

SKIRMISH VARIANTS

THESE ARE SUGGESTIONS FOR ALTERNATE SKIRMISH MODES, PROPOSED BY MEMBERS OF THE GTG ONLINE FORUM. THE ORIGINAL POST CAN BE FOUND HERE --

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ALTERNATE-SKIRMISHES-SUPER-POWERED-FRIENDLIES-5763](https://greaterthangames.com/forum/topic/alternate-skirmishes-super-powered-friendlies-5763)

- SPIFF

STANDARD SKIRMISHES

SKIRMISHES AS DESCRIBED IN THE TACTICS RULEBOOK ARE RELATIVELY SIMPLE AFFAIRS. FOR THE MOST PART, YOU JUST GRAB SOME CHARACTERS, TOSS TOGETHER SOME MAP TILES, AND BATTLE IT OUT.

MAP SETUP

- ANY NUMBER AND CONFIGURATION OF MAP TILES IS FINE. WANT TO FIGHT ON A VOLCANO IN THE MIDDLE OF MEGALOPOLIS? GO FOR IT!

TEAMS

- ANY NUMBER OF TEAMS WITH AN EQUAL NUMBER OF CHARACTERS PER TEAM IS FINE (FIGHTS WITH 1 CHARACTER PER TEAM AREN'T PARTICULARLY WELL BALANCED, THOUGH).
- VILLAINS AND HEROES CAN BE ON THE SAME TEAM. WANT TO PUT BARON BLADE AND LEGACY ON THE SAME TEAM FIGHTING AGAINST BEACON AND OMNITRON-V? NO PROBLEM!
- HAND OUT THE TURN ORDER TOKENS SO THAT EACH TEAM WILL TAKE A TURN BEFORE COMING BACK AROUND TO THE FIRST TEAM.
- ASSIGN EACH CHARACTER ON YOUR TEAM ONE OF YOUR TEAM'S TURN ORDER TOKENS (EACH CHARACTER'S ASSIGNED TURN ORDER TOKEN WILL NOT CHANGE THROUGHOUT THE MATCH).
- THE CHARACTER WITH THE #1 TURN ORDER TOKEN TAKES THEIR TURN FIRST.
- PICK A STARTING SPOT FOR EACH TEAM ALONG THE MAP'S EDGE WHICH SEEMS EQUALLY DISTANT FROM THE OTHER TEAMS' STARTING SPOTS AND SET OUT YOUR CHARACTER'S TOKENS.

GAMEPLAY

- WHENEVER A CHARACTER IS INCAPACITATED, THEY WILL STAND BACK UP IN THEIR CURRENT SPOT ON THEIR NEXT TURN AS DESCRIBED IN THE "INCAPACITATION" SECTION OF THE RULE BOOK.

SCORING/WINNING

- EACH TIME A CHARACTER IS INCAPACITATED, THAT CHARACTER'S TEAM SCORES A POINT (WHICH IS BAD).
- THE FIRST TEAM TO REACH A NUMBER OF POINTS EQUAL TO THE NUMBER OF CHARACTERS ON EACH TEAM LOSES THE MATCH. SO, IN A 3 VS. 3 SKIRMISH, THE FIRST TEAM TO REACH 3 POINTS/INCAPACITATIONS IS THE LOSER. FOR LONGER GAMES, INCREASE THE NUMBER OF POINTS NEEDED TO LOSE.

TAG-TEAM

PROPOSED BY GTG FORUM MEMBER "PHANTASKIPPY"

IN A TAG-TEAM SKIRMISH, EACH TEAM KEEPS ONE OF THEIR CHARACTERS OUT OF THE FIGHT AT ALL TIMES. WHENEVER A TEAM MEMBER IS INCAPACITATED IN BATTLE, THEY ARE SET ASIDE AND THE EXTRA CHARACTER "TAGS IN", CONTINUING THE FIGHT. THE INCAPACITATED CHARACTER WILL THEN TAG IN THE NEXT TIME A TEAM MEMBER IS INCAPACITATED.

PHANTASKIPPY WRITES: "I LIKE THIS SKIRMISH MODE FOR GETTING OUT OF THE KNOCKED-DOWN-STAND-BACK-UP FLOW OF THE STANDARD SKIRMISHES, AND FOR GETTING DIFFERENT COMBINATIONS OF HEROES ON THE BATTLEFIELD. THIS CAN WORK WITH MOST OF THE GAME MODES LISTED BELOW, AS WELL AS JUST FOR TAG-TEAM SKIRMISHES."

MAP SETUP

- SET UP THE MAP AS DESCRIBED IN THE "STANDARD SKIRMISH" SECTION, OR IF YOU'RE COMBINING TAG-TEAM MODE WITH ONE OF THE OTHER TYPES OF SKIRMISHES, ACCORDING TO THAT TYPE'S MAP SETUP SECTION.

TEAMS

- ANY NUMBER OF TEAMS WITH AN EQUAL NUMBER OF CHARACTERS PER TEAM IS FINE.
- EACH TEAM MUST SET ASIDE ONE OF THEIR CHARACTERS AT THE BEGINNING OF THE GAME. THIS CHARACTER WILL NOT GET A TURN ORDER TOKEN OF THEIR OWN. INSTEAD, THEY WILL USE THE TURN ORDER TOKEN OF THE CHARACTER THEY REPLACE WHEN THEY TAG IN. THE EXTRA CHARACTER CAN ONLY EVER ENTER THE GAME AS DESCRIBED BELOW.
- PICK A STARTING SPOT FOR EACH TEAM ALONG THE MAP'S EDGE WHICH SEEMS EQUALLY DISTANT FROM THE OTHER TEAMS' STARTING SPOTS AND SET OUT YOUR CHARACTER'S TOKENS (KEEPING YOUR TEAM'S EXTRA CHARACTER ASIDE).
- SLIP A SCENARIO MARKER (THE "!" EXCLAMATION POINT TOKEN) UNDER ONE CHARACTER ON EACH TEAM. THIS MARKS THE SPOT WHERE CHARACTERS WILL ENTER THE BATTLEFIELD WHEN THEY TAG IN.

