

The Brawl

Objectives

The first player to activate the centre console (1 Objective Point)

at the end of each game round dominate the centre room (1 Objective point per round)

At the end of the game, have more Activated Consoles than the adversary (2 Objective Points).

At the end of the game, have the same number of Activated Consoles as the adversary (1 Objective Point but only if the player has at least 1 Activated Console)

At the end of the game have killed more victory points worth of models within the brawl room. Both Models (the active model and the target model) must be fully within the Brawl room at any stage of the order expenditure and must fully remove the model from the tabletop to count for this attack (2 Objective)

Additionally Baggage will also be counted for calculating this final score

*ProTip Models removed this way should be set aside to calculate the final score for the purposes of this objective

Classifieds

Each player has 2 classified objectives (1 Objective point each)

CONSOLES

There are five Consoles, see map below. Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

ACTIVATE COMMUNICATION ANTENNA
SHORT SKILL
Attack.
REQUIREMENTS
<ul style="list-style-type: none">► Only Specialist Troops can declare this Skill.► The Specialist Troop must be in Silhouette contact with a Communication Antenna.
EFFECTS
<ul style="list-style-type: none">► Allows the Specialist Troop to make a Normal WIP Roll to Activate a Communication Antenna.► If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.► An Activated Communication Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Communication Antenna is no longer Activated by the adversary.► Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Tokens.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the

Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

Engineer and Forward Observer BONUS

Troopers possessing the Engineer or Forward observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

NO QUARTER

In this scenario, the Retreat! rules are not applied.

The Brawl Room (ZO)

In this scenario The Brawl Room is a Zone of Operations (ZO). Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Brawl Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple. In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below). The Gates of the Armory are closed at the start of the game. The Armory Gates must be represented by a Narrow Gate Token or a scenery piece with the same size.

OPEN THE ARMORY GATES	
	SHORT SKILL
Attack.	
REQUIREMENTS	
<ul style="list-style-type: none">▶ Only Specialist Troops can declare this Skill.▶ The Specialist Troop must be in Silhouette contact with a Gate.	
EFFECTS	
<ul style="list-style-type: none">▶ Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Armory. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.	

DOMINATE ZO A

Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either. A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

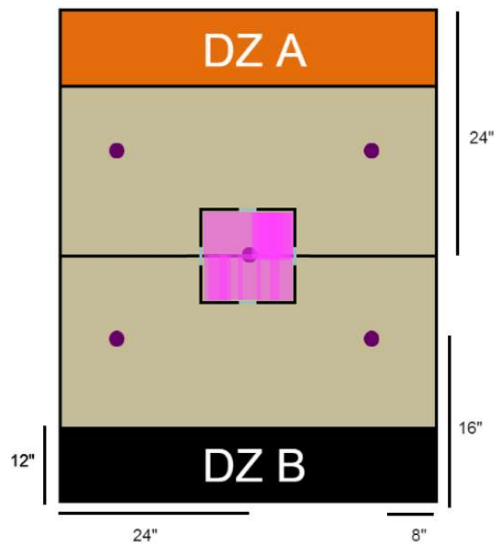
SHASVASTII


Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE


Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

Deployment



 Wide Access Gates (Closed)

 Antennas

 Exclusion Zone

No models may deploy inside of the brawl room on deployment

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round