

# NUMBERS LEAGUE

## DOOMSDAY DEVICE



### RULES

AT THE START OF A GAME PICK ONE DOOMSDAY DEVICE CARD. PLACE IT ON THE VILLAIN IN THE ROGUES GALLEY WITH THE HIGHEST NUMERICAL VALUE.

PLAYERS CAN CAPTURE JUST THE VILLAIN WITH THE DOOMSDAY DEVICE BY MATCHING ITS WEAKNESS OR THEY CAN CAPTURE THEM BOTH BY MATCHING THE VILLAIN'S MODIFIED WEAKNESS.

IF JUST THE VILLAIN IS CAPTURED THE DOOMSDAY DEVICE ALWAYS MOVES TO THE REMAINING VILLAIN WITH THE LOWEST NUMERICAL WEAKNESS.

### PLUS OR MINUS

IF A VILLAIN'S WEAKNESS IS POSITIVE THAN YOU ADD THE VALUE OF THE DOOMSDAY DEVICE. IF A VILLAIN'S WEAKNESS IS NEGATIVE THAN YOU SUBTRACT THE VALUE OF THE DOOMSDAY DEVICE.

### DISARMED

IF ALL THE VILLAINS ARE CAPTURED AND THE DOOMSDAY DEVICE HAS NO PLACE TO GO THE GAME IS OVER AND NO PLAYER GETS TO CLAIM THE DOOMSDAY DEVICE FOR THEIR VICTORY FILE.

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