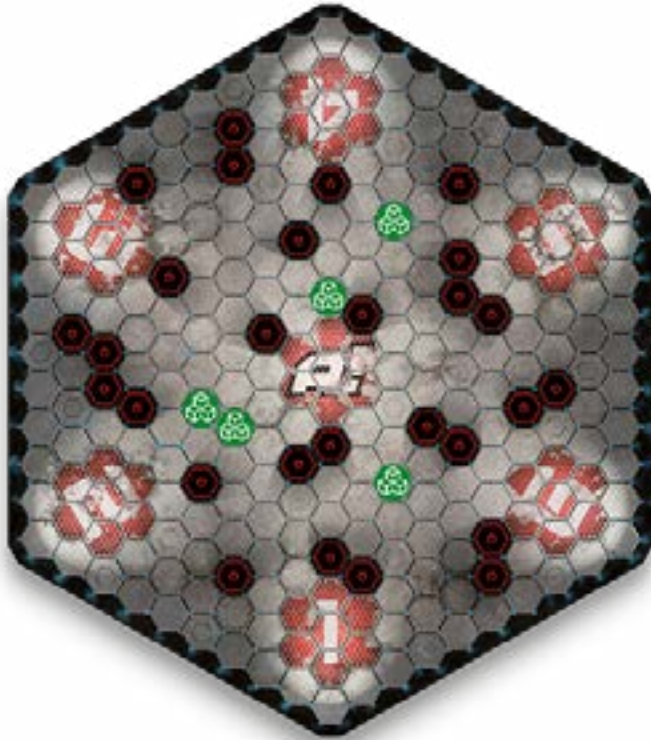# CORVUS BELLI

# ARISTEIA!

## SCENARIOS

### v 2.2

# ASSAULT

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone for their team to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- I and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters one at a time until all the Characters are deployed.

 You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

## SCORING ZONES

During the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone remains fixed for one more Round.

Only a Deployment Zone with no Characters inside it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all of the Characters that are inside it on Free Spaces adjacent to that Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following: :

- Being the **only player** with one or more Characters inside the Scoring Zone at the end of the Round (3 Victory Points).

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points, but only if both players have at least one Character inside the Scoring Zone).

- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (I Victory Point, but only if both players have at least one Character inside the Scoring Zone).
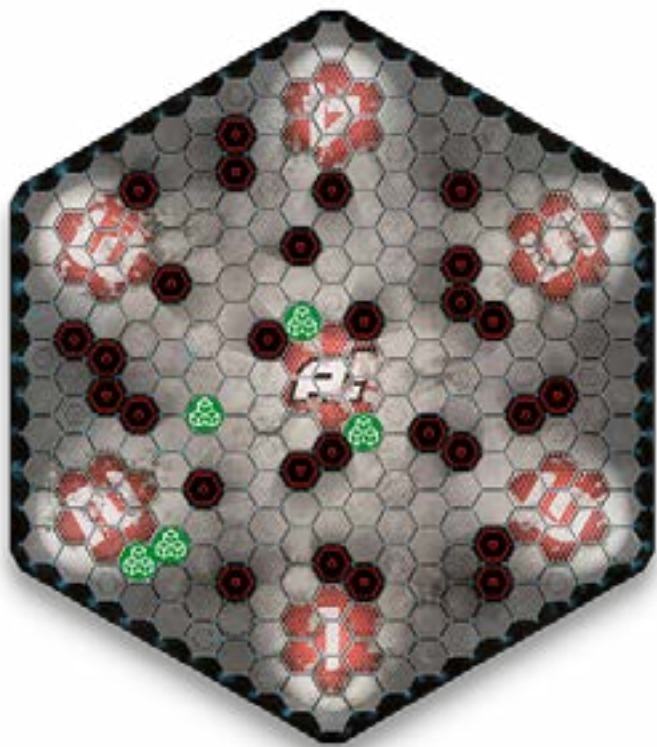
## END-GAME CONDITIONS 8x V.P 5

The game ends as soon as either player scores **eight or more** Victory Points, or at the end of the **Fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

# CONQUEST

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team in; their opponent will deploy in the opposite Zone. In this scenario, the Underdog must choose between zones 3 and 6.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

 You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

## SCORING ZONES

For the duration of the game, the Central Zone and Deployment Zones I, 2, 4, and 5 act as Scoring Zones.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench into zones 3 or 6, regardless of their original Deployment Zone. In addition, Characters may be deployed on any Free Space adjacent to these zones

## CONQUERING SCORING ZONES

To Conquer a Scoring Zone, at the start of the Objectives Phase you must have more Characters inside it than your opponent does.

Each player must choose color Counters (green or orange) to mark the Zones Conquered by their team.

When a player Conquers a Scoring Zone previously Conquered by their opponent, they must remove the color Counter of their opponent. For example: whenever the Green Team Conquers a Scoring Zone marked by the Orange Team; they remove the orange Counter and place a green Counter.

A Conquered Scoring Zone stops being Conquered at the start of the Objectives Phase if there is at least one Character inside it and both players have the same number of Characters inside it. Remove all of the green and orange Counters on this Scoring Zone.

Scoring Zones remain Conquered even if there is no Character in them at the end of subsequent Rounds.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Conquered Scoring Zones** at the end of the Round than the opponent (2 Victory Points).

- Having the **same number of Conquered Scoring Zones** at the end of the Round as the opponent (I Victory Point, but only if both players have Conquered at least one Scoring Zone).

- Having Conquered the **Central Scoring Zone** at the end of the Round (I Victory Point).

## END-GAME CONDITIONS 8x V.P ⑤

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **Fifth Round**, whichever happens first.
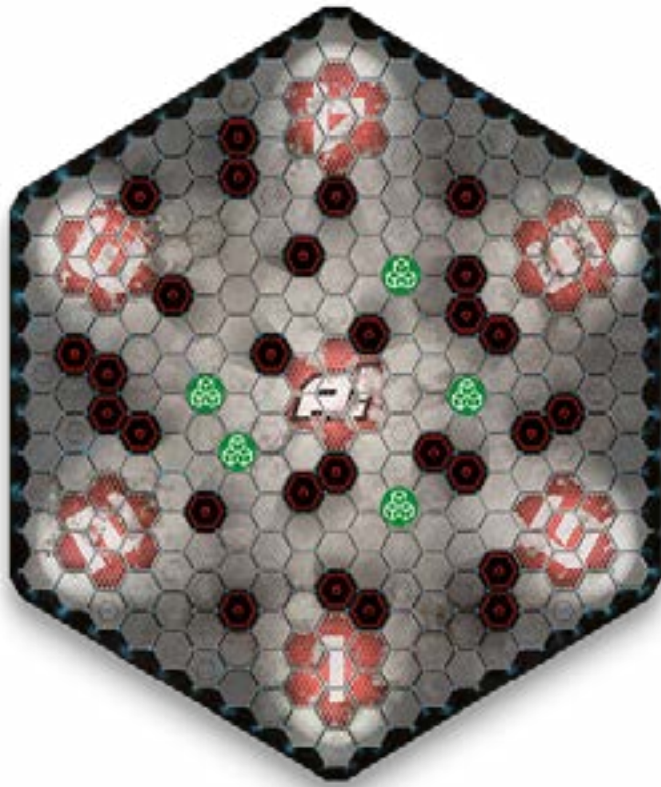
The winner is the player with the most Victory Points.

**GAIA CANNOT PLAY TECTONIC SHAKE DURING THIS SCENARIO**

# KING OF THE HILL

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy. The opponent will deploy in the remaining set.

- **Set 1**: Zones 1, 2 and 6.

- **Set 2**: Zones 3, 4 and 5.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.

 You may deploy your Characters on any spaces **inside or adjacent** to **any of your three** Deployment Zones. You do not have to deploy all your Characters in the same Deployment Zone.

## SCORING ZONES

The Central Zone is the Scoring Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the Scoring Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (3 Victory Points).

- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (I Victory Point, but only if both players have at least one Character inside the Scoring Zone).

## ADDITIONAL SCORING

- Each time an enemy Character inside the Scoring Zone is sent to the Infirmary (I Victory Point).
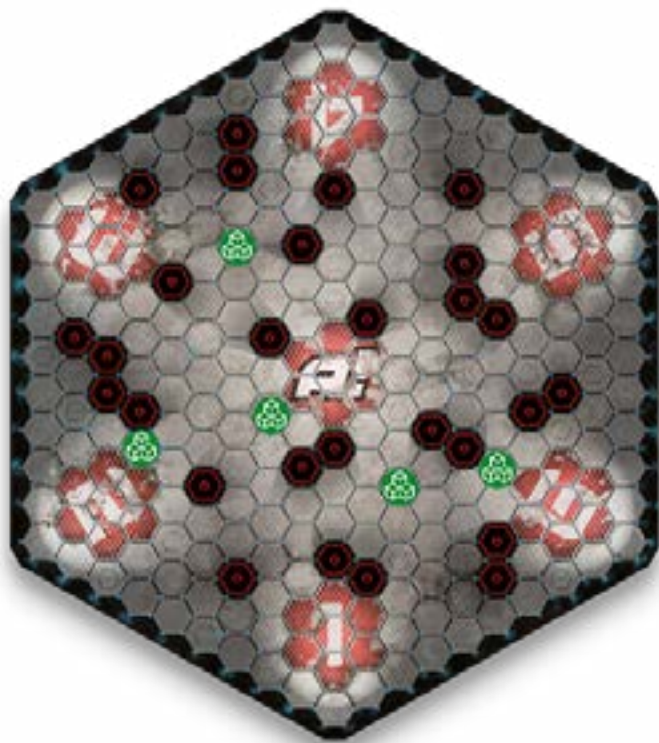
## END-GAME CONDITIONS 8x V.P ⑤

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# SCORCHED EARTH

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- I and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all the Characters are deployed.

 You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

Lastly, each player places a red Counter in their own Deployment Zone.

## SCORING ZONES

For the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

Only a Deployment Zone with no Characters inside of it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all the Characters that are inside it on Free Spaces adjacent to that Zone.

## SCORCHED EARTH

At the beginning of the Objectives Phase, if there is at least one Character inside the Scoring Zone, a red Counter must be placed in the Scoring Zone.

When choosing a Round's Scoring Zone, Deployment Zones with any Red Counters in them cannot be chosen.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points).



Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (I Victory Point, but only if both players have at least one Character inside the Scoring Zone).
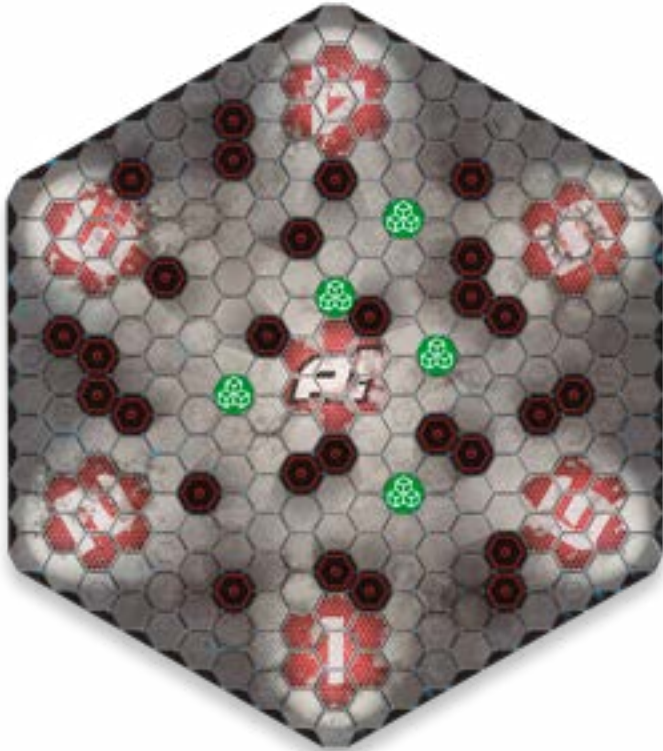


## END-GAME CONDITIONS 8x V.P

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **Fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

# BLITZ

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- I and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all the Characters are deployed.

