

A BAJILLION WAYS TO MURDER FLESH-STICK

The great tragedy of revenge isn't that its an ultimately hollow aspiration that curses your soul if you succeed in your obsession. No, the great tragedy is that you can only do it once! But thanks to a hacked New-U...

CAMPAIGN RULES

In this mini-campaign, you play a series of scenarios linked together. You can find more about campaigns in the core rulebook on page 4-5 and 28-29.

In this booklet you will find three scenarios. You'll play all three of these scenarios in order using the same arena tile layout in each scenario. The terrain (such as New-U stations, chests, and vending machines) may move, but the tiles are the same.

The best way to test yourself against this mini-campaign is to pick a group of four fresh Vault Hunters and start from scratch. However, you are welcome to take a group of Vault Hunters that are leveled up and geared from a previous campaign. If you do, simply use your leveled up announcement deck to add difficulty. By default, these scenarios were designed to challenge a group of brand new Vault Hunters.

Choose your Vault Hunters, grab your gear, and let's kill Flesh-Stick a whole buncha times!

RULES

This campaign uses elements from the core box and the Box of Badasses expansion.



SCENARIO 1: CALIBRATE HIS PAIN, COME ON!

I've been told by RND that it's important to set a proper baseline! So we're gonna be killing some guy named Flesh-Stick in a buncha ways! Don't worry, he really deserves it and a tiny friend traded me some rockets to let her watch. So break open some barrels, load up on ammo, and let's see if we can make him scream a new Torque anthem!

Announcement Cards: 5

Starting Cash: \$1000

Setup

Shuffle the elemental barrels face-down (except the Key barrel) and set up the board in the manner shown. The face-down barrels are randomly placed. Take the remaining barrels (except the Key barrel) and place them faceup next to the arena, these are called the "side-pool".

Special Rules

At the end of the Vault Hunter's turn, place a barrel of your choice from the side-pool in any hex that began the game with a barrel that doesn't have one.

Whenever Flesh-Stick dies with one or more elemental tokens on him, set those elemental tokens next to the Announcement Queue to form a "score pile". If there are duplicates in this pile, remove them (leaving one of that token).

After resolving the Announcement card during the Enemy turn, if no additional enemies are spawned and Flesh-Stick is not in play, roll the d4 and spawn Flesh-Stick from the rolled zone.

Spawning

When an announcement prompts you to spawn, roll 1d4 to see what will spawn and which spawning zone will spawn. If Flesh-Stick is not in play, spawn him from the rolled hex first, then spawn the noted enemies.

SPAWN TABLE

- **FUMBLE:** Spawn two Psychos from zone 1.
- **2:** Spawn four Shotgun Tinks zone 2.
- **3:** Spawn four Marauders from zone 3.
- **CRIT:** Spawn four Psychos from zone 4.



SLAUGHTERLIGHT



When the Slaughterlight is active, whenever a Vault Hunter suffers a wound, they must move one zone towards Flesh-Stick if able.

While the Slaughterlight is active, roll 1d4 to see what spawns and where:

- **FUMBLE:** Spawn five Psychos from zone 4.
- **2:** Spawn five Marauders from zone 2.
- **3:** Spawn four Shotgun tinks from zone 3.
- **CRIT:** Spawn five Psychos from zone 1.

Victory

Whenever Flesh-Stick dies, the Vault Hunters may choose to immediately win. If they do, their reward is based on the number of different elemental tokens placed in the score pile.

After The Scenario

If the Vault Hunters **WON**, they gain a Level. Then, the VHS draw a card for each different elemental token (deck determined below). Assign each VH a single card from those drawn, then discard any remaining.

Corrosive: Guns deck

Cryo: Ammo Dump deck

Burning: Guns deck

Radiation: Zed's Meds deck

Shock: Ammo Dump deck

Slag: Zed's Meds deck

Next, if the Vault Hunters have all 6 elemental tokens, they may draw a card from the Torque Legendary deck and give it to a VH. This card is in addition to the cards drawn and assigned above.

Well, we didn't learn much new, but we confirmed what we already hypothesized... Flesh-Stick does not like being murdered! So that's the control group... lets see if our findings hold up to repeat testing!



Flesh-Stick x1



Psychos x6



Marauders x4



Shotgun Tinks x3



New-U Stations x2



Barrels x4



Loot Chests x2



Ammo Vending Machine x1



Meds Vending Machine x1

SCENARIO 2: ARE WE MAKING THIS WEIRD?

Physical pain is an important part of a good death. We can all agree on that. That's just science. But the truest heights of the art form come from the depths of emotional suffering. But Vault Hunters are real bad at that, so let's just spawn camp him.

