



CHOPPER TAKEDOWN

SCENARIO GUIDE

OVERVIEW AND OBJECTIVE

Your team has been joined by Ramsey, a powerful computer hacker. Ramsey is a passenger in one of your vehicles, and possesses a highly-advanced laptop. She is being hunted by Deckard Shaw in a reinforced sports car, as well as a chopper. The chopper uses radar to track Ramsey's laptop and fire missiles at her, while Shaw's car wreaks havoc on the road.

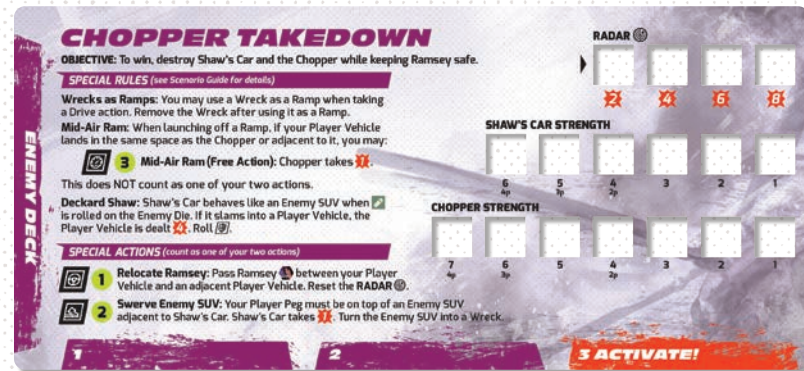
The team wins if both the Chopper and Shaw's Car are destroyed. This occurs when the Chopper Strength cube and the Shaw's Car Strength cube both move off the right side of the Scenario Board.

The team loses if either the Level 3 Stunt card moves off the West side of the Road Board during an End of Round, or the Player Vehicle with Ramsey is destroyed.

SETUP

Follow the **SETUP** on page 4 of the Instructions, using the Chopper Takedown Scenario Board and Chopper Takedown components for steps 6–12.

Before playing Chopper Takedown, play the Semi Heist scenario to understand concepts used in this scenario, such as **Special Actions** and **Reactive Stunts**.





Chopper Takedown Scenario Board

RAMSEY AND THE RADAR



Ramsey will always be a passenger in a Player Vehicle. At the beginning of the game, the team chooses which vehicle she will start in. Place the Ramsey token on the corresponding Vehicle Board to indicate that she is in that vehicle.



The Chopper uses Radar to track down Ramsey's powerful laptop—and therefore, her location. The longer Ramsey stays in one Player Vehicle, the more accurate the Radar will be when the Chopper fires a missile (see **MAIN ENEMY VEHICLE: THE CHOPPER** on page 3).

Whenever an Enemy card is drawn that raises the Radar , move the Radar cube to the right as many slots as the card states. If it is in the  slot when it would be raised, leave the cube where it is—the Radar is already at full strength.

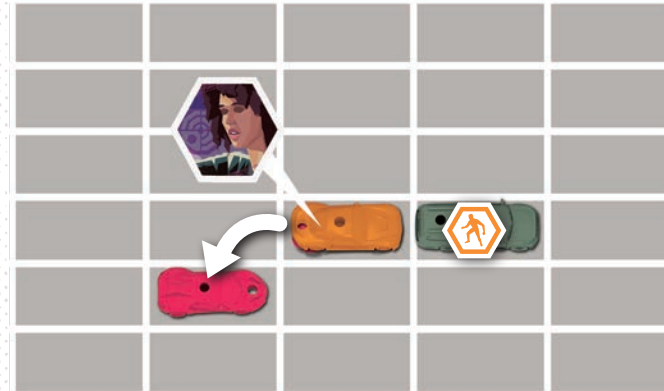


Players can confuse the Radar by passing Ramsey from one Player Vehicle to another, which causes the Radar to reset. She is moved by performing the following Special Action, as shown on the Scenario Board:

Relocate Ramsey


 **1** Use this action to move Ramsey between two adjacent Player Vehicles. To attempt this action, your manned Player Vehicle must be adjacent to another Player Vehicle and one of those two vehicles must have Ramsey in it. If you are successful, move the Ramsey token to the other Player Vehicle and reset the Radar by moving the Radar cube back to the  slot.

