

RWBY

COMBAT READY

SCENARIO BOOK

A Scenario is one complete game of RWBY: Combat Ready, a single Battle between the Hero players and a Villain. This booklet provides information on the different parts of a Scenario as well as instructions on how to build your own custom Scenarios. Also included are sample Scenarios for you to begin playing immediately!

Important: When creating Scenarios, the number of Objective cards used scales by the number of players. It is recommended to use one Objective in a 2-player game, two Objectives in a 3-player game, and three Objectives in a 4-player game.

HOW TO CREATE A SCENARIO

Each Scenario features an opposing Villain that must be defeated, has a number of Objectives with challenges for the players to overcome, and may also have various Special Rules. These three major parts of a Scenario must be decided upon and set up by the players before the game can begin:

1. The Villain
2. The Objectives
3. Special Rules

Setting up a Scenario in RWBY: Combat Ready is a straightforward process (it can even be done randomly).

First, players decide which Villain they are going to face.

Next, players choose which Objectives they wish to use in the Scenario. Recommended Objectives to help guide you in customizing Scenarios are listed with each Villain in the next section. Alternately, to get started immediately, you can play one of the sample Scenarios found on page 6.

The final item players must decide upon is if they are going to use any Special Rules for the Scenario. Sample Special Rules are listed on page 5. These rules change how the game is played and provide exciting options and challenges for the players!



VILLAINS

The Villains in RWBY: Combat Ready are major antagonists found in the world of Remnant, whose devious plans must be stopped by the players! RWBY: Combat Ready includes three Villains: Roman Torchwick, Adam Taurus, and Cinder Fall. In general, Roman Torchwick is the easiest Villain to face, and Cinder Fall is the most difficult. When setting up a Scenario, the first decision that must be made is which Villain the Heroes will be facing.

ROMAN TORCHWICK

A notorious criminal, affiliate of the White Fang, and a member of Cinder's Faction, Roman's ongoing crime spree in Vale and disdain for authority places him at constant odds with our Heroes. With his Henchmen in tow, and a surprising amount of resources backing his criminal activities, he cannot be allowed to continue his nefarious schemes!



STARTING AURA: 65

VICTORY XP: 5



RECOMMENDED OBJECTIVES

- **Easy:** Roman's Henchmen, Armory, Dust Heist, Sabotage
- **Medium:** Junior's Elite, Gunship Support, Snipers
- **Hard:** The Return of Dr. Merlot, Worth Every Cent

ADAM TAURUS

The High Leader of the White Fang, a Faunus terrorist organization which aims to collapse the three pillars of society: government, military, and the schools that train Huntsmen. Adam's ruthless ambition to instigate war against humanity, with the goal to enslave them in the service of the Fauna, poses an immeasurable threat for life in Remnant. Incredibly powerful and ambitious, Adam and the White Fang must not be underestimated!



STARTING AURA: 80

VICTORY XP: 7



RECOMMENDED OBJECTIVES

- **Easy:** Armory, Find Zwei, Sabotage
- **Medium:** Faunus Resolve, White Fang Uprising, Snipers
- **Hard:** Death Stalker, Bandit Camps

CINDER FALL

The mysterious leader of a group of anarchists seeking to cause chaos in the world of Remnant, Cinder Fall is a force to be reckoned with! Cinder has a strong command over Dust, often wielding and manipulating it in battle, as well as skill in unarmed combat, swordplay, and archery – making her a tremendous threat in both close quarters as well as from afar! The extent of the resources available to this maiden are unknown, and she should be treated as a critical threat to our Heroes!



STARTING AURA: 75

VICTORY XP: 10



RECOMMENDED OBJECTIVES

- **Easy:** Find Zwei, Force Field, Sabotage
- **Medium:** Grimm Onslaught, Gunship Support, Snipers
- **Hard:** Grimm Portal, Mind Games, Bandit Camps



OBJECTIVES

After choosing the Villain of your Scenario, it is time to pick the Objectives! Objectives provide additional challenges for the Scenario. Objectives are represented by cards with a title, picture, details of how they work, and sometimes tokens, a deck of cards, or a status track. In the previous Villains section, there is a list of recommended Objectives that fit well with each Villain. But feel free to be creative when choosing your Objectives!