GAMEPLAY

- WHENEVER A CHARACTER IS INCAPACITATED, INSTEAD OF STANDING BACK UP IN THEIR CURRENT SPOT ON THEIR NEXT TURN AS DESCRIBED IN THE "INCAPACITATION" SECTION OF THE RULE BOOK, THAT CHARACTER IS INSTEAD SET ASIDE AT THE BEGINNING OF THEIR NEXT TURN AND THE TEAM'S EXTRA CHARACTER IS PUT INTO THE GAME ON THEIR TEAM'S SCENARIO MARKER. THAT CHARACTER THEN TAKES THEIR TURN AS IF THEY HAD JUST RECOVERED FROM INCAPACITATION (I.E. FULL HEALTH, ROLLS THEIR MOVEMENT, PLACES ONE OF THEIR POWER CARDS INTO PLAY).
- THE CHARACTER WHICH WAS SET ASIDE IS NOW THE TEAM'S "EXTRA" CHARACTER, AND WILL RE-ENTER THE GAME THE NEXT TIME ONE OF THEIR TEAM MEMBERS IS INCAPACITATED. THERE WILL ALWAYS ONLY EVER BE ONE EXTRA CHARACTER AT A TIME.
- OPTIONAL RULE: BECAUSE CHARACTERS ENTER THE GAME AT A KNOWN FIXED LOCATION THROUGHOUT THE GAME, PLAYERS MAY WANT TO INSTITUTE A RULE THAT CHARACTERS LOCATED WITHIN RANGE 2 OF THEIR SPAWN POINT DO NOT TRIGGER HAZARD SPACES. THIS IS TO KEEP THE OPPONENT FROM COVERING THE SPAWN POINT WITH HAZARDS TO TAKE OUT CHARACTERS AS THEY ENTER THE MATCH.

SCORING/WINNING

TAG-TEAM MATCHES CAN BE SCORED LIKE STANDARD SKIRMISHES (I.E. PLAYING TO A CERTAIN NUMBER OF INCAPACITATIONS), OR WHEN COMBINED WITH ANOTHER TYPE OF SKIRMISH, WILL USE THAT MODE'S METHOD OF SCORING.

TEAM ELIMINATION

PROPOSED BY GTG FORUM MEMBER "PHANTASKIPPY"

IN THIS VARIANT, CHARACTERS ARE REMOVED FROM THE SKIRMISH AS THEY'RE INCAPACITATED (NO STANDING BACK UP NEXT TURN) UNTIL THERE'S JUST A SINGLE TEAM LEFT WITH CHARACTERS ON THE BATTLEFIELD. THEN POINTS ARE SCORED AND ALL TEAMS RESPAWN IN THEIR STARTING POSITIONS TO CONTINUE THE FIGHT, WITH THE FIRST CHARACTER TO TAKE A TURN BEING THE CHARACTER WHO WOULD HAVE GONE AFTER THE LAST CHARACTER WHO TOOK THEIR TURN.

PHANTASKIPPY WRITES: "I USUALLY USE A CIRCLE MAP FOR THIS ONE. THIS MODE IS A GOOD CHOICE WHEN TWO PLAYERS WANT TO FACE OFF WITH MULTIPLE CHARACTERS EACH."

MAP SETUP

- ANY SETUP IS FINE, ALTHOUGH PHANTASKIPPY RECOMMENDS A SYMMETRICAL TILE LAYOUT, WITH A CENTRAL TILE SURROUNDED BY SIX OTHER TILES.

TEAMS

- ANY NUMBER OF TEAMS WITH AN EQUAL NUMBER OF CHARACTERS PER TEAM IS FINE.

- PICK A STARTING SPOT ALONG THE EDGE OF THE MAP FOR EACH TEAM WHICH SEEMS EQUALLY DISTANT FROM THE OTHER TEAMS' STARTING SPOTS AND SET OUT YOUR CHARACTER'S TOKENS. THIS WILL BE THE SPOT WHERE YOUR TEAM WILL RESPAWN AFTER EACH RESET.

GAMEPLAY

- WHENEVER A CHARACTER IS INCAPACITATED, INSTEAD OF STANDING BACK UP IN THEIR CURRENT SPOT ON THEIR NEXT TURN AS DESCRIBED IN THE "INCAPACITATION" SECTION OF THE RULE BOOK, THAT CHARACTER IS INSTEAD SET ASIDE AND THE FIGHT CONTINUES.
- ONCE THERE ARE ONLY CHARACTERS FROM A SINGLE TEAM LEFT ON THE BATTLEFIELD, POINTS ARE SCORED (SEE BELOW) AND THEN ALL CHARACTERS ARE MOVED BACK TO THEIR STARTING SPOTS. ALL CHARACTERS RESET THEIR HP, REROLL THEIR MOVEMENT, AND LAY OUT TWO POWER CARDS LIKE AT THE BEGINNING OF THE MATCH.
- THE CHARACTER WHO GOES FIRST AFTER THE RESET WILL BE THE CHARACTER WHO WOULD HAVE FOLLOWED THE LAST CHARACTER TO TAKE AN ACTION. FOR EXAMPLE, IF THE LAST CHARACTER WHO ACTED BEFORE THE RESET HAD TURN TOKEN #3, THEN THE FIRST CHARACTER TO GO AFTER THE RESET WILL BE THE ONE WITH TURN TOKEN #4. THEN PLAY PROCEEDS IN TURN ORDER AS USUAL.

SCORING/WINNING

WHEN THE LAST OPPONENT IS INCAPACITATED, THE SURVIVING TEAM SCORES ONE POINT FOR EACH CHARACTER THEY HAVE LEFT ON THE BATTLEFIELD.