IMPORTANT: Your Player Vehicle must be manned to attempt the Relocate Ramsey action, whether you are moving Ramsey to another vehicle or moving her into yours. However, the other Player Vehicle may be manned or unmanned.



EXAMPLE: Ramsey is in *Player 1's Street Drifter*, but the team wants to relocate her to *Player 2's adjacent Exotic Supercar*. *Player 1* is on foot outside of their vehicle, so they cannot attempt a Relocate Ramsey action to pass Ramsey to *Player 2*. However, *Player 2* is behind the wheel of their Player Vehicle, so they may attempt a Relocate Ramsey action on their turn to take Ramsey into their vehicle.



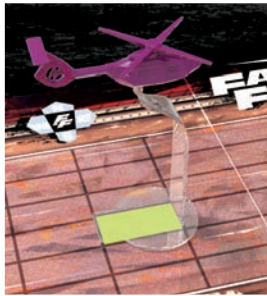
EXAMPLE: After a successful Skill Roll, *Player 2* performs a Relocate Ramsey action. The Ramsey token is moved to *Player 2's Vehicle Board*, and the Radar is reset to the  slot.



MAIN ENEMY VEHICLE: THE CHOPPER

SPACE OCCUPATION

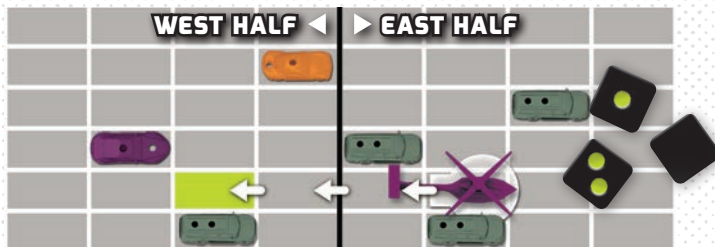
The Chopper flies above the road. Its position is the space denoted by the rectangular section of its base, as shown here in green. The Chopper's position never affects any vehicles or Wrecks on the road—they can occupy the same space. The Chopper's position is only used to determine adjacency and the distance from the Chopper to Wrecks and other vehicles.



CHOPPER MOVEMENT

The Chopper is the Main Enemy Vehicle of this scenario. Move the Chopper North or South when 🏠 or 🏠 is rolled on the Enemy Die. However, unlike the Main Enemy Vehicles in other scenarios, the Chopper may also periodically move East or West.

When **CHOPPER MOVES!** is revealed on an Enemy card, roll three Effort dice. If the Chopper is in the East half of the road, move it West one space for each 🟢 rolled. If the Chopper is in the West half of the road, move it East one space for each 🟢 rolled. If no 🟢 are rolled, the Chopper does not move.



EXAMPLE: You reveal **CHOPPER MOVES!** on an Enemy card. You roll Three Effort dice, resulting in a total of 3 🟢. The Chopper is in the East half of the road, so you move it West three spaces.

CHOPPER FIRES!

The Chopper fires missiles toward Ramsey's location. The stronger the Radar signal, the more accurate the missiles are.

When **CHOPPER FIRES!** is revealed on an Enemy card, the Player Vehicle with Ramsey is dealt the amount of 🌟 shown below the Radar cube. Roll 🎲.

HIT 'N' RUN

CHOPPER FIRES! The Player Vehicle with Ramsey 🏠 is dealt damage equal to the 🌟 indicated by the RADAR cube.

CHOPPER MOVES Roll the Effort dice. If the Chopper is in the East half of the road, move it West one space for each 🟢 rolled. If the Chopper is in the West half of the road, move it East one space for each 🟢 rolled. If no 🟢 are rolled, the Chopper does not move.

