

Scenario 12: Green Energy!

Green energy is highly conductive, able to transfer its power through the very ether into any friendly model on the battlefield. But this connection can become just as dangerous as it is beneficial.

Game Length: 8 turns

Deployment: Each player rolls a D6. The player with the highest roll chooses a side. The other player automatically has the opposite side. Models are deployed up to 10" onto their own board edge in strategy rating order.

Special Rules: Ensure a 12" x 12" section in the middle of the board has no terrain and then place either a Generator, Powerplant or Electricity Pylon terrain piece directly in the centre of this space. The remaining terrain can be distributed on the rest of the board.

When a model comes within 1" of the centre terrain piece it immediately receives 1 green energy cube for each model remaining in its force. These cubes must be immediately distributed throughout the force where required, just like in the Power Up Phase. Unlike pink energy cubes, green energy cubes are not reset after each turn and must be carried over into the next turn until they are spent. However, should a model be damaged by a model with the Surge Special Rule, then that player will take a damage point against each and every model in its force with a green energy cube on its card. Apart from this rule, green energy has the same value and operates the same as pink energy.

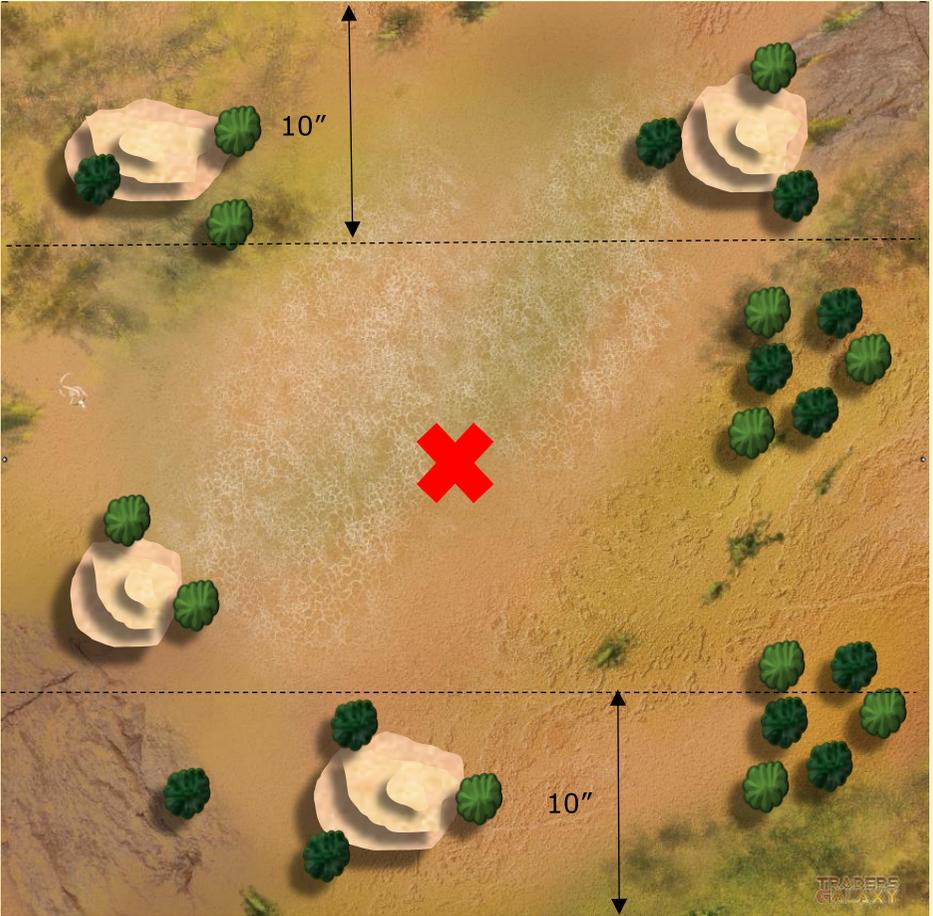
Each model may only "collect" green energy by being within 1" of the centre terrain piece once per game. If a model stays within 1" of the terrain piece for more than 2 turns it is overwhelmed by the power and destroyed as if by the Blast Special Rule.

Mission Objectives: Destroy the opposing force.

Winning the game: Victory Points

- 1 victory point for each model destroyed with 4 damage points or under on their stat card.
- 2 victory points for each model destroyed with 5-6 damage points on their stat card.

- 4 victory points for each model destroyed with 7 damage points or over on their stat card.



Scenario 13: Red Energy!

Red energy is powerful but highly unstable. It produces massive surges in power levels and allows systems to be pushed beyond their normal limits. However, inevitably it is likely the host will be destroyed as a result.

