

# Ignition:Core

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Combat Scenarios

# Updates

- 31 December 2022: Ignition 1.0 Combat Scenarios have been introduced, giving a total of five new matched play scenarios and one new narrative scenario.
- 31 December 2022: “Optional: Tournament Standard Initiative Phase” rules have been added to mitigate the swingy nature of the original initiative phase rules in order to facilitate fair and balanced matched play.
- 31 December 2022: All Comat Scenario maps are displayed on 32x24 square grids, consistent with the official ignition:core play-mat.
- 31 December 2022: “Sudden Death” victory conditions have been removed from the Zero Edition combat scenarios.
- 19 March 2023: Removed rosters that reference “Hero” units.
- 19 March 2023: Removed combat scenario objectives that reference “Hero” units.

ignition:1.0  
Combat  
Scenario Pack

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# ignition:1.0 Combat Scenario Pack

## Designer's foreword

Thank you to all of you who have supported me with the launch of ignition:core zero edition. The launch of ignition:1.0 does not make zero edition obsolete but builds on it. What follows is five more matched play combat scenarios and one more narrative combat scenario with new scoring categories that change up how your games of ignition:core will play out, without changing the core rules that I have lovingly and painstakingly designed and developed. Further, the zero edition combat scenarios will be retained in this ever-expanding collection of ignition:core gameplay content. I am excited to expand this gaming experience for you and I am confident that you will love the new combat scenarios.

Cheers

Will

**Armored Fireteam Roster** For the ignition:1.0 matched play combat scenarios select one of the following rosters. Both players must build their armored fireteam from the selected roster.

For official tournament play, the game is intended to be played with the Armored Fireteam roster for 5 rounds. These items are marked with Official Tournament Standard, (OTS)

### Roster One: Armored Fireteam(OTS)

- 1 Pilot
- 1 Warlord Class Mech
- 2 Support Mechs
- 3 Infantry models

### Roster Two: Armored Fireteam PLUS

- 1 Pilot
- 1 Warlord Class Mech
- 2 Support Mechs
- 4 Infantry models



**Setup** First, players will determine which Combat Scenario will be played. This can be randomly determined or chosen by the players. All ignition:1.0 scenarios are set up as follows:

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.) (OTS)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

Note: in all ignition:1.0 scenarios terrain blocks LOS to all models regardless of size. **Flying** models cannot finish their movement on a square occupied by terrain.

- At this point, players will each roll a d10, rerolling any ties. The player with the higher result will choose which deployment zone they wish to use.
- Players alternate setting up models in their deployment zone, starting with the player who rolled the lower number, until all models are on the board.



Once all models are deployed, play commences in accordance with the Basic Rulebook starting with the Initiative Phase.

Once the final Battle Round is complete, players will check the victory conditions outlined in the selected Combat Scenario and determine the winner.

### Objective Control

- Each player starts the game controlling any objective (OBJ) that overlaps their deployment zone.
- A player gains control of an OBJ if they have more Infantry models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective OBJ in their control, they keep control of it (even if the model that gained control of the objective moves off the objective) until their opponent gains control of it as described above.

**Raze Their Flag:** Action a model that cannot claim an OBJ can spend an action point to remove hostile control of an OBJ it occupies, provided there are no hostile models occupying that OBJ. At this point the objective becomes unclaimed.

**Note:** A dismounted Pilot model can take gain control of an OBJ or assist in gaining control of an objective marker in the same manner as Infantry models.

Optional: Tournament Standard Initiative Phase

This is an optional method of determining initiative, intended to replace the initiative phase detailed in the core rules.

Tournament Standard Initiative Phase is designed to balance matched play ignition:core for competitive games with an initiative phase that mitigates the randomness of the dice.

To implement the **Tournament Standard Initiative Phase** played take the following steps.

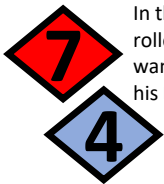
- 1. First each player rolls a single D10 (instead of three). If both players roll the same result, re-roll until each player has a unique result.
- 2. Starting with the player who rolled the highest result, players alternate assigning their initiative pips to any available initiative step on the initiative tracker.
- 3. Once all initiative pips are assigned to the initiative tracker, the [Tournament Standard] **Initiative Phase** is complete and the game proceeds as normal, proceeding to the **Tactical Phase**.



