

Hero

Defender Cat

Attack: 1x Red dice – determined 1x red and 1x white

Stats: Move 3 Health 10

Special Ability: After dice are rolled, absorb the attack made on another hero in line of sight. This damage is also halved (rounded down)

Starting Weapon – Boomerang Shield 1x White Dice range 3

Boss

Defender Cat

Attack: 2x red

Stats: Move - Health 12

Special Power:

Defender Cat always goes first during enemy phase.

Pounce leap to the hero with the catnipinja star token, while engaged with Defender cat, that hero can not move. Line of sight does not matter. If Defender Cat attacks the same hero more than twice, he loses interest and can only take 1 full action.

Meanie Cat

Attack: 2 x white

Stats: Move 4 - Health 4

Special Power:

Meanie Cat can not be damaged till Defender Cat is K'od

Meanie Cat's action order:

Move: Meanie Cat will move to put the hero with most health and who's not currently engaged with Defender cat, in line of sight.

Attack: Throws catnipinja stars at a hero with the most health, who's in line of sight and not currently engaged with Defender cat. Give that hero the catnipinja star token, regardless of damage.

Cat-nipping shenanigans

Prologue

It is a lovely sunny day, in Hooderzfield, and you are taking a delightful stroll through Boomont Park when you hear some whimpering in the distance. As you wander over to investigate, you see Kevin and Annabelle, sitting on some toadstools, sobbing to themselves:

"Please help us!", they say.

Annabelle begins to explain "We were playing Hide and Peep in the park with Healer Cat, and her brother Defender Cat, when..."

"...when two nasty Ratfolk" Kevin interjects " ...when two nasty Ratfolk peeped out behind Healer Cat and Defender Cat and scooped them up in nasty brown sacks, which had 'Meanie Cat-Nip Inc' written on them."

"They then took off towards Hooderz Dungeon" Annabelle continues, "We are so scared for our friends, please, can you help them?"

You agree to help, as interrupting a great game such as Hide and Peep is enough grounds to be annoyed, let alone to add catnapping on top.

Setup

Take tiles 4, K, O, E and one random letter tile.

Deal out four stacks, with the 15 remaining number cards, into three piles of 4 and one pile of 3. Adding the random letter card to the pile with 3 in. Afterwards, shuffle each deck, placing E at the bottom, then O, Then K and finally 4 on top.

Place heroes on the start card and you're ready to begin:

When Card 4 is revealed, read the following aloud to all players:

As you continue on down the corridor, something glinting in the torch light catches your eye. Lying in the corner is an unusual brown key with a label on it. It reads:

"DO NOT LOOSE this key, you nincompoops, this is the last spare key to the prison, until I can get to Quirklees Locksmiths to have some more cut! - Meanie Cat"

The heroes now have the key to the prison.

When Card K is revealed, read the following aloud to all players:

You turn the corner and come across the barred entrance of the prison. You use the key to open the gate, noticing the key felt funny when you turned it.

Inside the cell, where two characters are chained to the walls, you recognise one to be Bodyguard Cat; the other is a plumpish Gnome, with a bald head and short beard.

He doesn't realise you are there, he's too busy staring admiringly at Bodyguard Cat.

"Are you ok?" You ask, "what are you doing in here?"

"Huh?", replied the gnome, snapping out of his hypnotic gaze. "Oh yes...I'm fine. I am Noosh, and I love cats. The people of Hooderzfield thought I was the cat-napper because I'm always staring at cat's. So they put me in here...but I wouldn't hurt a fly, let alone a fuzzy, wuzzy, cwuddly cat."

"As magnificent as he is..." Noosh continues "...Meanie Cat brought two other glorious cats into the prison and mentioned that he was going to make them bad by using the turning potion that he gets from the Oogley-googely pool!...now that I think about it...maybe he's the cat-napper!" He drifts off in thought, as begins imagining more cats.

You unlock the chains on Bodyguard Cat. However, as you do, the key snaps, you knew there wasn't something fishy about it.

With his eyes beginning to well up, Noosh says "Please, don't take the last kitty catty away from me!", as you head for the door.

"Don't worry you say, we'll be back. We know where there's another key"

You head off to find the Oogley-googely pool.