs he sold, mixed with the toxic waste from the industrial plants, slowly twisted and mutated the dealer into a giant, hideous, rat-like monster. Now, his last shreds of humanity all but eliminated, Plague Rat takes the Rook City sewers in search of his next meal, infecting all he touches.

GAMEPLAY Plague Rat is a dangerous foe, especially cornered. His Ongoing cards all infect Heroes with his terrible Rat Plague, eating away at their life and sometimes causing the Heroes to turn on each other! Get ready to mitigate a lot of bitey and toxic damage, deal with degenerating effects from Ongoing cards, and put out enough damage to take down a giant mutated rat monster!



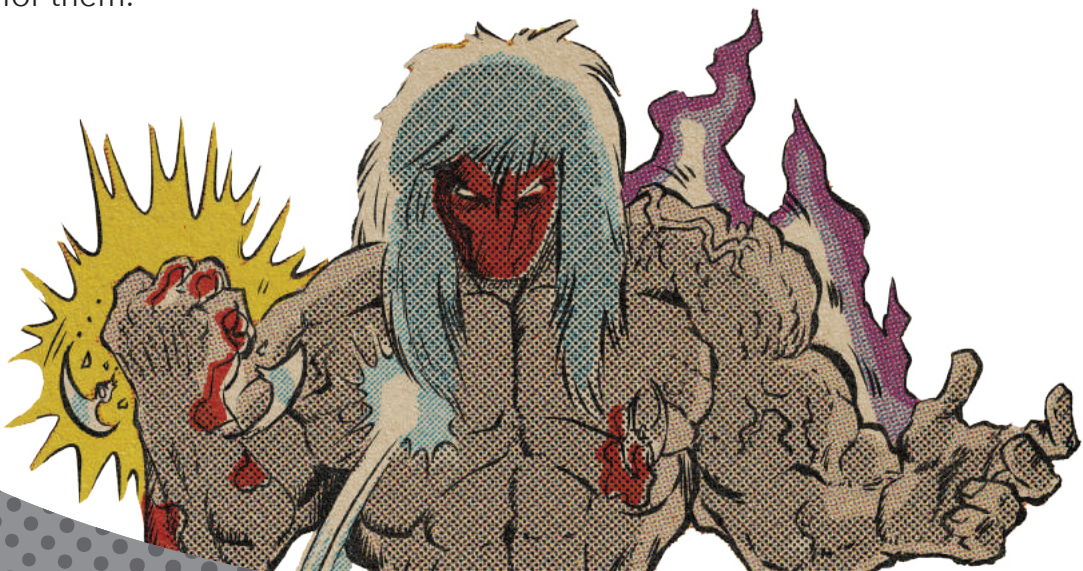


BACKSTORY An unsolved string of murders led The Wraith to Jonathan "Jack" Donovan, but his gleeful pride in his kills was what put him on the Rook City Penitentiary Death Row. However, Pike Industries had a deal with the penitentiary through their secretive Barzakh Wing. Some inmates were offered a chance to take part in clinical testing for a reduction of their sentence from death to life in prison. What the researchers in the Barzakh Wing didn't disclose was the nigh absolute fatality rate of the tests. Jonathan Donovan broke their streak and ultimately led to the destruction of the Barzakh Wing, followed by a thorough cover-up. The testing Donovan underwent there made him something far more terrible, able to devour the life forces of other people. Requiring that life essence to maintain his power, ***Spite*** now stalks the streets, always on the hunt for his next unsuspecting victim.

GAMEPLAY Spite is back to his old ways, hunting Bystanders who appear as cards in his deck. On the front side of his Villain character card, he's incredibly hard to take down, mostly due to him hiding in crowds. However, when he gets enough attention, he flips and takes the fight to the heroes.

Protect the Bystanders, as he gets additional tokens whenever he downs one. The tokens fuel his Ongoings and lead to him flipping, where he's far more dangerous, though more vulnerable in a fight.

The Bystanders are cards in his deck, but they count as Environment targets – and not as Villain targets – for targeting purposes. Like the Bystander cards in the Rook City Environment deck, you want to be careful not to hurt them, but they give you the ability to take damage for them.





