

Crashing Down Theme Deck

This theme deck is designed to work with the Third Generation or later rules for the PPC Card Game, although it includes cards from as far back as the First. It is designed primarily for two players (one as Agents, one as Enemies), though the two sides can be split in half (as Enemies 1 & 2, Agents 1 & 2) if required for a four player game. Note that while each side has Locations and Monsters, one has only Agent cards, and the other only Enemy cards. Each of these can kill the other. In a four-player game, the game is altered slightly to allow Agent to kill Agent, and Enemy to kill Enemy, as well as killing one another. In order to play the game, you will also need to download a set of discs and health tokens.

The PPC Card Game:

<http://www.freewebs.com/bonsaimallorn/CardGame.htm>

The Fourth Generation Rules:

<http://www.freewebs.com/bonsaimallorn/CardGameRules-FourthGeneration.pdf>






Crashing Down:

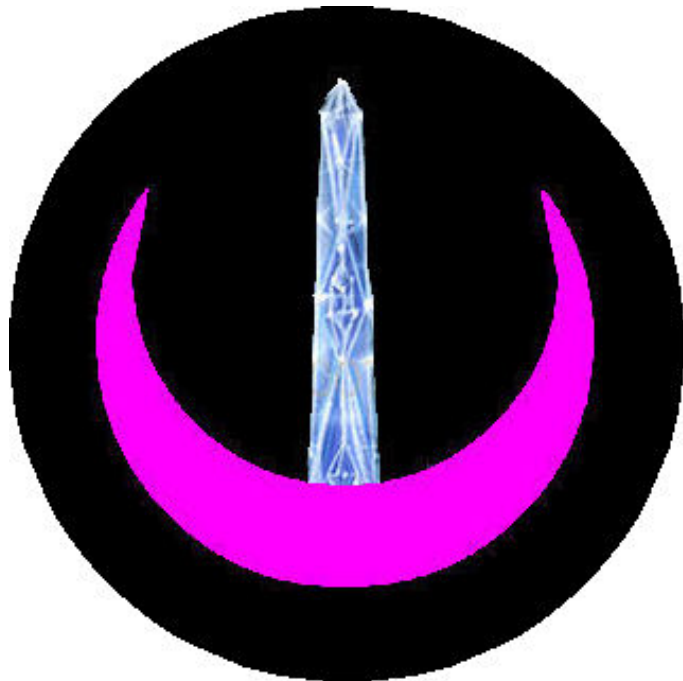
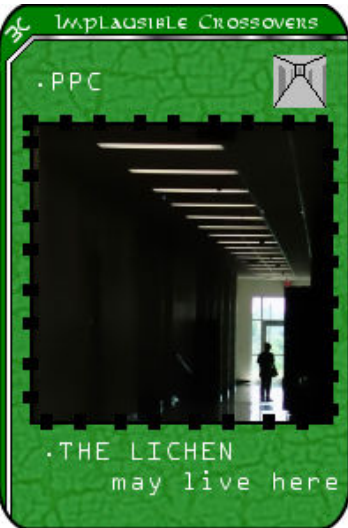
<http://www.freewebs.com/ppchistory/CrashTitle.htm>

The PPC Board:

<http://disc.yourwebapps.com/Indices/199610.html>

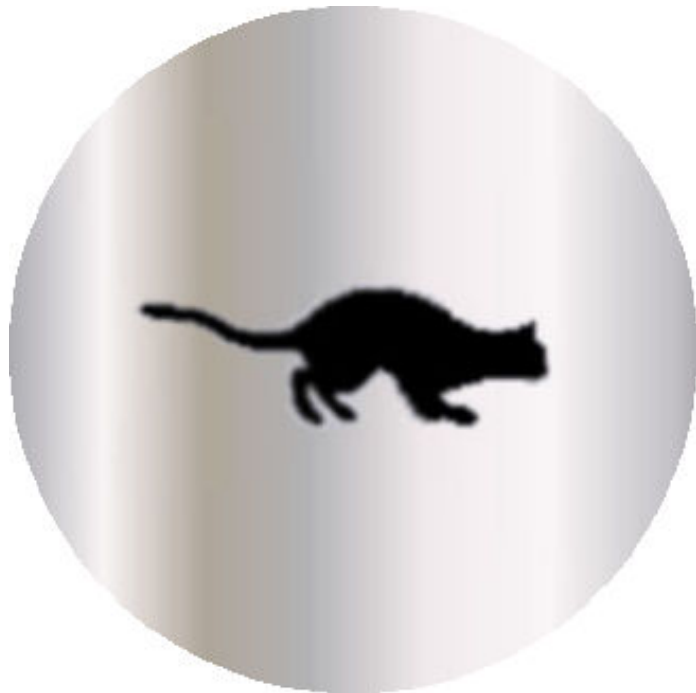
Enemies 1 - The Mary-Sue Factory

<div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> 36 MYSTERIOUS SOMEBODY </div> <div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> .FACTORY .HUMAN JEDI </div> <div style="text-align: center; border: 2px dashed black; padding: 5px;">  </div> <div style="border: 1px solid black; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td>ATTACK</td><td>****</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>OBSERVE</td><td>**</td></tr> <tr><td>REINF.</td><td>****</td></tr> <tr><td>SPECIAL</td><td>****</td></tr> </table> <div style="text-align: right; margin-top: 5px;">  </div> </div> <div style="font-size: small; padding-top: 5px;"> <p>.Mind-warp - Forces 1 opponent to attack their own side.</p> </div>	ATTACK	****	DEFENCE	**	SPEED	**	OBSERVE	**	REINF.	****	SPECIAL	****	<div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> 36 NIGHTSHADE </div> <div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> .FACTORY .FLOWER </div> <div style="text-align: center; border: 2px dashed black; padding: 5px;">  </div> <div style="border: 1px solid black; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td>ATTACK</td><td>**</td></tr> <tr><td>DEFENCE</td><td>****</td></tr> <tr><td>SPEED</td><td>****</td></tr> <tr><td>OBSERVE</td><td>****</td></tr> <tr><td>REINF.</td><td>**</td></tr> <tr><td>SPECIAL</td><td>****</td></tr> </table> <div style="text-align: right; margin-top: 5px;">  </div> </div> <div style="font-size: small; padding-top: 5px;"> <p>.Defect - The Nightshade switches between Agent and Factory alignments.</p> </div>	ATTACK	**	DEFENCE	****	SPEED	****	OBSERVE	****	REINF.	**	SPECIAL	****	<div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> 36 BINDWEED </div> <div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> .FACTORY .FLOWER </div> <div style="text-align: center; border: 2px dashed black; padding: 5px;">  </div> <div style="border: 1px solid black; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td>ATTACK</td><td>****</td></tr> <tr><td>DEFENCE</td><td>****</td></tr> <tr><td>SPEED</td><td>****</td></tr> <tr><td>OBSERVE</td><td>**</td></tr> <tr><td>REINF.</td><td>**</td></tr> <tr><td>SPECIAL</td><td>**</td></tr> </table> <div style="text-align: right; margin-top: 5px;">  </div> </div> <div style="font-size: small; padding-top: 5px;"> <p>.Tendrils - Immobilises her opponent giving them -2 speed for 2 turns.</p> </div>	ATTACK	****	DEFENCE	****	SPEED	****	OBSERVE	**	REINF.	**	SPECIAL	**
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Enemies 2 - The Black Cats

