



ARISTEIA! CORVUS BELLI

SCENARIOS

v 1.8

SAIF

TRADERS

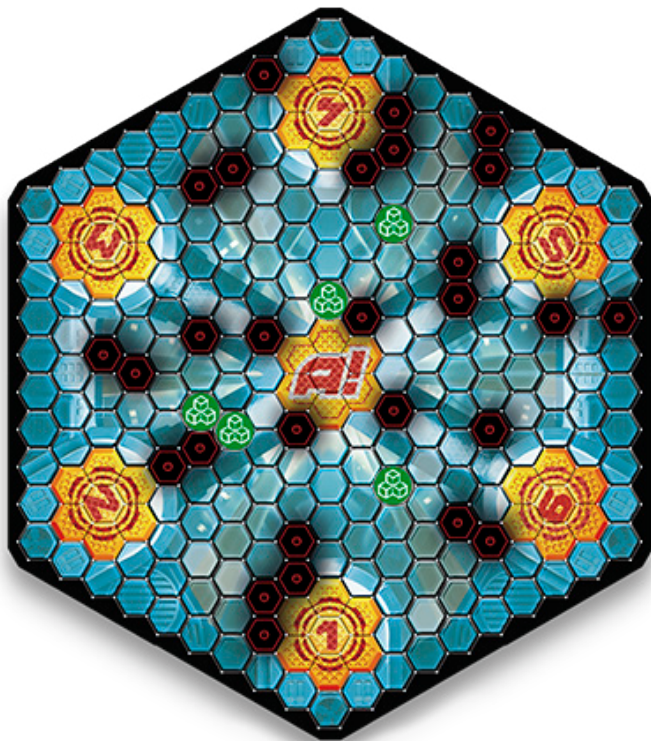
COLISEUM



ASSAULT

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone for their team to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters one at a time until all the Characters are deployed.



You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

SCORING ZONES

During the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone remains fixed for one more Round.




Only a Deployment Zone with no Characters inside it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all of the Characters that are inside it on Free Spaces adjacent to that Zone.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following: :

- Being the **only player** with one or more Characters inside the Scoring Zone at the end of the Round (3 Victory Points). 
- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points, but only if both players have at least one Character inside the Scoring Zone). 
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone). 

END-GAME CONDITIONS **8x V.P.**

The game ends as soon as either player scores **eight or more** Victory Points, or at the end of the **Fifth Round**, whichever happens first.

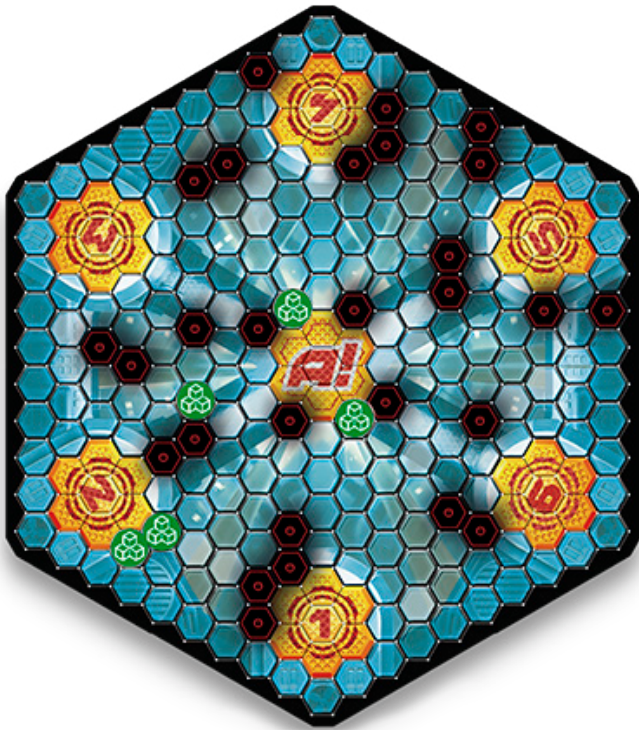
The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

CONQUEST

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team in; their opponent will deploy in the opposite Zone. In this scenario, the Underdog must choose between zones 3 and 6.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.



You may deploy your Characters on any spaces inside or adjacent to your Deployment Zone.

SCORING ZONES

For the duration of the game, the Central Zone and Deployment Zones 1, 2, 4, and 5 act as Scoring Zones.

DEPLOYMENT FROM BENCH

Characters may return from the Bench into zones 3 or 6, regardless of their original Deployment Zone.

CONQUERING SCORING ZONES

To Conquer a Scoring Zone, at the start of the Objectives Phase you must have more Characters inside it than your opponent does.

Each player must choose color Counters (green or orange) to mark the Zones Conquered by their team.