BACKSTORY GloomWeaver is an extra-dimensional demon worshiped by an ancient and mysterious cult. He feeds on the gloom and despair of mankind, awarding dark magic to those who worship him in return for their sacrifices, encouraging them to inflict suffering on the world around them to feed his powers. Although he often sends his thoughts and power into this world for brief periods of time, he has failed to permanently breach the veil that separates him from the feast of desperate souls that our world offers.

But that is about to change. Terrible battles between villains and heroes have grown more frequent over the past few decades – the strife and misery their battles have wrought have increased his power. Cultists have begun collecting the terrible relics of GloomWeaver: the Pouch of Bones, the Drum of Despair, and the Grimoire of Curses. If all three are brought together and GloomWeaver is invoked, the veil will be sundered! The world's greatest heroes gather, intent on stopping the demon's plot, but GloomWeaver is pleased – their strife and anguish feed his power, and Gloomweaver spurs his cultists on to bring discord and despair into this world, permanently. And with the heroes defeated, GloomWeaver and his worshipers will be free to spread their malevolent influence across the multiverse indefinitely.

GAMEPLAY GloomWeaver starts off as merely an idol for the Cult of Gloom to worship. His dread presence can be felt through this statue, harming those near it and emboldening the cult members, but GloomWeaver himself is not yet in play. His Chosen and Cultists work to bring him into this world, which the Heroes do NOT want to happen.

He still can be defeated, either by destroying his idol, or eradicating the Cult's leadership. However, if the Cult gets his Relics in play, GloomWeaver tears through the veil between this reality and his realm, his character card flips, and GloomWeaver himself enters the game! Can you win after he flips? It's possible… but not easy!



BACKSTORY The nomadic Adhin family believed the source of their good fortune was a small talisman they'd been passing down over the years as a family heirloom. It was thanks to this, they claimed, that they could always find the best uses for their talents.

That is, up until Gabrielle Adhin. She longed for opulence, attention, and freedom from this "just getting by and being thankful for the bare scraps you have" way of life. Ever since childhood she had felt odd, indistinct sensations from time to time. Like she was moving in a hundred different directions at once, but in directions there were no words for. When she "inherited" the charm, suddenly it all made sense. In her mind's eye, she saw countless, branching possible realities, all different. In time, she used the charm to hone her psychic abilities, learning to bend the miasma of minute possibilities to her will.

Within a few years, Gabrielle Adhin, the black sheep of the Adhin line, had carved a swath through reality, playing her mind games on the unsuspecting people around her, and taking whatever she wanted. In and out of The Block more times than F.I.L.T.E.R. would dare to admit, Gabrielle now laughingly calls herself Kismet, and bends the power of her family's talisman with her powerful abilities in order to not just positively influence her own fortune, but to jinx those who stand in her way! Kismet does as she pleases and has little regard for the fate of others. All existence is her playground, and even when her trickster ways are momentarily halted, she always seems to weasel her way back into her chaotic escapades.

GAMEPLAY Much like her cursed nemesis, Kismet also has Lucky and Unlucky cards! She just uses them VERY differently. It's you who will suffer the consequences of her actions. She plays Unlucky cards in Hero play areas to curse those who dare face her and uses her Lucky cards to empower her effects and get ahead of the Heroes. Kismet is a fairly straightforward fight… except that her Unlucky cards keep you far from at your best.



BACKSTORY Ansel G. Moreau, world-famous French action movie star, has a few dark secrets. His hobby of big game hunting has spiraled out of control – his constant need for bigger and more threatening prey has him hunting the very heroes that protect the earth! To this end, he employed a shady genetics corporation to give him superpowers, but the process went terribly wrong, scarring his million-dollar face and ending his acting career.