 You may deploy your Characters on any spaces **exclusively inside** your Deployment Zone.

## SCORING ZONES

During the first Turn, the Central Zone is the Scoring Zone.

At the start of each of the subsequent Turns, before Initiative on the Turn Phase, the Underdog chooses that Turn´s Scoring Zone, but only if at least one Player scored Victory Points in the previous Turn. If neither player scored, the Scoring Zone remains fixed for one more Turn.
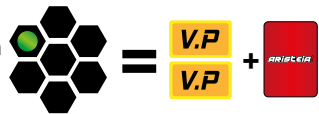
Only a Deployment Zone without Characters inside it at the start of the Turn can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all of the Characters that are inside it on Free Spaces adjacent to that Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

## OBJECTIVES

At the end of each Turn, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following::

- Being the **only player** who has the character they **activated in this Turn**, inside the Scoring Zone at the end of the Turn (2 Victory Points + I Tactic).

- **Both players** have the Character they **activated in this Turn**, inside the Scoring Zone at the end of the Turn (I Victory Point + I Tactic).

## ADDITIONAL SCORING

- Whenever an **Enemy Character** is moved to the **Infirmary** (I Victory point).

## END-GAME CONDITIONS  8x V.P ⏱3

The game ends at the end of the T**hird Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

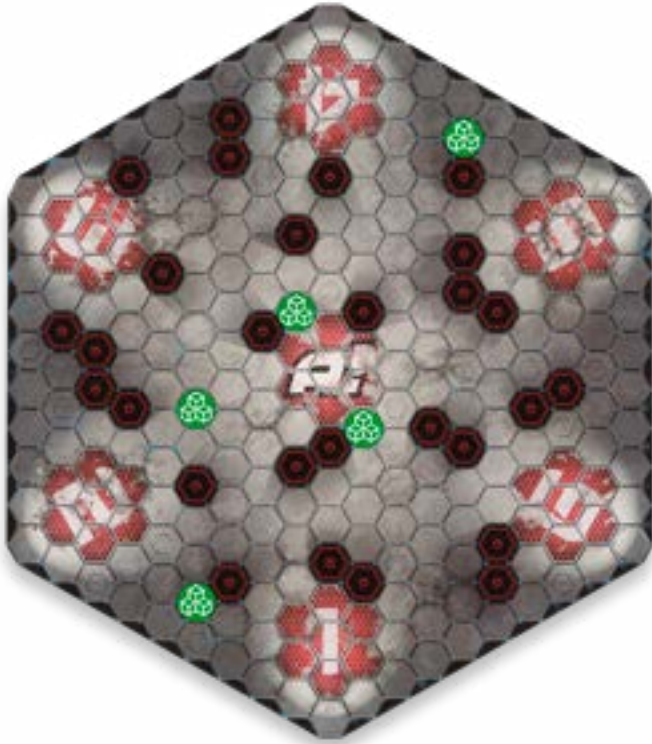The winner is the player with the most Victory Points.

## SPECIAL RULES

- **At the start of the game**, the player with the lowest sum of Initiative receives the Underdog token.

- **At the end of each Turn**, the Player with the least Victory Points receives the Underdog token. In case of a tie, the Underdog token goes to the other player.

- At the end of each Round, during the **Recovery Phase**, both players **draw exactly two Tactics.**

- In case any of players that cannot draw Tactics at some point during the game, they must shuffle their Discard Pile, forming a new Tactics Deck. Then, the player will draw the required amount from the Tactics Deck.

# CARNAGE

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:

## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- I and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.

You may deploy your Characters on any spaces **exclusively inside** your Deployment Zone.

## SCORING ZONES

For the duration of the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

> **IMPORTANT:** *You can get more VPs in this scenario for sending an Enemy to the Infirmary, than for having Characters inside the Scoring Zone.*

Only a Deployment Zone with no Characters inside of it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all Characters that are inside it on Free Spaces adjacent to that Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (I Victory Point).

## ADDITIONAL SCORING

- Whenever an **Enemy Character** with a ♥Hit Points value of 2 is moved to the Infirmary (I Victory point).

- Whenever an **Enemy Character** with a ♥Hit Points value between 3 and 4 is moved to the Infirmary (2 Victory point).

- Whenever an **Enemy Character** with a ♥Hit Points value of 5 or above is moved to the **Infirmary** (3 Victory point).
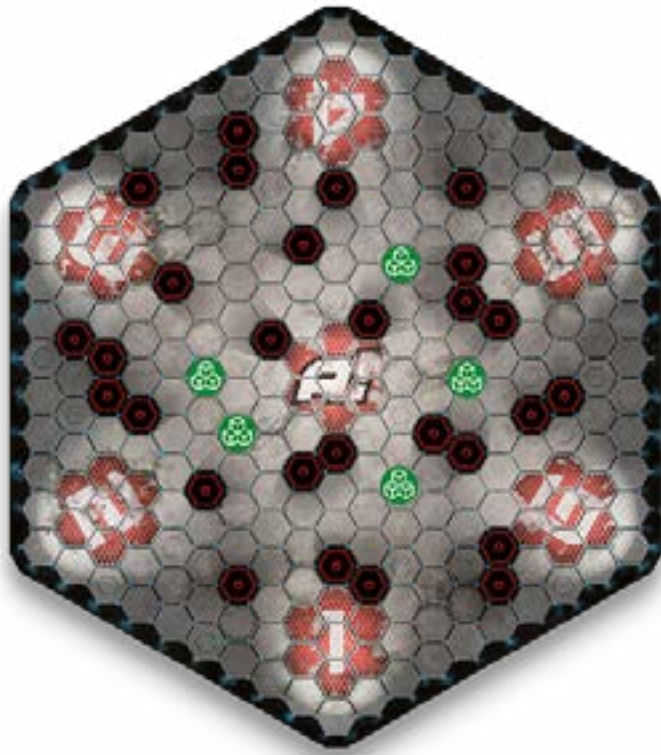
## END-GAME CONDITIONS 8x V.P 5

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# CAPTURE THE FLAG

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone as the Scoring Zone for their team; the opposite Deployment Zone will be the opponent's Scoring Zone. These are the set of opposing Deployment Zones:

- I and 4
- 2 and 5
- 3 and 6

The Orange Team places an orange Counter in their Scoring Zone (Orange Flag) and the Green Team places a green Counter in their Scoring Zone (Green Flag).

Afterwards, the Underdog decides which player will be the first to deploy a Character. After that, the players will alternate, each one placing a Character until they have deployed them all.



You may deploy your Characters on any space **exclusively within** any Deployment Zone that is not the opposing team's Scoring Zone, or the central Deployment Zone.

## SCORING ZONES

Each player has their own Scoring Zone and they can only score in that Scoring Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the opponent's Scoring Zone.

## FLAGS

The Flags of the Players are represented by color Counters (orange and green) that are referred to as **Flag Counters**.

When a Character is on any Space in the Deployment Zone that contains the rival Flag, it may **capture the rival Flag**. To capture the Flag, you must spend **I Action Point** and place the Flag on the Character's Card. Afterwards, the Character is said to be **Carrying The Flag.**
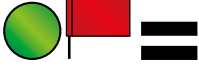
Only the rival Flag can be captured. Allies **cannot** hand off the rival Flag.

When a Character that is Carrying the Flag finishes their Activation in their own Scoring Zone, they have scored. Remove the Flag Counter from their Character Card and place it on any space in the opponent's Scoring Zone.

When a Character carrying the Flag is sent to the Infirmary, remove the Flag Counter from their Character Card and place it on any space in the central Deployment Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- One of your Characters is Carrying The Flag at the end of the Round (I Victory Point).



## ADDITIONAL SCORING

- When a Character Carrying The Flag scores by finishes their Activation inside their own Scoring Zone (3 Victory Points).



- Every time an Enemy Character Carrying The Flag is moved to the Infirmary (I Victory Point).



## END-GAME CONDITIONS 8x V.P ⑤

The game ends at the end of the **Fifth Round,** or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

**GAIA CANNOT PLAY TECTONIC SHAKE DURING THIS SCENARIO**

# HUMAN TARGET

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:
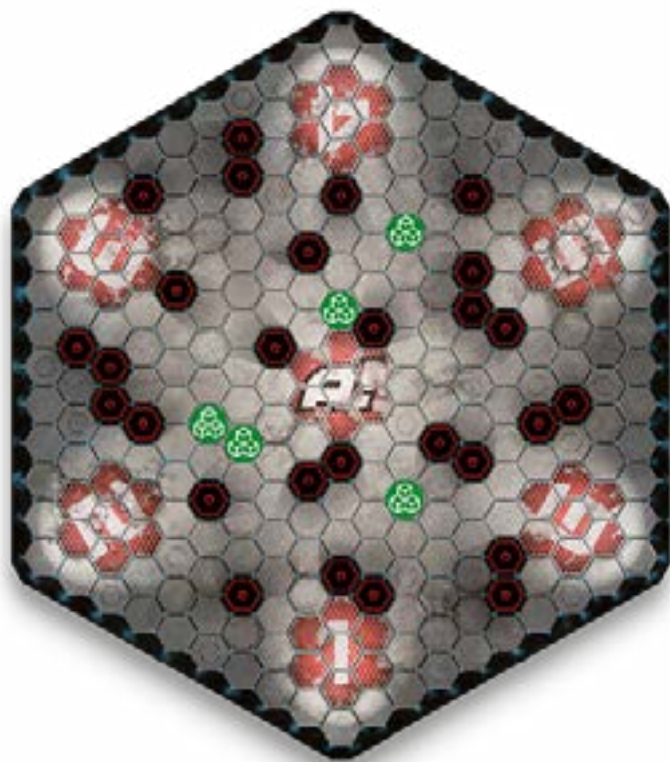


## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Scoring Zone for their team placing an orange Counter on it; after that, the Underdog places a green Counter on the opposite Zone, which is now their opponent's Scoring Zone. These are the set of opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

The Underdog places the blue Counter on any space in the central Deployment Zone.

The Underdog then decides which player will be the first to deploy a Character. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.


You may deploy your Characters on any space **exclusively inside** any Deployment Zone other than your own Scoring Zone or the central Deployment Zone.

## SCORING ZONES

Each player has their own Scoring Zone and they can only score in that Scoring Zone

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except their team's Scoring Zone or the central Deployment Zone.

## HUMAN TARGET

The Human Target is represented by the **blue Counter.**

To become the Human Target, a Character must be within 0-1 range of the blue Counter and must spend **1 Action Point** and place the blue Counter on the Character's Card. A Character may also become the Human Target by resolving any of the **Special Actions.**

If the Human Target is sent to the Infirmary as a result of the Effects of an Action, Automatic Skill or Switch, the blue Counter is removed from their Card and placed on the Card of the Character that used the Action, Automatic Skill, Tactic or Switch.

If the Human Target is sent to the Infirmary by the effect of a Tactic or various States (for example Poisoned or Burning), the blue Counter is then placed on the space that contained the Character.

If both the Human Target and the other Character are sent to the Infirmary after the Resolution of a Combat Roll, the Underdog places the blue Counter on any space in the central Deployment Zone.

When the Human Target scores at the end of the Round by being in their Scoring Zone, the Underdog removes the blue Counter from the Character's Card and places it on any space in the central Deployment Zone.