When a player Conquers a Scoring Zone previously Conquered by their opponent, they must remove the color Counter of their opponent. For example: whenever the Green Team Conquers a Scoring Zone marked by the Orange Team; they remove the orange Counter and place a green Counter.

A Conquered Scoring Zone stops being Conquered at the start of the Objectives Phase if there is at least one Character inside it and both players have the same number of Characters inside it. Remove all of the green and orange Counters on this Scoring Zone.

Scoring Zones remain Conquered even if there is no Character in them at the end of subsequent Rounds.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Conquered Scoring Zones** at the end of the Round than the opponent (2 Victory Points).
- Having the **same number of Conquered Scoring Zones** at the end of the Round as the opponent (1 Victory Point, but only if both players have Conquered at least one Scoring Zone).
- Having Conquered the **Central Scoring Zone** at the end of the Round (1 Victory Point).

END-GAME CONDITIONS **8x V.P**

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **Fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

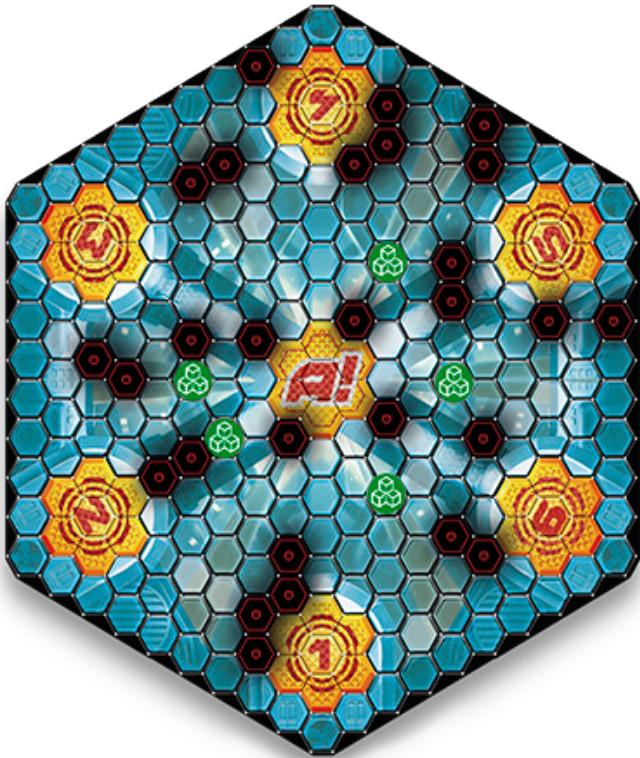
In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

GAIA CANNOT PLAY TECTONIC SHAKE DURING THIS SCENARIO

KING OF THE HILL

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy. The opponent will deploy in the remaining set.

- **Set 1:** Zones 1, 2 and 6.
- **Set 2:** Zones 3, 4 and 5.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces **inside or adjacent to any of your three** Deployment Zones. You do not have to deploy all your Characters in the same Deployment Zone.

SCORING ZONES



The Central Zone is the Scoring Zone.

DEPLOYMENT FROM BENCH


Characters may return from the Bench using any Deployment Zone except the Scoring Zone.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (3 Victory Points). 
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone). 

ADDITIONAL SCORING

- Each time an enemy Character inside the Scoring Zone is sent to the Infirmary (1 Victory Point). 

END-GAME CONDITIONS **8x V.P**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

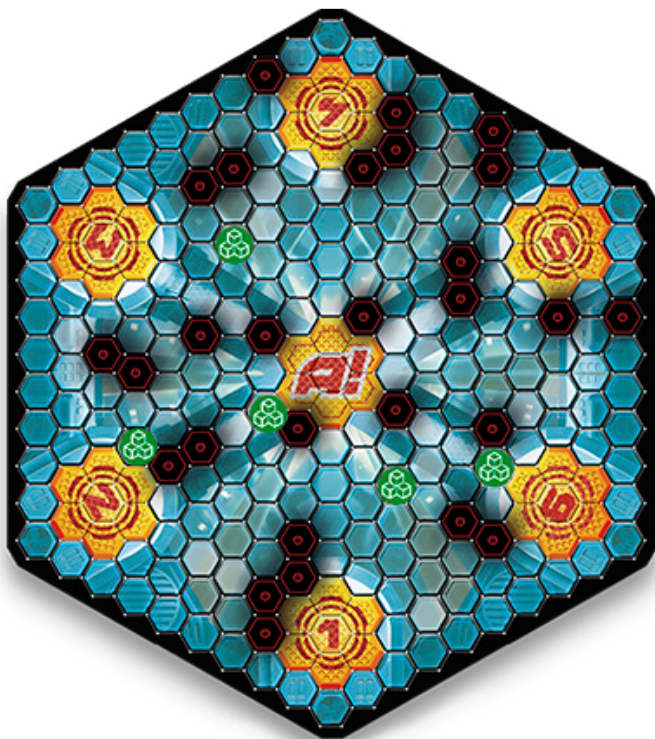
The winner is the player with the most Victory Points.