However, he did gain some new energy-manipulation abilities from the process, which he plans to put to good use. Taking the name Ambuscade, he employs his new powers and a vast arsenal to hunt the heroes he considers to be the most dangerous and powerful. At the top of his list? Haka, the ageless Maori warrior. No one else could provide a sufficient challenge to one as skilled as Ambuscade, the world's most efficient and calculating hunter…

GAMEPLAY Ambuscade can turn on his cloaking device, going invisible. While you can see him, he fires shots at the strongest heroes, hoping to distract them long enough for him to get up to his old tricks, turning invisible to keep the heroes from detecting him as he hunts! When his character card flips to his stealthy side, he is immune to damage, but he gives heroes opportunities to reveal the top card of his deck and play it if it's a One-Shot, which flips him back. So, heroes can hunt for him, as well! Better to find him on your turn and suffer the consequences of drawing his attention, than to leave him to his own devices! Ambuscade isn't a terribly high difficulty villain, but he's no slouch, either! He can be quite the showboating threat if the heroes can't find him in time!





BACKSTORY The Wolf-King used to have an inferior human name. Almost certainly something puny like "Carl" or dithering like "Steven." He no longer recalls. Known only as Apex, the Wolf-King, he had shed all elements of his human existence, living only as a true Lycan Superior. The humans have been the apex predator of this world for far too long. Their reign ends here.

Apex calls to all werewolves who yearn for more. The rapture of the hunt, the pitiful cries of their prey, the freedom granted by the full moon — all speak to the primal nature of the true werewolf. Countless lycanthropes have joined his pack, including several key former pack alphas. Each brought their packs to Apex, swore fealty, and renounced their status for a chance to be part of something greater. Though that won't stop them each from wanting a shot at the throne of the wolves, if such a thing could be within their reach.

Recently, Apex made a secret deal with the leader of the Court of Blood, Blood Countess Bathory herself. Her coven of blood mage vampires have long been at odds with the werewolves, but the Wolf-King and the Blood Countess together could be a formidable foe to the mortals who supposedly run this world. The vampires of the Court of Blood want to avoid drawing notable attention their way, but they have no issue with the tactless werewolves throwing themselves at the armies of humankind. Blood Countess has assigned a liaison to Apex's pack — an upstart mage named Magistra Damaris — who both provides the pack with powerful blood magic, but also keeps an eye on the werewolves. Blood Countess knows just how much she can trust her beastly allies.

An army of werewolves greater than has ever been assembled, empowered by blood magic and emboldened by the lycan superiority doctrine of their leader, could potentially wipe out humankind.

GAMEPLAY It's important for Apex to be the top dog, as it were. If another werewolf manages to take his title and lead the werewolf army, Apex's card flips and he has to try to retake his rightful position. The werewolves are all incredibly dangerous, but the heroes have an opportunity to use their infighting against them. There are many powerful werewolves in Apex's deck, all of them eager to fight the heroes, but equally keen to take Apex's role as King of the Werewolves for themselves.



BACKSTORY Tales of fairies, pixies, leprechauns, and other Fey creatures are as old as human stories can be, tangled in with myths and legends from days of yore. They appear unexpectedly, helping or hindering people with their assistance, boons, curses, or trickery. You never know what to expect from the Fey, if you even believe in them, that is.

The Fey-Court lies beyond the mortal veil. It is a court of great power; not one that man was meant to tread. The leaders of the Fey-Court – the verdant King, The Dagda, and the Queen of hearth and strife, The Morrigan – are as steadfast as they are capricious. As unchanging as they are inconstant. As placid as they are turbulent. Their faithful advisors – the leprechaun elder Ogma, the changeling champion Lugh, and the trickster satyr Puck – lend their wisdom and their predilections to the Fey monarchs, each vying for a modicum of control in the ever-changing court. Meanwhile, Fey courtiers of all manner of stripes, spots, and whims dance the politic eternal, seeking favor and shifting their loyalties with each step.

When a mortal finds themselves the focus of the court, things get… complicated. You never leave the court unscathed. The Fey-Court claims to care not for the goings-on of the mortal realm, but this lie holds little water, given how often the Fey embroil themselves in mortal affairs. Know this: the Fey-Court can appear anywhere, though it rarely does. If you find yourself in the court of the Fey, your existence continues at its whims. And the politics that the Fey-Court plays, it plays for keeps.