TEAM ELIMINATION GAMES CAN BE PLAYED TO A CERTAIN NUMBER OF POINTS, OR PLAYERS CAN CHOOSE TO FIGHT THROUGH A CERTAIN NUMBER OF RESETS, WITH THE WINNER BEING WHOEVER HAS THE MOST POINTS AT THE END.

LAST TEAM STANDING

PROPOSED BY GTG FORUM MEMBER "PHANTASKIPPY"

THIS MODE IS SIMILAR TO TAG-TEAM IN THAT ONLY A FEW OF YOUR TEAM'S CHARACTERS WILL BE ON THE BOARD AT ANY GIVEN TIME, BUT RATHER THAN TAGGING BACK IN CHARACTERS WHICH WERE PREVIOUSLY INCAPACITATED, YOU'LL WORK YOUR WAY THROUGH A LINEUP OF CHARACTERS, SENDING NEW CHARACTERS IN AS OTHERS FALL IN BATTLE.

PHANTASKIPPY WRITES: "ONE OF MY FAVORITES, THIS IS GREAT FOR FOUR PLAYERS, AS THE INCAPPED CHARACTER'S PLAYER CAN SET UP THEIR NEXT CHARACTER WHILE THE OTHERS TAKE THEIR TURNS. IT'S ALSO GREAT FOR LEARNING THE DIFFERENT CHARACTERS IN THE FIRST PLACE."

MAP SETUP

- ANY SETUP IS FINE.

TEAMS

- DETERMINE THE NUMBER OF CHARACTERS FROM EACH TEAM WHO WILL BE ON THE BATTLEFIELD AT ANY GIVEN TIME (USUALLY 2 OR 3, BUT IT'S UP TO YOU).
- DECIDE HOW MANY CHARACTERS WILL BE ON EACH TEAM'S "BENCH", I.E. THE LINEUP OF CHARACTERS WHO WILL ENTER THE GAME AS THE FIGHT PROGRESSES. THE NUMBER OF CHARACTERS IN THE LINEUP WILL DETERMINE THE LENGTH OF THE MATCH. A 2V2 GAME WITH 3 CHARACTERS ON THE BENCH (SO, EACH TEAM HAS 5 CHARACTERS TOTAL) WOULD BE A NORMAL LENGTH FIGHT. A 2V2 GAME WITH 5 CHARACTERS ON THE BENCH WOULD LAST MUCH LONGER.
- DETERMINE THE ORDER YOUR RESERVE CHARACTERS WILL ENTER THE FIGHT (PERHAPS BY STACKING THEIR TOKENS IN THE ORDER YOU CHOOSE). THIS ORDER CANNOT BE ALTERED ONCE THE SKIRMISH BEGINS.
- GIVE OUT TURN ORDER TOKENS ONLY TO THE CHARACTERS WHO START THE GAME ON THE BATTLEFIELD, NOT TO CHARACTERS ON THE BENCH. AS THE BENCHED CHARACTERS ENTER THE FIGHT, THEY WILL USE THE TURN ORDER TOKEN OF THE CHARACTER THEY REPLACE.
- PICK A STARTING SPOT ALONG THE EDGE OF THE MAP FOR EACH TEAM WHICH SEEMS EQUALLY DISTANT FROM THE OTHER TEAMS' STARTING SPOTS AND SET OUT YOUR CHARACTER'S TOKENS.
- SLIP A SCENARIO MARKER (THE "!" EXCLAMATION POINT TOKEN) UNDER ONE CHARACTER ON EACH TEAM. THIS MARKS THE SPOT WHERE CHARACTERS WILL ENTER THE BATTLEFIELD WHEN THEY COME OFF THE BENCH.
- OPTIONAL RULE: BECAUSE CHARACTERS ENTER THE GAME AT A KNOWN FIXED LOCATION THROUGHOUT THE GAME, PLAYERS MAY WANT TO INSTITUTE A RULE THAT CHARACTERS LOCATED WITHIN RANGE 2 OF THEIR SPAWN POINT DO NOT TRIGGER HAZARD SPACES. THIS IS TO KEEP THE OPPONENT FROM COVERING THE SPAWN POINT WITH HAZARDS TO TAKE OUT CHARACTERS AS THEY ENTER THE MATCH.

GAMEPLAY

- WHENEVER A CHARACTER IS INCAPACITATED, INSTEAD OF STANDING BACK UP IN THEIR CURRENT SPOT ON THEIR NEXT TURN AS DESCRIBED IN THE "INCAPACITATION" SECTION OF THE RULE BOOK, THAT CHARACTER IS INSTEAD SET ASIDE ON THEIR NEXT TURN AND THE FIRST CHARACTER IN YOUR TEAM'S RESERVE LINEUP IS PLACED ON YOUR TEAM'S SCENARIO MARKER. THAT CHARACTER THEN TAKES THEIR TURN AS IF THEY HAD JUST RECOVERED FROM INCAPACITATION (I.E. FULL HEALTH, ROLLS THEIR MOVEMENT, PLACES ONE OF THEIR POWER CARDS INTO PLAY).
- ONCE A PLAYER HAS NO MORE CHARACTERS IN THE BATTLE OR ON THEIR BENCH, THEY ARE ELIMINATED FROM THE MATCH.

SCORING/WINNING

THE LAST PLAYER TO HAVE CHARACTERS LEFT IN BATTLE IS THE WINNER.

KING OF THE (HARMLESS) VOLCANO

PROPOSED BY GTG FORUM MEMBER "PHANTASKIPPY"

THIS IS BASICALLY "KING OF THE MOUNTAIN" USING THE VOLCANO TILE, BUT WITHOUT USING THE "FLOW OF FIERY LAVA" ENVIRONMENT CARD, BECAUSE THAT WOULD MURDER ALL THE CHARACTERS TRYING TO SCORE POINTS AT THE TOP OF THE VOLCANO...