BLOCKERS Place an Enemy Card in front of each Player Vehicle.

WHEN ACTIVATED
Nothing happens.

ENEMY 🏠
CHOPPER TAKEDOWN

EXAMPLE: Player 1 reveals **CHOPPER FIRES!** on an Enemy card when Player 2 has Ramsey in their Player Vehicle. Because the Radar cube is in the 🌟 slot on the Scenario Board, Player 2's Player Vehicle is dealt 🌟 and they roll 🎲.

IMPORTANT: If the Player Vehicle with Ramsey is destroyed, the game ends immediately and the team loses. It is important to Relocate Ramsey often to reset the Radar and throw off its accuracy!

DAMAGING THE CHOPPER

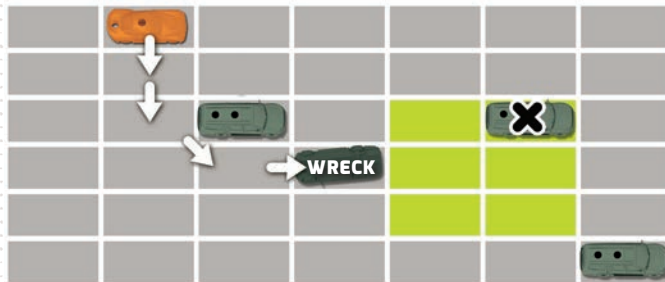
The main way to damage the Chopper is by using a Wreck as a Ramp to launch your vehicle and Ramming the Chopper in mid-air!

WRECKS AS RAMPS

In this scenario, players may use any Wreck as a Ramp to launch their Player Vehicle forward and high into the air. This can be used to move your vehicle extra spaces, but more importantly, it can be used to damage the Chopper with a **Mid-Air Ram** action.

To use a Wreck as a Ramp, you must Drive your Player Vehicle into the Wreck by taking a Drive action that begins West of the Wreck. As soon as your vehicle hits the Wreck, your Drive movement ends, even if you could have moved more spaces. Your vehicle is launched off the Wreck and lands in any empty space in the six-space **Landing Zone** directly East of the Ramp. (The Landing Zone will be smaller if the Wreck is in a space at the side of the road.)

IMPORTANT: Immediately after using a Wreck as a Ramp, the Wreck is removed.



EXAMPLE: Player 1's Street Drifter is West of a Wreck. They take a Drive action and Drive into the Wreck, using it as a Ramp. They can choose to land in any empty space in the Landing Zone shown in green. They may not land in the **X** space, as that space is occupied by an Enemy SUV.

Mid-Air Ram (Free Action)

3 To attempt this action, you must use a Drive action to launch off a Wreck and land in the same space as the Chopper **or** a space adjacent to it. This is a free action—it does not count as one of the two actions on your turn. If you are successful, the Chopper takes **2**. Lower the Chopper Strength by 1.

If the Chopper Strength cube moves off the right side of the Scenario Board, the Chopper is destroyed and removed.



EXAMPLE: Player 1 Drives their Street Drifter into the Wreck, which launches them into the air. The Wreck is removed. Player 1 may land in any space of the "Landing Zone," as shown in green. If they land in the same space as the Chopper or any space adjacent to it, as shown by the four **✓**, they may attempt a free Mid-Air Ram action. Player 1 chooses to land directly behind the Chopper. After a successful Skill Roll, Player 1 performs a Mid-Air Ram action and lowers the Chopper Strength by 1.


SHAW'S CAR

Deckard Shaw drives a reinforced sports car, wreaking havoc and inflicting damage on Player Vehicles.

SHAW'S CAR MOVEMENT AND SLAMMING



Shaw's Car

When Enemy SUV  is rolled on the Enemy die, Shaw's Car is activated along with the Enemy SUVs and behaves

in the same way. If Shaw's Car is adjacent to a Player Vehicle, it will slam into that vehicle. If it is not adjacent to a Player Vehicle, it will move one space toward the Active Player Vehicle.