GAMEPLAY The Dagda collects tokens on his character card to indicate the things the Heroes have done that the Fey-Court approves of. On the other hand, The Morrigan starts with a number of tokens, indicating her patience for the presence of these foolish mortals, and if her tokens ever runs out, so does her patience. You can win the game by giving The Dagda enough tokens and keeping him on the benevolent side of this character card, but be careful! The Morrigan is always only a few tokens away from ending the game on her terms. The Bonds offered by the rulers of the Fey-Court can help a lot, but they come with a price to be paid… eventually. You'll need to curry the favor of the Advisors of the Fey-Court to gain acceptance from The Dagda, avoid The Morrigan's wrath, and survive this encounter with the Court of the Fey.



BACKSTORY The company RevoCorp has had their corporate irons in a lot of fires. Biotech, gene-tech, nano-tech, info-tech, future-tech – RevoCorp has done it all! However, even from their sinister start to their monthly machinations, the dark underbelly of RevoCorp is mostly unwitnessed in the world.

Following the surprise success of the energy harvester that became "Akash'Mecha," RevoCorp has secretly created a massive terraforming machine. Run by the Revokers, the Terrorform has been directed to tear up a national park in the Midwest. The appearance of this massive machine in a national park draws attention from a variety of heroes, who do battle with the Revokers and the Terrorform itself!

Ultimately, the Terrorform is destroyed! But, this was exactly what RevoCorp wanted. The Terrorform and the heroes made a mess of the park, allowing RevoCorp to come in afterwards and make a big show of rebuilding and restoring, meanwhile harvesting out all the minerals, oil, lumber, and other resources that were previously protected by that park's existence. Both a PR and mineral/oil rights success for RevoCorp! The heroes don't even realize they've played into RevoCorp's plan, or that RevoCorp was even behind any of what happened here.

GAMEPLAY The Terrorform is a massive structure that is nigh invulnerable from the outside. You'll need to get access to its far more vulnerable insides to deal with it… fortunately, that's exactly what Access cards are for! Each of them gives you a task or challenge, and when you complete it, you get that much closer to getting inside! Once you've breached its exterior, the Terrorform Villain character card flips, and the fight continues in the heart of the machine!

ENVIRONMENTS

The grim and gritty locations visited by the street-level Dark Watch Heroes and their allies are not the most welcoming places, but they each have their potential silver linings. Environment decks are rated by their Peril, with 1 being the least perilous Environment and 10 being the most.

ENVIRONMENT PERIL CHART

Environment Name	Peril
Rook City	8
Pike Industrial Complex	8
Diamond Manor	4
The Temple of Zhu Long	6
The Realm of Discord	5

In the next few pages, you can read more about the history and story of each of these Environments, and also learn a bit about the mechanics of their decks!





BACKSTORY Overbrook City was founded in the mid-1800s as a portage town. The rivers which met near the city originally made for ideal trade routes, and later became an important source of industrial cooling for the various power plants and industrial facilities in the city built and managed by Pike Industries in 1921. In the middle of the 20th century, the gothic architecture and the grim pallor of the city, brought on by the various plants and factories, resulted in the city being referred to as "Rook City" in the local paper, and the name stuck. The name "Overbrook City" only exists in certain legal documents and on monuments. However, a descendant of the Overbrook family has recently reclaimed some political power, due to some shady financial backing.

Rook City has the highest crime rate of any city in the world, with an overworked and underfunded police department, which has led to talk of switching to privatized defense for the metropolitan area. Between the street thugs and organized crime, the filthy streets and the putrid sewers, the unsavory characters and the nigh-constant wail of sirens, Rook City is the opposite of a tourist attraction.

GAMEPLAY Corrupt officials, smear campaigns by local media against the heroes, street gangs, and blighted boroughs can all be found in this terrible place. Heroes will have to deal with the negative Smear cards, as well as several Environment targets who are most decidedly not on their side. Fortunately, there are a few Bystanders in the deck. They're risky to have around, but also can be quite helpful.