MAP SETUP

- SET UP THE TILES IN A SYMMETRICAL LAYOUT, WITH THE VOLCANO TILE IN THE CENTER, SURROUNDED BY SIX OTHER TILES OF YOUR CHOICE.

TEAMS

- ANY NUMBER OF TEAMS WITH AN EQUAL NUMBER OF CHARACTERS PER TEAM IS FINE.
- SOME CHARACTERS WITH STRONG AREA CONTROL ABILITIES ARE PARTICULARLY POTENT IN THESE KINDS OF SKIRMISHES AND IT MAY BEST TO NOT ALLOW THEM FOR THESE TYPES OF GAMES. FOR EXAMPLE, RA'S 'TORNADO' POWER CAN BE A REAL ADVANTAGE WHEN PLACED INSIDE THE VOLCANO. LIKewise, THOUGH CITIZEN DAWN SCORES NO POINTS WHEN INCAPACITATING HER OPPONENTS WITH HER 'DEVASTATING AURORA', THE ABILITY TO CLEAR THE VOLCANO BY INCAPPING AND PUSHING EVERYONE IN RADIUS 4 IS A PRETTY HUGE ADVANTAGE.
- PICK A STARTING SPOT FOR EACH TEAM ALONG THE MAP'S EDGE WHICH SEEMS EQUALLY DISTANT FROM THE OTHER TEAMS' STARTING SPOTS AND SET OUT YOUR CHARACTER'S TOKENS.

GAMEPLAY

THERE ARE TWO MAIN DIFFERENCES IN THIS MODE:

- BEFORE THE "POWER UP" PHASE ON EACH CHARACTER'S TURN, THAT CHARACTER SCORES ONE POINT FOR THEIR TEAM IF THEY ARE ACTIVE AND STANDING IN A LAVA HEX ON THE VOLCANO TILE. INCAPACITATED CHARACTERS DO NOT SCORE POINTS EVEN IF THEY ARE IN A LAVA HEX BECAUSE THEY DON'T BECOME ACTIVE UNTIL THE "POWER UP" PHASE BEGINS.
- ANY CHARACTER MAY TAKE THE FOLLOWING ACTION:



BODY TOSS: MOVE AN INCAPACITATED OPPONENT IN AN ADJACENT HEX 1D6 HEXES IN ANY DIRECTION.

THIS ADDITIONAL POWER IS SO THAT IF A CHARACTER IS INCAPACITATED WHILE STANDING IN A LAVA HEX, IT'S HARDER FOR THEM TO JUST STAND BACK UP IN THAT SPACE THE NEXT TURN AND CONTINUE SCORING POINTS FOR THEIR TEAM.

SCORING/WINNING

THE GAME IS PLAYED TO A CERTAIN NUMBER OF POINTS, AS DETERMINED BY THE PLAYERS.

CAPTURE THE ~~FLAG~~ SHARD

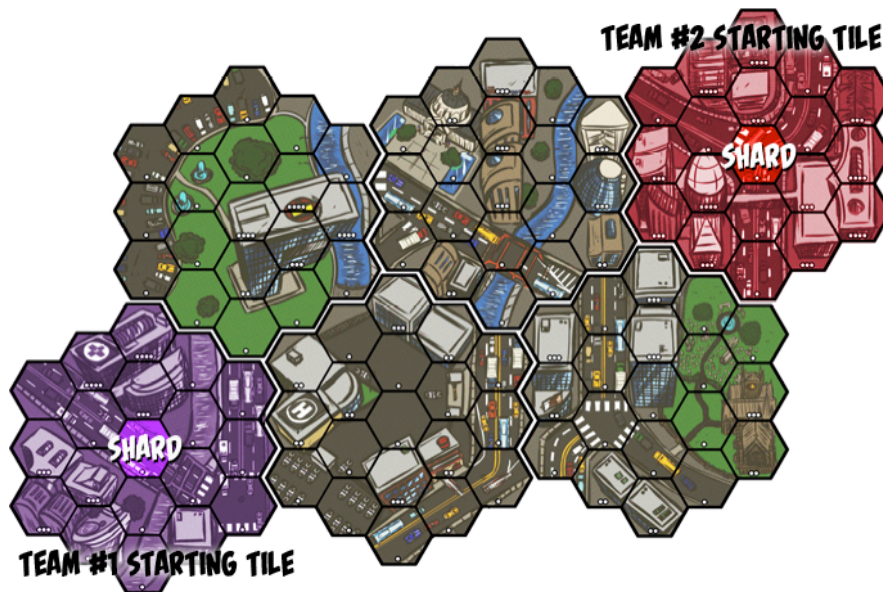
PROPOSED BY GTG FORUM MEMBER "PHANTASKIPPY"

IN THIS MODE, CHARACTERS WILL BE FIGHTING TO BE THE FIRST TO GET BOTH THEIR AND THE OPPOSING TEAM'S FLAG (SHARD) BACK TO THEIR STARTING MAP TILE.

THIS VARIANT IS FOR TWO-TEAM GAMES ONLY.

MAP SETUP

- THE MAP SHOULD BE SET UP USING SIX TILES, LAID OUT AS SHOWN IN THE PICTURE BELOW. ANY TILES CAN BE USED, BUT CARE SHOULD BE TAKEN TO NOT GIVE ONE TEAM OR THE OTHER AN ADVANTAGE DUE TO TERRAIN (FOR EXAMPLE, DON'T SURROUND ONE TEAM'S STARTING AREA WITH MOUNTAINS OR TALL BUILDINGS WHILE THE OTHER TEAM'S STARTING AREA IS BARE).
- PUT A SHARD MARKER IN THE CENTER OF EACH TEAM'S STARTING TILE. THESE ARE THE TEAM'S "FLAGS".