In the case of a tie, the winner is the player who collected the most Frag tokens.

SCORCHED EARTH

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all the Characters are deployed.



You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

Lastly, each player places a red Counter in their own Deployment Zone.

SCORING ZONES

For the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

Only a Deployment Zone with no Characters inside of it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all the Characters that are inside it on Free Spaces adjacent to that Zone.

SCORCHED EARTH

At the beginning of the Objectives Phase, if there is at least one Character inside the Scoring Zone, a red Counter must be placed in the Scoring Zone.

When choosing a Round's Scoring Zone, Deployment Zones with any Red Counters in them cannot be chosen.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points).



Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone).



END-GAME CONDITIONS **8x V.P.**

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **Fifth Round**, whichever happens first.

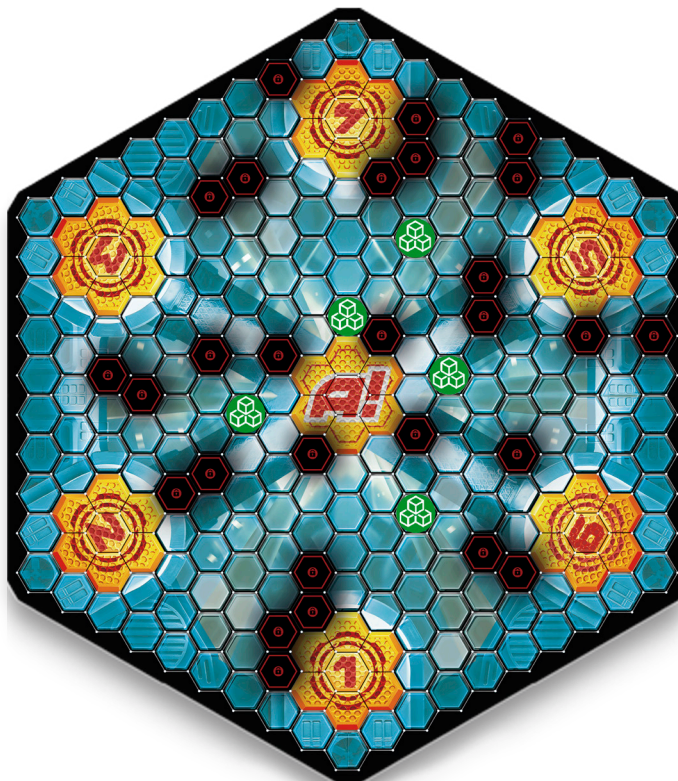
The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

BLITZ

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all the Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** your Deployment Zone.

SCORING ZONES

During the first Turn, the Central Zone is the Scoring Zone.

At the start of each of the subsequent Turns, before Initiative on the Turn Phase, the Underdog chooses that Turn's Scoring Zone, but only if at least one Player scored Victory Points in the previous Turn. If neither player scored, the Scoring Zone remains fixed for one more Turn.



Only a Deployment Zone without Characters inside it at the start of the Turn can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all of the Characters that are inside it on Free Spaces adjacent to that Zone.

DEPLOYMENT FROM BENCH


Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

OBJECTIVES

At the end of each Turn, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following::

- Being the **only player** who has the character they **activated in this Turn**, inside the Scoring Zone at the end of the Turn (2 Victory Points + 1 Tactic).
 
- **Both players** have the Character they **activated in this Turn**, inside the Scoring Zone at the end of the Turn (1 Victory Point + 1 Tactic).
 

ADDITIONAL SCORING

- Whenever an **Enemy Character** is moved to the **Infirmary** (1 Victory point).
 

END-GAME CONDITIONS **8x V.P.**

The game ends at the end of the **Third Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