However, Shaw's Car is more dangerous than an Enemy SUV, so it deals  instead of . Roll .

If Shaw's Car is adjacent to multiple Player Vehicles, it only slams into one of them, favoring the Active Player Vehicle. If the Active Player Vehicle is not one of the adjacent Player Vehicles, the team decides which Player Vehicle is slammed.

IMPORTANT: Players may NOT Ram Shaw's Car, and they may NOT Hijack it. Also, any card actions that affect Enemy SUVs do NOT affect Shaw's Car.


DAMAGING SHAW'S CAR

Shaw's Car is reinforced, so players must use Enemy SUVs to damage it by performing the following Special Action, as shown on the Scenario Board:

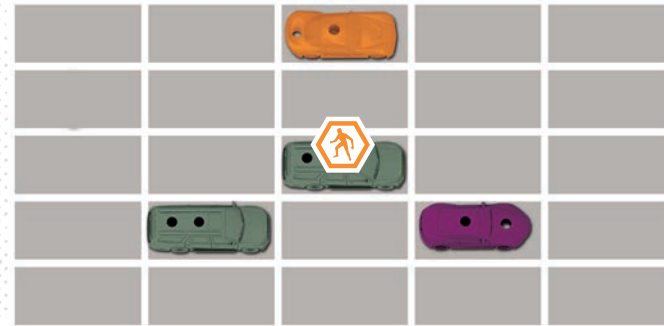
Swerve Enemy SUV




3 Use this action to get an enemy driver to swerve into Shaw's Car. To attempt this action, your Player Peg must be on top of an Enemy SUV adjacent to Shaw's Car.

If you are successful, Shaw's Car takes . Lower Shaw's Car Strength by 1. The Enemy SUV is turned into a Wreck and your Player Peg is moved to the top of the nearest vehicle with an available slot. If an Enemy Peg was on top of the Swerved Enemy SUV, move it to an adjacent vehicle.

If the Shaw's Car Strength cube moves off the right side of the Scenario Board, Shaw's Car is destroyed and removed.



EXAMPLE: *Player 1* is on top of an Enemy SUV which is adjacent to Shaw's Car. After a successful Skill Roll, *Player 1* performs a Swerve Enemy SUV action. Shaw's Car takes  and the Enemy SUV is turned into a Wreck. *Player 1* must move their Player Peg to the top of either Shaw's Car or the other Enemy SUV, because they are the nearest vehicles.

END OF ROUND

During Road Maintenance, when moving Wrecks West, if Shaw's Car hits a Wreck, the Wreck is removed. Shaw's Car is not affected.

TIPS AND STRATEGY

- ◆ Keep an eye on the Radar. The longer Ramsey is in the same vehicle, the stronger the Radar signal gets, and the more damage the Chopper will deal when it fires—potentially ending the game. Use the Relocate Ramsey action strategically to keep her safe!
- ◆ Consider having Ramsey start the game with the player who has the highest Defense Rating to buy you more time before you need to relocate her.
- ◆ If your Player Vehicle Strength is getting low, do not be shy about Hijacking an Enemy SUV. This will provide a safe haven for Ramsey, because a Hijacked SUV has a good Defense Rating and will be at full Strength when you Hijack it.

FREQUENTLY ASKED QUESTIONS

Can I attempt a Mid-Air Ram action if Ramsey is in my Player Vehicle?

Yes.

Does Chopper movement affect the vehicles on the road?

No.

Can my Player Peg be on top of Shaw's Car?

Yes, but you cannot Hijack it.

If Ramsey is in my Player Vehicle and my character is on foot, is my Player Vehicle manned?

No. If Ramsey is alone in a Player Vehicle, that Player Vehicle is unmanned.

If Ramsey is in my Player Vehicle and I Leap out of it to move on foot, does Ramsey come with me?

No. Ramsey always stays in the Player Vehicle and only moves through the Relocate Ramsey action. Keep in mind that leaving Ramsey behind is very dangerous, because your Player Vehicle will no longer have the added Defense provided by your Character Board.