**Designer's Note:** This is not intended to negate the original method for rolling initiative. Players who prefer the complete randomness of the original method may continue to use it. This is intended to be an optional tool for matched play that mitigates instances where the game's outcome feels predetermined just because of a bad initiative roll.



Fig 1: A potentially game-breaking, table-flip inducing initiative roll. GG! >\_<



In this example the red team player rolled the highest and assigns first. He wants the first activation, so he places his **Pilot** at initiative step 9.

The blue team player then makes her first initiative assignment. She wants to follow up quickly with her **Pilot**, so she selects the second highest initiative step, step 8.

The red team player responds by selecting the third highest initiative step, assigning his **Support Mechs** to initiative step 7.

The blue team player decides that she wants her **Infantry & Dropship** to go last so she can attempt to seize back the objective markers right before the Scoring Phase, so she selects initiative step 0.

The red team player decides to commit to activating as many units as early as possible and choses the highest remaining initiative step, assigning his **Infantry & Dropship** to initiative step 6.

The blue team player now assigns her **Support Mechs** to initiative step 5. With the initiative phase complete, play now continues as normal, with both players moving into the **Tactical Phase**.



# Scenario: Deadlocked

Type: Matched Play Scenario

Scoring: Secret Objectives.

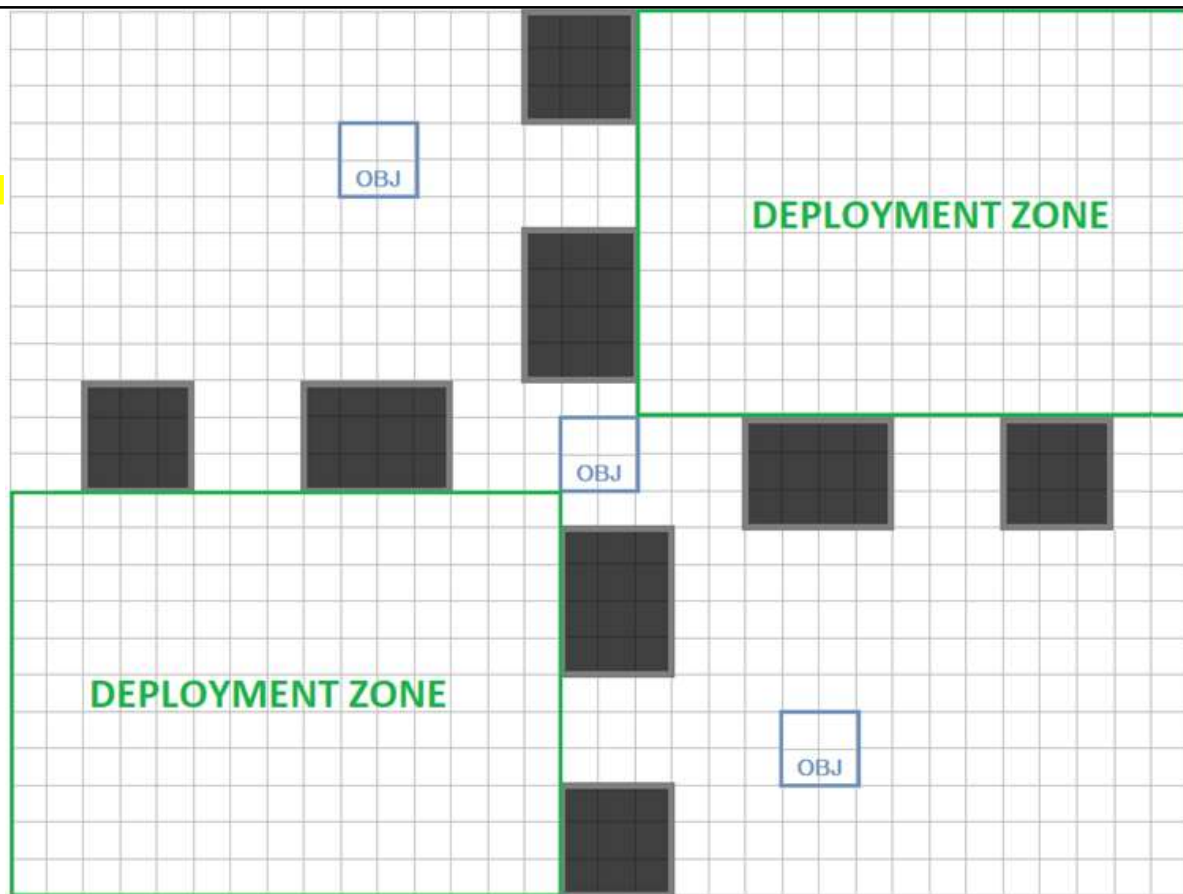
At the start of each **Activation Phase** each player **secretly** notes down **one of the objectives below**. During the **Scoring Phase**, each player reveals their secret objective. If they accomplished their secret objective, they score the points for it. Regardless of if they accomplished the objective or not, they may not choose that objective for the remainder of the battle. (IE each **Battle Round** a new secret objective must be selected)

