

Cops & Robots



Frank Skelton puts his ear to the ground and hears the tell-tale stamp of criminal behaviour. Following a lead to a so-called "robot factory", his elite team find that the heavies waiting to be arrested are rather heavier than expected!

The story so far...

DI Skelton, DS Lenny Kennedy and a team of hardened constables are searching for criminal middle man Norton Folgate, rumoured to have got his hands on some dangerous new weapons. Local snout Tony Tuttle has pointed the Beat to a pair of warehouses in a less than salubrious part of the East End. With cordons in place, Skelton goes in to get his man.

Casts

Heroes: The Beat - 136 ratings

DI Frank Skelton (Guest Star, 50 ratings) has taken DS Lenny Kennedy (Guest Co-Star, 27 ratings), four Special Branch Police Constables, one of whom is a Dog Handler with two Police Dogs (61 ratings).

Villains: The Argonauts - 137 ratings

The ambitious Norton Folgate (Also Starring ... Administrator, 23 ratings) and one Technician (4 ratings) control two terrifying Argonauts (80 ratings) and three Robo-Minions (18 ratings). They are assisted by two Security Guards (with pistols, 12 ratings) to mop up any last resistance.

Location

The 2' x 2' square playing area represents a street in the East End, with warehouses on each side and a raised railway line at one end. The heroic models can exit the table by the central bridge arch, over the bridge itself or any of the three remaining streets. The villains can only exit under the central bridge arch.

Setup

The Heroic player should place all his models on the board edge underneath the bridge arch. The villainous models are all inside the two warehouse buildings, so are not deployed at the start of the game. The villainous player should note which of his models is inside each building.

And... Action!

Roll for initiative in each turn as normal. At the start of any of the villainous players activation phase, he can place any of his models currently inside any building within 1" of any of that building's doors. That model uses one of the villainous players activation tokens, and one of that models actions.

Special Rules

The element of surprise

If any heroic model enters either building, remove the roof from play. Roll 1D6 for each villainous model noted to be in the building; on a 1-3 that model is placed in the building by the heroic player, no closer than 4" to any heroic model. On the roll of 4-6 that model is placed by the villainous player.

Breaking and entering

It requires an action for all Heroic models to open the modelled doors in this episode.

Kill Switch

Folgate carries the Kill Switch box, which can instantly deactivate the Argonauts at the press of one very large red button. The heroes must either capture him or kill him and push the switch themselves.

End Credits

The game will end when one of the following conditions takes place; check in each end phase:

- Either side has no models remaining in play, or has fled the table
- A heroic model spends a special action (when in base contact with Folgate) using the Kill Switch to switch the Argonauts off).

Victory Points

Victory Condition	Description	VP award
Either Side Shaken	Heroes lose 4 models or villains lose 4	Other side gains +1VP
Either Side Wiped Out	Heroes lose 6 models or villains lose 6	Other side gains +2VP
Folgate Captured	Norton Folgate captured but alive	Heroic +2VP
Skelton or Kennedy Killed	Frank Skelton and/or Lenny Kennedy reduced to 0 Hits	Villain +1VP (for each model)
Folgate off the table	Norton Folgate exits the table under the bridge	Villain +3VP