## DISPUTE

A Dispute is a Face-to-Face Roll between the Human Target and an adjacent Enemy Character, this replaces the Disengage Roll. This may be triggered by either Character attempting to move while adjacent to an Enemy Character. To resolve this, the ⬦ Agility of the Character that attempts to move  and the ✊Brawn of the Enemy Character must be contested in a Face-to-Face Roll. It must also be noted that:

- The Human Target must always Dispute, even if the model has another Allied Character adjacent with the Enemy Character.

- The Character that has more ✦ when the Roll is resolved will take the blue Counter and place it on their Character Card.

- If the Resolution of the Dispute makes the blue Counter change Teams, remove all Victory Point tokens from the Character Cards of the Team that lost control of the blue Counter.

# SPECIAL ACTIONS

All the Characters may perform the following Actions:

**1 Exchange** 1-1

» Take the blue Counter from the Allied Human Target and place it on the Card of the Active Character, if the Target does not have an Enemy Character adjacent to them.

The Human Target may perform the following Actions:

**1 Delivery** 1-2

» Place the blue Counter on the card of the Target Allied Character, if they do not have an Enemy Character adjacent to them.

**1 Transfer** ⚡ 1-5

The Roll for this Action uses the ⟨Agility Attribute of the Character that performs this Action.

→ Place the blue Counter on the Card of the Target Allied Character. Place I Victory Point token on the Card of the Active Character, and remove all Victory Point tokens that are on Enemy Characters' Cards.

If the Human Target is adjacent with at least one Enemy Character, resolve a Dispute in which the Human Target will roll their ⟨Agility against the Enemy Character's ✊Brawn in a Face-to-Face Roll. If the Human Target has at least one ✶ when the Roll is resolved, this Action will be resolved. Otherwise, the Enemy Character will take the blue Counter and the Action will end. Remember to remove all Victory Point tokens from the Character Cards of the Active Character's Team.

If there is at least one Enemy Character adjacent with the Target Allied Character, you must resolve a Dispute between your Target Allied Character and one of the Enemy Characters adjacent to them. The Target Allied Character will roll their ⟨Agility against the ✊Brawn of the Enemy Character. If the Target Allied Character has at least one ✶ when the Roll is reolved, the Action will be resolved.

» If this Action is not successful, the Underdog places the blue Counter on a space adjacent to the Target Allied Character.

**None of these Actions can be ⊗Silenced.**

# OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

• Have the Human Target within their Team's Scoring Zone at the end of the Round (2 Victory Points). In addition, remove all Victory Point tokens from Allied Character Cards (I Victory Point per token).

# ADDITIONAL SCORING

• At the end of the Activation of an Allied Human Target (if they still have the blue Counter on their Chracter Card), remove I Victory Point token from one of your Team's Character Cards (I Victory Point).

• Send an Enemy Human Target to the Infirmary (I Victory Point plus one Victory Point for each Victory Point token on their Character Card).

# END-GAME CONDITIONS 8x V.P ⬡

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.
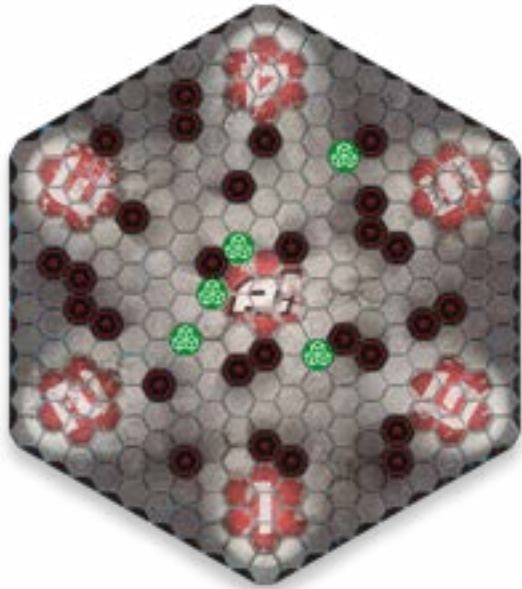
The winner is the player with the most Victory Points.

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**GAIA CANNOT PLAY TECTONIC SHAKE DURING THIS SCENARIO**

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# HUNTER AND PREY

## HEXADOME

For this scenario, prepare the HexaDome as per the graphic below:



## INITIAL DEPLOYMENT

At the beginning of the Deployment phase, the Underdog must choose two opposing Deployment Zones for their team. Then, the rival team will choose another two opposing Deployment Zone. The opposing Deployment Zones are:

- I and 4
- 2 and 5
- 3 and 6

Next, the Underdog decides which player will be the first to deploy a Character. After that, players will alternate, deploying one Character each until every Character is deployed.

Players may deploy their Characters in any space within the Deployment Zone or adjacent to it.

Only two Characters may be deployed in each Deployment Zone, counting each of the zone's adjacent spaces.

## SCORING ZONES

The central Deployment Zone will be considered the Scoring Zone for the entirety of the match.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone other than the Scoring Zone.

## OBJECTIVES

At the end of each Round, during the Objectives Phase, each player checks the scenario objectives to add Victory Points.

- Having more Characters within the Scoring Zone than the adversary (2 Victory Points).

- Having the same number of Characters within the Scoring Zone as the adversary (I Victory Point, only if both players have a Character within the Scoring Zone).

## ADDITIONAL OBJECTIVES

### Hunter's Trophy

Characters gain a **Hunter's Trophy** when they force an Enemy Player to go to the Infirmary under the following circumstances:

I. The Character inflicted 🩸 Damage during the Resolution of a **Combat Roll**.

2. The Character performed or applied the Effects of an **Action** or **Automatic Skill** that inflicted 🩸 Damage (example: Suppressive Fire, Moon Cycle).

3. The Character played a Tactic whose Effects inflicted 🩸 Damage (example: Valkyrie's Cry).

If a Character is sent to the Infirmary in any other circumstance (example: due to the Effects of a State), their owner decides which Enemy Character gains the Hunter's Trophy.

Use a Counter to represent the Hunter's Trophy and place it on the Character card or next to it, so it is clear to whom it belongs.

- The player gains **I Victory Point** each time one an enemy Characters goes to the Infirmary. Furthermore, add I extra Victory Point for each Hunter's Trophy that the Enemy Character had in their possession before going to the Infirmary.

- If two Characters inflict enough 🩸 Damage for them both to go to the Infirmary at the same time, their respective Teams add I Victory Point and I extra Victory Point for each Hunter's Trophy the rival Character had before the 🩸 Damage was inflicted.

- Characters that go to the Infirmary lose all their Hunter's Trophies.

- All Aristeia! rules related to Frags apply.

## END OF MATCH    8x V.P ⑤

The match ends at the end of the **fifth Round**, or when one of the players gains **eight or more** Victory Points at the end of a Round.
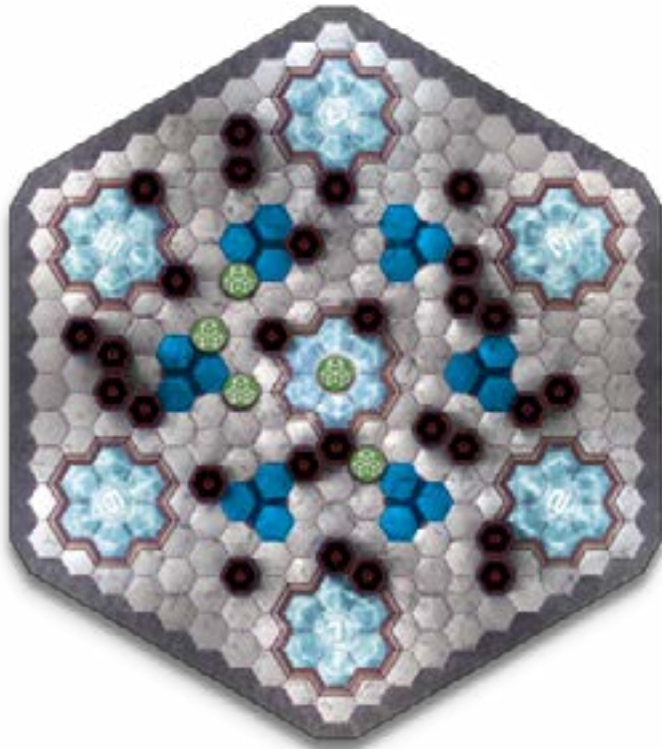
The player with the most Victory Points wins.

In case there is a tie, add up the current number of Hunter's Trophies per team to break it."

# WITCH LAND

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.

**Scoring Spaces** are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected **Ziggurat**.

## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy in. The opponent will deploy in the remaining set.

- **Set I:** Zones 2, 4 and 6.
- **Set 2:** Zones I, 3 and 5.

Then, the Underdog selects the first Ziggurat whose Scoring Spaces will give Victory Points.

After choosing a set of Deployment Zones, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.

 You may deploy your Characters on any spaces **exclusively inside** any of your Deployment Zones.

## SCORING SPACES

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's **Scoring Ziggurat**, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the **Scoring Ziggurat** remains fixed for one more Round.

Only a **Ziggurat** with no Characters in its three **Scoring Spaces** at the start of the Round can be chosen as the new Scoring Ziggurat. Should all Ziggurats have one or more occupied Scoring Spaces, the Underdog may choose any of the Ziggurats, and then place all of the Characters that are in its Scoring Spaces on Free Spaces of the Central Deployment Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone from their team's set of Deployment Zones.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having a Character in a Scoring Space (I Victory Point).  = **V.P**

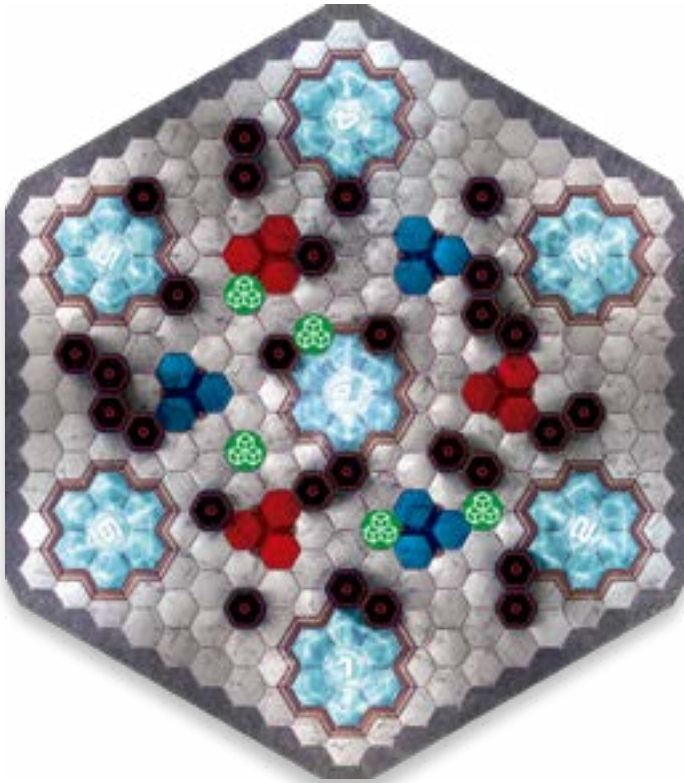## END-GAME CONDITIONS 8x **V.P**

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# FRENZIED DANCE

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.

**Scoring Spaces** are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected **Ziggurat**. At the end of each Round, the players will only obtain Victory Points from the Ziggurats of the active group.

## DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog must choose which of the Ziggurat groups (red or blue) is the active group, the one both players will use to score.

Then the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

You may deploy your Characters on any spaces **exclusively inside** any Deployment Zone, even adjacent to Enemy Characters.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone.