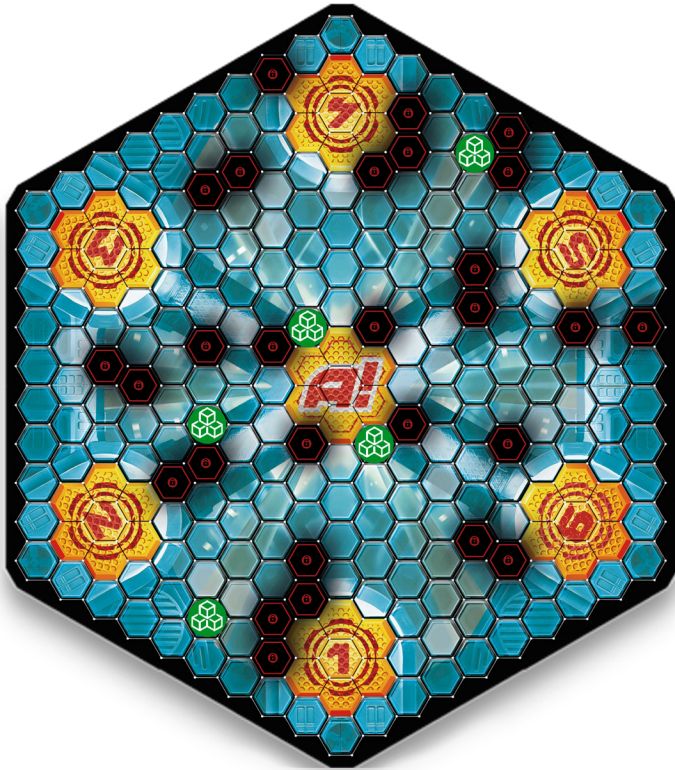
SPECIAL RULES

- **At the start of the game**, the player with the lowest sum of Initiative receives the Underdog token.
- **At the end of each Turn**, the Player with the least Victory Points receives the Underdog token. In case of a tie, the Underdog token goes to the other player.
- At the end of each Round, during the **Recovery Phase**, both players **draw exactly two Tactics**.
- In case any of players that cannot draw Tactics at some point during the game, they must shuffle their Discard Pile, forming a new Tactics Deck. Then, the player will draw the required amount from the Tactics Deck.

CARNAGE

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** your Deployment Zone.

SCORING ZONES

For the duration of the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

IMPORTANT: *You can get more VPs in this scenario for sending an Enemy to the Infirmary, than for having Characters inside the Scoring Zone.*

Only a Deployment Zone with no Characters inside of it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all Characters that are inside it on Free Spaces adjacent to that Zone.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (1 Victory Point). = **V.P.**

ADDITIONAL SCORING

- Whenever an **Enemy Character** with a ♥Hit Points value of 2 is moved to the Infirmary (1 Victory point). = **V.P.**
- Whenever an **Enemy Character** with a ♥Hit Points value between 3 and 4 is moved to the Infirmary (2 Victory point). = **V.P.**
- Whenever an **Enemy Character** with a ♥Hit Points value of 5 or above is moved to the Infirmary (3 Victory point). = **V.P.**

END-GAME CONDITIONS **8x V.P.**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

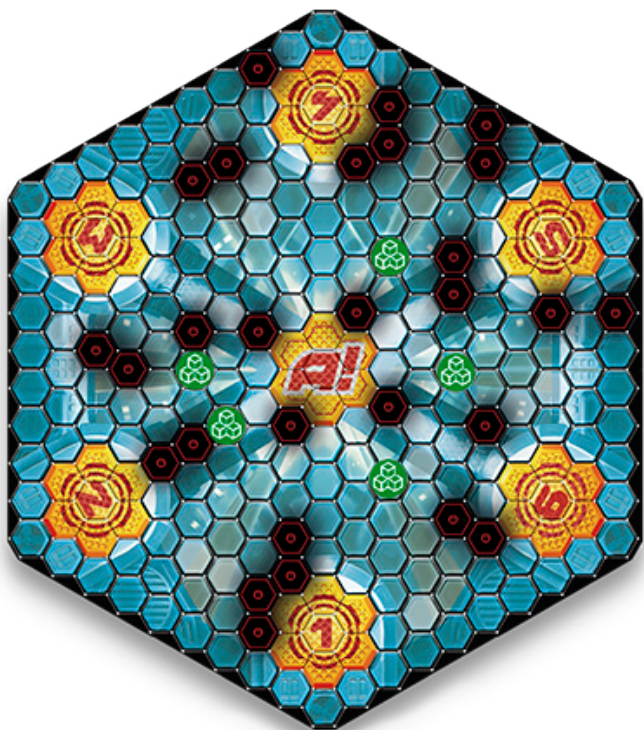
The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

CAPTURE THE FLAG

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone as the Scoring Zone for their team; the opposite Deployment Zone will be the opponent's Scoring Zone. These are the set of opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

The Orange Team places an orange Counter in their Scoring Zone (Orange Flag) and the Green Team places a green Counter in their Scoring Zone (Green Flag).

Afterwards, the Underdog decides which player will be the first to deploy a Character. After that, the players will alternate, each one placing a Character until they have deployed them all.



You may deploy your Characters on any space **exclusively within** any Deployment Zone that is not the opposing team's Scoring Zone, or the central Deployment Zone.

