

PHASE 5

The growling voice of the shattering ruins pierces your ears, while the earth shakes and rocks and debris raining down on you. Suddenly the floor just crumbles beneath your feet and you fall down into an unknown abyss...

05. GOING TO THE BREAKERS

You barely made it out of the vault alive, but then everything behind you caved in. What happened to the rest of your crew? Are they alive? You hardly dare to hope for it, but you must be sure. At least, you realize that the reinforcements are finally here.

Setup:

Set up a 3x3ft board as usual. Use primarily tech ruins, if you can.

Every player can use up to 125 points. You can use Dinosaurs, Mounted Leaders, and Wayfarers in this scenario, if you want to.

Place four 50mm Objective Markers in the Drop Zone, beginning with Player A, in alternating turns. They have to be at least 5" away from each other.

Initiative:

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

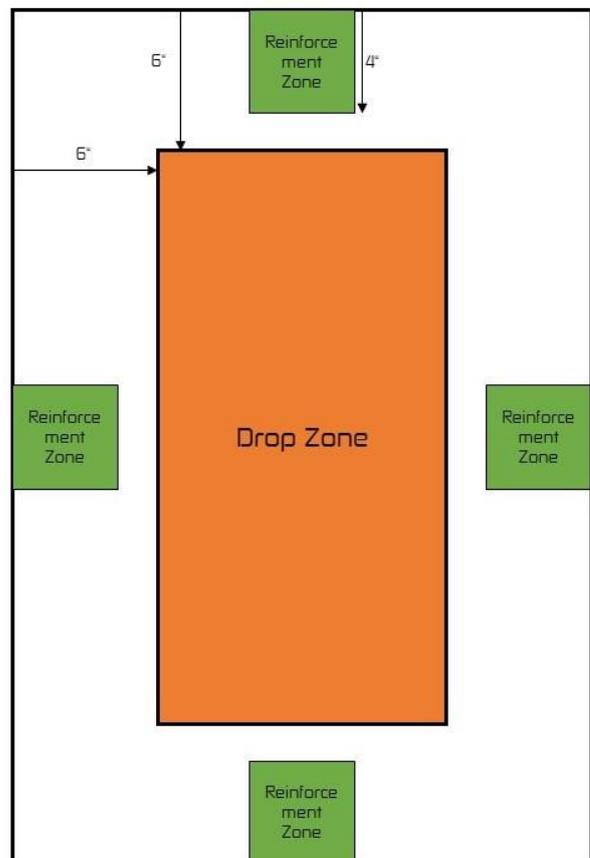
Deployment:

- >> Set aside every model that could escape from the last scenario, the new crew member and/or Dinosaurs. They will deploy in the second round in the marked Reinforcement Zones, beginning with Player A. Their deployment is part of their activation.

Example: You chose to activate one model from the reinforcement. This model must enter the board by one of the four zones during its activation. You can choose any of the Reinforcement Zones as your entry point.

- >> Place a Marker or an empty base for every model from the last scenario that did not get out of the vault in time in the Drop Zone. They have to deploy at least 3" away from each other. These represent the models that fell down in the previous game. It will be chosen randomly which model will deploy

at the place of which Marker. All of these models will start the game with one wound already to represent the damage from the fall.



For example, if six models fell down last game, place six Markers in the Drop Zone and mark them 1-6. Roll a D6 for each model to find out on which Marker it will deploy. Or you can mix all Character Cards into one stack of cards and draw blind for each Marker.

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

Note: You don't need to use the same models from the last game. However, when you use new models instead of the buried models, they will deploy with the reinforcements. Also, if your leader model was buried last game and you want to use the Mounted Leader, the Mount must come in with the reinforcements, too.

If you want to use Mounted Forek and he fell down in Phase 4, just deploy his Mount in one of the Reinforcement Zones and leave it there. All the other Mounts can move on their own.

How to win:

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

Scoring:

When a model is in Base to Base contact with an Objective Marker that is free of enemy models, it can try to harvest parts from it or download old knowledge. Declare an Interact Action and spend 1 AP. Mechs will get a bonus +2 for this roll. Every Objective Marker holds up to 4 VPs. After that, the device is empty.

Make an Intelligence Test.

Pass:

You can either plunder some valuable parts from this or download very precious knowledge! Gain 1 VP.

"Nailed It":

Huh, this is really an impressive artefact! Or an almost complete source of ancient knowledge! Gain 2 VP.

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 (Large) 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.

Special rules:

A model that tries to score VP must not be interrupted in this Action. If the model is Wounded because of a Reaction to its Interact Action, it will not gain any VP, no matter the result of the roll. A Blunder still has the effect given above.

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.

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 5 PAINTING CONTEST

Build and paint two Dinosaurs and/or another member of your crew 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.

You can also build some tech ruins for this scenario. Each entry is worth 5 VP that will be added to your team score. The four Objective Markers as a set are also worth 5VP.

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

TABLETOP SIMULATOR

There are maps for every scenario on the Tabletop Simulator Steam Workshop. Just search for the name of the scenario you are looking for and you can play online!

All the Models of The Drowned Earth and the cards are included in these mods, and you can find the free PDF rulebook on the webpage: www.thedrownedearth.com

AFTERMATH

More dead than alive, you and your remaining crew crawl out of the smoking ruins. This will gonna make some story in Draugher's Tingle, you as the first ones to ever come back from The Doldrums! The folks in "The three-headed Berengeii" won't believe it, but you don't mind. This will mark a change for sure in this little town. And who knows? You will probably not have set your eyes the last time on this heap of huts, made of planks from wrecks and hope.

Thank you for playing "The secrets of Draugher's Tingle" for The Drowned Earth. We hope, you enjoyed it and had a fantastic time playing these scenarios, painting your models, and building some terrain. As soon we have checked all the entries, we will announce which Team scored the most points.

Every Crew will have a certain reason to show some more activity in this area in the future.

The Artefacters have a lot of uncharted ruins they can explore.

The Firm might lay eyes on the harbour, trading with the Thousand Isles and the Five Lakes District alike. Crime is never far away from any trade.

The Militia might offer their valuable services to the people of Draugher's Tingle, since the threat of the Corsairs increases, and no villager will take that without a fight.

The Bondsmen could search for escaped slaves because the town still has this image of a free settlement, where former slaves can find freedom and peace.

And the Wayfarers, well, they will be wherever their next contract leads them.

On the horizon, however, the Corsairs are lurking...

And maybe you as well will have a reason to come back to Draugher's Tingle in the future, for more Secrets are still undiscovered.

Until that time, farewell, and may wind and tide serve you good.