## CONQUERING ZIGGURATS

A Character has **Conquered** a Ziggurat, at the end of their Activation, if they are the only Character located in one of the the three Scoring Zones of the Ziggurat.

The only Ziggurats that can be conquered are the ones corresponding to the current Round's active group.

Each player must choose color Counters (green or orange) to mark the Ziggurats by Conquered their team.

When a player Conquers a Ziggurat previously Conquered by their opponent, they must remove the color Counter of their opponent. *For example: whenever the Green Team conquers a Ziggurat marked by the Orange Team; they remove the orange Counter and place a green Counter.*

All the green and orange Counters are removed from all Ziggurats at the end of the Round.

At the beginning of each of the following Rounds, before the Planning Phase, the active Ziggurat group changes from red to blue and the other way around, but only if a player has obtained Victory Points during the previous Rounds. Otherwise, the active Ziggurat group will remain the same as the previous Round.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- For each Ziggurat of the active group conquered (red or blue): I Victory Point.
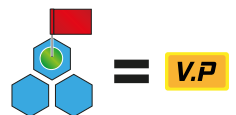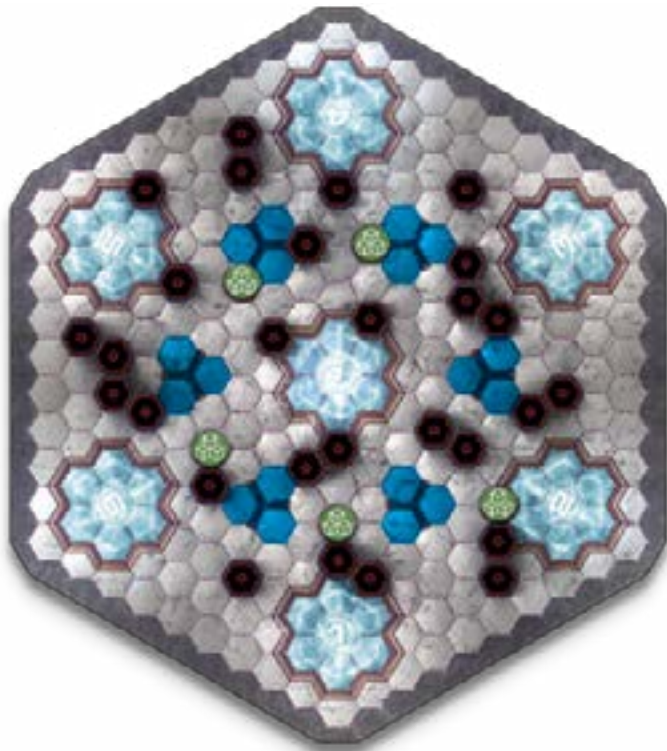
## END-GAME CONDITIONS 8x V.P ⑤

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# BROKEN LAND

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.

**Scoring Spaces** are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected **Ziggurat**.

## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy in. The opponent will deploy in the remaining set.

- **Set 1:** Zones 2, 4 and 6.
- **Set 2:** Zones 1, 3 and 5.

Then, the Underdog selects the first Ziggurat whose Scoring Spaces will give Victory Points.

After choosing a set of Deployment Zones, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.

You may deploy your Characters on any spaces **exclusively inside** to any of your Deployment Zones.

## SCORING SPACES

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's **Scoring Ziggurat.**

Only a **Ziggurat** with no Characters in its three **Scoring Spaces** at the start of the Round can be chosen as the new Scoring Ziggurat. Should all Ziggurats have one or more occupied Scoring Spaces, the Underdog may choose any of the Ziggurats, and then place all of the Characters that are in its Scoring Spaces on Free Spaces of the Central Deployment Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** on Scoring Spaces at the end of the Round than the opponent (2 Victory Points).

- Having **same number of Characters** on Scoring Spaces at the end of the Round as the opponent (1 Victory Point, even if neither player has any Characters on Scoring Spaces).

## ADDITIONAL SCORING

- Each time an enemy Character on a Scoring Space is sent to the Infirmary (1 Victory Point).

- Each time an enemy Character is sent to the Infirmary during an Attack declared by one of your Characters on a Scoring Space (1 Victory Point).
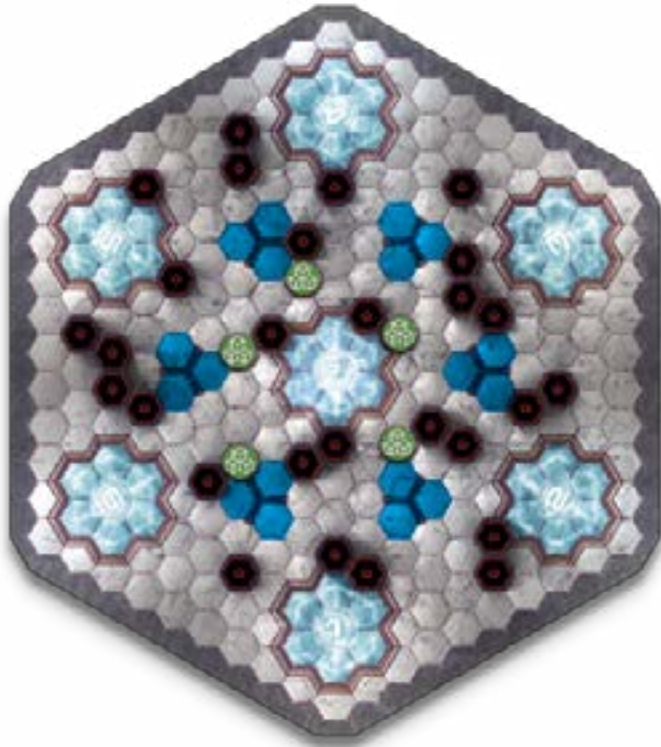
## END-GAME CONDITIONS 8x V.P ⑤

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# GATES OF FIRE

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.

**Scoring Spaces** are the three Spaces outside the Ziggurat that are adjacent to two Spaces of the selected **Ziggurat**.

## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses a set of Deployment Zones for their team to deploy. The opponent will deploy in the remaining set.

- **Set I:** Zones 2, 4 and 6.

- **Set 2:** Zones I, 3 and 5.

Then, the Underdog selects the first Ziggurat whose Scoring Spaces will give Victory Points.

After choosing a set of Deployment Zones, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.

You may deploy your Characters on any spaces **exclusively inside** any of your Deployment Zones.

## SCORING SPACES

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's **Scoring Ziggurat**, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Ziggurat remains fixed for one more Round.

Only a **Ziggurat** with no Characters in its three **Scoring Spaces** at the start of the Round can be chosen as the new Scoring Ziggurat. Should all Ziggurats have one or more occupied Scoring Spaces, the Underdog may choose any of them, and then place all of the Characters that are in its Scoring Spaces on Free Spaces of the Central Deployment Zone.

## SCORCHED ZIGGURATS

Place a red Counter on any of the Scoring Spaces of the selected Ziggurat at the beginning of the Objectives Phase.

Ziggurats with a red Counter **cannot** be selected again.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone from their team's set of Deployment Zones.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having a Character in a Scoring Space (I Victory Point).
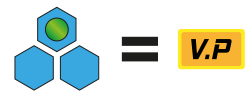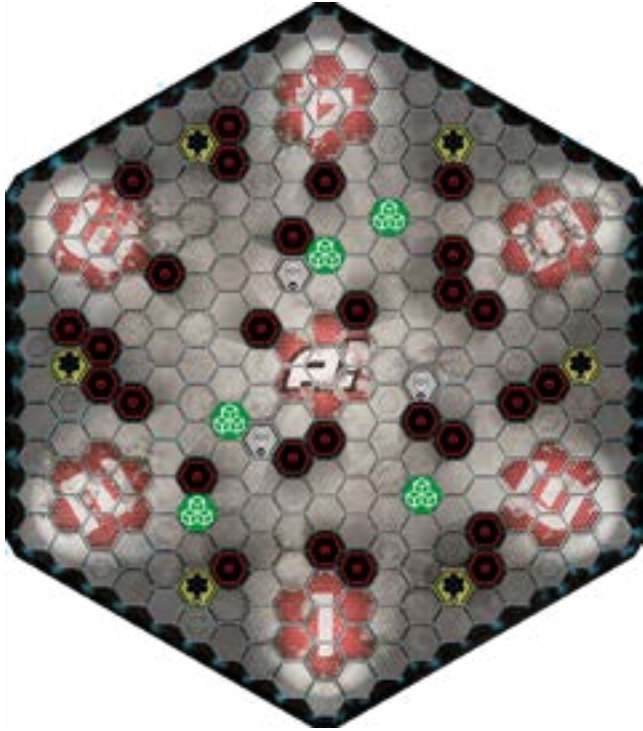
## END-GAME CONDITIONS 8x V.P ⑤

The game ends at the end of the **Fifth Round**, or when one of the players has scored **eight or more** Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# THUNDERDOME

## HEXADOME

Prepare the HexaDome as shown below:



## INITIAL DEPLOYMENT

Build a deck with the following Objective Cards at the beginning of your Deployment Phase:



- #00I to #0I5.

Portal Special Spaces (#I to #6) will be placed randomly in the HexaDome. To achieve this the **Underdog** takes the Portal Special tokens (#I to #6), shuffles them face down and places them in the HexaDome spaces indicated in the diagram. Then, flip them face up so they reveal the Deployment Zone they grant access to

After that, the Underdog draws the first two Objective Cards returning one to the bottom of the deck and revealing the other. The Deployment Zone revealed in the card becomes the Scoring Zone (the card may reveal 2 Deployment Zones).

Next, the Underdog decides which Player will be the first to deploy a Character. Afterwards, players will take turns to deploy one Character each until all the Characters have been deployed.

Players may deploy their Characters in any Free Space in any Deployment Zone other than the Scoring Zone.

## SCORING ZONES

Every Deployment Zone revealed by Objective Cards are Scoring Zones while these cards remain in play. The same Scoring Zone may appear in more than one Objective Card, therefore it will be a Scoring Zone while at least one of them remains in play.

The Underdog draws two cards from the Objective Deck at the beginning of each Round before the Planning Phase, returning one to the bottom of the deck and revealing the other. If one of your Characters is in one of the Deployment Zones revealed in the card chosen by the Underdog, you must place the model in a Free Space adjacent to the Deployment Zone.

If both players have Characters in the revealed Deployment Zone, they will take turns to place them in the adjacent Free Spaces. The Underdog will place one of their Characters first, then the other player will do the same with one of theirs, and so on until both players have placed all their Characters.

There can be a maximum of 2 Objective Cards revealed. When a third Objective Card is revealed, take the oldest one and return it to the bottom of the deck.

- The only way a Character can access a Scoring Zone is to use the corresponding Portal. They **cannot** enter it by spending a Movement Point, being Displaced, being Placed, or a result of a Disengage Roll.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench by using any Deployment Zone other than the Scoring Zone. Characters deployed from the Bench must do so **inside** the selected Deployment Zone.

## PORTALS

Special Space tokens representing Deployment Zones numbered from I to 6 are Portals that grant access to the Deployment Zones they indicate.

- When one of your Characters advances, is displaced, or placed on a Portal, it becomes instantly active: Place your Character in a Free Space of the Deployment Zone indicated by the Portal. If no Free Space is available, place the Character in a Free Space adjacent to the Portal.

- You **cannot** move, *displace*, or *place* an Obstacle on a Portal to a Deployment Zone.

## PASSAGES

Special Spaces with the ⬤ symbol are Passages that grant access to each other.

- When one of your Characters advances, is displaced, or placed on a Passage, you may choose to activate it. If you do not wish to activate it, your Character remains on it, blocking its use.