In many cases, the Objectives tend to escalate and become more threatening as the game progresses. It is important to deal with them quickly (or win the Scenario) before they become insurmountable!

The following is an explanation of what you will find on an Objective card.

TITLE

This is the name of the Objective.

DESCRIPTION

Story text that helps explain what is happening during the Objective. This can be read aloud at the beginning of the Scenario to give players an idea of what they are encountering.

INSTRUCTIONS

This is where additional rules and special instructions for the Objective are located. This section can include tracks to record the status of the Objective.



SETUP

This section explains how to prepare the Objective prior to play, as well as the different game components, such as tokens or cards, used by this Objective.

TYPE

There are three types of Objectives: Minion, Sub-Boss, and Challenge.

DIFFICULTY

Objectives are grouped into three different difficulties: Easy, Medium, or Hard. You can adjust the difficulty of a Scenario by swapping out the same type of Objective with one of a different difficulty level.

EXPERIENCE (XP) AWARDED

This icon tells you how much Experience is awarded when the Objective's victory condition is met. The XP amount listed is awarded to every Hero. This Experience is handled like other Experience they earn: it is recorded on their Scroll Tracker and can be spent to upgrade their cards during Battle.

VICTORY CONDITION

This area tells you how to complete the Objective. Objectives with a "Defeat the Villain" victory condition are completed (and award XP) after the Scenario ends.

All Objectives, their tokens, and additional decks of cards are placed in a neat line, called the "Objective Row", to the side of the game board, making it easy to see and manage all Objectives in one place.

GAIN +3 DAMAGE

+1 SPEED BONUS
DUEL ENDS

HERO CARD

ADDITIONAL SUPPORT CARDS



MINION OBJECTIVES

Some Objectives add Minions to the game. Minions come with their own separate deck. There are 3 Minion decks; the Grimm, Roman's Henchmen, and the White Fang. For example, the Grimm Onslaught Objective comes with a deck of monstrous Grimm creatures, such as Beowolves and Goliaths! Some Villain cards also bring Minions into play, even if none of the Objectives normally associated with that Minion type are part of the current Scenario. In this case, shuffle the appropriate Minion deck and draw from it as needed. There is no limit to the number of Minions that can be in play at a time.

Minion cards come into play face-down, showing the players only limited information about the card: the name of the card along with its Attrition Damage icon and minimum Health icon. Sideline Players can encounter Minions and attack them as an action. They play an attack card against the Minion, then flip the Minion card over. The Speed of the player's attack is compared to the Minion's revealed Speed. If the Minion is faster, it deals the indicated Damage to the player. If the player is faster, the player deals their attack's Damage to the Minion. In the case of a tie, neither attack hits.

Record Damage to a Minion by placing Damage markers on top of the Minion card. The Minion remains face-up and in play until it receives Damage equal to or exceeding its Health, then it is destroyed. Place destroyed Minions into their own discard pile and reshuffle them if their deck runs out of cards. At the end of every Duel in which the Villain was not Bashed, any surviving Minions deal their Attrition Damage to the Active Player. Dealing Attrition Damage does not flip any unrevealed Minion cards.

HEALTH ICON

The number in this icon indicates the amount of Health the Minion has. The number on the back of the card is an "estimate". The Minion has at least that much Health. The number on the front of the card is its actual Health, which will sometimes be higher. Occasionally, you can deal Damage to Minions without directly attacking them (such as through an area or multi-target effect). Indirect Damage does not reveal the Minion card. If an unrevealed Minion card accumulates Damage equal to or greater than its Health estimate, do not destroy it yet. First, flip it over and reveal its actual Health. It may have survived that attack!

