

MISSION

WILD ONE

THE PLAYER WITH THE MOST WILD TOKENS STILL HELD AT THE END OF THE GAME GAINS 2 VPS. ON A TIE, ALL TIED PLAYERS GAIN 1 VPS.

MISSION

KILL 'EM ALL

PLAYERS NOMINATE ONE GANG AND GO THROUGH THEIR SCORED VENGEANCE CARDS. ALL PLAYERS GAIN 1 VP FOR EACH CARD BELONGING TO THAT GANG INCLUDING DUPLICATES.

MISSION

SANITY CHECK

COUNT THE NUMBER OF CRAZY DAMAGE. SEVERE CRAZY COUNTS AS 2 NORMAL CRAZY. THE HERO WITH LEAST CRAZY GAINS 3 VPS. ON A TIE, ALL TIED PLAYERS GAIN 1 VPS.