- If you decide to activate the Passage, Place your Character in a Free Space that has a Passage token in it, or in a Free Space adjacent to it.

- You **can** move, *Displace*, or *Place* Obstacles on Passages. Obstacles **cannot** activate Passages.

## OBJECTIVES

During the Objectives Phase at the end of every Round, each player checks how many of their Characters are inside a Scoring Zone.

- Having **more Characters** inside the Scoring Zones than the adversary: 2 Victory Points.

- Having **the same number of Characters** as the adversary inside the Scoring Zones: I Victory Point (only if both players have a Character inside the Scoring Zone).

- Discard the Objective Cards revealing any Scoring Zone used to score by any player.

## END-GAME CONDITIONS

The match concludes at the end of the **5th Round,** or when one of the players obtains **8 or more** Victory Points.
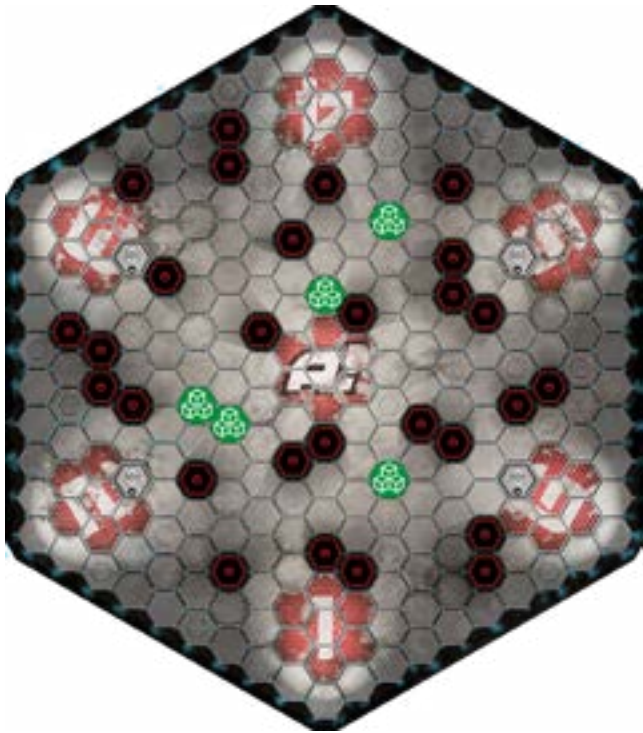
The winner is the player with the most Victory Points.

**GAIA CANNOT PERFORM TECTONIC
SHAKE IN THIS SCENARIO**

# WONDERFUL TOYS

## HEXADOME

Prepare the HexaDome as shown below:



## INITIAL DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog must choose one Deployment Zone for their team (I or 4) assigning the opposite one to the rival player.

Next, the Underdog decides which Player will be the first to deploy a Character. Afterwards, players will take turns to deploy one Character each until all Characters have been deployed.

Players may deploy their Characters in any Space **inside or adjacent** to their Deployment Zone.

## SCORING ZONES

During the first Round, the Scoring Zone is considered to be the central Deployment Zone.

At the beginning of each of the following Rounds, before the Planning Phase, the Underdog chooses the Scoring Zone for that Round, but only if a player has obtained Victory Points during the previous Rounds. Otherwise, the Scoring Zone will remain the same as the previous Round.

Only a Deployment Zone with no Characters inside can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all of the Characters that are inside it on Free Spaces adjacent to that Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench by using any Deployment Zone other than the current Scoring Zone. These Characters deployed from the Bench must do so **inside** the selected Deployment Zone.

## PROJECTILE SILOS

Spaces with a Wildcard Special Space token are Silos, from which Running Projectiles may be released. Silos can only be occupied by Running Projectiles and cannot be targeted by any Effect, Action, or Tactic.

## RUNNING PROJECTILES

Running Projectiles are Obstacles, therefore:

- Spaces with Running Projectiles are considered to be Occupied, so moving or Displacing through them is not allowed, and they grant Cover.

- Spaces with Running Projectiles do not block Line of Sight.

- Running Projectiles have 🖤- and 🖤I.

- Running Projectiles may be the Target of Actions, Attacks, and Tactics, unless otherwise specified.

- Running Projectiles cannot receive nor be affected by States.

- Players do not gain Frag tokens for destroying Running Projectiles.

**PLAYING RUNNING PROJECTILES IN WONDERFUL TOYS**

- At the end of the Deployment Phase, the Underdog takes the 4 Running Projectile tokens matching their player colour (i.e. orange) and their opponent takes the 4 Running Projectile tokens that are left (i.e. green).

- Players can only active and deploy the Running Projectiles matching their player colour.

- Running Projectiles on the HexaDome are activated first and then both players will have the option to deploy new ones. That is why during Round I they will only have the option to deploy them.

- At the end of every Round's Turns phase, the Underdog decides which Player will be the first to activate one of their Running Projectiles. Afterwards, players will take turns to activate one of their Running Projectiles each until all of them have been activated. Once every Running Projectile has been activated, the Underdog may choose and deploy one of their available Running Projectiles in a free Silo. Then, the opposing player may do the same. Both players will take turns to deploy a Running Projectile until they run out of free Silos or they both pass.

**ACTIVATION OF A RUNNING PROJECTILE**

- Running Projectiles will only target Enemy Characters.

- During their Activation, the Running Projectile may Displace up to 3 times. Running Projectiles may not go through the same space twice, including the space from which its Activation occurred.

- Once you have decided that you will not Displace your Running Projectile anymore, check if there are Enemies Targets in Range [SinLdV]I-2 from it:

  » If there is at least one Enemy Target in Range, choose one, flip the Running Projectile marker, apply its Effects against the Target, and remove the marker from the game.

  » If there is no Target in Range, you may Displace your Running Projectile up to 2 more times, in which case the Running Projectile cannot finish its Activation Adjacent to any Character.

- If a Character advances, is Placed or Displaced Adjacent to a Running Projectile, flip the marker and automatically apply its Effects against the Character. Then, remove the Running Projectile marker from the HexaDome and place it at the bottom of the Running Projectile markers deck.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Being **the only player** to have one or more Characters inside the Scoring Zone: 3 Victory Points.

- Having **more Characters** inside the Scoring Zone than the adversary: 2 Victory Points (only if both players have at least one Character inside the Scoring Zone).

- Having **the same number of Characters** as the adversary inside the Scoring Zone: I Victory Point (only if both players have at least one Character inside the Scoring Zone).

## END-GAME CONDITIONS

The match concludes at the end of the **5th Round** or when one of the players obtains **8 or more** Victory Points.
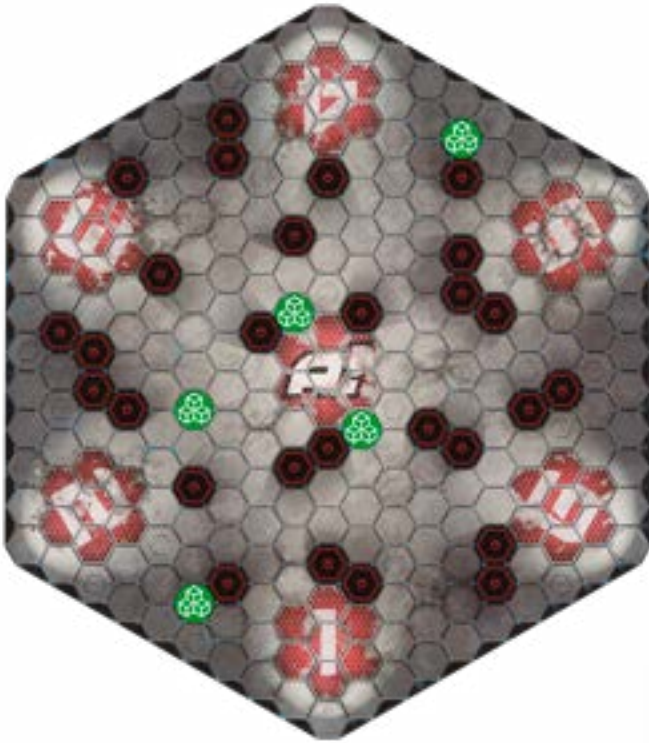
The winner is the player with the most Victory Points.

# CROW ACCUMULATOR

## HEXADOME

Prepare the HexaDome as shown below:
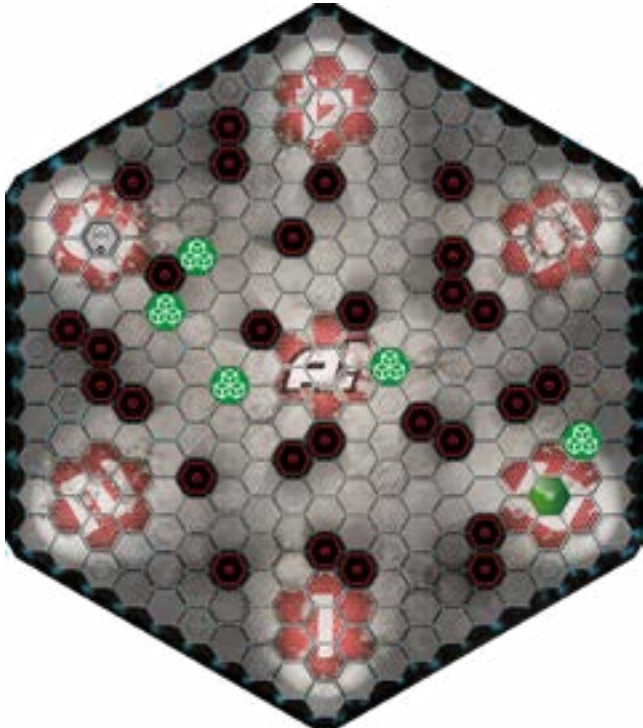


## INITIAL DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog chooses a set of Deployment Zones for their team to deploy. The opponent will deploy in the remaining set.

- **Set 1:** Zones 1 and 4.
- **Set 2:** Zones 2 and 5.

The Underdog then decides which Player will be the first to deploy a Character. Afterwards, players will take turns to deploy one Character each until all Characters have been deployed. Players may deploy their Characters in any of the two Deployment Zones assigned to their group. It is not necessary to deploy all Characters in the same zone.

Players may deploy their Characters in any Space inside or adjacent to their Deployment Zone.

Place a Green Counter representing a CROW Accumulator at the center space of Deployment Zone 6, and a Special Space token of the Wildcard type representing the Running Projectile Silo in Deployment Zone 3 (see diagram).

## SCORING ZONES

Deployment Zones 3 and 6 are considered **Scoring Zones.**

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone. These Characters must be deployed **inside** the chosen Deployment Zone.

## CROW ACCUMULATOR

The CROW Accumulator (Blue Counter) is a device that generates a blue energy known as CROW Substance, which can be stored in small capsules. The CROW Accumulator has the following properties:

- It is an Obstacle.
- **It cannot** be *Displaced* or *Placed.*
- **It cannot** suffer ⬤ Damage.

Characters may take energy from the Accumulator by performing one of the following Actions, which must target the Accumulator:

- 2. Triple Capsule. ⬤1-2
  You obtain 3 CROW Substance tokens.
- 2. Double Capsule. ⬤3-4
  You obtain 2 CROW Substance tokens.
- 2. Simple Capsule. ⬤5-8
  You obtain 1 CROW Substance token.

These Actions **cannot** be ⊗Silenced in any way.

Use Aristeia! Counters to represent CROW Substance tokens carried by the Character and place them on their Character card.

Characters cannot perform any of the previous Actions if they already have a CROW Substance token on their Character card.

When a Character goes to the Infirmary, they must remove all CROW Substance tokens from their Character card.

