

SEMI HEIST

SCENARIO GUIDE

OVERVIEW AND OBJECTIVE

Your team has been given a job to recover valuable cargo from a semi truck barreling down the highway—and the driver is armed with a shotgun! To obtain cargo, team members must leap out of their vehicles and onto the semi, open its back door, and throw cargo to other team members' vehicles.

The team wins if during an End of Round, **all players have a Player Vehicle** and each Player Vehicle: **1)** has two Cargo tokens, **2)** has no Enemy Peg on top, and **3)** is in the furthest East row of the Road Board.

The team loses if during an End of Round, **either** the Level 3 Stunt card moves off the West side of the Road Board, **or** no one on the team has a Player Vehicle.

SETUP

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

NEW CONCEPTS

Before playing Semi Heist, play the Tank Assault scenario. This scenario introduces two new concepts: **Special Actions** and **Reactive Stunts**. Both are explained on page 3.



Semi Heist Scenario Board

MAIN ENEMY VEHICLE: THE SEMI SPACE OCCUPATION

The Semi takes up three spaces on the road. Each space is considered an individual space. Each space has two slots for pegs. Only one Enemy Peg may be in each space on the Semi at a time. Space A is the **rear** space, space B is the **middle** space, and space C is the **cab**, as shown. The cab is considered two spaces away from the rear space.

When the Semi is placed on the road, the nose of the cab should be lined up with the front of the space. When the back door is open, it will line up with the back of the rear space.

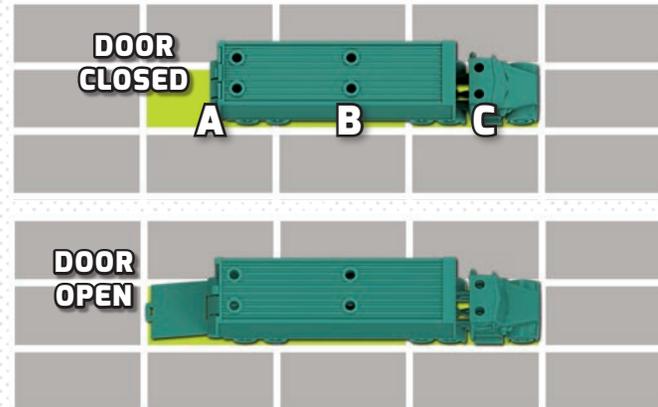
The middle space under the Semi is treated as an unoccupied space. You may Drive your Player Vehicle or Force a vehicle through that space, even if they have pegs on top. However, no vehicle may end their movement in that space.

SEMI MOVEMENT

The Semi is the Main Enemy Vehicle of this scenario. Move the Semi North or South when 🏠 or 🛡️ is rolled on the Enemy Die.

If any vehicle occupies a space the Semi moves into, that vehicle is pushed one space in the same direction. If there is a vehicle on the other side of that vehicle, it is pushed as well. No damage is dealt to any pushed vehicles.

If the Semi moves into a Wreck, or the Semi pushes another vehicle into a Wreck, the Wreck is removed (no damage is dealt). If there is no space for pushed vehicles to move into, the Semi does not move.



SHOTGUN! 🗡️

Be careful! The Semi driver has a shotgun in the cab! When **SHOTGUN!** 🗡️ is revealed on an Enemy card, do the following:

If any Player Pegs are on top of the Semi, the Semi driver shoots. Lower the **SHOTGUN SHELLS** 🗡️ by moving the cube one slot to the right. All Player Pegs on top of the Semi must move to the top of the nearest vehicle with an available slot. If any Enemy Pegs are on top of the Semi, they remain on top.

If no Player Pegs are on top of the Semi (even if Enemy Pegs are on top), the Semi driver does not shoot. Do not lower the **SHOTGUN SHELLS** 🗡️.