SCORING ZONES

Each player has their own Scoring Zone and they can only score in that Scoring Zone.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the opponent's Scoring Zone.

FLAGS

The Flags of the Players are represented by color Counters (orange and green) that are referred to as **Flag Counters**.

When a Character is on any Space in the Deployment Zone that contains the rival Flag, it may **capture the rival Flag**. To capture the Flag, you must spend 1 Action Point and place the Flag on the Character's Card. Afterwards, the Character is said to be **Carrying The Flag**.


Only the rival Flag can be captured. Allies **cannot** hand off the rival Flag.

When a Character that is Carrying the Flag finishes their Activation in their own Scoring Zone, they have scored. Remove the Flag Counter from their Character Card and place it on any space in the opponent's Scoring Zone.

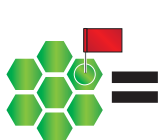

When a Character carrying the Flag is sent to the Infirmary, remove the Flag Counter from their Character Card and place it on any space in the central Deployment Zone.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- One of your Characters is Carrying The Flag at the end of the Round (1 Victory Point).  = **V.P**

ADDITIONAL SCORING

- When a Character Carrying The Flag scores by finishes their Activation inside their own Scoring Zone (3 Victory Points).  = **V.P**
= **V.P**
= **V.P**
- Every time an Enemy Character Carrying The Flag is moved to the Infirmary (1 Victory Point).  = **V.P**

END-GAME CONDITIONS **8x V.P**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

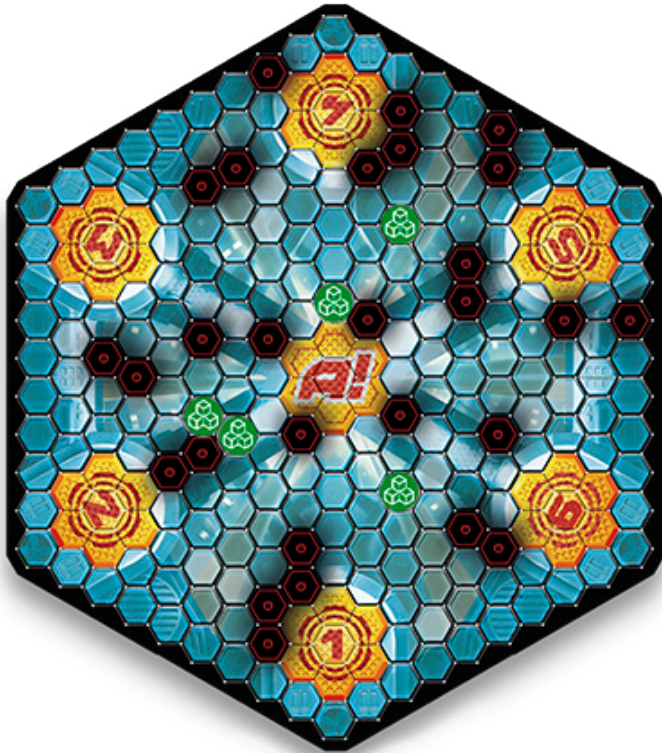
In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

GAIA CANNOT PLAY TECTONIC SHAKE DURING THIS SCENARIO

HUMAN TARGET

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Scoring Zone for their team placing an orange Counter on it; after that, the Underdog places a green Counter on the opposite Zone, which is now their opponent's Scoring Zone. These are the set of opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

The Underdog places the blue Counter on any space in the central Deployment Zone.

The Underdog then decides which player will be the first to deploy a Character. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any space **exclusively inside** any Deployment Zone other than your own Scoring Zone or the central Deployment Zone.

SCORING ZONES

Each player has their own Scoring Zone and they can only score in that Scoring Zone

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except their team's Scoring Zone or the central Deployment Zone.

HUMAN TARGET

The Human Target is represented by the **blue Counter**.

To become the Human Target, a Character must be within 0-1 range of the blue Counter and must spend 1 **Action Point** and place the blue Counter on the Character's Card. A Character may also become the Human Target by resolving any of the **Special Actions**.

If the Human Target is sent to the Infirmary as a result of the Effects of an Action, Automatic Skill or Switch, the blue Counter is removed from their Card and placed on the Card of the Character that used the Action, Automatic Skill, Tactic or Switch.

If the Human Target is sent to the Infirmary by the effect of a Tactic or various States (for example Poisoned or Burning), the blue Counter is then placed on the space that contained the Character.

If both the Human Target and the other Character are sent to the Infirmary after the Resolution of a Combat Roll, the Underdog places the blue Counter on any space in the central Deployment Zone.

When the Human Target scores at the end of the Round by being in their Scoring Zone, the Underdog removes the blue Counter from the Character's Card and places it on any space in the central Deployment Zone.