## PROJECTILE SILO

The Space with a Wildcard Special Space token is a Silo, from which Running Projectiles may be released. Silos can only be occupied by Running Projectiles and **cannot** be targeted by any Effect, Action, or Tactic.

## RUNNING PROJECTILES

Running Projectiles are Obstacles, therefore:

- Spaces with Running Projectiles are considered to be Occupied, so moving or Displacing through them is not allowed, and they grant Cover.
- Spaces with Running Projectiles do not block Line of Sight.
- Running Projectiles have ⬤ - and ⬤1.

- Running Projectiles may be the Target of Actions, Attacks, and Tactics, unless otherwise specified.

- Running Projectiles cannot receive nor be affected by States.

- Players do not gain Frag tokens for destroying Running Projectiles.

**PLAYING RUNNING PROJECTILES IN CROW ACCUMULATOR**

- Build a deck with the Running Projectile markers by shuffling CrazyKoalas and MadTraps and place it (with the Effects of the Running Projectiles face down) next to the HexaDome.

- At the beginning or every Round, the Underdog will take the first Running Projectile from the deck and proceed to deploy it in the Projectile Silo.

- If a Character advances, is Placed or Displaced Adjacent to a Running Projectile, flip the marker and automatically apply its Effects against the Character. Then, remove the Running Projectile marker from the HexaDome and place it at the bottom of the Running Projectile markers deck.

- At the end of the Turns Phase of each Round, after finishing the Activation of all Characters, all Running Projectiles that are deployed on the HexaDome are activated. Starting with Underdog, each player will perform the Activation of a Running Projectile until they are all activated once.

**ACTIVATION OF A RUNNING PROJECTILE**

- During their Activation, the Running Projectile may Displace up to 3 times. Running Projectiles may not go through the same space twice, including the space from which its Activation occurred.

- Once you have decided that you will not Displace the Running Projectile anymore, check if there are Character Targets in Range [SinLdV]I-2 from it:

  » If there is at least one Character Target in Range, choose one, flip the Running Projectile marker, apply its Effects against the Character Target, and remove the marker from the game.

  » If there is no Character Target in Range, you may Displace your Running Projectile up to 2 more times, in which case the Running Projectile cannot finish its Activation Adjacent to any Character.

# PROJECTILES

At the beginning of every Round, place one random Running Projectile in the Projectile Silo as long as it is not already occupied. Running Projectiles are activated at the end of every Round, always moving towards the nearest Character. If multiple Characters are equally distant, the target will be chosen by the Underdog.

*Read Running Projectiles Rules in Prime Time for more information about them.*

# OBJECTIVES

During the Objectives Phase at the end of every Round, each player checks that the objectives of the scenario to add Victory Points:

- If the total number of CROW Substance tokens that a Character has on its card is the same or higher than the number of the current Round, the player gains I Victory Point.

# ADDITIONAL SCORING

**Deliver CROW Substance.** When a Character carrying CROW Substance finishes their Activation in any Space in Scoring Zone 3, they deliver all the CROW Substance tokens they have in their possession (remove the counters from their Character card).

The player gains **I Victory Point for each CROW Substance token delivered.**

# END-GAME CONDITIONS

The match concludes at the end of the **5th Round,** or when one of the players obtains **8 or more** Victory Points **at the end of a Round.**

The winner is the player with the most Victory Points.

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**GAIA CANNOT PERFORM TECTONIC SHAKE IN THIS SCENARIO**

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# WANTED

## HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



## DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone to deploy their team; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces exclusively inside your Deployment Zone.

## SCORING ZONES

For the duration of the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

**IMPORTANT**: *You can get more VPs in this scenario for sending an Enemy to the Infirmary, than for having Characters inside the Scoring Zone.*

Only a Deployment Zone with no Characters inside of it at the start of the Round can be chosen as the new Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all Characters that are inside it on Free Spaces adjacent to that Zone.

## DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Deployment Zone except the current Scoring Zone.

## OBJECTIVES

During the Objectives Phase of each Round, check whether either player has achieved any Objectives. Award them the appropriate Victory Points if they have accomplished the following:

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent: I Victory Point.

# ADDITIONAL SCORING

Sending an Enemy Character to the Bench grants a variable number of Victory Points and, in some cases, the possibility of drawing I Tactic:

| Maximus | 2 VP | Dart | 2 VP + Tactic |
|---|---|---|---|
| 8-Ball | 2 VP | Prysm | 2 VP |
| Major Lunah | 3 VP | Eclypse | I VP + Tactic |
| Wild Bill | 3 VP + Tactic | Bixié | I VP |
| Miyamoto | 3 VP + Tactic | Shona Carano | 2 VP + Tactic |
| Gata | I VP + Tactic | Final Boss | 2 VP |
| hEXx3r | I VP | Koorie Queen | 2 VP |
| Parvati | 2 VP | Oberon | I VP |
| Valkyrie | 3 VP | Bachmann | 2 VP |
| Sr. Massacre | 3 VP | Hammerhead | 3 VP |
| Laxmee | I VP + Tactic | Gaia | I VP |
| Hannibal | 2 VP + Tactic | Fiddler | 3 VP |
| Kozmo | 2 VP + Tactic | Axl | 2 VP |
| Murtair | 2 VP + Tactic | Hippolyta | 2 VP |
| Táowù | I VP | Lei Gong | 3 VP + Tactic |
| Mendoza | 2 VP | Moonchild | 3 VP + Tactic |
| Nervosa | I VP + Tactic | Balmung | 2 VP + Tactic |

At the beginning of the match, at the end of the "Team Presentation" step, you may use the Value tokens of Prime Time to assign each Character the value shown in the table (place them next to the Character card).

# END-GAME CONDITIONS 8x V.P ⑤

The game ends at the end of the Fifth Round, or when one of the players has scored eight or more Victory Points at the end of a Turn.

The winner is the player with the most Victory Points.

# ALTERNATIVE HEXADOMES

## ASSAULT
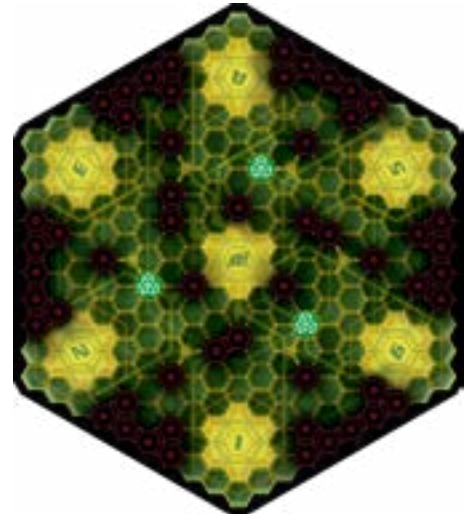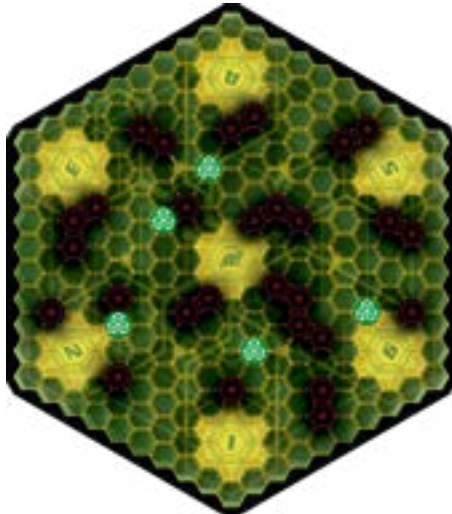


## CROW ACCUMULATOR
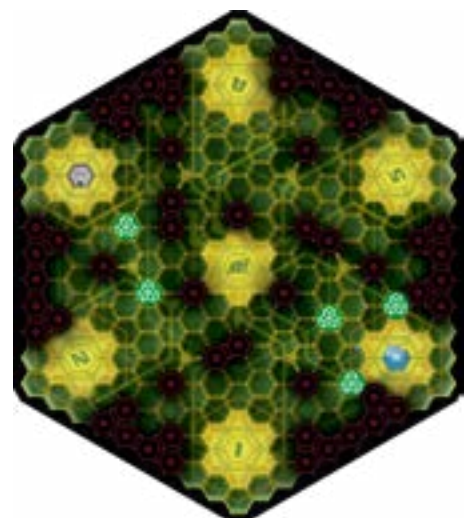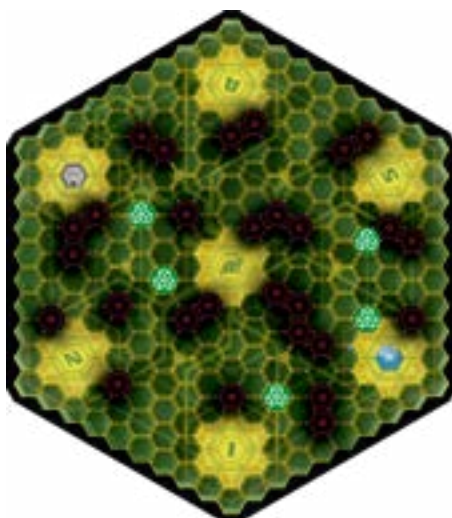


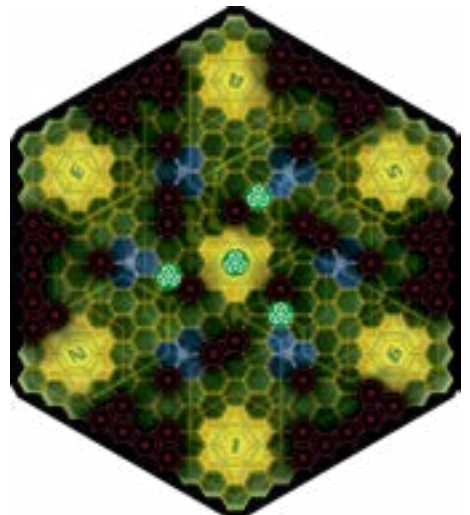## WITCH LAND
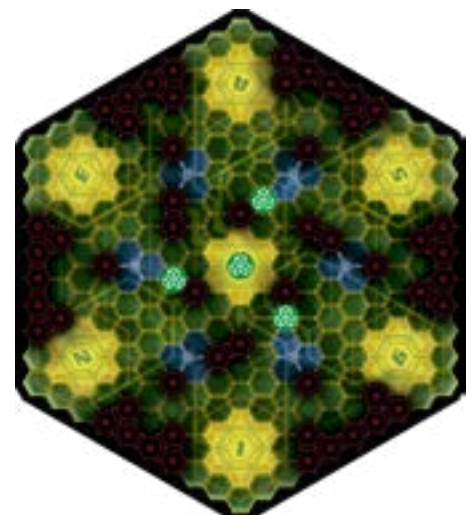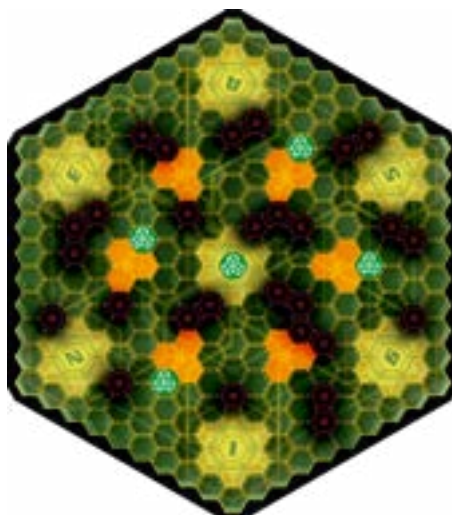
# BLITZ
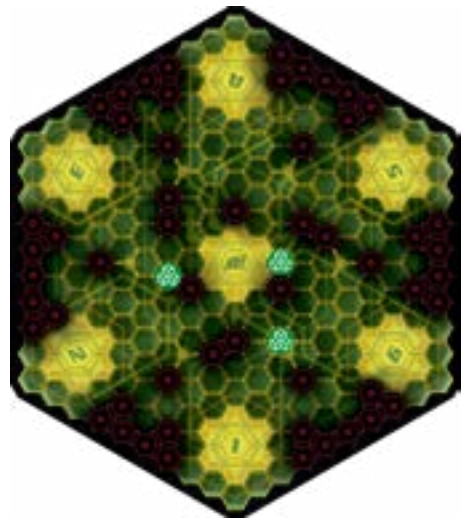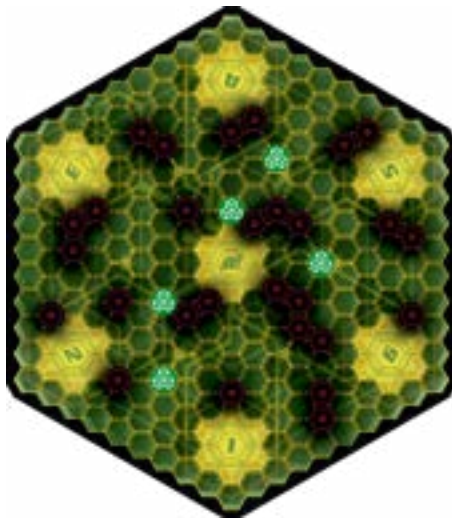