PIKE INDUSTRIAL COMPLEX

BACKSTORY Established 1921, the Pike Industrial Complex was the culmination of Jonathan Pike's dream to push industrial progress to its limits. His plan involved both power processing and chemical experimentation in order to develop and synthesize the most advanced biomedical serums and elixirs. His goal was to both augment the human form and create new material-engineering techniques, revolutionizing the human experience through technology. However, these plans were cut short by his untimely demise in 1924, and Pike Industries was left in the hands of his 26-year-old son, Graham Pike.

Graham was not the humanitarian his father was, but was similarly scientifically minded. He went even further with his father's goals, engaging in testing that was harmful for the subjects and experiments that left Rook City in worse and worse shape.

Pike Industries still claims Graham Pike as its CEO, though no one has seen the man in over 40 years. There is a tower in the Pike Industrial Complex which only select employees are allowed to enter, and the orders from Mr. Pike come from that building. The rest of the Industrial Complex is devoted to the creation of the stimulants and compounds that make Pike Industries such a successful chemical production company, and the testing of those chemicals on their various subjects.

GAMEPLAY Pike Industrial Complex is fairly straightforward, yet still incredibly dangerous. It's full of Vats full of suspicious chemicals that you really want to avoid damaging, escaped Rats that have been experimented on and thus are more dangerous than your average mutated lab rat, and also cards that make both of those elements more dangerous/more prevalent/worse in other ways. Be careful!



THE TEMPLE OF ZHU LONG

BACKSTORY Hidden amongst the peaks of the Himalayas, the Temple of Zhu Long is a place of many eldritch secrets. The mystic Zhu Long keeps his magics hidden from the world there, protected by his scores of apprentices, wards, and assassins. Many find themselves in life-debt to Zhu Long, and it is a steep debt indeed. But what price could be a fair one for cheating death itself?

Surrounded by unfavorable conditions, Zhu Long has found a spot which harnesses the harshest of ley-lines in order to perform his rituals. You would be wise to never visit the Temple of Zhu Long. However, sometimes, there is no other way. The ancient purveyor of life and death holds the keys to certain doors which should remain closed.

GAMEPLAY Zhu Long's deck is a strange place where almost anything can happen! The deck features dangerous Disciples, bizarre and powerful rituals, and even Zhu Long himself, in more than one form! You can get a lot of use out of his rituals, but beware – the Dragon Master may ask more of you than you're willing to offer.





THE REALM OF DISCORD

BACKSTORY An ethereal plane only barely connected to this world via the crossing lines of the Multiverse, the Realm of Discord is an ever-shifting dimension of chaos and entropy. The few solid forms in this dimension are constantly destroying themselves and reforming in entirely different forms.

The bizarre denizens of this plane thrive on the discordant disruptions, feeding off the panic of any which stumble upon the Realm. This is not a welcome place for mortal beings… and yet, the heroes are drawn through twisting portals to combat a great evil here as often as myriad extra-planar demons attempt to breach the barriers which prevent our world from being flooded with the innate chaos of the Realm of Discord.

GAMEPLAY The Realm of Discord deck is full of Distortion cards that drastically change what's happening in the game! Only one can be in play at a time, but each of them changes the rules of the game, so keep an eye on how the current Environment Distortion is upending things.

The Denizens of the Realm of Discord are potential threats, but some of them are as likely to help the Heroes as hurt them! Just be aware that when dealing with the Oracle of Discord, you may find yourself inexorably changed.



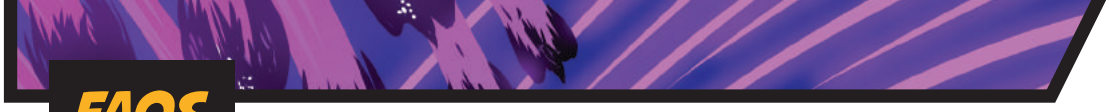
DIAMOND MANOR

BACKSTORY When Faye Diamond (A.K.A. the hero and paranormal investigator NightMist) was searching her grandfather's long-lost storage locker, one of the curious things she found was a deed to a property she had no knowledge of. It had an address, which seemed a straight-forward location within Rook City, but going to the address was more confusing than illuminating. Just an empty street with abandoned buildings, none of which seemed in any way residential. A brief magical examination showed that things were not quite what they appeared to be, however. One of the dilapidated doors was some sort of spatial portal! Teasing open the wards enough to slip through the door, NightMist found herself in a house that clearly hadn't been visited in decades. This was her grandfather's house, and the magic within was palpable. The location of the house – many miles from the street where NightMist had just been moments ago – was an incredibly magical swamp on the outskirts of Rook City.