1. **Titan Slayer:** Score three victory points if you destroyed your opponent's **Warlord** class mech this **Battle Round**.
2. **Mech Buster:** Score two victory points if you destroyed one of your opponent's **Support Mechs** this **Battle Round**. Score four victory points if you destroyed both of your opponent's **Support Mechs** this **Battle Round**.
3. **Headhunter:** Score one victory point if you destroyed one of your opponent's **Infantry** models this **Battle Round**. Score three victory points if you destroyed Two of your opponent's **Infantry** models this **Battle Round**. Score seven victory points if you destroyed ALL your opponent's **Infantry** models this **Battle Round**.
4. **Birdhunter:** Score three victory points if you destroyed your opponent's **Transport** this **Battle Round**.
5. **Precious Life:** Score five victory points if ALL your **Infantry** models survived this **Battle Round**.
6. **Valuable Hardware:** Score five victory points if ALL your **Support Mechs** survived this **Battle Round**.
7. **Battlefield Dominance:** Score three victory points if you control more objectives (**OBJ**) than your opponent this **Battle Round**. Score five victory points if you control every objective (**OBJ**) this **Battle Round**

Additionally, **every battle round**, each player is awarded the following:

- **Area Control:** During the **Scoring Phase** each player gains Two victory points for each objective (**OBJ**) they control.
- **Attrition:** During the **Scoring Phase** the player who had the lowest number of destroyed models in that battle round scores two victory points.
- **King Slayer:** Score five victory points if you destroyed your opponent's **Pilot** this **Battle Round**.

At the end of the final round, the player with the most victory points wins.





# Scenario: Close Combat

Type: Matched Play Scenario

Scoring: Secret Objectives.

