PHASE 4

With a horrible shriek, the long neglected doors finally open. The stench floating out of the ancient cavern almost takes your breath. It has been long since something living was here. It feels a little bit as if you are opening a tomb...

Strange markings and signs cover the walls, as you head deeper into the central facility of The Doldrums, although the Builders had another name for it for sure. What was this place? According to your intel, the founders of Draugher's Tingle hid their treasure somewhere around here. Or was this place the treasure? You will sure enough find out about it very soon...

04. BREECHES BUOY

The ruins in The Doldrums seem to react to your presence. Some lights flicker, and you can hear a very low vibrating hum, as if some machinery came to life again. You make your way until a great hall, with old vehicles and unknow apparatus – but nothing even close to a treasure chest of any sort!

Suddenly you hear clanging and voices behind you and you realize that you are not alone here anymore...

Setup:
Set up a 3x3ft board as usual. If you have, use a lot of ruined buildings or even something like broken industrial corridors.

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

Set aside nine 30mm Objective Markers. Three of them are secretly marked as traps, three of them are marked as decoy, and three of them are marked as treasures*.

Mix the Markers, so no player should know if it is a trap, a decoy, or a treasure. Then every player, starting with Player A, deploys one Objective Marker in alternating turns in the Objective Zone. They must be at least 3" away from each other.

Initiative:
Roll for Initiative. If a player has won Scenario 03. Running before the Wind, this player gets -3 on the result of this Initiative Roll, because this Crew found the entrance first.

The player who wins Initiative is Player A, the player who loses the roll is Player B.

Deployment:

>> Player A deploys all of their models in the Player A Deployment Zone.

>> Player B then deploys all of their models in the Player B Deployment Zone.

>> 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 win.

Scoring:
For every treasure a crew discovers, it earns 1 VP.

Every model that escapes over the Player B Deployment Zone while carrying a treasure is worth 1 VP.

Special rules:

When a model is in Base to Base Contact with an Objective Marker, this model may spend 1 AP and declare an Interact Action. Then find out if the Objective Marker is a trap, a decoy or a treasure.

If it is a decoy, nothing happens.

If it is a treasure, a model can pick up the treasure. A model with silhouette A can carry one treasure, a model with silhouette B can carry two.

When a model that carries a treasure is Unconscious, it drops the treasure where its base is. Another model can pick up this treasure by declaring an Interact Action and spending 1 AP.

If it is a trap, the earth is shaking with a rumbling sound. The number of Turns still left to play is reduced by one every time a trap is revealed. If the third trap is revealed, the game ends immediately.

Any model that could not reach the exit (Player B Deployment Zone) until the end of the last Turn is considered to be Unconscious.
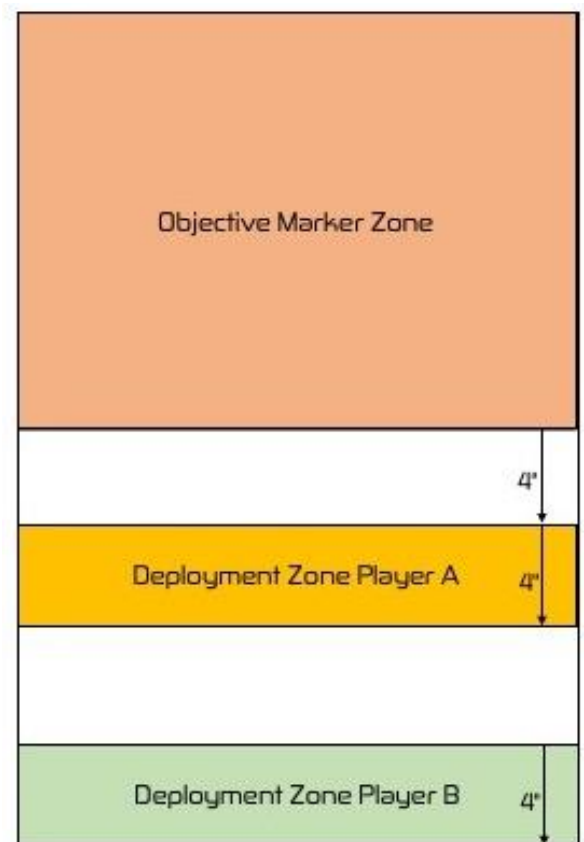
Game ends:

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.

Every revealed trap reduces the number of Turns by one. If the third trap is revealed, the game ends immediately.

*You can either mark the objectives underneath or you have, for example, an opaque container, from where you can draw different coloured dice or boardgame mans or whatever you can think of. It is however important that they are not distinguishable by shape or size, but by colour to define if it is a trap, a decoy, or a treasure.

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 4 PAINTING CONTEST

Build and paint some terrain and Objective Markers that suit this scenario 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 terrain piece or set of three Objective Markers 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.