SPECIAL ACTIONS

Special Actions are scenario-specific actions available on your turn, as shown on the Scenario Board. These actions count as one of your two actions and require a successful Skill Roll to perform (see **SKILL ROLLS** on page 8 of the Instructions).

For the Semi Heist, there are two Special Actions:

Open Semi Door

 **1** Before the team can obtain Cargo, the Semi door must be opened. To attempt this action, your Player Peg must be on top of the **rear space** of the Semi. If you are successful, physically open the door on the Semi. As long as the door is open, the **Throw Cargo** action may be attempted.

Throw Cargo

 **2** To attempt this action, your Player Peg must be on top of the **rear space** of the Semi and the **door must be open**. The Player Vehicle you are Throwing to must be manned with no Enemy Peg on top. It must also be in one of the three spaces West of and adjacent to the rear of the Semi, as shown.



If you are successful, take one Cargo token from the Scenario Board and place it on the Vehicle Board of the Player Vehicle you Threw it to.

RULES FOR HANDLING CARGO

- ◆ Cargo cannot be Thrown to a Player Peg.
- ◆ Cargo cannot be Thrown from one Player Vehicle to another (unless a Stunt allows you to).
- ◆ Each Player Vehicle can hold a maximum of two Cargo tokens.
- ◆ If a Player Vehicle with Cargo is destroyed, the Cargo is returned to the Scenario Board.



EXAMPLE: DUCK AND COVER is a Reactive Stunt you can attempt when the Semi driver shoots. Keep an eye out for it, as it will help you stay on top of the Semi rather than having to move off of it.

REACTIVE STUNTS

Reactive Stunt cards offer actions you can attempt when a Condition occurs, **even if it's not your turn**. If you attempt one when it is your turn, it does not count as one of your two actions. At any time, if a player meets the Condition, they may immediately attempt the Reactive Stunt action.

A Reactive Stunt action may only be attempted **once per player per round**.

In all other ways, Reactive Stunts are the same as other Stunts. They require a Skill Roll, and when you successfully perform the Stunt, you take one Boost token from the card. When all the Boost tokens have been taken off, flip the card over.

END OF ROUND

During Road Maintenance, when moving Wrecks West, if the Semi hits a Wreck, the Wreck is removed. The Semi is not affected.

After Road Maintenance, if no player has a Player Vehicle, the team is overwhelmed by the enemies. The game immediately ends, and the team loses.

TIPS AND STRATEGY

- ◆ Remember that unmanned vehicles will move West one space at the end of each round. So, before you Leap out of your vehicle and on top of the Semi to start Throwing Cargo, position your Player Vehicle so that it has room to fall back, in case you end up being on foot for several rounds.
- ◆ Also remember that an unmanned vehicle with another vehicle directly behind it does not fall back at the end of each round. This includes Enemy SUVs or the Semi itself. Use this to your advantage!

FREQUENTLY ASKED QUESTIONS

Can I use a Ram Enemy SUV action or a Force action to damage or move the Semi?

No.

If my Player Vehicle has Cargo in it when it is destroyed, do I get to keep it?

No. Those Cargo tokens are lost—return them to the Scenario Board. You will need to Hijack an Enemy SUV and have a team member Throw you new Cargo.

Can I Throw Cargo to my own Player Vehicle?

No. You can only Throw Cargo to a manned Player Vehicle, and remember, it cannot have an Enemy Peg on top.

If there is more than one Player Peg on the Semi when a SHOTGUN! is revealed on an Enemy card, do they all jump off the Semi?

Yes, but the SHOTGUN SHELLS is still only lowered by one.

Can I perform the BLOW THE DOOR OPEN Stunt action if the Semi door is already open?

Yes, because this will prevent the door from being closed for the remainder of the game.

If someone fails the DUCK AND COVER Reactive Stunt, can another player that meets the same Condition try it immediately afterward?

Yes. It may be attempted one time by each player per round until the Stunt is successfully performed and the Boost token is taken.