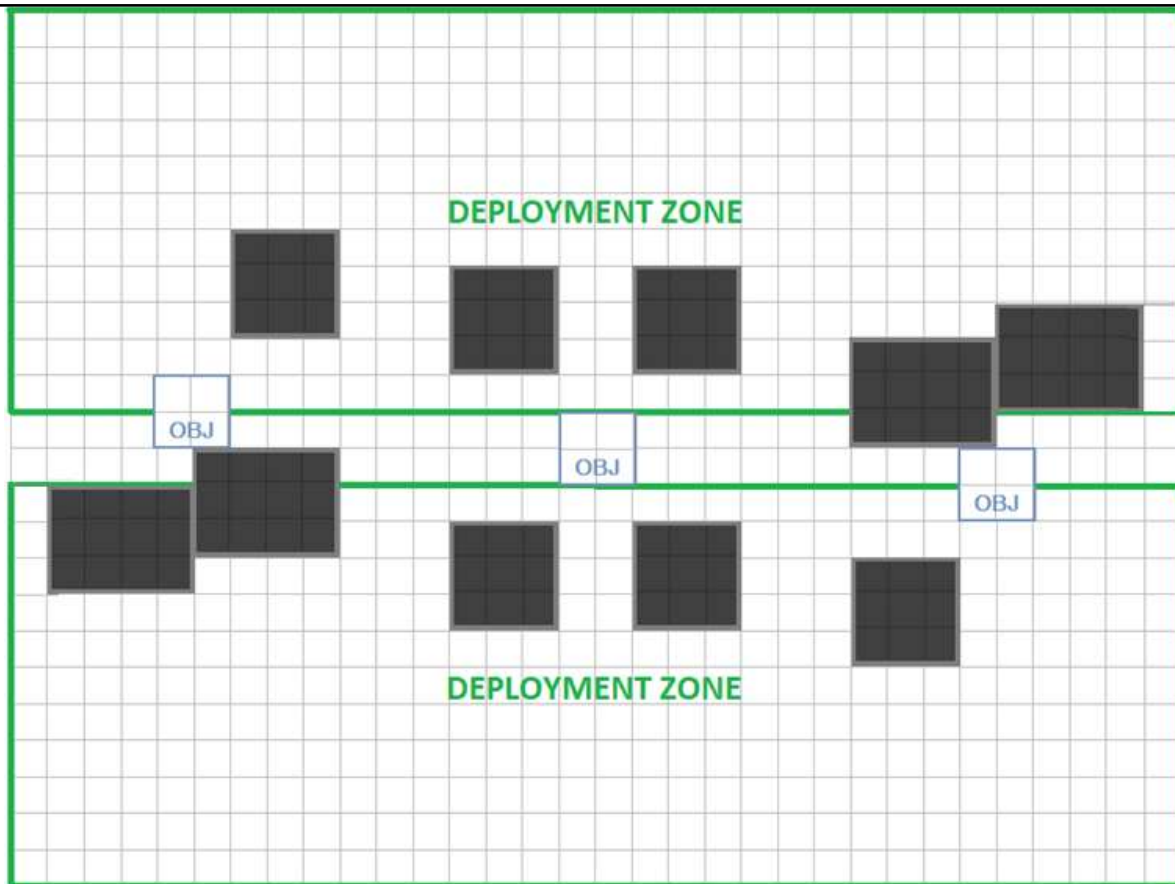
At the start of each **Activation Phase** each player **secretly** notes down **one of the objectives below**. During the **Scoring Phase**, each player reveals their secret objective. If they accomplished their secret objective, they score the points for it. Regardless of if they accomplished the objective or not, they may not choose that objective for the remainder of the battle. (IE each **Battle Round** a new secret objective must be selected)

1. **Titan Slayer:** Score three victory points if you destroyed your opponent's **Warlord** class mech this **Battle Round**.
2. **Mech Buster:** Score two victory points if you destroyed one of your opponent's **Support Mechs** this **Battle Round**. Score four victory points if you destroyed both of your opponent's **Support Mechs** this **Battle Round**.
3. **Headhunter:** Score one victory point if you destroyed one of your opponent's **Infantry** models this **Battle Round**. Score three victory points if you destroyed Two of your opponent's **Infantry** models this **Battle Round**. Score seven victory points if you destroyed ALL your opponent's **Infantry** models this **Battle Round**.
4. **Birdhunter:** Score three victory points if you destroyed your opponent's **Transport** this **Battle Round**.
5. **Precious Life:** Score five victory points if ALL your **Infantry** models survived this **Battle Round**.
6. **Valuable Hardware:** Score five victory points if ALL your **Support Mechs** survived this **Battle Round**.
7. **Battlefield Dominance:** Score three victory points if you control more objectives (**OBJ**) than your opponent this **Battle Round**. Score five victory points if you control every objective (**OBJ**) this **Battle Round**

Additionally, **every battle round**, each player is awarded the following:

- **Area Control:** During the **Scoring Phase** each player gains Two victory points for each objective (**OBJ**) they control.
- **Attrition:** During the **Scoring Phase** the player who had the lowest number of destroyed models in that battle round scores two victory points.
- **King Slayer:** Score five victory points if you destroyed your opponent's **Pilot** this **Battle Round**.

At the end of the final round, the player with the most victory points wins.



# Scenario: Fortified Positions

Type: Matched Play Scenario

Scoring: Secret Objectives.