DAMAGE ICONS

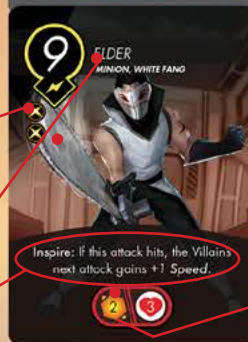
This indicates the amount of Damage that will be dealt to the player if the Minion attacks and hits that player.

TITLE

CARD EFFECTS

This section lists any additional effects associated with the attack. Some of these effects require the attack to hit, while others are activated regardless of whether the attack is successful and even if the Minion is destroyed (indicated by the (!) symbol).

BACK



FRONT

SUB-BOSS OBJECTIVES

Future expansions will add a new type of Objective called a Sub-Boss. These represent a minor Villain from the series that the players will have to fight at the same time as the main Villain! Each Sub-Boss comes with an Objective card that lists their Aura and their own deck of cards that represents their various attacks and actions.

In many ways, a Sub-Boss works like a Minion that attacks every Round. Each Round, the top card from the Sub-Boss deck is placed face-down to the side. This is the attack the Sub-Boss intends to make that Round. The back of their card may give you a hint about the Speed or nature of the attack, much like the Villain's stance. As an action, a Sideline Player may attack the Sub-Boss by playing an attack card and flipping over the Sub-Boss's attack card. The higher Speed wins the combat and hits! After combat, the Sub-Boss's attack is discarded. Note that if the Sub-Boss receives indirect Damage, for example, from an Area Blast or Cleave effect, then this does not reveal or discard their attack. If the player deals Damage to the Sub-Boss, record it on the Aura Track on the Objective card. If the track reaches zero, the Sub-Boss is defeated and removed from the game!

If no Sideline Player engages the Sub-Boss, they attack the Active Player at the end of the Round. Flip over their card and automatically deal the Damage and effects shown to the Active Player. Then, discard the card and draw a new one at the start of the next Round. If their deck runs out, reshuffle it. Sub-Bosses are powerful threats and ought to be attacked every Round by one of the Sideline Players, if possible.

CHALLENGE OBJECTIVES

Some Objectives represent special challenges for the players. Some of these cards use special tokens or have tracks on them to record their status. For example, the Sabotage Objective represents a bomb with a fuse that is ticking! All of the Heroes will take heavy Damage when the bomb goes off, unless they can defuse it in time! Players can use their action cards to try to defuse the bomb. They choose a card to play, then roll a 10-sided die. If the die roll is less than their Speed, they make progress toward defusing the bomb based on their attack's Damage.