Since then, NightMist has updated the house significantly, cleaning out most of the cobwebs (some still belong to magical spiders she encourages to do their art between the higher ceiling beams) and making the place a sanctuary for herself and other magical beings who might require shelter. Diamond Manor houses several arcane denizens now, as well as an untold number of powerful relics, the likes of which should never fall into the hands of those with ill-intent.

In later years, after her jaunt through the Void, Diamond Manor also becomes a base of operations for the hero team Dark Watch. It's a great place for the magical research that NightMist and The Harpy do, a very secret hold-out location for Expatriette and Setback, and as quiet a place as possible for Mr. Fixer to meditate in an attempt to hold on to his humanity. Hopefully, the number of heroes gathering in one place draws no undue attention…

GAMEPLAY Diamond Manor is a magical location. The home of NightMist and later a makeshift headquarters for Dark Watch, the house is full of magical knowledge, magical creatures, and very magical Relics. If any Villains were to get their hands on those Relics, it could spell doom for all reality. Unfortunately, that's exactly what Villains will attempt to do. Do what you can to keep the Villains from getting their hands on the power of Diamond Manor!



FAQS

- **Can I destroy a card from my hand?** "Destroy" only affects cards in play. You cannot destroy cards in a hand, a deck, or a trash.
- **Can a One-Shot card be destroyed while it's being played?** One-Shots do not count as cards in play and cannot be the target of destroy effects.
- **If I have the option to use multiple powers during my POWER PHASE and only use one, do I get to draw extra cards during my DRAW PHASE?** No. You draw one extra card in your **DRAW PHASE** when you don't play any cards on your **PLAY PHASE** and don't use any powers on your **POWER PHASE** during your turn.
    - If it's your turn and you skip or are made to skip your **PLAY** and **POWER PHASES**, you still draw 2 cards for the **DRAW PHASE**. However, getting an off-turn **DRAW PHASE** doesn't let you draw 2 cards.
- **What happens if a card is played from the top of the deck or something like that and the play is in some way against the rules, such as another copy of a Limited card?** If a Hero card is being played but cannot be played for any reason, it goes to the Hero's hand. If a non-Hero card is being played but cannot be played for any reason, it goes into its associated trash.
- **When and in what order do the PHASE effects happen on my turn?** When a card has a phase effect on it, it occurs on the indicated phase of the play area the card is in, each time that phase occurs. Effects that activate on each phase act in the order outlined by the "Conflict Resolution" rules on page 5 of this rulebook.
- **A card lets a Hero deal damage to a target, and then says that something happens to "that target" as a result. If the damage is redirected to another target, does the second effect happen to the initial target, or to the target it was redirected to?** The second target. The Wraith's Stun Bolt is a good example of this. The Wraith deals 1 lightning damage to a target. Then, that target deals −1 damage until The Wraith's **START PHASE**. If the damage The Wraith is dealing is redirected, it's the final target who actually gets the −1 damage modifier.
- **If a card says to shuffle the trash into a deck but there are no cards in that trash, do you still need to shuffle the deck?** No, if there are no cards in the trash, you do not shuffle zero cards into the associated deck.
- **If I have multiple Reactions in play, can I use all of them in response to the same damage?** If a hero target has multiple Reactions available to them, they can activate as many as they like, one at a time, to any instance of damage. If a Reaction negates the damage in some way (such as by destroying the attacker, preventing

the attacker from dealing damage, or reducing the damage to zero), no further Reactions can be used in response to that instance of damage.

