PHASE 2

Apparently, there is more to this "Big Treasure" thing than just rumours. You have met with your crew to discuss your further actions and send your Scout to check a few things, but it's been days since the last check in. You start to worry and decide to take a look yourself. But just to be sure, you will go with your Medic. Ulaya can be a very dangerous and deadly place...

02. THREE SHEETS TO THE WIND

Your Scout is long overdue, but anywhere here must... wait! Is that blood on the plants? Your Medic looks alarmed, and you hasten your pace to find your missing Scout!

Setup:
Set up a table of 2x2ft as usual.
Every player has only their Leader, their Medic, and their Scout.

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

Deployment:

>> Both players set aside all models with the Infiltrate Ability (p. 47).

>> Player A choses a board side to deploy (4" from the edge) and deploys all models in this Deployment Zone.

>> Then Player B deploys all their models in the Deployment Zone (also 4" from the edge) on the opposite edge of the board.

>> Now both players, beginning with Player A, roll an Infiltration Roll for the Scout.

Make an Intelligence Roll:

Pass:
Place the Model in a Zone of 4" from the center line of the board. It must be away from an enemy model at least 5". The model is deployed with already 1 wound.

"Nailed It"
Same as before, but the zone can be 8" from the center of the board.

Feat:
Same as "Nailed It!".

Fail:
Place the model in a Zone of 2" from the center of the board. The model starts with another wound (two total).

Blunder:
Same as Fail. The model starts with another two wounds (three total).

>> The game begins with Player A taking the first activation.

How to win:
At the end of Turn 4, the player with the most VP wins.

Scoring:

A player can earn VP for each of these actions:

>> Scout successfully deployment in the Infiltration Zone: 1 VP.

>> Medic heals a wound (p.46): each wound equals 1 VP, up to 3 VP max.

>> Leader uses the Command ability (p. 46) successfully: each command equals 1 VP, up to 3 VP max.

>> The enemy Scout is Unconscious at the end of Turn 4: 2 VP.

>> Every other enemy model is Unconscious: 1 VP per model.

Special rules:

The Scout is not activated until the Medic heals one of his wounds. However, the Scout does get AP for Reactions. As soon as the Medic heals at least one wound, the Scout can be activated in the same Turn, if there are AP left.

Game ends:

The Game ends at the end of Turn 4 or at the end of any Turn where all members of one or more Crews are Unconscious.

Version: Single Player

If you play this on your own, use the AI-Deck and the AI-Rules for this campaign. Note the VP for the enemy models the same way as for your model.

AI-Rules:

Turn structure for this scenario:
>> *Initiative Phase*
  Hand out AP to player models
>> *Enemy Action Phase [skipped the first turn]*
  Draw and resolve an Action Card for each enemy
>> *Player Action Phase*
  Activation Phase like in TDE. Activate your player models
>> *Cleanup Phase*

Enemy Action Phase:

In the Enemy Action Phase, the enemy will take actions by drawing and resolving an Action Card. Perform the tasks on that card, if able, resolving the listed actions from top to bottom.
NOTE: An enemy in Base to Base contact with a player model will not draw an Action Card but will instead fight a round of Close Combat.

In the first turn of the game skip the Enemy Action Phase. The enemy will try to carry out all actions on the card if able. If not, it will carry out as many as it can. If it cannot carry out any action, it will simply do nothing. Action Cards will define how to resolve each action. Enemies only roll one die. This means enemies can only ever get a Pass/Fail result.

See Opposed Rolls below for how this works in opposed combat tests

Ambiguity on Action Cards:

We have done our best to eliminate ambiguity from the Action Decks. However, you may find yourself in a situation where there is more than one solution to the Action Card instruction. Use common sense to solve this.

Reactions vs. Enemy Actions:

During the Enemy Action Phase you may react to the enemies just like a normal reaction in TDE (have Line of Sight to any part of the action the enemy is taking). If your Reaction is a Combat action it must target the active enemy model. Spend an AP and follow normal reaction rules.

Enemy reactions during the Player Action Phase (Activation Phase):

During the Activation Phase certain actions taken by the players will trigger reactions from enemy models:

>> *An enemy attacked with Ranged combat will react by attacking back (if have a Range weapon) or Dodge*

>> *An enemy attacked in Close Combat will react with Close Combat*

Opposed Rolls:

Opposed rolls are resolved a little differently for a test with an AI enemy. For the enemy you roll only one d10 (this can be a second Feat Die or another d10). Since an enemy only rolls one die the best they can get is a Pass result. Unless they roll the Feat symbol (or a 1 on a normal d10); this is a 'Frenzy' result. A Frenzy result beats everything, including a Feat! Unfortunately, life in Ulaya is dangerous; AI enemies win ties!

PHASE 2 PAINTING CONTEST

Paint your Scout and your Medic 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.

Sample Enemy Actions

MOVE 6"
- Towards LoS, or Wounded
- Pass an Agility Test for Dynamic Movement

----- *Then* -----

ATTACK (CC, or RNG)

----- *Then* -----

ATTACK (CC, or RNG)
- Different target

Sample Enemy Actions

MOVE 6"
- Towards LoS, or Closest
- Pass an Agility Test for Dynamic Movement

----- *Then* -----

ATTACK (CC, or RNG)

----- *Then* -----

MOVE 5"
- Away LoS
- Pass an Agility Test for Dynamic Movement
- Goal is out of LoS

Sample Enemy Actions

MOVE 5"
- Towards Closest
- Free Dynamic Movement

----- *Then* -----

ATTACK (CC, or RNG)
- Gain PIERCE (1)

Sample Enemy Actions

REMOVE any Player Stealth Markers within 6"

----- *Then* -----

MOVE 7"
- Towards Wounded, or Closest
- Free Dynamic Movement
- Goal is B2B

Sample Enemy Actions

ATTACK (RNG) 8"
- Target LoS

----- *Then* -----

MOVE 8"
- Away LoS
- Free Dynamic Movement
- Goal is out of LoS

----- *Then* -----

HEAL (1)

Sample Enemy Actions

ATTACK (RNG) 8"
- Target LoS

.... *Then* ....

MOVE 6"
- Towards/Away Closest
- Pass an Agility Test for Dynamic Movement
- Goal is 6" from target + Cover

.... *Then* ....

ATTACK (RNG) 6"
- Target LoS

Sample Enemy Actions

MOVE 6"
- Away LoS
- Pass an Agility Test for Dynamic Movement
- Goal is 8" from target + Cover

----- *Then* -----

ATTACK (RNG) 10"
- Target LoS

Sample Enemy Actions

ATTACK (RNG) 8"
- Target LoS

----- *Then* -----

MOVE 6"
- Towards/Away LoS, or Wounded
- Free Dynamic Movement
- Goal is to gain Cover

Sample Enemy Actions

MOVE 6"
- Towards Closest
- Free Dynamic Movement

----- *Then* -----

ATTACK (CC, or RNG)
- Gain PIERCE (1)

----- *Then* -----

MOVE 4"
- Away LoS
- Free Dynamic Movement
- Goal is out of LoS