TEAMS

- THIS SKIRMISH VARIANT IS FOR TWO TEAMS ONLY, WITH EACH TEAM HAVING AN EQUAL NUMBER OF CHARACTERS PER TEAM.
- SET OUT YOUR CHARACTERS ANYWHERE ON YOUR TEAM'S STARTING TILE.

GAMEPLAY

- THE GOAL OF THIS VARIANT IS TO HAVE BOTH YOUR TEAM'S SHARD AND YOUR OPPONENT'S SHARD BE ANYWHERE ON YOUR TEAM'S STARTING TILE AT ANY POINT DURING THE GAME. THE FIRST TEAM TO ACCOMPLISH THIS IS THE WINNER.

- **SHARD RULES**
 - THE “SHARD PASS” SCENARIO POWER IS IN EFFECT FOR THE DURATION OF THE GAME, ALLOWING ANY CHARACTER TO USE AN ACTION TO THROW THE SHARD TO ANOTHER CHARACTER.
 - THE “OBLIVION SHARD” SCENARIO POWER IS NOT IN EFFECT (THIS VARIANT USES OTHER SHARD-SPECIFIC RULES, DETAILED BELOW).
 - ANY TARGET WITHIN RANGE 1 OF A SHARD TOKEN MAY PICK IT UP AS AN ACTION.
 - TARGETS WHICH ARE CARRYING A SHARD ARE SUBJECT TO THE FOLLOWING RESTRICTIONS:
 - THEY MAY NOT USE ANY POWERS, WHETHER INNATE OR ON POWER CARDS, INCLUDING ONGOING POWERS AND POWERS WHICH WOULD NORMALLY GIVE THEM “MOBILITY” OR CAUSE THEIR MOVEMENT ACTIONS TO BE UNLIMITED.
 - THEY MAY NOT TAKE ANY ACTIONS ASIDE FROM MOVE, AIM, AND SHARD TOSS.
 - WHENEVER A TARGET CARRYING A SHARD TOKEN IS INCAPACITATED, THE SHARD TOKEN IS PLACED IN THE HEX WITH THE INCAPACITATED TARGET.
 - A TARGET WITHIN RANGE 1 OF A SHARD TOKEN MAY ATTEMPT TO SEND THE TOKEN BACK TO ITS STARTING POSITION (THE CENTER HEX OF ITS STARTING TILE) RATHER THAN PICK IT UP. TO DO THIS, THE CHARACTER SPENDS AN ACTION AND ROLLS 3D6. IF THE NUMBERS ON AT LEAST TWO OF THE DICE MATCH, THE SHARD IS IMMEDIATELY REPLACED ON ITS STARTING SPOT.

SCORING/WINNING

THE FIRST TEAM TO GET BOTH THEIR TEAM'S AND THEIR OPPONENT'S TEAM'S SHARD ONTO ANY HEX OF THEIR STARTING TILE IS THE WINNER.

PYLON CONTROL

PROPOSED BY GTG FORUM MEMBER “KITMEHSU”

THE OBJECT OF THIS VARIANT IS TO CONTROL THE MOST PYLONS IN THE CENTER OF EACH MAP TILE.

THIS VARIANT IS FOR TWO-TEAM GAMES ONLY.

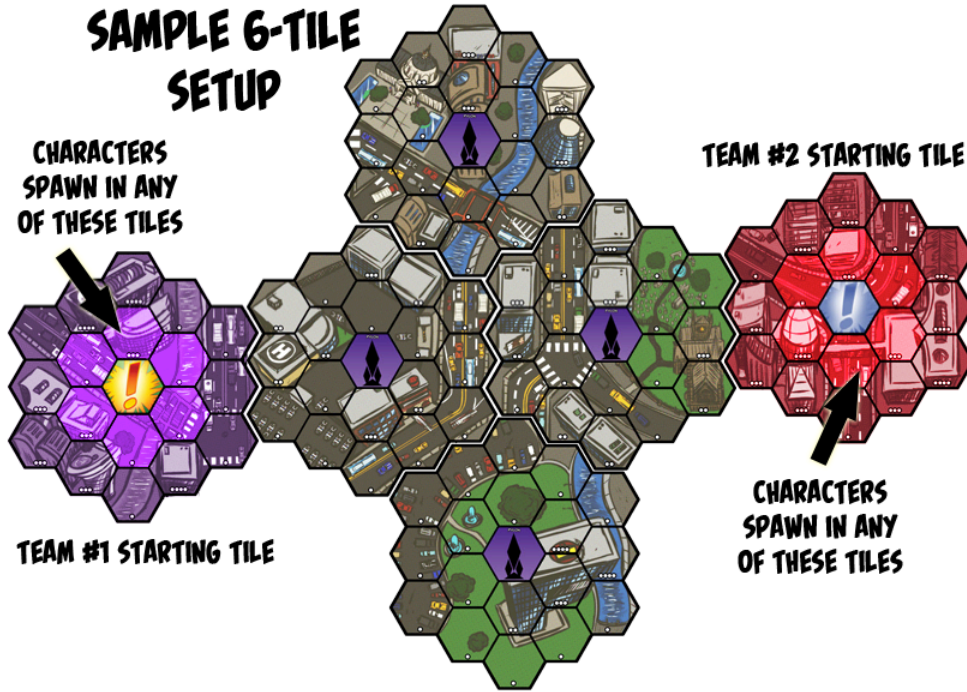
MAP SETUP

- THE MAP SHOULD BE SET UP IN A SYMMETRICAL FASHION USING EITHER 6 OR 7 TILES (YOUR CHOICE) WITH CARE BEING TAKEN TO NOT GIVE ONE TEAM OR THE OTHER AN ADVANTAGE DUE TO TERRAIN (FOR EXAMPLE, DON'T SURROUND ONE TEAM'S STARTING AREA WITH MOUNTAINS OR TALL BUILDINGS WHILE THE OTHER TEAM'S STARTING AREA IS BARE). SEE THE PICTURES BELOW FOR EXAMPLE TILE LAYOUTS.