- **When modifying, redirecting, or reacting to "would be dealt" damage, what is the order of operation?** First, apply any modifiers to the damage, including fixed, irreducible, bonuses, penalties, or "cannot deal damage/immune to damage" effects. Then, if damage is still dealt and is greater than zero, follow any "would be dealt damage" instructions, including Reactions. If there are multiple "would be dealt damage" instructions, players choose which order they apply in, but if one prevents damage from being dealt, the remaining effects do not occur. If damage is redirected, start the process again on the new target, recalculating modifiers and reacting to the redirected damage amount as appropriate.
- **A card tells me to put a token on a card. What tokens am I supposed to use?** You can use spare HP tokens, or any other token-like objects you happen to have handy (pennies, dice, etc).
- **What play area do Spite's Bystanders go into when played? What about Shinobi Assassins when played from a player's hand?** Unless otherwise specified, cards are played into the play area of the deck they're originally from when played. Spite's Bystanders go to the Villain play area, and Shinobi Assassins go to the Environment play area.
- **Do cards like Police Backup in Megalopolis count as Hero cards? Does Police Backup count as both a Hero target and an Environment target? Do Bystanders in Spite's deck count as an Environment card?** No, Yes, and No. Police Backup states that it counts as a Hero target, but it doesn't say anything about being a Hero card, nor does it say anything about **not** being an Environment target. Spite's Bystanders state that they are Environment targets and are **not** Villain targets, but say nothing about being Environment cards. They are still Villain cards, since they come from a Villain deck, and are not Environment cards. This means that any effect that specifically refers to Environment cards does not affect them. However, since they are specified as Environment targets and not Villain targets, they notably DO count as non-Villain targets, and would NOT count as non-Environment targets.
- **If a Hero skips their PLAY PHASE and POWER PHASE, and then the first card they draw during their DRAW PHASE is a "Suddenly!" card, do they still draw a second card?** Yes. If you skip your **PLAY** and **POWER PHASES**, you may draw an additional card during your **DRAW PHASE**, even if one of them happens to play itself for ***SUDDENLY!*** reasons.

- **If a target is in the process of being destroyed, can more damage be dealt to it?** No. Targets that are already being destroyed cannot be dealt damage, even if some effect would attempt to do so.
- **What happens to any extra card plays you might have during your PLAY PHASE if a *SUDDENLY!* card is drawn during that phase?** Playing a ***SUDDENLY!*** card does NOT eat up one of your card plays. ***SUDDENLY!*** card plays do not count as regular card plays, as they are forced and not voluntary.
- **What happens if I draw a *SUDDENLY!* card and something in play prevents card plays?** If you are unable to play cards and then draw a ***SUDDENLY!*** card, it stays in your hand until you are allowed to play it. As soon as you can play it, you must do so.
- **The Harpy's card "Mask of Sky and Shroud" lets you draw up to five cards as a power. Can you draw one at a time and decide to stop? Or do you have to choose the number you draw before starting to draw cards?** You draw cards one at a time, choosing when you want to stop, or stopping when you get to five, whichever comes first. Any ***SUDDENLY!*** cards (or Flock cards that have gained the ***SUDDENLY!*** keyword from the mask) that you draw in that time are played, but count towards your draw, as you did draw them.
- **For cards that instruct you to do "up to" a number, such as "deal up to 3 targets" or "draw up to 5 cards", is 0 an acceptable number to pick?** Yes, you can always choose 0 in an "up to" effect, but you cannot choose a negative number. If an effect had a minimum number of cards you could draw, for example, it might be phrased "draw 1 to 3 cards", meaning you had to draw at least 1.
- **Do cards like Take Down or Isolating Mists allow the players to see the Villain card about to be played before making the decision to discard it?** Yes, the effect works similar to the way a Reaction does, giving you the choice to get rid of the card after you know what it is.
- **When an effect counts cards in play, do Event cards count?** No, Event and Collection cards do not count. Event and Collection cards provide extra rules and options to the Villains and Heroes in the game, but are not cards that can be interacted with in any way other than by the rules written on them. If you want, you can tuck an Event card under a Villain character card so only the gameplay text at the bottom is visible.

SENTINELS OF THE MULTIVERSE

DISPARATION

Desperate times...

...call for Disparate measures



Ver: 22.07