<div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> BRACKET FUNGUS 36 </div> <div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> .BLACK CAT .FLOWER </div> <div style="text-align: center; border: 2px dashed black; padding: 5px;">  </div> <table style="width: 100%; border-collapse: collapse;"> <tr><td>ATTACK</td><td></td></tr> <tr><td>DEFENCE</td><td>***</td></tr> <tr><td>SPEED</td><td>****</td></tr> <tr><td>OBSERVE</td><td>*****</td></tr> <tr><td>REINF.</td><td>****</td></tr> <tr><td>SPECIAL</td><td>*</td></tr> </table> <p style="font-size: small; margin-top: 5px;">.Evasion - Unable to protect himself, the Fungus gains +3 speed to flee immediately.</p>	ATTACK		DEFENCE	***	SPEED	****	OBSERVE	*****	REINF.	****	SPECIAL	*	<div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> NENDIL MORIFEA 38 </div> <div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> .BLACK CAT .ELDAR </div> <div style="text-align: center; border: 2px dashed black; padding: 5px;">  </div> <table style="width: 100%; border-collapse: collapse;"> <tr><td>ATTACK</td><td>*****</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>***</td></tr> <tr><td>OBSERVE</td><td>*****</td></tr> <tr><td>REINF.</td><td></td></tr> <tr><td>SPECIAL</td><td>*</td></tr> </table> <div style="text-align: right; margin-top: 5px;">  </div> <p style="font-size: small; margin-top: 5px;">.Blacksoul - His cruelty gives him +2 attack for 1 turn.</p>	ATTACK	*****	DEFENCE	**	SPEED	***	OBSERVE	*****	REINF.		SPECIAL	*	<div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> ONTIC LAISON 38 </div> <div style="text-align: center; border-bottom: 1px solid black; padding-bottom: 5px;"> .BLACK CAT .HUMAN </div> <div style="text-align: center; border: 2px dashed black; padding: 5px;">  </div> <table style="width: 100%; border-collapse: collapse;"> <tr><td>ATTACK</td><td>***</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>OBSERVE</td><td>*</td></tr> <tr><td>REINF.</td><td>***</td></tr> <tr><td>SPECIAL</td><td>*****</td></tr> </table> <div style="text-align: right; margin-top: 5px;">  </div> <p style="font-size: small; margin-top: 5px;">.Insane - Goes loopy and gains +2 Reinforcements to calm her down next turn.</p>	ATTACK	***	DEFENCE	**	SPEED	**	OBSERVE	*	REINF.	***	SPECIAL	*****
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Agents 1 - The PPC

MORTIC WENTWAY
 .DoWTF-LOTR .HUMAN
 .2006-



ATTACK	***
DEFENCE	**
SPEED	**
STEALTH	***
INSANITY	**
SPECIAL	***

.Order Training - Boosts all stats except insanity by +1 for two turns. L0: Éowyn

ELANOR LAISON
 .DoWTF-LOTR .HUMAN
 .2006-



ATTACK	**
DEFENCE	***
SPEED	**
STEALTH	***
INSANITY	**
SPECIAL	**

.Finduyn - In her 'Sue form, lures 'Stus to her, but all stats are -1. L0: Eldarion


SELENE WINDFLOWER
 .DOGA-LOTR .VAMPIRE
 .2004-



ATTACK	***
DEFENCE	*
SPEED	**
STEALTH	***
INSANITY	**
SPECIAL	***

.Transform - Switches to wolf form; stealth & speed +2, attack -2 L0: Boromir

NARTO TELYAN
 .DOGA-LOTR .HUMAN
 .2005-



ATTACK	**
DEFENCE	**
SPEED	**
STEALTH	***
INSANITY	*
SPECIAL	****

.Junior Partner - Calls on a senior Agent for aid for one turn. L0: Celebrian


MORGAN
 .DMS-LOTR .TIME LADY
 .1987-



ATTACK	**
DEFENCE	****
SPEED	**
STEALTH	**
INSANITY	**
SPECIAL	**

.TARDIS - May transport herself and 1 other Agent to any Location. L0: Finrod

TRAF ELOSIA
 .DMS-LOTR .HUMAN
 .2002-



ATTACK	***
DEFENCE	**
SPEED	**
STEALTH	***
INSANITY	***
SPECIAL	**

.Intelligence - Spy training gives her +2 stealth for 1 turn. L0: Aragorn

VEMI FINCARAN
 .DMS-Disc .MAIA
 .2000-2006



ATTACK	**
DEFENCE	****
SPEED	**
STEALTH	**
INSANITY	**
SPECIAL	***

.Drow - Change form to gain +2 attack, -2 defence. L0: Sam Vimes

SUNFLOWER OFFICIAL
 .PPC .FLOWER



ATTACK	🐣🐣🐣🐣
DEFENCE	🐣🐣🐣🐣
HEALTH	🐣🐣🐣🐣🐣

May live in the SO'S OFFICE.