DISPUTE

A Dispute is a Face-to-Face Roll between the Human Target and an adjacent Enemy Character, this replaces the Disengage Roll. This may be triggered by either Character attempting to move while adjacent to an Enemy Character. To resolve this, the **Agility** of the Character that attempts to move and the **Brawn** of the Enemy Character must be contested in a Face-to-Face Roll. It must also be noted that:

- The Human Target must always Dispute, even if the model has another Allied Character adjacent with the Enemy Character.
- The Character that has more **★** when the Roll is resolved will take the blue Counter and place it on their Character Card.
- If the Resolution of the Dispute makes the blue Counter change Teams, remove all Victory Point tokens from the Character Cards of the Team that lost control of the blue Counter.

SPECIAL ACTIONS

All the Characters may perform the following Actions:

1 Exchange 1-1


- » Take the blue Counter from the Allied Human Target and place it on the Card of the Active Character, if the Target does not have an Enemy Character adjacent to them.

The Human Target may perform the following Actions:




1 Delivery 1-2




- » Place the blue Counter on the card of the Target Allied Character, if they do not have an Enemy Character adjacent to them.

1 Transfer 1-5

The Roll for this Action uses the  Agility Attribute of the Character that performs this Action.

- Place the blue Counter on the Card of the Target Allied Character. Place 1 Victory Point token on the Card of the Active Character, and remove all Victory Point tokens that are on Enemy Characters' Cards.

If the Human Target is adjacent with at least one Enemy Character, resolve a Dispute in which the Human Target will roll their  Agility against the Enemy Character's  Brawn in a Face-to-Face Roll. If the Human Target has at least one  when the Roll is resolved, this Action will be resolved. Otherwise, the Enemy Character will take the blue Counter and the Action will end. Remember to remove all Victory Point tokens from the Character Cards of the Active Character's Team.

If there is at least one Enemy Character adjacent with the Target Allied Character, you must resolve a Dispute between your Target Allied Character and one of the Enemy Characters adjacent to them. The Target Allied Character will roll their  Agility against the  Brawn of the Enemy Character. If the Target Allied Character has at least one  when the Roll is resolved, the Action will be resolved.

- » If this Action is not successful, the Underdog places the blue Counter on a space adjacent to the Target Allied Character.

None of these Actions can be  Silenced.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Have the Human Target within their Team's Scoring Zone at the end of the Round (2 Victory Points). In addition, remove all Victory Point tokens from Allied Character Cards (1 Victory Point per token).

ADDITIONAL SCORING

- At the end of the Activation of an Allied Human Target (if they still have the blue Counter on their Character Card), remove 1 Victory Point token from one of your Team's Character Cards (1 Victory Point).
- Send an Enemy Human Target to the Infirmary (1 Victory Point plus one Victory Point for each Victory Point token on their Character Card).

END-GAME CONDITIONS **8x**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

In the case of a tie, the winner is the player who collected the most Frag tokens.

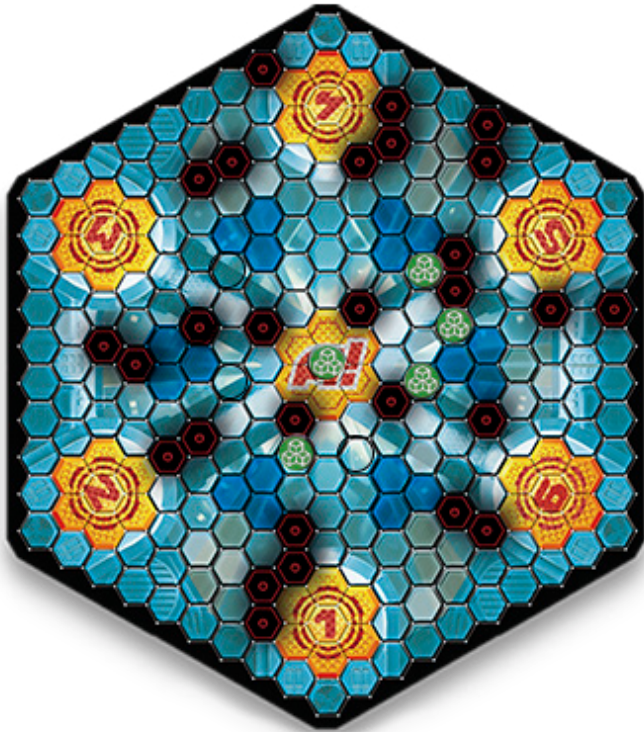
GAIA CANNOT PLAY TECTONIC SHAKE DURING THIS SCENARIO



WITCH LAND

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.



Scoring Spaces are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected Ziggurat.

DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy in. The opponent will deploy in the remaining set.