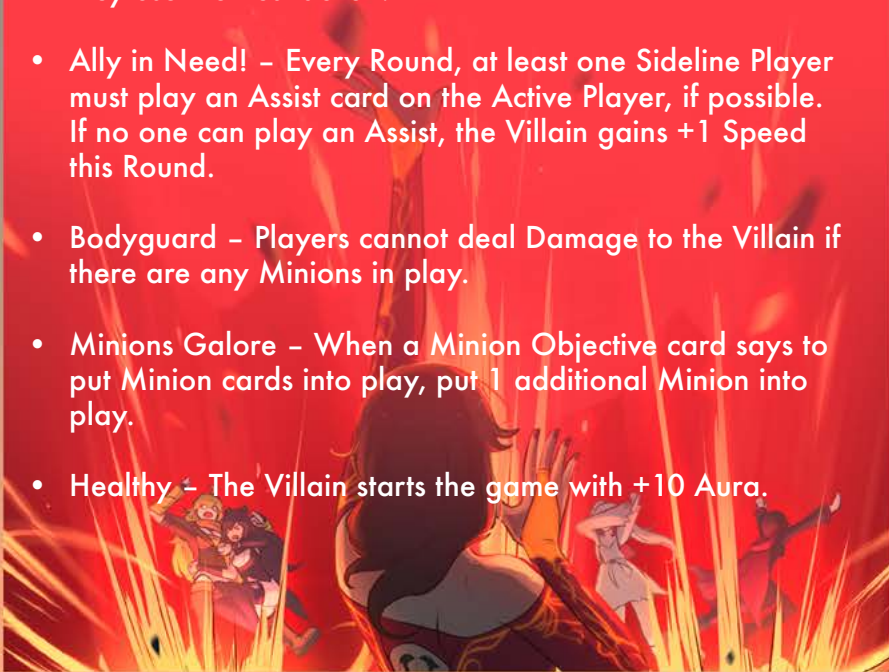
ATTRITION DAMAGE

This icon indicates the Damage dealt to the Active Player if the Minion card is still in play when the current Duel ends and the Active Player did not Bash the Villain. This number can be increased by various bonuses just like regular Damage. It is important for Sideline Players to destroy and remove Minions in order to protect the Active Player from taking a lot of Attrition Damage at the end of the Duel!

SPECIAL RULES

Special Rules are rules that can be added to Scenarios that change the way the game is played. Special Rules can be used to modify the difficulty of a Scenario. Here are just a few examples of Special Rules to try out:

- **No Time for Rest!** – Sideline Players do not heal Aura when they use the Rest action.
- **Ally in Need!** – Every Round, at least one Sideline Player must play an Assist card on the Active Player, if possible. If no one can play an Assist, the Villain gains +1 Speed this Round.
- **Bodyguard** – Players cannot deal Damage to the Villain if there are any Minions in play.
- **Minions Galore** – When a Minion Objective card says to put Minion cards into play, put 1 additional Minion into play.
- **Healthy** – The Villain starts the game with +10 Aura.



WHAT IS AN ENEMY?

An Enemy is the Villain, any Sub-Boss in play, or any Minion card in play. For example, an area Damage attack might deal 1 Damage to all Enemies, so you would deal 1 Damage to all of those!

PLAYING AS THE VILLAIN

It is possible for a human player to play the Villain! The Villain player draws 7 cards at the start of each Duel. The backs of his cards can be seen by the other players – they know how many Aggressive or Subtle stances he has!

The Villain player is not allowed to voluntarily discard any cards. If an effect, such as an Ultimate, forces the Villain to discard the top card of their deck, it does not affect the cards currently in their hand. At the beginning of each Round, the Villain chooses and plays one of his cards, laying it face-down in the correct place on the game board.

If the Villain has drawn any Event cards, he can choose to play them at the beginning of any Round. When he does, he draws a new card to replace them.

FIVE PLAYER CO-OP

An easy way to play RWBY: Combat Ready with 5 players is to have the 5th player play as the Villain. However, if all 5 players want to play as a team of Heroes, give the Villain +10 Aura and add an extra Objective of your choice to the Scenario.

PLAYER DUELS

Players can also battle each other with their cards! Like the regular game, players have a series of Duels against each other. At the start of each Duel, each player draws 6 cards.

Each Round, players choose a card to play, laying it face-down in front of them. After both players have chosen their cards, they simultaneously flip and reveal their cards. Like normal, the faster player “hits,” dealing their Damage and effects to the other player. Whenever text refers to the Villain, apply it to your opponent instead, if applicable.

Each Duel ends after 5 Rounds. Then, both players draw up to 6 cards.

- Players do not collect or spend Experience during a Duel.
- Players cannot take other actions, except for “Draw and Heal 1 Aura.”
- Ignore the Assist effects on your cards.
- Optionally, you may use the player Fury track, allowing players to gain bonuses as they deal Damage to each other!
- For slightly longer challenges, optionally start each player with double their normal aura. Just use an extra cube on their Scroll Tracker to record the additional Aura.

VETERAN HEROES

Players can start the game with their cards already upgraded to a higher Tier, representing a more experienced veteran version of their Hero. Decide in advance how much Experience each player receives and can spend before the game. Note that you may want to increase the difficulty of the Scenario by swapping in tougher Objectives.

RESOLVING MULTIPLE OBJECTIVES

At the end of each Duel, several Enemies and Objectives may have special effects they need to apply or resolve. Always resolve them in this order:

1. Villain
2. Sub-Boss
3. Minions
4. Other Objectives

SAMPLE SCENARIOS

Below are several sample Scenarios we've created for players to jump in and start playing RWBY: Combat Ready! Each Scenario has a particular Villain, different Objectives, and sometimes Special Rules, depending on the number of players.