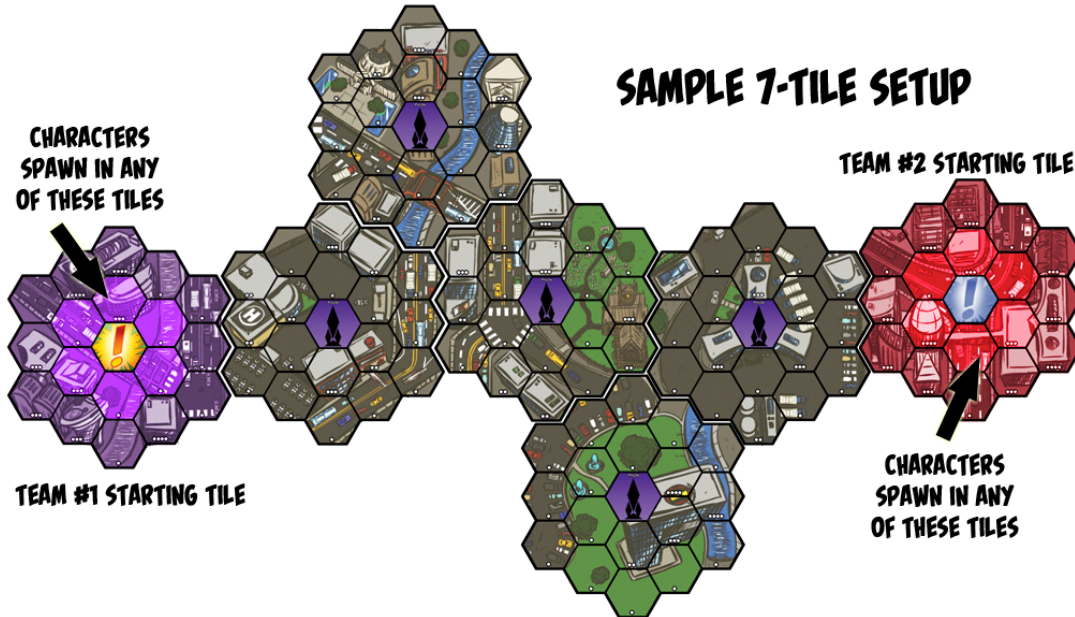
SENTINEL TACTICS: SKIRMISHES

- PLACE A SCENARIO MARKER (THE “!” EXCLAMATION POINT TOKEN) IN THE CENTER OF EACH TEAM’S STARTING TILE. ALL CHARACTERS WILL ENTER THE MATCH IN A HEX ADJACENT TO THEIR TEAM’S SCENARIO MARKER. TURN ONE TEAM’S SCENARIO MARKER UPSIDE DOWN SO THAT ONE TEAM’S MARKER IS COLOR SIDE UP AND THE OTHER TEAM’S MARKER IS MONOCHROME SIDE UP.
- PLACE A PYLON MARKER (THE PURPLE MARKER ON THE BACKSIDE OF THE SHARD TOKENS) IN THE CENTER HEX OF EACH OF THE NON-STARTING TILES.
- SET ASIDE AS MANY EXTRA SCENARIO MARKERS AS THERE ARE PYLONS IN YOUR GAME (EITHER 4 OR 5).

SAMPLE 6-TILE SETUP



SAMPLE 7-TILE SETUP



TEAMS

- THIS SKIRMISH VARIANT IS FOR TWO TEAMS ONLY, WITH EACH TEAM HAVING AN EQUAL NUMBER OF CHARACTERS PER TEAM.
- SET OUT YOUR CHARACTER'S TOKENS IN ANY HEX ADJACENT TO THE SCENARIO MARKER ON YOUR TEAM'S STARTING TILE.

GAMEPLAY

- THE GOAL OF THIS VARIANT IS TO TAKE CONTROL OF PYLONS TO SCORE THE MOST POINTS.
- ANY CHARACTER MAY TAKE THE FOLLOWING ACTION:



PYLON HIJACK: IF THERE IS A PYLON MARKER WITHIN RANGE 1 OF YOUR CHARACTER, ROLL X DICE, WHERE $X = 3$ MINUS THE NUMBER OF CHARACTERS FROM THE OPPOSING TEAM WITHIN RANGE 1 OF THE PYLON. ANY DICE THAT ROLLS A 5 OR A 6 COUNTS A SUCCESS.

SO, IF TWO OPPOSING CHARACTERS WERE BOTH WITHIN RANGE 1 OF A PYLON WHEN ONE OF THEM ACTIVATED "PYLON HIJACK", THAT CHARACTER WOULD ROLL 2 DICE (3 MINUS 1 SINCE THERE IS ONE OPPOSING CHARACTER WITHIN RANGE 1 OF THE PYLON), HOPING TO ROLL 5'S AND 6'S.

CHARACTERS MAY NOT ATTEMPT TO HIJACK A PYLON IF THERE ARE 3 OR MORE OPPOSING CHARACTERS WITHIN RANGE 1 OF THE TARGET PYLON.

SUCCESS: FOR EACH SUCCESS ROLLED:

- IF THE PYLON IS NEUTRAL (IT HAS NO SCENARIO MARKERS ON IT), YOU MAY PLACE YOUR TEAM'S SCENARIO MARKER ON TOP OF THE PYLON.
- IF THE PYLON HAS THE OPPOSING TEAM'S SCENARIO MARKER ON IT, YOU MAY REMOVE THAT MARKER, RETURNING THE PYLON TO A NEUTRAL STATE.
- SO, TO SWITCH A PYLON FROM THE OPPOSING TEAM'S CONTROL TO YOUR TEAM'S CONTROL IN ONE TURN WOULD REQUIRE TWO SUCCESSES -- ONE TO REMOVE THE OPPOSING TEAM'S SCENARIO MARKER AND RETURN THE PYLON TO NEUTRAL STATE, AND ONE TO ADD YOUR TEAM'S SCENARIO MARKER TO THE PYLON.
- YOU MAY NOT PLACE ADDITIONAL SCENARIO MARKERS ON A PYLON WHICH ALREADY HAS YOUR TEAM'S SCENARIO MARKER ON IT.
- WHENEVER A CHARACTER IS INCAPACITATED, INSTEAD OF STANDING BACK UP IN THEIR CURRENT SPOT ON THEIR NEXT TURN AS DESCRIBED IN THE "INCAPACITATION" SECTION OF THE RULE BOOK, ON THEIR NEXT TURN THAT CHARACTER IS INSTEAD MOVED TO ANY UNOCCUPIED HEX ADJACENT TO THE SCENARIO MARKER ON THEIR TEAM'S STARTING TILE, WHERE THEY WILL STAND BACK UP, REGAIN ALL HP, REROLL THEIR MOVEMENT, AND PLACE ONE POWER CARD AS USUAL AFTER INCAPACITATION.
- ANY EXTRA DAMAGE BEYOND WHAT IT TOOK TO INCAPACITATE A CHARACTER WILL REDUCE THAT CHARACTER'S MOVE VALUE BY THE AMOUNT OF EXCESS DAMAGE

SENTINEL TACTICS: SKIRMISHES

DURING THE CHARACTER'S FIRST TURN AFTER RECOVERING FROM INCAPACITATION. THIS IS IN ADDITION TO THE USUAL PUSH EFFECT INCURRED FOR EXCESS DAMAGE.

- **OPTIONAL RULE:** PLAYERS MAY AGREE THAT IN ADDITION TO THE USUAL RESPAWN POINT BACK ON THEIR STARTING TILE, CHARACTERS MAY RESPAWN ADJACENT TO ANY PYLON THEIR TEAM CONTROLS AS LONG AS THERE ARE NO OPPOSING CHARACTERS ON THE SAME TILE AS THE PYLON.
- **OPTIONAL RULE:** BECAUSE CHARACTERS ENTER THE GAME AT A KNOWN FIXED LOCATION THROUGHOUT THE GAME, PLAYERS MAY WANT TO INSTITUTE A RULE THAT CHARACTERS LOCATED WITHIN RANGE 2 OF THEIR TEAM'S SPAWN POINT DO NOT TRIGGER HAZARD SPACES. THIS IS TO KEEP THE OPPONENT FROM COVERING THE SPAWN POINT WITH HAZARDS TO TAKE OUT CHARACTERS AS THEY ENTER THE MATCH. NOTE THAT THIS DOES NOT APPLY TO SPAWNING NEXT TO PYLONS, IF THAT OPTIONAL RULE IS ALSO USED, JUST TO SPAWNING ON YOUR TEAM'S STARTING TILE.

SCORING/WINNING

AT THE END OF THE THIRD ROUND OF PLAY, AND AT THE END OF EACH ROUND AFTER THAT, EACH TEAM SCORES 1 POINT FOR EACH PYLON THEY CONTROL. PLAY CONTINUES FOR A SET NUMBER OF ROUNDS, WITH THE WINNER BEING THE TEAM WITH THE MOST POINTS AT THE END OF THE LAST ROUND. ALTERNATELY, YOU CAN PLAY TO A CERTAIN NUMBER OF POINTS, REGARDLESS OF THE NUMBER OF ROUNDS.

IF YOU'D LIKE TO TRY SOMETHING DIFFERENT, TRY SCORING PYLON CONTROL MATCHES LIKE THIS:

AT THE END OF THE THIRD ROUND OF PLAY, AND AT THE END OF EACH ROUND AFTER THAT, THE TEAM WHICH CONTROLS THE MOST PYLONS SCORES 1 POINT (ZERO POINTS AWARDED FOR TIES). PLAY TO A CERTAIN NUMBER OF POINTS (3 FOR A QUICK GAME, 4 OR 5 FOR A NORMAL GAME, 6 OR 7 FOR A LONG GAME). SCORING THE MATCH THIS WAY CHANGES THE GOALS OF THE GAME BECAUSE IT'S NOT ENOUGH TO CONTROL PYLONS, YOU HAVE TO CONTROL MORE PYLONS THAN YOUR OPPONENT OR YOU'LL GET NO POINTS AT ALL.

THE GREAT MONORAIL ROBBERY

PROPOSED BY GTG FORUM MEMBER "PHANTASKIPPY"

ONE TEAM'S JOB IS TO PROTECT THE MONORAIL AS IT RACES AROUND THE TRACK, THE OTHER TEAM'S JOB IS TO DESTROY THE MONORAIL (PRESUMABLY SO THEY CAN THEN ROB IT LATER?).

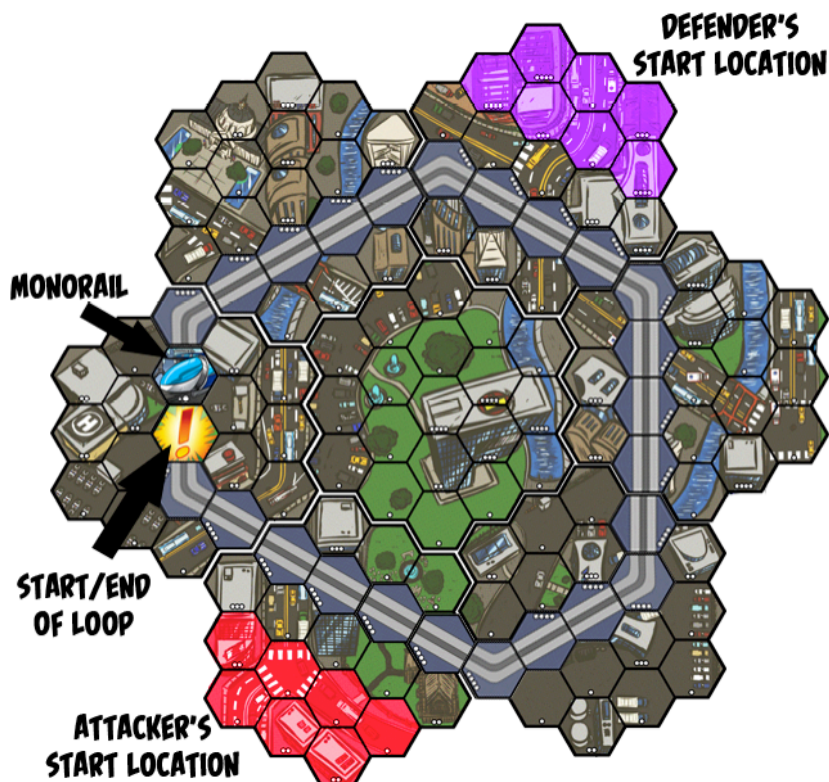
THIS VARIANT IS FOR TWO-TEAM GAMES ONLY.

