

GI JOE

MISSION CRITICAL

SCENARIO #01 VEHICLE BLITZ



Cobra forces are attacking The Pit! Thankfully, the Pit is a well-oiled machine constantly re-arming and refueling the Joe's fleet of vehicles. Show Major Bludd and all the Cobra foot soldiers what you're made of! Let's ride!

Vehicle Blitz uses the same setup and rules as the core game but includes a few rules tweaks listed below.



HOW TO LOSE

This scenario has an additional loss condition: If The Pit ever has 5 or more foot soldiers on it, the Heroes lose.

ATTACKING THE PIT

Whenever a location becomes panicked, immediately put 1 additional foot soldier of the same type onto The Pit. If this occurs during the Deployment phase, continue Deployment as normal. If this occurs when a Lieutenant/Nemesis/Boss appears, the foot soldier added is the same type as the foot soldier drawn with the Lieutenant/Nemesis/Boss.

Players may start a battle at The Pit. They may also Power Up at The Pit even if enemies are at this location.

PEDAL TO THE METAL!

At the start of a battle, flip over the top card of the Vehicle deck and place it above the power board. At any point in the battle, you may use this Vehicle for no cost. When the Vehicle is used, discard it. If it is not used by the end of the Battle, place it facedown on top of the Vehicle deck.



Players may still pay costs to use Vehicles from the power board as normal.



HARD MODE

Use this mode if you'd like to try a more difficult challenge. You may not Power Up at The Pit if enemies are at this location.