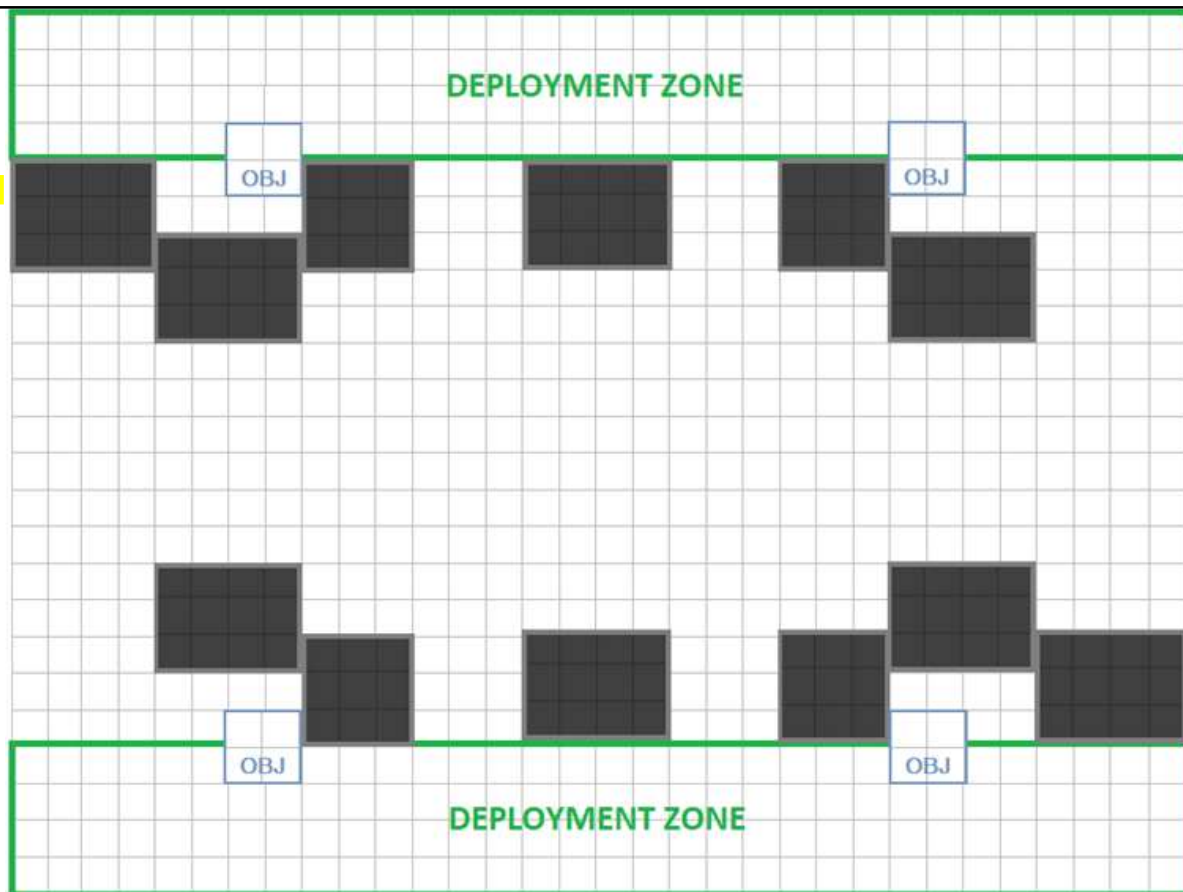
At the start of each **Activation Phase** each player **secretly** notes down **one of the objectives below**. During the **Scoring Phase**, each player reveals their secret objective. If they accomplished their secret objective, they score the points for it. Regardless of if they accomplished the objective or not, they may not choose that objective for the remainder of the battle. (IE each **Battle Round** a new secret objective must be selected)

1. **Titan Slayer:** Score three victory points if you destroyed your opponent's **Warlord** class mech this **Battle Round**.
2. **Mech Buster:** Score two victory points if you destroyed one of your opponent's **Support Mechs** this **Battle Round**. Score four victory points if you destroyed both of your opponent's **Support Mechs** this **Battle Round**.
3. **Headhunter:** Score one victory point if you destroyed one of your opponent's **Infantry** models this **Battle Round**. Score three victory points if you destroyed Two of your opponent's **Infantry** models this **Battle Round**. Score seven victory points if you destroyed ALL your opponent's **Infantry** models this **Battle Round**.
4. **Birdhunter:** Score three victory points if you destroyed your opponent's **Transport** this **Battle Round**.
5. **Precious Life:** Score five victory points if ALL your **Infantry** models survived this **Battle Round**.
6. **Valuable Hardware:** Score five victory points if ALL your **Support Mechs** survived this **Battle Round**.
7. **Battlefield Dominance:** Score three victory points if you control more objectives (**OBJ**) than your opponent this **Battle Round**. Score five victory points if you control every objective (**OBJ**) this **Battle Round**

Additionally, **every battle round**, each player is awarded the following:

- **Area Control:** During the **Scoring Phase** each player gains Two victory points for each objective (**OBJ**) they control.
- **Attrition:** During the **Scoring Phase** the player who had the lowest number of destroyed models in that battle round scores two victory points.
- **King Slayer:** Score five victory points if you destroyed your opponent's **Pilot** this **Battle Round**.

