

DANGER PATROL

POCKET

1. CHOOSE A STYLE

ALIEN	MYSTIC
ATOMIC	PSYCHIC
GHOST	ROBOT
INTREPID	2-FISTED

3. ASSIGN STYLE ABILITIES

On your **Style** card, assign 5 levels to these four abilities:

DARING	POWER	MAX: 2
HEART	WEIRD	MIN: 0

5. BONUS DICE

Your **Style** and **Role** each get two **bonus dice** (d8s). Write a cool super power, item, weapon, vehicle, etc. to represent these bonus dice.

HOW TO SAVE THE DAY

Choose one of the threats on the board and say what your hero does to stop it. Pick two abilities that match the move your hero is doing; one from your **Style** and one from your **Role**. **Grab ability dice** (d10) equal to the **total ability levels** (0-4). Then tell the other players what's dangerous about your move and **grab 1 or 2 danger dice** (d6). Is there more danger? Each player can tell you another dangerous thing and **give you an additional danger die** (up to a total of 5 danger dice). Now roll all your dice to see how it turns out! (see DICE RESULTS)

HELPING

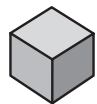
You can help another hero by giving them one of your bonus dice.

DICE RESULTS

1-3: DANGER
4+: HIT



ABILITY DICE



DANGER DICE



THREAT DICE



BONUS DICE
1-3: NOTHING
4+: HIT

EDITION

2. CHOOSE A ROLE

AGENT	EXPLORER
COMMANDO	PILOT
DAREDEVIL	PROFESSOR
DETECTIVE	WARRIOR

4. ASSIGN ROLE ABILITIES

On your **Role** card, assign 5 levels to these four abilities:

ACTION	CUNNING	MAX: 2
BATTLE	SCIENCE	MIN: 0

6. NAME & UNIFORM

Make up a fun, pulpy name or code name for your hero and choose the colors for their two-tone Danger Patrol uniform.

BONUS DICE & THREAT DICE

You can add as many of your bonus dice (d8) as you want to your roll. If you have collected any threat dice (d4), add them to your roll, too.

Bonus and threat dice are expended when used. Bonus dice never count for danger results.

DEFEATING A THREAT

If you do **6 hits at once** to a threat, it's defeated! If you do less than 6 hits, the threat remains. **Leave your hits behind on the threat as bonus dice** (d8s) for the next player to use when they attack that threat.

OUT OF ACTION

If you roll **6 danger** at once, you get taken out!

DANGER PATROL

THREAT-O-MATIC

D6	STYLE	ROLE	STRENGTH / WEAKNESS
1	Inter-Dimensional or Alien	Marauder or Construct	Action or Daring
2	Stygian or Electro	Infiltrator or Terror	Battle or Heart
3	Quantum or Etheric	Time-Bomb or Infection	Cunning or Power
4	Netherworld or Neuro	Monstrosity or Creature	Science or Weird
5	Psionic or Ancient	Armada or Swarm	Roll or pick two
6	Radioactive or Robotic	Soldier or Vortex	None!

THREATS

Starting number of threats = number of heroes + 3. Roll on the **Threat-O-Matic** table to generate the threats or make up your own.

At the end of each round (after all the heroes have acted) roll a d6 for each threat still in play. For each hit (4+) advance the **DANGER METER** by one. If the danger meter reaches 10, the threats win! If the threats win, the next action scene is more desperate. Start with some complications in play.

STRENGTHS AND WEAKNESSES

If a threat has a **weakness** to your attack, you do **+1 hit for each max result** you roll on a die (10 on a d10, 8 on a d8, 6 on a d6, 4 on a d4).

If a threat has a **strength** against your attack, you take **+1 danger for each 1 you roll**. A threat can have a strength and weakness against the same ability.

RECOVERY ACTION

A hero can take a recovery instead of attacking a threat. Clear the threat dice off one hero and recover 2 expended bonus dice. You can still help on the same round you recover.

DANGER RESULTS

- | | |
|---|---|
| 1 | Player takes 1 threat die |
| 2 | Player takes 2 threat dice |
| 3 | Add a new COMPLICATION |
| 4 | Player takes 3 threat dice |
| 5 | Player takes 2 threat dice + add a new COMPLICATION |
| 6 | Hero is taken out! |

COMPLICATIONS

A complication (raging fire, gravity-flux field, electrical storm, etc.) makes things more dangerous. When you add a complication, put **2 threat dice** on its card. Whenever that complication makes a hero's move more dangerous, add the threat dice to their roll.

A complication (and its dice) sticks around until it takes 3 hits at once.

COUNTDOWNS

A threat can have a countdown timer from 1 to 3. At the end of each round, tick down the timer. When it reaches 0, the threat achieves its goal and advances the danger meter by 3.