Announcement Cards: 4

Starting Cash: \$500

Setup

Setup the board in the manner shown.

Special Rules

Whenever Flesh-Stick dies, place a badass token on his card. For each badass token on Flesh-Stick's card, he gains +1 Move and +1 Strength to all attacks.

Then, every Vault Hunter within **RED** of Flesh-Stick may draw a card from the Zed's Meds deck. If there are two or three Badass tokens on Flesh-Stick's card, the Vault Hunters may draw from the Ammo Dump deck. If there are 4 or more Badass tokens on Flesh-Stick's card, they may draw from the Guns deck.

After resolving the Announcement card during the Enemy turn, if no additional enemies are spawned and Flesh-Stick is not in play, roll the d4 and spawn Flesh-Stick from the rolled zone.

Spawning

When an announcement prompts you to spawn, roll 1d4 to see what will spawn and which spawning zone will spawn. If Flesh-Stick is not in play, spawn him from the rolled hex first, then spawn the noted enemies.

SPAWN TABLE

- **FUMBLE:** Spawn two Psychos from zone 1.
- **2:** Spawn three Marauders zone 2.
- **3:** Spawn five Marauders from zone 2.
- **CRIT:** Spawn one Badass Psychos from zone 1, then a Psycho from every zone.



SLAUGHTERLIGHT

When the Slaughterlight is activated, All Badass enemies heal 2.

While the Slaughterlight is active, roll 1d4 to see what spawns and where:

- **FUMBLE:** Spawn five Psychos from zone 4.
- **2:** Spawn five Marauders from zone 2.
- **3:** Spawn four Shotgun Tinks from zone 3.
- **CRIT:** Spawn five Psychos from zone 1.



Victory

When all of the Badass enemies are killed, the Vault Hunters win.

After The Scenario

If the Vault Hunters **WON**, they gain a Level. If Flesh Stick had 3 or more Badass tokens, then each Vault Hunter gains an extra **YELLOW** Action token during the next scenario. If he had 5 or more Badass tokens, they gain a **GREEN** action instead.

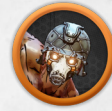
In addition, Flesh-Stick's Badass tokens remain from this scenario into the next (An Embarrassment of Flesh-Sticks).

It looks like even Flesh-Stick can learn new tricks, or maybe all those badasses rubbed off on him. Either way, he's died so many more times, and I gotta admit... it's not getting boring. I think we mighta found the most killable man in all human history. It's kinda majestic if you think about it.





