GIANT ANIMATRONIC DEMON-HAND

2 – 4 PLAYERS

You know the big robot hand that was in the parade? Some gonk tried to hijack it with a daemon, but he fucked up! It went haywire, stomped him and the rest of the crowd into big ol' bloody fingerprints on the street.

So, who's up for taking this hand into our own matters? Voluntary hand-slaughter ain't illegal in Night City!

THE TEAMS

Each player gets **90 €$** to spend on their team.

THE SETUP

Shuffle all 10 Objective markers face-down.

THE EYE: Stack 6 of the markers face-down at the center of any board-quarter. This stack is the Eye.

THE FINGERS: The remaining 4 markers are the Fingers. Place each Finger face-down ***RED*** away from the Eye, and roughly ***RED*** away from each other.

Each player rolls a *GREEN* die, re-roll ties. The highest roller is the Thorn. Starting with the Thorn, each player deploys their entire team anywhere on the board further than ***GREEN*** from the Eye, and at least ***YELLOW*** away from any rival models.

The Thorn takes control first.

THE COOLS

When a Finger or Eye is Hacked, it is wounded instead.

After the Eye Shuts, any player may spend 1 Luck token to prevent any 1 Finger from healing (keep the Finger face-up).

ACTIVATE THE HAND

*** DO NOT ACTIVATE THE HAND IF THE EYE IS OPEN ***

After each player's turn ends or they Inspire their Team: Activate the Hand and determine its target. Use the Eye as its base when measuring its Path of Attack, ignore the Fingers.

*** IT CAN ONLY SEE MODELS FURTHER THAN *RED* AWAY ***

If no models are visible to the Hand: It moves to the center of the next (clockwise) board-quarter. **Resolve SLAP.**

If any models are visible to the Hand: It targets the nearest one and moves in a straight line fully ***GREEN*** toward it, stop if it comes within ***RED*** of the target model. **Resolve SLAP.**

To move the Hand: First move the Eye, then place each Finger ***RED*** away from it, and at least ***RED*** away from each other.

SLAP [Deadly Crits]: Each model within ***YELLOW*** of the Eye must separately oppose this attack roll.

SKILLS: The Hand only ever rolls a ***BLACK*** die. It has **Tech +3**. The Fingers and Eye are targetable obstacles. They cannot be Pushed, Dragged, or moved. They cannot be in a Brawl.

WOUNDS: When a face-down Finger is wounded, flip it face-up. That finger ignores further wounds until Shut is resolved.

*** WHEN ALL 4 FINGERS ARE WOUNDED, OPEN THE EYE ***

Flip the top marker on the Eye to show that it is Open.

THE EYE IS OPEN

*** THE EYE CAN ONLY BE TARGETED WHILE IT IS OPEN ***

When the Eye takes a wound, the attacker takes the top Eye marker, then flips the next one to face-up. When the last Eye marker is taken, the Hand is Taken-Out!

EYE [RE]ACTIONS: When the Eye is wounded, **Resolve Shut**.

SHUT: Each model within ***RED*** of the Eye may roll to oppose this. If the Eye succeeds, flip the Fingers and the top Eye marker face-down. The Eye is now Shut.

THE WIN

The scenario ends if any team, or the Hand, is Taken-Out. Each surviving player totals the values on their markers. The player with the highest total wins. On a tie, the Thorn wins.

If no players have any markers, the Hand wins.

CAMPAIGN FALLOUT: The winner of this scenario Promotes any surviving Character on their own team.