MAP SETUP

- SET UP THE TILES IN A SYMMETRICAL LAYOUT, WITH ONE TILE IN THE CENTER, SURROUNDED BY SIX OTHER TILES OF YOUR CHOICE.
- PLACE THE MONORAIL TRACKS AS SHOWN IN THE PICTURE BELOW (OR CHOOSE A DIFFERENT TRACK CONFIGURATION YOU LIKE BETTER, AS LONG AS IT'S A LOOP).

SENTINEL TACTICS: SKIRMISHES

- PLACE A SCENARIO MARKER ON ONE OF THE MONORAIL TRACKS. THIS INDICATES THE START/END SPOT OF ONE TRIP AROUND THE MONORAIL TRACKS.
- PLACE THE MONORAIL TRAIN TOKEN ON THE HEX IN FRONT OF THE SCENARIO MARKER. THIS WILL INDICATE THE DIRECTION THE MONORAIL WILL TRAVEL AROUND THE TRACK (IN THE PICTURE BELOW, THE MONORAIL WILL TRAVEL CLOCKWISE AROUND THE TRACK).



TEAMS

- THIS SKIRMISH VARIANT IS FOR TWO TEAMS ONLY, WITH EACH TEAM HAVING AN EQUAL NUMBER OF CHARACTERS PER TEAM.
- DECIDE WHICH TEAM WILL BE THE ATTACKERS AND WHICH WILL BE THE DEFENDERS FOR THE FIRST HALF OF THE MATCH. YOU WILL SWITCH ROLES FOR THE SECOND HALF OF THE MATCH.
- SET OUT YOUR CHARACTER'S TOKENS IN ANY OF THE HEXES INDICATED FOR YOUR TEAM'S ROLE.

GAMEPLAY

- MATCHES ARE PLAYED IN TWO HALVES, WITH DIFFERENT GOALS FOR THE ATTACKING AND DEFENDING TEAMS. AFTER THE FIRST HALF OF THE MATCH IS COMPLETE, TEAMS SWITCH ROLES, RESET THE MONORAIL AND THEIR CHARACTERS TO THEIR STARTING POSITIONS AND HP TOTALS, AND CONTINUE THE MATCH.
- THE ATTACKING TEAM'S GOAL IS TO DESTROY THE MONORAIL (SUBJECT TO THE SPECIAL RULES OUTLINED BELOW). THE DEFENDING TEAM'S GOAL IS TO DEFEND

SENTINEL TACTICS: SKIRMISHES

THE MONORAIL, SCORING POINTS FOR EACH TRIP THE MONORAIL COMPLETES AROUND ITS TRACK.

- A MATCH HALF LASTS UNTIL EITHER (A) THE MONORAIL IS DESTROYED, OR (B) THE MONORAIL HAS REACHED OR PASSED THE SCENARIO MARKER 5 TIMES.
- THE TEAM WITH THE MOST POINTS AFTER TWO HALVES IS THE WINNER.
- MONORAIL RULES:
 - THE "MONORAIL TRAIN" SCENARIO CARD IS IN EFFECT THROUGHOUT THE MATCH.
 - THE MONORAIL HAS 10 HP INSTEAD OF THE 5 SHOWN ON THE CARD.
 - CHARACTERS MAY END THEIR MOVEMENT IN THE SAME HEX AS THE MONORAIL (USUALLY TARGETS MAY ONLY MOVE THROUGH OTHER TARGETS, NOT END THEIR TURN IN A HEX OCCUPIED BY ANOTHER TARGET). CHARACTERS IN THE SAME HEX AS THE MONORAIL WHEN THE MONORAIL TAKES ITS TURN AT THE START OF EACH ROUND WILL MOVE ALONG WITH THE MONORAIL TOKEN.
 - THE MONORAIL IS IMMUNE TO ANY ATTACK OR POWER WHICH ACTS AT RANGE 1 OR GREATER, INCLUDING ALL AREA AFFECT ATTACKS. THIS MEANS THAT THE MONORAIL CAN ONLY BE ATTACKED BY CHARACTERS OCCUPYING THE SAME HEX AS THE MONORAIL. CHARACTERS OCCUPYING THE SAME HEX AS THE MONORAIL CAN STILL BE ATTACKED FROM ANY RANGE AND ARE AFFECTED BY AREA ATTACKS NORMALLY; IT'S JUST THE MONORAIL ITSELF WHICH IS IMMUNE.
 - THE MONORAIL CANNOT BE PUSHED OFF ITS TRACK. THE ONLY WAY TO STOP IT IS TO DESTROY IT.

SCORING/WINNING

THE DEFENDING TEAM SCORES 1 POINT EVERY TIME THE MONORAIL TOKEN REACHES OR PASSES THE SCENARIO MARKER. AFTER BOTH HALVES OF THE MATCH, EACH TEAM WILL HAVE BEEN THE DEFENDERS ONCE -- THE TEAM WITH THE MOST POINTS IS THE WINNER.