The Objectives listed tell how many players they apply to. Put all of the Objectives in play which apply for the number of players you have. For example, if you want to play the Scenario "Armored Up!" with 3 players, follow the normal set up rules, making Roman the Villain for this Scenario. Then, put Roman's Atlesian Paladin-290 Event card into play as directed by the Special Rule. Finally, place the Roman's Henchmen and Sabotage Objectives into play, since both are used for 3 players. You are now ready to begin the Battle!

CAMPAIGN 1: RISE TO POWER

SCENARIO NAME	VILLAIN	DESCRIPTION	SPECIAL RULES	# PLAYERS	OBJECTIVES	TYPE	DIFFICULTY
Dust Store Robbery	Roman Torchwick	Roman and his gang are attacking a Dust store. Ruby and her teammates must stop him!	None	2-4	DUST HEIST	Challenge	Easy
				3-4	ROMAN'S HENCHMEN	Minion	Easy
				4	ARMORY	Challenge	Easy
Diversionary Tactics	Adam Taurus	Using the White Fang as a diversion, Adam attempts an epic Dust crystal heist!	None	2-4	BANDIT CAMPS	Challenge	Hard
				3-4	WHITE FANG UPRISING	Minion	Medium
				4	DUST HEIST	Challenge	Easy
Maiden Power	Cinder Fall	Cinder reveals her true power, invoking terror as she levitates with a protective field around her.	No time to Rest! At the beginning of each Duel, Cinder starts with +1 Minion in play.	2-4	GRIMM PORTAL	Challenge	Easy
				3-4	FORCE FIELD	Minion	Hard
				4	BANDIT CAMPS	Challenge	Hard

CAMPAIGN 2: DOMINATION

SCENARIO NAME	VILLAIN	DESCRIPTION	SPECIAL RULES	# PLAYERS	OBJECTIVES	TYPE	DIFFICULTY
Protect the Boss	Roman Torchwick	The Heroes take the fight to Roman's base. But they'll have to get past his Henchmen!	None	2-3	WORTH EVERY CENT	Minion	Hard
				3-4	ARMORY	Challenge	Easy
				4	JUNIOR'S ELITE	Minion	Medium
Superior Species	Adam Taurus	Adam shows the humans just how superior the Faunus are!	FOR 3-4 PLAYERS: When the Villain wins a Duel by Bashing the player, add 3 additional White Fang minions instead of 2.	2-4	WHITE FANG UPRISING	Minion	Medium
				3-4	SABOTAGE	Challenge	Easy
				4	ARMORY	Challenge	Medium
Mind Games	Cinder Fall	While the Heroes desperately search for Zwei, Cinder uses her underlings to hinder them.	FOR 2 PLAYERS: Healthy! Cinder starts the game with +10 Aura (85 total).	2-4	FIND ZWEI	Challenge	Easy
				3-4	MIND GAMES	Challenge	Hard
				4	FAUNUS RESOLVE	Minion	Medium

CAMPAIGN 3: MONSTERS AND MAYHEM

SCENARIO NAME	VILLAIN	DESCRIPTION	SPECIAL RULES	# PLAYERS	OBJECTIVES	TYPE	DIFFICULTY
Armored Up!	Roman Torchwick	Playtime's over! Roman attacks in full force and it's your job to take him down!	Roman starts with the Atlesian Paladin-290 Event in play.	2-4	ROMAN'S HENCHMEN	Minion	Easy
				3-4	SABOTAGE	Challenge	Easy
				4	GUNSHIP SUPPORT	Challenge	Medium
Minions and Monsters!	Adam Taurus	Adam combines Faunus with Grimm for a deadly assault.	FOR 4 PLAYERS: Ally in Need! Every Round, at least one Sideline Player must play a card as an Assist! If an Assist is unable to be played, the Villain gains +1 Speed this Round.	2-3	WHITE FANG UPRISING	Minion	Medium
				3	GRIMM ONSLAUGHT	Minion	Medium
Invasion	Cinder Fall	Arriving by Gunship, Cinder brings the Grimm and an apprentice to the school to wreak havoc.	None	2-4	GRIMM PORTAL	Minion	Hard
				3-4	GUNSHIP SUPPORT	Challenge	Medium
				4	MIND GAMES	Challenge	Hard

