

## PHASE 3

*Your Scout brought back the vital information. The treasure is in a special area nearby. The locals tell stories about the ghosts of old, from the time of the Event, and dare not to go there. These places are cursed, they told you. Indeed, every Sorrian and his Karokep down in the "Three Headed Berengeii" could tell you a story about the strangeness of this area, called "The Doldrums". Apparently, you will find out soon enough if the rumours are true or if you will be added to the endless tales of people trying their luck and failed.*

### 03. RUNNING BEFORE THE WIND

*You have reached The Doldrums, and you cast a glance about ancient ruins, overgrown with plants and mosses. "There!", your Scout points out to a certain part of the ruins. "These are the parts that were mentioned in the message I found." You look at your Mech, who studies the ruins with a critical and concentrated glance and then nods. "Aye, this shouldn't be a problem at all." Some turmoil not very far away attracts your attention – you are not the only adventurers out here! But the smile on your Tough's face removes your worries...*

#### Setup:

Set up a table of 3x3ft as usual. If you can, use a mix of ruins and jungle terrain.

Every player has a Leader, a Medic, a Scout, a Mech and a Tough.

Set aside six 30mm Objective Markers.

#### Initiative:

Roll for Initiative. The player who wins Initiative may choose who is Player A and who is Player B.

#### Deployment:

- >> Both players, beginning with Player A, place in alternating turns an Objective Marker. They can be placed everywhere on the board except the Deployment Zones.
- >> Both players set aside all models with the Infiltration ability.
- >> Player A chooses a board edge and then deploys the rest of their models.
- >> Player B then deploys the rest of their models.
- >> Both players, beginning with Player A, take turns placing any Models with the Infiltrate Ability in the following manner:

##### **Make an Intelligence Test.**

##### **Pass:**

The model may deploy anywhere in the owning player's Deployment Zone or in the owning player's Infiltrator Deployment Zone.

##### **"Nailed It":**

The model may deploy anywhere in the owning player's Deployment Zone or in either player's Infiltrator Deployment Zone.

##### **Feat:**

This result counts as a "Nailed It" result. Additionally, the Model will begin the game with 1 extra AP.

**Fail:**

The model must deploy in the owning player's regular Deployment Zone.

**Blunder:**

The model must deploy in the owning player's regular Deployment Zone, but will receive 1 AP less this Turn.

**Important:** All models must deploy at least 6" away from an enemy model or Objective Marker.

>> Then begin the game, with Player A taking the first activation.

**How to win:**

At the end of the game, the player with the most VPs wins.

**Scoring:**

Every time the Mech is in Base to Base Contact with an Objective Marker that is free of enemies, spend one AP and make a Repair Roll (p. 47). This way, the energy to the main facilities will be restored and they can be entered eventually in the next scenario.

**Make an Intelligence Test.****Pass:**

The energy to the main facility is restored from this point. Remove the Objective Marker and receive 1 VP.

**"Nailed It":**

The energy to the main facility is restored from this point. Remove the Objective Marker and receive 2 VPs.

**Feat:**

This result counts as a "Nailed It" result. Additionally, the Model will receive 1 AP.

**Fail:**

Nothing happens.

**Blunder:**

The device explodes. Place a Template (Small) right above the Objective Marker. Every model that is with any part of its base under the Template will suffer 2 Damage. Then remove the Objective Marker.

If the Mech still has 1 AP, it can perform a Dodge Reaction (p. 32) to avoid the Damage. If the Mech successfully dodges, the Template will scatter (p. 52). Roll 2D10 and place the Template with the 1 pointed to the center of the table. The Feat die will show you the scatter distance and the Attribute Die will show you the scatter direction. Every model that is even partially with its base under the scattered Template will suffer 2 Damage.

Only the Mech can react with a Dodge Reaction.

**Special rules:**

The player who won the Phase 02 Scenario "Three Sheets to the Wind" may choose extra Effect Cards up to 4 points. This does not affect the Effect Card cap of 10 points.

**Game ends:**

The Game ends at the end of Turn 6 or at the end of any Turn where all members of one or more Crews are Unconscious or when all Objective Markers have been removed.

## Version: Single Player

If you play this on your own, use the AI-Deck and the AI-Rules for this campaign as in Phase 2 described. Note the VP for the enemy Crew the same way as for your Crew.



## PHASE 3 PAINTING CONTEST

Paint your Mech and your Tough and post the pictures either in The Drowned Earth Fan Page on Facebook, in the Drowned Earth Discord Channel (# finished models) or on Instagram (#teamoviraptor). Please state that this entry is for the Draugher's Tingle Campaign.

Each entry is worth 5 VP that will be added to your team score.

You can also post a battle report as a video or with pictures, it adds 5 VP to your team score.

In addition, you can build the Objective Markers for this scenario. A set of six Objective Markers will add 5 VP to your team score.