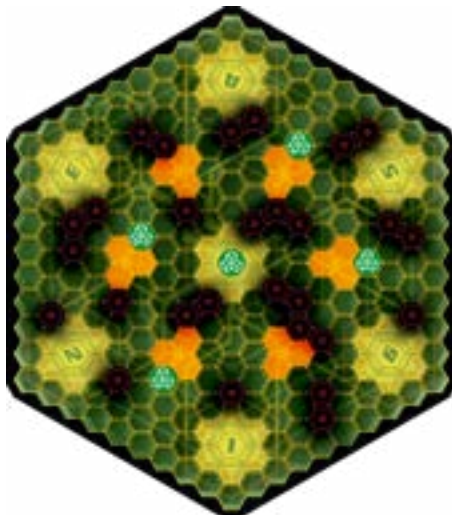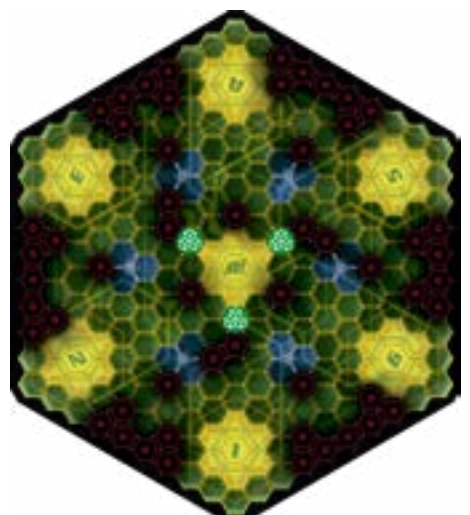# BROKEN LAND
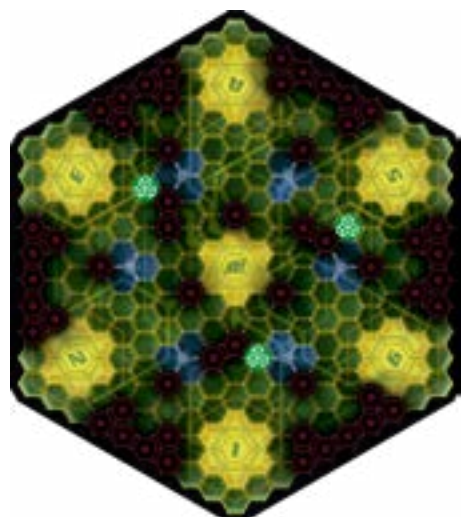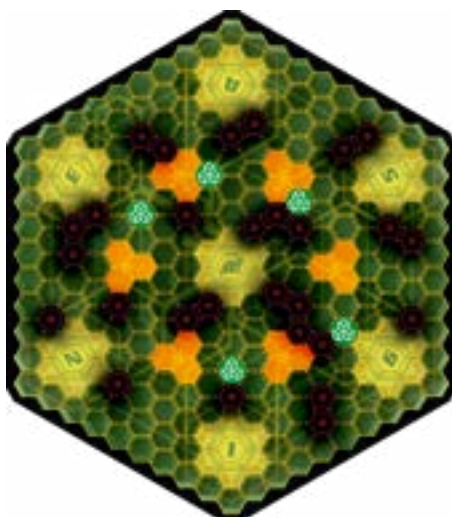


# CAPTURE THE FLAG
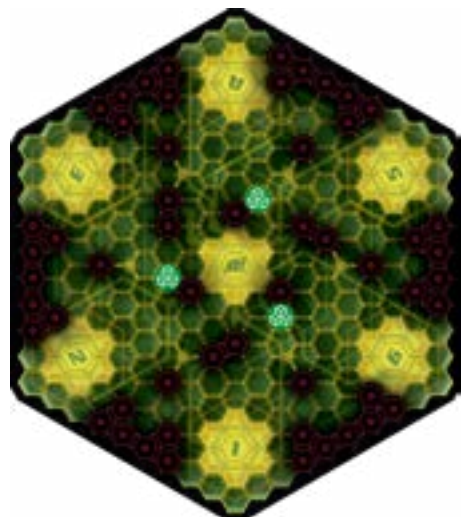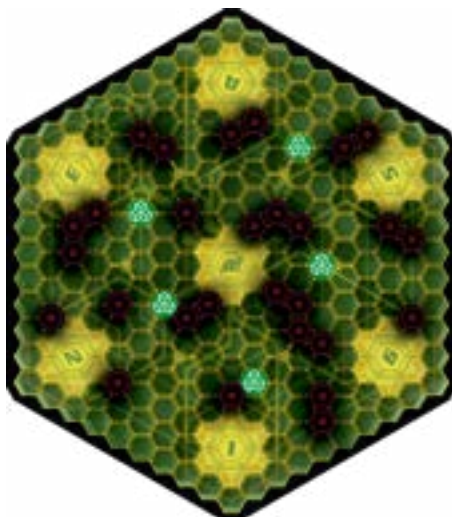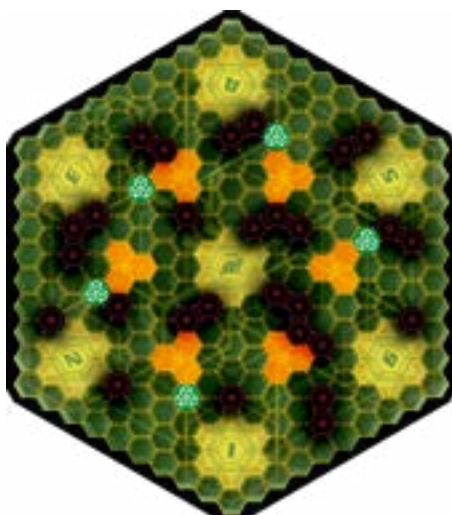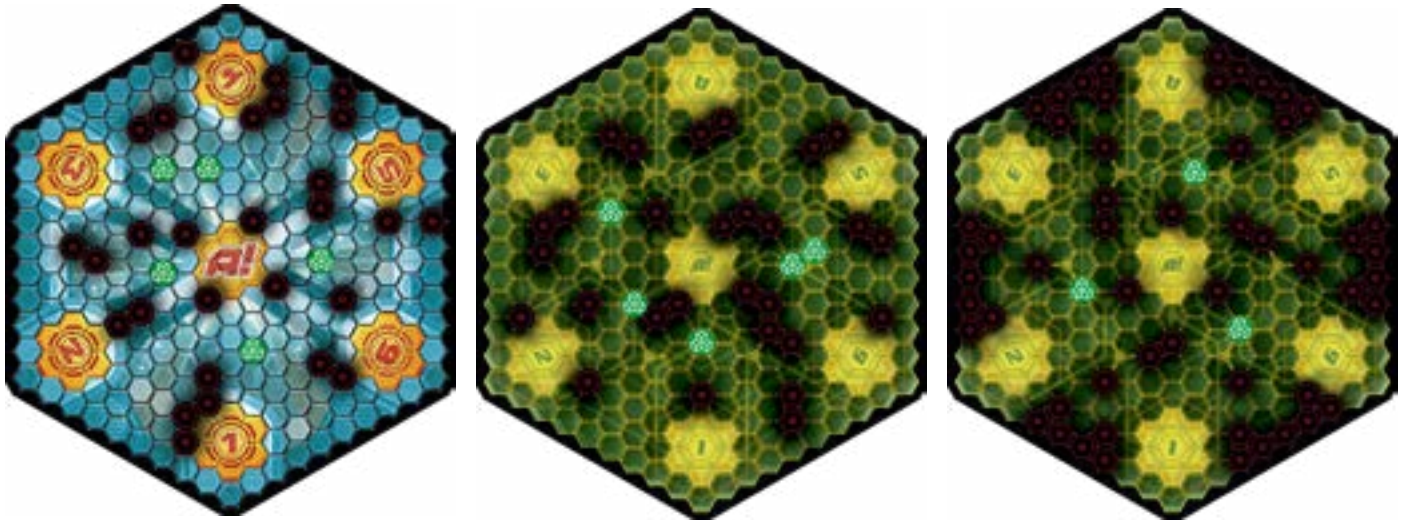
# HUNTER AND PREY
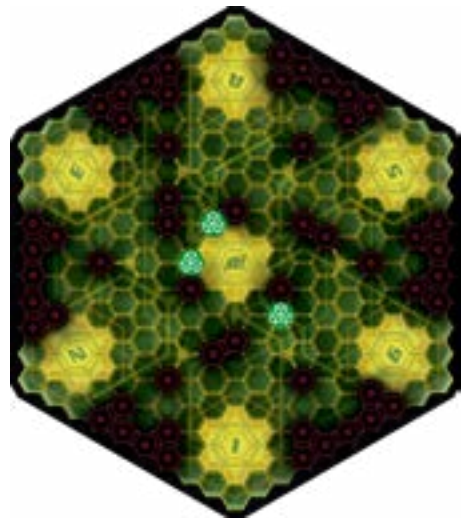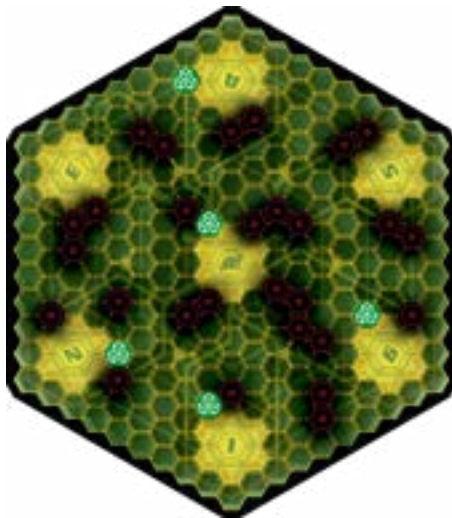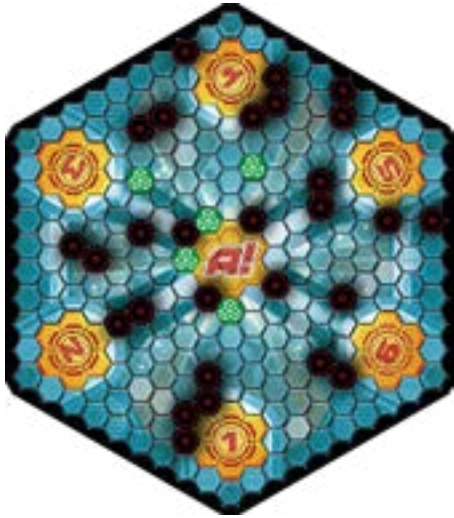


