HFC MARVEL HEROES MOD
MODULE 2: GAMBIT'S TABLE

Gambit's Table can be used in combination with one or all other HFC Marvel Heroes Mod Modules or as a standalone mod to the basic game.

In order to improve the story-telling of the game and its comic book-flavor, we added „**Gambit's Table**" to the game.

Gambit's Table adds surprises and twists to the story. These can be positive ones - like valuable bonuses, or additional resources, or even help in solving headlines, but the table also includes some of nasty surprises and possible drawbacks for the player.

Watch out when to use the table – some results are most valuable early in the game turn… and next to worthless in the last action round of a given turn (and vice versa). So decide carefully when to take your story action!

HOW TO USE GAMBIT'S TABLE

If you decide to integrate Gambit's Table into your game, change the „Story Action" text (Page 9) of the original rules as follows:

„During the game, whenever you take a Story Action, you

1. **Draw a card** from the Resource Deck

2. **Roll on the Event Table** with a D20. Apply the rolled effect immediately.

Then, you must either (obligatory; manipulating the story track cannot be skipped voluntarily!):

1. **Advance the story track:**
   Draw a new Story card and place it at the beginning of the track, shifting the other cards on the track in the direction shown by the arrows on the track. Give the card that is „pushed off" the track to the player whose Team icon is shown on the card. In this way, it is possible that a player taking a Story action benefits another Team. If the related Team is not in play, the card is simply discarded

or

2. **Manipulate the Story track:** Move a Story card belonging to your team anywhere on the track to the last position on the Story track, shifting the other cards back to fill the empty space."

The higher the number rolled, the higher the benefits and rewards for the player. But be careful – very low numbers can mean serious drawbacks for your team.

➢ If you roll an Event whose conditions cannot be met, the effect is forfeited and cannot be saved for a later Game Phase or Turn.
➢ All effects must be applied immediately.
➢ Players cannot choose to forfeit the effects voluntarily; if they make a story action, they are obliged to take the consequences

GAMBIT'S TABLE

NUMBER ROLLED	EVENT	EFFECT
1	CRITICAL WOUND	Choose one of your Super Heroes . Give him / her two wound tokens (if they have one already, only give them 1 additional token) and send them to recovery immediately, if they are not in recovery yet.
2	DIMINISHING LOYALTY	Remove a Plot Point from one of your Allies or remove the Ally him/herself.
3	LEADERSHIP RIVALRY	Switch the positions of one of your ready and one of your supporting super hero currently together in a district. If you don't have a ready and supporting hero together in a district, switch any of your ready heroes (whether alone in a district or still on still his card) to the support space and one supporting hero to the ready space or position. If only one condition can be met, switch the position of this one hero.
4	TRAPPED – CHOOSE YOUR PUNISHMENT!	You must either discard one Plot Point *or* any two Resource Cards *or* give one of your Resource Cards to the player who plays your Nemesis *or* let the player of your Nemesis draw a Villain card from your hand
5	STALEMATE	Nothing happens – no effect
6	NEW OPTIONS	Draw a Resource Card
7	INTELLIGENCE	You may inspect the villain cards of a villain of your choice
8	EVIL ASSEMBLES	Draw one Villain Card
9	TEAM CHALLENGE	Force a player of your choice to roll on the Event Table immediately
10	CHANGING ALLEGIANCES	Exchange one of your Allies with the Ally of another Team of your choice. You and the owner of the other Ally keep their Plot Points currently on the character and put them on the new character!
11	GAMBLE	Draw a Resource Card *or* roll again!
12	BUY WHAT YOU CAN AFFORD	One Plot Point costs 2 Resource Cards – you may buy as many as you can afford. This event is *not* mandatory.
13	FRIENDS ARE IMPORTANT	Gain 1 Plot Point and draw another Resource Card
14	RESOURCEFUL TEAM	Discard as many Resource Cards from your hand as you wish – and draw the same number from the deck
15	YOU WRITE THE STORIES!	Take a story card belonging to your team from the Story Track. If no card of your team is available, discard one card of your choice and replace it with a new card from the Story Deck.
16	SURPRISE, SURPRISE!	Exchange the Trouble Ratings and Cards for two disctricts of your choice. Ignore the District symbol on the cards and exchange them directly.
17	I'M THE SUPERIOR MASTERMIND!	Your Supervillain becomes the Archnemesis for the remainder of the Game Turn. Take the Archnemesis Token as a reminder. If you are currently the Archnemesis, you may draw one Villain card.
18	TRUE FRIENDS!	Send a hero currently in Recovery (not wounded) to a support space of your choice
19	EFFICIENT TEAMWORK	You can immediately take another action for free without counting against the phase round limit
20	ALL SUPER HEROES – TOGETHER WE STAND!	Choose a Hero of your Team or any other Team who is not wounded and currently in Recovery. You can send him immediately to a district of your choice as your ready super Hero for the remainder of this Game Turn. At the end of the turn, he returns to his original team.