MARQUIS DE SOD
 .PPC .FLOWER



ATTACK	🐣🐣🐣🐣
DEFENCE	🐣🐣🐣
HEALTH	🐣🐣🐣

May live in PERSONNEL.

Queen Anne's Lace

.PPC .FLOWER



ATTACK DEFENCE HEALTH

May live in BAD SLASH.

SO's Office

.PPC



.THE SO may live here

PERSONNEL

.PPC



.THE MARQUIS DE SOD may live here

Bad Slash

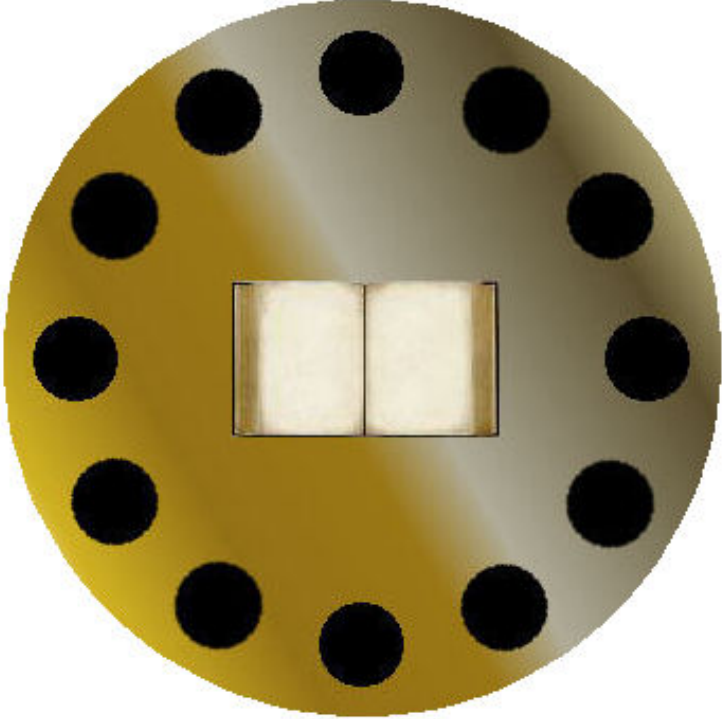
.PPC



.THE QUEEN ANNE'S LACE may live here

Response Centre

.PPC





Agents 2 - The Outsiders

<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">Nyx NIGHTINGALE</p> <p style="margin: 0;">.DMS-LOTR .HUMAN .2006-</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>****</td></tr> <tr><td>DEFENCE</td><td>***</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>***</td></tr> <tr><td>INSANITY</td><td>**</td></tr> <tr><td>SPECIAL</td><td>*</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. Experience - Years on the run allow her +1 speed and stealth for 1 turn. L0: Thranduil</p> </div>	ATTACK	****	DEFENCE	***	SPEED	**	STEALTH	***	INSANITY	**	SPECIAL	*	<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">Dassie HYRAX</p> <p style="margin: 0;">.Medical .HUMAN .2006-</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>*</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>****</td></tr> <tr><td>INSANITY</td><td>**</td></tr> <tr><td>SPECIAL</td><td>****</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. DIS - Old training gives him +2 attack, -2 stealth for 1 turn. L0: None</p> </div>	ATTACK	*	DEFENCE	**	SPEED	**	STEALTH	****	INSANITY	**	SPECIAL	****	<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">Kayleigh</p> <p style="margin: 0;">.DBS-LOTR .HUMAN .2002-</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>**</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>*</td></tr> <tr><td>INSANITY</td><td>*****</td></tr> <tr><td>SPECIAL</td><td>****</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. Sunbathe - Strips to her bikini and waits one turn to regain all health. L0: Legolas</p> </div>	ATTACK	**	DEFENCE	**	SPEED	**	STEALTH	*	INSANITY	*****	SPECIAL	****
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<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">SALAMANDER</p> <p style="margin: 0;">.DBS-LOTR .HUMAN .2000-</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>**</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>***</td></tr> <tr><td>INSANITY</td><td>**</td></tr> <tr><td>SPECIAL</td><td>**</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. Tormented - Remembers his suffering and gains +1 attack, +1 insanity for 1 turn. L0: Arwen</p> </div>	ATTACK	**	DEFENCE	**	SPEED	**	STEALTH	***	INSANITY	**	SPECIAL	**	<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">BLUE PHOTON</p> <p style="margin: 0;">.NONE-LOTR .HUMAN .1999-2006</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>****</td></tr> <tr><td>DEFENCE</td><td>*</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>*</td></tr> <tr><td>INSANITY</td><td>****</td></tr> <tr><td>SPECIAL</td><td>**</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. Fear - Gains +2 insanity, +2 speed in the presence of another Agent. L0: Celebrian</p> </div>	ATTACK	****	DEFENCE	*	SPEED	**	STEALTH	*	INSANITY	****	SPECIAL	**	<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">TANGO DIOXIDE</p> <p style="margin: 0;">.NONE-LOTR .HUMAN .1999-2006</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>**</td></tr> <tr><td>DEFENCE</td><td>****</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>**</td></tr> <tr><td>INSANITY</td><td>**</td></tr> <tr><td>SPECIAL</td><td>**</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. Sneak - Years in hiding give her +3 stealth, -1 speed for 1 turn. L0: Aragorn</p> </div>	ATTACK	**	DEFENCE	****	SPEED	**	STEALTH	**	INSANITY	**	SPECIAL	**
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<div style="background-color: #333; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">STEVE DIMOND</p> <p style="margin: 0;">.DMS-LOTR .HUMAN .1997-</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>*</td></tr> <tr><td>DEFENCE</td><td>**</td></tr> <tr><td>SPEED</td><td>**</td></tr> <tr><td>STEALTH</td><td>****</td></tr> <tr><td>INSANITY</td><td>**</td></tr> <tr><td>SPECIAL</td><td>****</td></tr> </table> <p style="font-size: small; margin-top: 5px;">. Insane Plan - It works! Insanity & attack +2 for one turn. L0: Arwen</p> </div>	ATTACK	*	DEFENCE	**	SPEED	**	STEALTH	****	INSANITY	**	SPECIAL	****	<div style="background-color: #000080; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">CAPTAIN DANDY</p> <p style="margin: 0;">.PPC .FLOWER</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>🐼🐼🐼🐼</td></tr> <tr><td>DEFENCE</td><td>🐼🐼🐼🐼</td></tr> <tr><td>HEALTH</td><td>🐼🐼🐼</td></tr> </table> <p style="font-size: small; margin-top: 5px;">May live at DOOR 1-CYM-3.</p> </div>	ATTACK	🐼🐼🐼🐼	DEFENCE	🐼🐼🐼🐼	HEALTH	🐼🐼🐼	<div style="background-color: #000080; color: white; padding: 5px;"> <p style="text-align: center; margin: 0;">HORNBEAM</p> <p style="margin: 0;">.PPC .FLOWER</p> <table style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><td>ATTACK</td><td>🐼🐼🐼</td></tr> <tr><td>DEFENCE</td><td>🐼🐼🐼</td></tr> <tr><td>HEALTH</td><td>🐼🐼</td></tr> </table> <p style="font-size: small; margin-top: 5px;">May live in the DoSAT LABS.</p> </div>	ATTACK	🐼🐼🐼	DEFENCE	🐼🐼🐼	HEALTH	🐼🐼												
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Sub Rosa

.PPC .FLOWER



ATTACK DEFENCE HEALTH

May live in the SUB ROSA'S OFFICE.

door 1-Cym-3


.PPC



.CAPTAIN DANDY may live here

Sub Rosa's Office

.PPC



.THE SUB ROSA may live here

dosAT Labs

.PPC



.HORNBEAM may live here

Corridor

.PPC