# CONQUEST
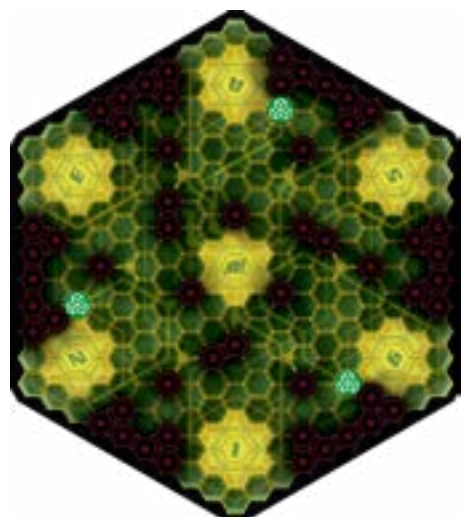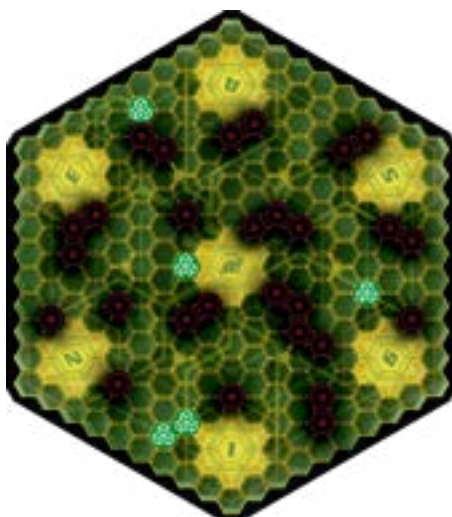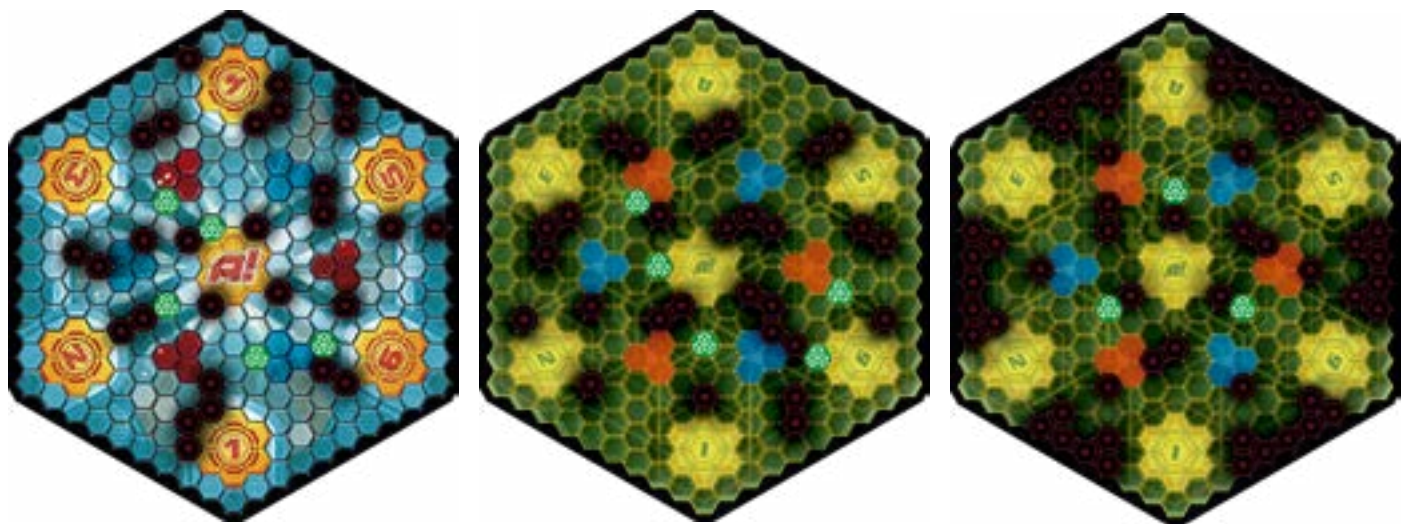


# SCORCHED EARTH
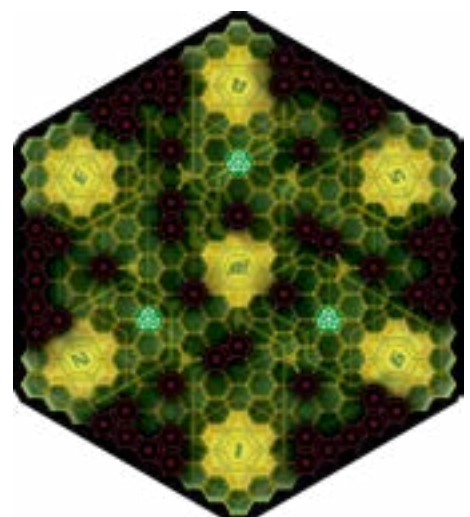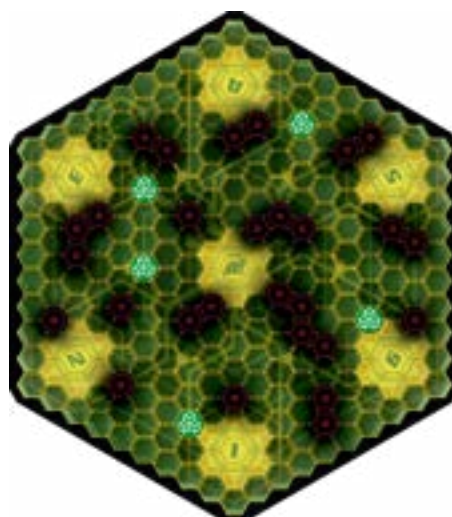
# WODERFUL TOYS
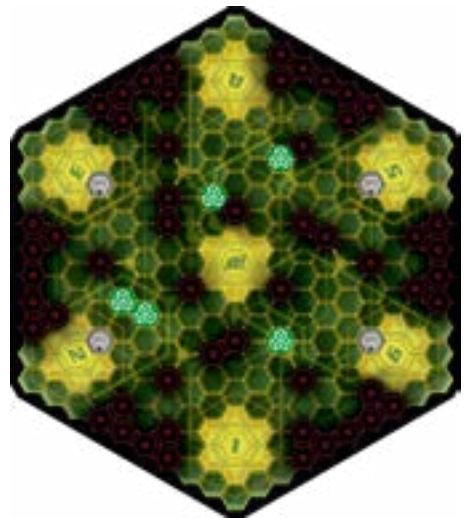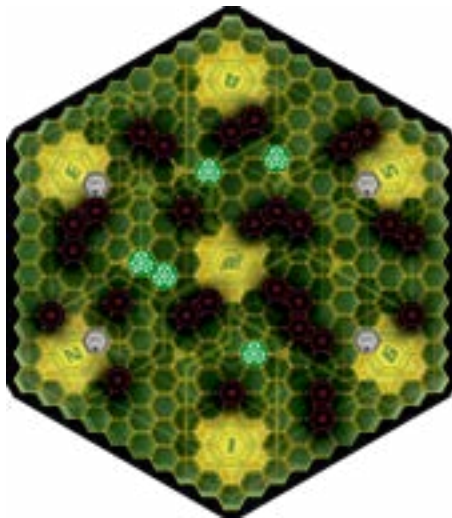


# WITCH LAND



# GATES OF FIRE

# KING OF THE HILL



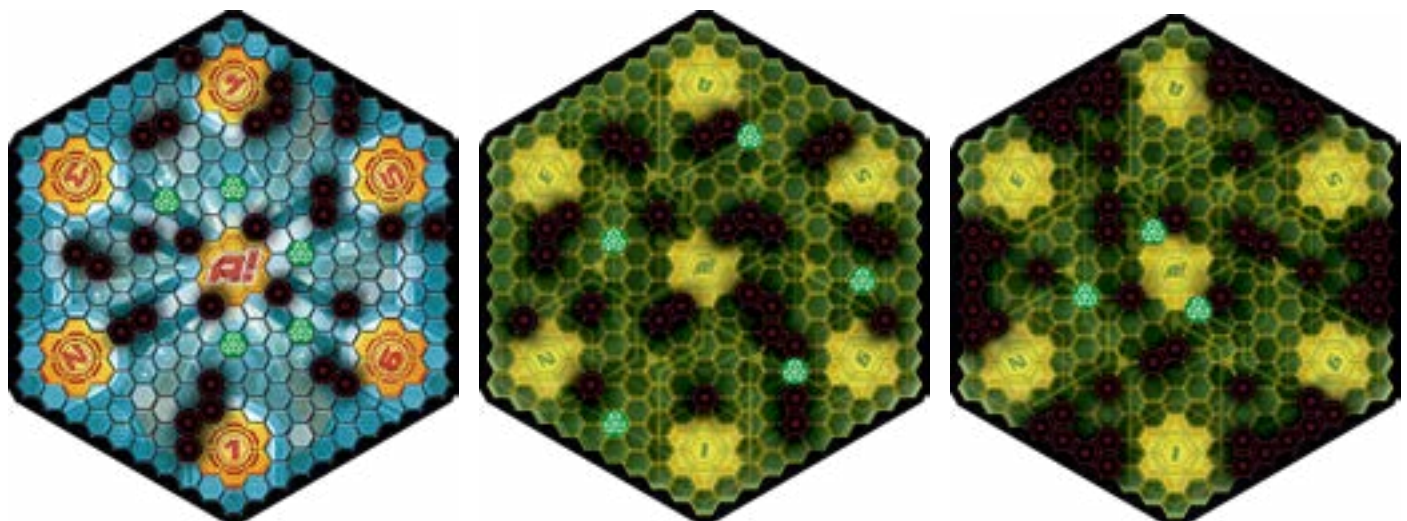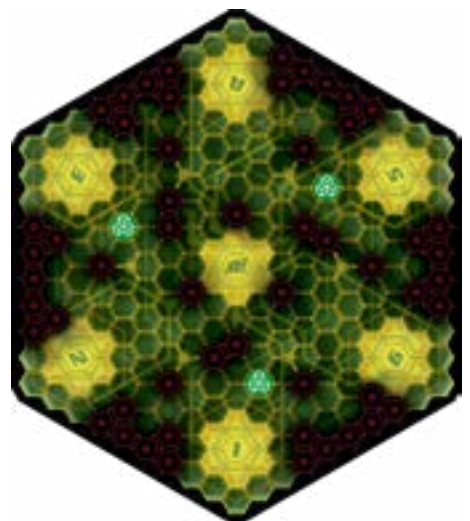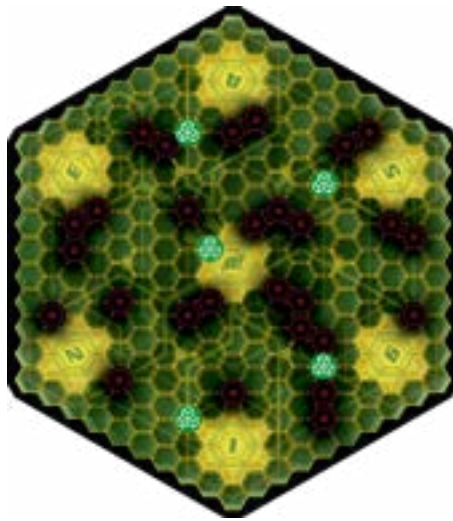# FRENZIED DANCE



# CARNAGE / WANTED

# HUMAN TARGET



# THUNDERDOME