CAMPAIGN 4: ALL OUT WAR

SCENARIO NAME	VILLAIN	DESCRIPTION	SPECIAL RULES	# PLAYERS	OBJECTIVES	TYPE	DIFFICULTY
Destroy this City!	Roman Torchwick	Roman brings the Grimm into the city, wreaking havoc and turning everything to rubble!	BODYGUARD: Players cannot deal damage to Roman if there are any Minions in play! At the beginning of each Duel, put a number of Henchmen into play equal to the number of players - 1.	2-4	GRIMM ONSLAUGHT	Minion	Medium
				3-4	FIND ZWEI	Challenge	Easy
				4	DEATH STALKER	Challenge	Hard
Wilted Justice	Adam Taurus	All pretense of justice gone, Adam throws everything at the Heroes in an act of pure vengeance!	None	2-4	FAUNUS RESOLVE	Minion	Medium
				3-4	SNIPERS	Challenge	Medium
				4	GUNSHIP SUPPORT	Challenge	Medium
Combined Assault	Cinder Fall	Cinder is cornered by the Heroes. Desperate, she attacks with all forces at her disposal.	None	2-4	THE RETURN OF DR. MERLOT	Minion	Hard
				3-4	SNIPERS	Challenge	Medium
				4	DEATH STALKER	Challenge	Hard

CAMPAIGNS

A Campaign is a string of linked Scenarios, much like the episodes of a TV show make up a season. When you play a Campaign, each Scenario begins where the last one left off, creating an epic story and giving you more time to power up your Hero! After you beat one Scenario, you can then go on to the next. You can play all of the Scenarios in one day, or over several game nights. Each of the sample Scenarios provided on page 6 are set in groups of three which can be played consecutively as Campaigns. For example, the first Campaign includes these Scenarios, played in this order: Dust Store Robbery, Diversionary Tactics, and Maiden Power.

If you lose a Scenario, the Campaign is over! If you beat all 3 Scenarios, you win that Campaign! However, the players can still continue on, playing more Scenarios of their own design if they wish. Of course, you can also create your own Campaigns, with more or fewer Scenarios.

After the players beat a Scenario, they each gain Victory Experience which can be used to upgrade their characters before the next Scenario. The amount of XP gained depends upon the Villain (see Villain Victory XP on page 2). When upgrading cards between Scenarios like this, players are allowed to buy whatever upgrade cards they have available and can afford, while removing the requisite cards of their choice. Spend all the Experience you can, and the remainder is lost.

Cards that are upgraded are carried to the next Scenario in the Campaign, allowing players to grow stronger with each consecutive Battle! Usually, the Scenarios should get harder and tougher, so you need those upgraded cards!

When players finish a Scenario, any Objectives they did not complete do not automatically award additional Experience. You have to beat an Objective to gain the Experience! However, some Objectives list "Defeat the Villain" as their victory condition and provide bonus victory Experience for all players at the end of the Battle, along with the normal Villain Victory Experience noted above.

If an individual player is defeated in a Scenario, they may not participate for the remainder of the current Battle. However, they retain all Experience earned, including the Villain Victory XP Bonus when the Villain is defeated, and can use this Experience to upgrade their character and participate in future Battles in the Campaign.



MARKER SHEET REFERENCE



VILLAIN FURY MARKER

Use this to track the Villain's Fury each Round



EMERALD'S SEMBLANCE MARKER



MARKER SHEETS



ZWEI TOKENS



BANDIT TOKENS



ELITE TOKEN



DUST TOKEN



ENHANCEMENT TOKENS



SHIELDING TOKEN



DAMAGE MARKER



+1 DAMAGE/SPEED TOKENS