

# REVENGE

## FINAL WEEKS

### DESCRIPTION

The Self-Righteous Man has finally mastered his shape-changing abilities and can now change between his human and wolf shapes as easily as drawing breath. The primal side of his soul yearns to be unleashed onto the world in order to slaughter and feed, and the human side of him knows just the place to do so.

Between his time in the Guild Gaol and the long hours of studying alongside the Arcanists, the Self-Righteous Man has come to realize that his arrest when he first arrived in Malifaux wasn't a coincidence. He had been set up by one of his manufacturing "allies" who wished to see him executed by the Guild... no doubt so that his former ally could swoop in and take control of the man's factories back on Earth.

He wasn't entirely certain exactly which one of his erstwhile allies had betrayed him, but it had been at least one of them. Rather than take his chances, the Self-Righteous Man plans to kill them all and let the blood of the innocent mingle with the blood of the guilty.

To do that, however, he's going to need help luring the manufacturers out of their factories and into the open...

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### SET UP

Place a Factory (6" x 6" Ht 5 square piece of terrain with the Impassable and Blocking traits) in each corner of the board. Starting with the first player, each player takes turns placing a 30mm Manufacturer Marker in base contact with one of the Factory terrain pieces. Continue placing Manufacturer Markers in this way until there is one Manufacturer Marker in base contact with each Factory terrain piece. Then place a 30mm Ht 2 Impassable Wolf Beast Marker in the center of the board. Players select Schemes as normal.

### DEPLOYMENT

Each player deploys within 9" of a chosen Table Edge, but not within 3" of any Factory terrain. The opponent deploys within 9" of the opposite Table Edge, but not within 3" of any Factory terrain.

### SPECIAL

Any model in base contact with a Manufacturer Marker may take a (1) Interact Action to push it up to 4" in any direction.

If a Manufacturer Marker ends a push or is placed within 3" of the Wolf Beast Marker, at the end of the current Activation, place the Wolf Beast Marker in base contact with the Manufacturer Marker, then every model within p2 of the Wolf Beast Marker suffers 3 damage and the Manufacturer Marker is removed from the game.

### VICTORY

At the end of every turn after the first, a Crew earns 1 VP if it took an Action that resulted in a Manufacturer Marker being removed from the game.

### SHIFTING LOYALTIES

If this scenario is being played as part of a Shifting Loyalties Campaign, a Crew earns 3 Scrip each time it took an Action that resulted in a Manufacturer Marker being removed from the game. Whenever an model is killed by the damage from the Wolf Beast Marker, the opposing Crew gains 3 Scrip.



# DIVERGENT PATHS

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The self-righteous man will undergo the following changes, depending upon which Faction wins this scenario:

- **Guild:** With the deaths of the manufacturers, the Self-Righteous Man draws upon his newfound legal capabilities to file paperwork allowing him to seize control of their assets. He turns the factories toward the production of better weapons in greater quantities, which the Guild snaps up with great haste, making the Self-Righteous Man quite wealthy. Unwilling to give too much power to those who might betray him, the Self-Righteous Man keeps the best of these weapons for himself, only loaning them out to those who accompany him on his weekly “hunting trips” through the slums.
- **Resurrectionists:** Though the Self-Righteous Man has always felt disdain for the Resurrectionists, he finds that they are the only ones willing to help him achieve his revenge. He had agreed to give the corpses of his former allies over to the Resurrectionists as payment for their help, but by the time he has finished mauling the manufacturers, there is little left to animate. Embarrassed by not being able to hold up his end of the bargain, he discusses the situation with the Resurrectionists and eventually agrees to give them access to the warehouses of one of the slain manufacturers and the pneumatic replacement limbs stored within. The Resurrectionists are quite pleased at the new offer, and as they leave, they inform the man that they’re quite willing to help him again, provided he can continue to pay them in pneumatic parts they can use to repair their zombies. Weeks later, when the urge to hunt and kill becomes too hard to resist, the Self-Righteous Man calls upon his new associates, borrowing some of their newly enhanced undead in order to watch his back and help him flush out his quarry.
- **Arcanists:** The Arcanists who come to the Self-Righteous Man’s aid are members of the Order of the Chimera. In the process of capturing the manufacturers, one of their wild beasts “accidentally” escapes their control and barrels toward the Self-Righteous Man, forcing him to shift back to his human form and draw upon the Chimerancy magic he recently learned to stop it. Afterwards, the Order approaches the man and offers him a place among their order, where he can freely surrender to the wolf-beast within him whenever he wishes. Though somewhat suspicious about their motives, the Self-Righteous Man agrees to their offer and is inducted into their number.
- **Neverborn:** The mercenaries that the Self-Righteous Man hires are ensorcelled by the Swamp Witch. As he prepares to murder the last of the manufacturers, one of the bewitched mercenaries speaks up, demanding that he spare the man’s life, as he plays an important role in her future plans. Torn between revenge and drawing the ire of a powerful spellcaster, the man backs down, allowing his would-be victim to survive. In exchange for his cooperation, Zoraida tells the Self-Righteous Man how he will die, shocking him... but also giving him the chance to change his fate.



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- **Outcasts:** The mercenaries that the Self-Righteous Man hired to help him find the manufacturers are both efficient and jaded, and they don't even flinch as they watch him turn into a wolf-beast and violently maul the frightened businessmen. Once the last of his former allies has been dealt with, the Self-Righteous Man returns to his human form and pays the mercenaries the rest of their fees. One of them, a blonde sniper wearing goggles and a long, red trench coat, lingers behind after the others have left and casually mentions that, if the man planned on murdering more people, it would be cheaper for him to just hire a mercenary on retainer. The Self-Righteous Man is amused by the offer, and after a bit of haggling, he agrees to hire Hans on as his personal troubleshooter... both figuratively and literally.
- **Gremlins:** The Gremlins come to the Self-Righteous Man's aid with a herd of vicious pigs. The pork handlers herd the grumpy beasts into the factories of the man's former allies, driving them out into the streets where he can enact his revenge. Unfortunately, the pigs don't stop there, and the man is forced to wrestle a particularly large and surly pig to the ground in order to prove his dominance and stop the herd from stampeding entirely out of control. Once he's bested the alpha pig, the others seem to fall into line, as if accepting the wolf-beast as the leader of their herd. All it takes is a gesture from the Self-Righteous Man's hand to send the pigs shuffling off back toward their handlers.
- **Ten Thunders:** The Self-Righteous Man tears the manufacturers into pieces, but a few days later, he's visited by the Ten Thunders, who explain that the killed businessmen were on their payroll and that, but murdering them, the Self-Righteous Man had harmed their organization. Rather than allow himself to be bullied, the man transforms into his wolf form and lunges at the Ten Thunder agents... only to find himself stopping suddenly as one of the men holds up a lock of the man's wife's hair, who he had thought was safe on Earth. Using the safety of his wife as leverage, the Ten Thunders are able to extort the man into working with them. With no way to strike back at the Ten Thunders, the man instead takes his growing fury out on those unfortunate enough to find themselves beneath his claws and teeth.