- **Set 1:** Zones 2, 4 and 6.
- **Set 2:** Zones 1, 3 and 5.

Then, the Underdog selects the first Ziggurat whose Scoring Spaces will give Victory Points.

After choosing a set of Deployment Zones, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** any of your Deployment Zones.

SCORING SPACES

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's **Scoring Ziggurat**, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the **Scoring Ziggurat** remains fixed for one more Round.

Only a **Ziggurat** with no Characters in its three **Scoring Spaces** at the start of the Round can be chosen as the new Scoring Ziggurat. Should all Ziggurats have one or more occupied Scoring Spaces, the Underdog may choose any of the Ziggurats, and then place all of the Characters that are in its Scoring Spaces on Free Spaces of the Central Deployment Zone.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone from their team's set of Deployment Zones.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having a Character in a Scoring Space (1 Victory Point).



END-GAME CONDITIONS **8x V.P.**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

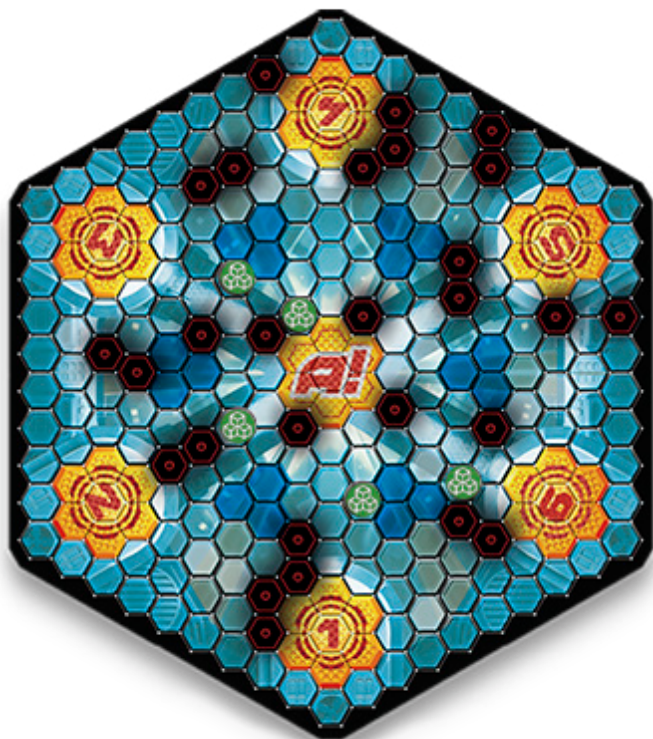
The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

FRENZIED DANCE

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.



Scoring Spaces are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected Ziggurat.

DEPLOYMENT

The Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** any Deployment Zone, even adjacent to Enemy Characters.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone.

CONQUERING ZIGGURATS

A Character has **Conquered** a Ziggurat if they are the only Character located in one of the the three Scoring Zones of the Ziggurat.

Each player must choose color Counters (green or orange) to mark the Ziggurats by Conquered their team.

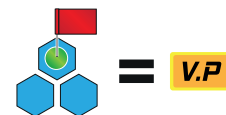
When a player Conquers a Ziggurat previously Conquered by their opponent, they must remove the color Counter of their opponent. *For example: whenever the Green Team conquers a Ziggurat marked by the Orange Team; they remove the orange Counter and place a green Counter.*

All the green and orange Counters are removed from all Ziggurats at the end of the Round.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- For each Conquered Ziggurat (1 Victory Point).



END-GAME CONDITIONS **8x V.P.**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

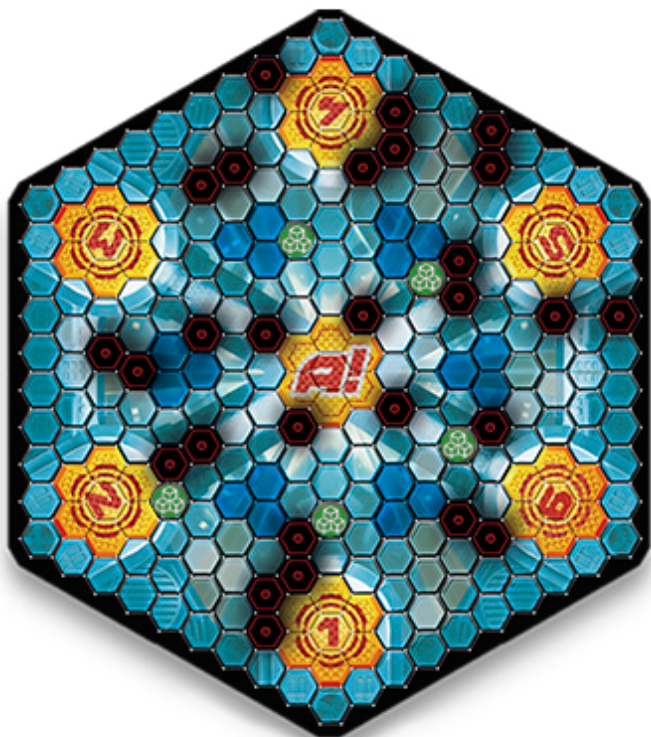
The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

BROKEN LAND

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.