Flesh-Stick x1



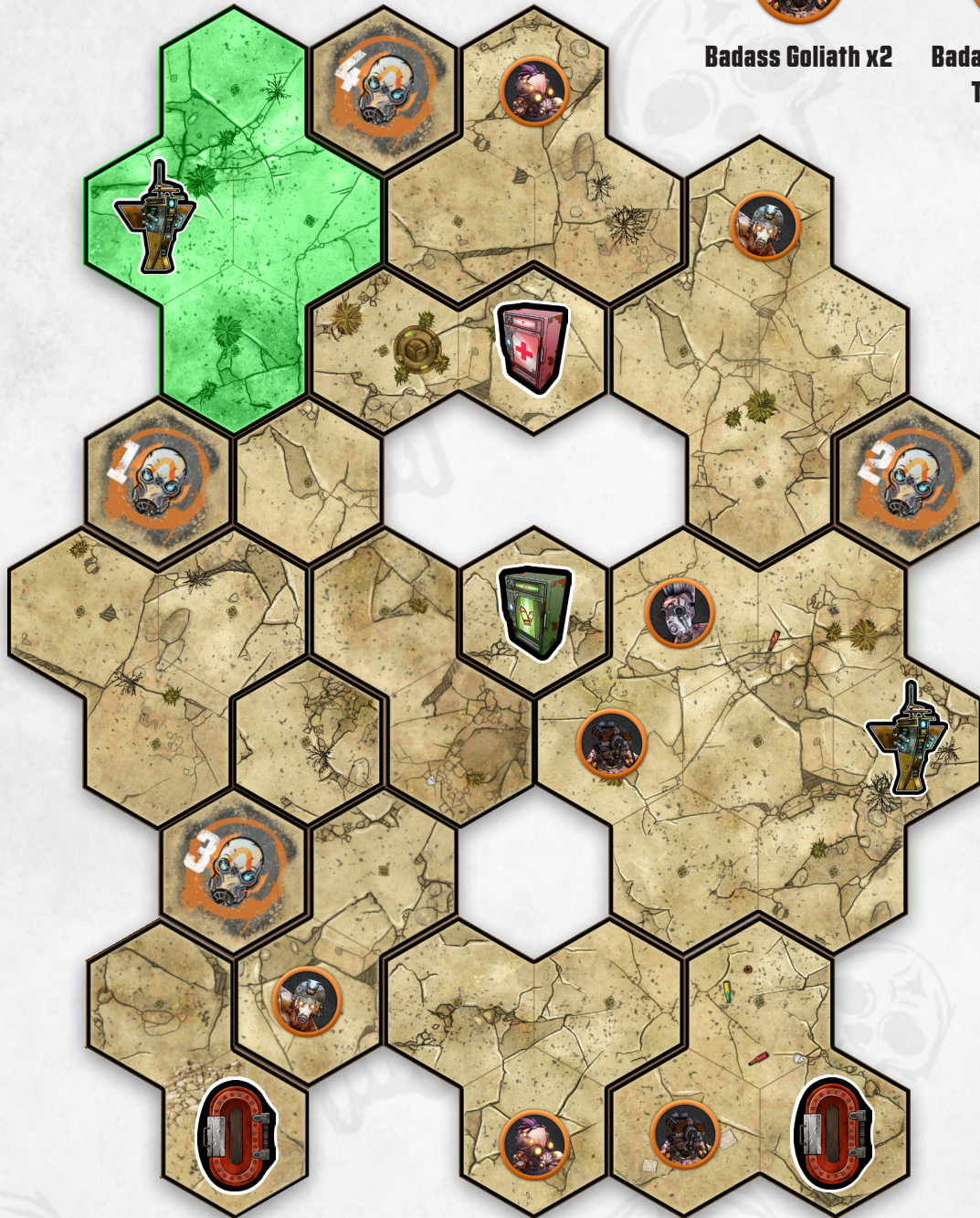
Badass Psychos x2



Badass Goliath x2



Badass Shotgun
Tinks x2



New-U Stations x2



Loot Chests x2



Badass Tokens x10



Ammo Vending
Machine x1



Meds Vending
Machine x1

SCENARIO 3: AN EMBARRASMENT OF FLESH-STICKS

Look, I'm not pointing fingers but it looks like our little experiment went too far. There's a hiccup in the hack, can't say why, but Flesh-Stick is uh... undergoing "extreme onset cell division". Not sure exactly what it means, but the eggheads say it's real gross and the end result is more bandits!

Announcement Cards: 4

Starting Cash: \$500

Setup

Setup the board in the manner shown. Place a number of Badass tokens on Flesh-Stick equal to the number he had at the end of Scenario 2. If Flesh-Stick has less than two Badass tokens, give him 2 instead.

Special Rules

For each badass token on Flesh-Stick's card, he gains +1 Move and +1 Strength to all attacks.

Whenever Flesh-Stick dies, remove a badass token on his card, then spawn a number of Psychos in Flesh-Stick's hex equal to the number of Badass tokens remaining on Flesh-Stick's card.

After resolving the Announcement card during the Enemy turn, if no additional enemies are spawned and Flesh-Stick is not in play, roll the d4 and spawn Flesh-Stick from the rolled zone.

Spawning

When an announcement prompts you to spawn, roll 1d4 to see what will spawn and which spawning zone will spawn. If Flesh-Stick is not in play, spawn him from the rolled hex first, then spawn the noted enemies.

SPAWN TABLE

- **FUMBLE:** Spawn one Badass Goliath from zone 1.
- **2:** Spawn three Badass Marauders from zone 3.
- **3:** Spawn three Badass Marauders from zone 4.
- **CRIT:** Spawn one Badass Goliath from zone 2.



SLAUGHTERLIGHT

When the Slaughterlight is activated, All Badass enemies heal 2.

While the Slaughterlight is active, roll 1d4 to see what spawns and where:

- **FUMBLE:** Spawn five Psychos from zone 4.
- **2:** Spawn five Marauders from zone 2.
- **3:** Spawn four Shotgun Tinks from zone 3.
- **CRIT:** Spawn five Psychos from zone 1.



Victory

When Flesh-Stick loses his last Badass token, the Vault Hunter win!

After The Scenario

If the Vault Hunters WON, they gain a Level.

Then, draw three cards from the Torgue Legendary deck and choose one to keep!

Well, it looks like that's all of... them? Look I don't mean to pat myself on the back here, but I'm sure glad I got you guys fixing that right away. It coulda gotten messy. I don't like to throw around words like "hero" and "savior of the entire galaxy" but today, I think I earned it.

Oh yeah, and uh... thanks for your help too I guess!





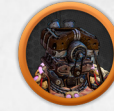
Flesh-Stick x1



Suicide Psychos x4



Badass
Marauders x8



Badass Goliath x2



New-U Stations x2



Loot Chests x2



Badass Tokens x5



Ammo Vending
Machine x1



Meds Vending
Machine x1