Game Length: 8 turns

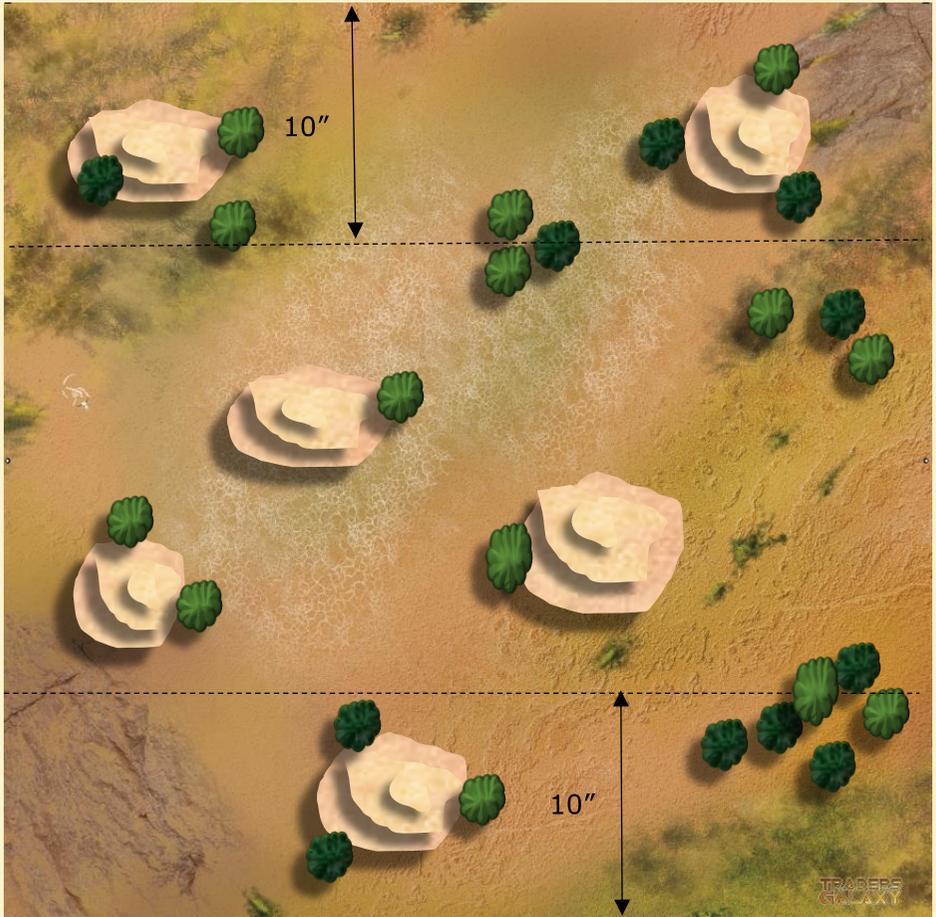
Deployment: Each player rolls a D6. The player with the highest roll chooses a side. The other player automatically has the opposite side. Models are deployed up to 10" onto their own board edge in strategy rating order.

Special Rules: At the start of each Power Up Phase, each player rolls 2 critical dice and replaces this number of single pink energy cubes with 2 red energy cubes. Models with red energy may boost shields up to twice per boost rather than just a single boost. For each red energy cube remaining on a card at the end of the turn, that model will take a critical dice worth of damage with the Blast and Rank and File Special Rules.

Mission Objectives: Destroy the opposing force.

Winning the game: Victory Points

- 1 victory point for each model destroyed with 4 damage points or under on their stat card.
- 2 victory points for each model destroyed with 5-6 damage points on their stat card.
- 4 victory points for each model destroyed with 7 damage points or over on their stat card.
- An additional victory point for any enemy models destroyed when they had red energy on their stat card that turn.



Scenario 14: Cleanse the City!

In many Democracy cities formerly governed by COILS agents, chaos is barely held in check. Every now and then street fights between various Bot War factions break out in partially abandoned parts of the city causing even more destruction than usual.

Game Length: 8 turns

Deployment: Each player rolls a D6. The player with the highest roll chooses a side. The other player automatically has the opposite side. Models are deployed up to 15" onto their own board edge in strategy rating order.

Special Rules: During deployment place 8+ civilian parked cars, 8+ streetlamps, 8+ street signs and 4+ dumpsters in random positions throughout the entire board. Each of these terrain features use the optional rules given in the Turbo Edition rulebook on page 64 with the following difference. Once a model picks up a terrain piece for use, place the piece on the base or beside the model. The model may carry the terrain piece until it is used or until the model uses its Super Ability. If civilian parked cars are thrown at an enemy model resolve damage as normal. But place the car in base-to-base contact with the damaged target, who may then use this as normal in its own activation. If a model with a damage stat greater than 8 throws a parked car, it causes 2 automatic damage instead of just 1.

Mission Objectives: Destroy the opposing force or have the most models in the opponent's deployment zone.

Winning the game: Victory Points

- 1 victory point for each model destroyed with 4 damage points or under on their stat card.
- 2 victory points for each model destroyed with 5-6 damage points on their stat card.
- 4 victory points for each model destroyed with 7 damage points or over on their stat card.
- An additional victory point for every enemy model destroyed using a terrain piece