Scoring Spaces are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected Ziggurat.

DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy in. The opponent will deploy in the remaining set.

- **Set 1:** Zones 2, 4 and 6.
- **Set 2:** Zones 1, 3 and 5.

Then, the Underdog selects the first Ziggurat whose Scoring Spaces will give Victory Points.

After choosing a set of Deployment Zones, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** to any of your Deployment Zones.

SCORING SPACES

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's **Scoring Ziggurat**.

Only a **Ziggurat** with no Characters in its three **Scoring Spaces** at the start of the Round can be chosen as the new Scoring Ziggurat. Should all Ziggurats have one or more occupied Scoring Spaces, the Underdog may choose any of the Ziggurats, and then place all of the Characters that are in its Scoring Spaces on Free Spaces of the Central Deployment Zone.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** on Scoring Spaces at the end of the Round than the opponent (2 Victory Points).



- Having **same number of Characters** on Scoring Spaces at the end of the Round as the opponent (1 Victory Point, even if neither player has any Characters on Scoring Spaces).



ADDITIONAL SCORING

- Each time an enemy Character on a Scoring Space is sent to the Infirmary (1 Victory Point).



- Each time an enemy Character is sent to the Infirmary during an Attack declared by one of your Characters on a Scoring Space (1 Victory Point).



END-GAME CONDITIONS **8x V.P.**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

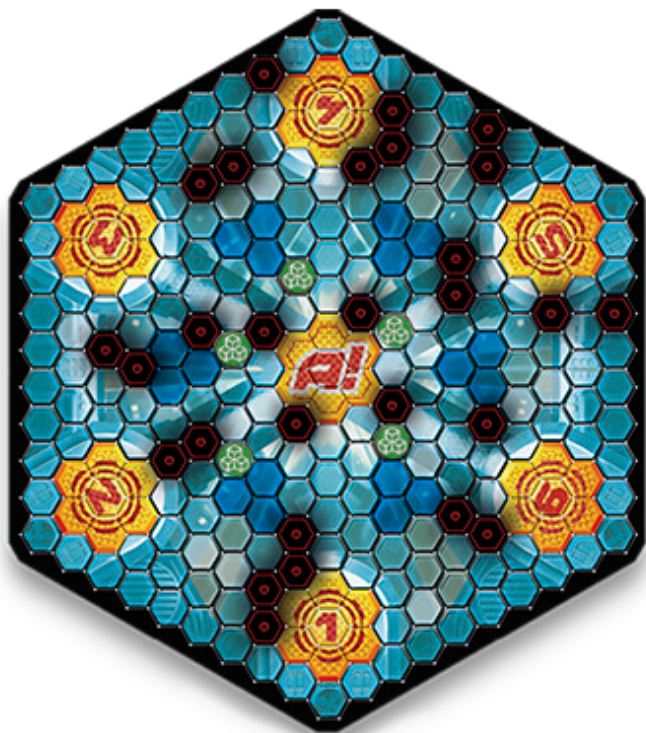
The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

GATES OF FIRE

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.



Scoring Spaces are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected Ziggurat.

DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy. The opponent will deploy in the remaining set.

- **Set 1:** Zones 2, 4 and 6.
- **Set 2:** Zones 1, 3 and 5.

Then, the Underdog selects the first Ziggurat whose Scoring Spaces will give Victory Points.

After choosing a set of Deployment Zones, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** any of your Deployment Zones.

SCORING SPACES

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's **Scoring Ziggurat**, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Ziggurat remains fixed for one more Round.

Only a **Ziggurat** with no Characters in its three **Scoring Spaces** at the start of the Round can be chosen as the new Scoring Ziggurat. Should all Ziggurats have one or more occupied Scoring Spaces, the Underdog may choose any of them, and then place all of the Characters that are in its Scoring Spaces on Free Spaces of the Central Deployment Zone.

SCORCHED ZIGGURATS

Place a red Counter on any of the Scoring Spaces of the selected Ziggurat at the beginning of the Objectives Phase.

Ziggurats with a red Counter **cannot** be selected again.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone from their team's set of Deployment Zones.

OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having a Character in a Scoring Space (1 Victory Point).



END-GAME CONDITIONS **8x V.P.**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.