At the end of the final round, the player with the most victory points wins.





# Scenario: Fire and Maneuver

**Type:** Matched Play Scenario

**Scoring:** Secret Objectives.

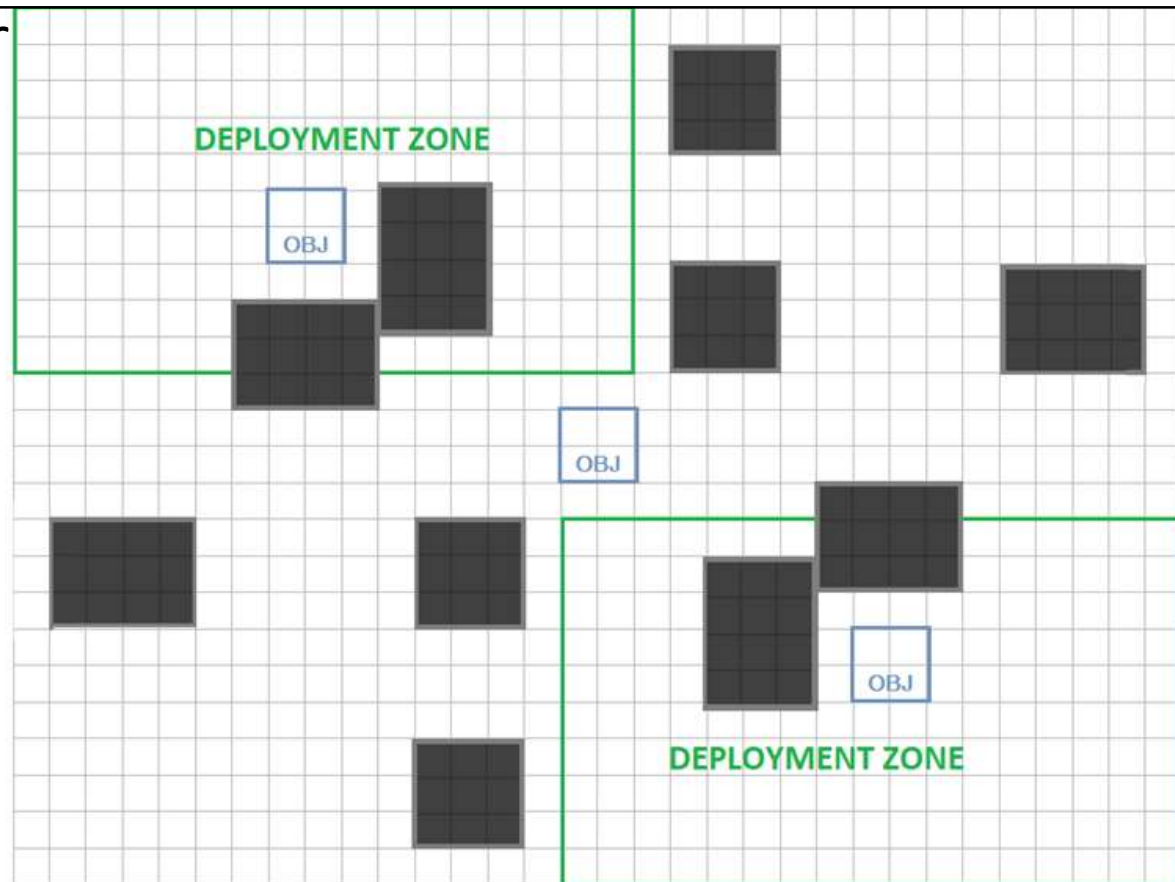
At the start of each **Activation Phase** each player **secretly** notes down **one of the objectives below**. During the **Scoring Phase**, each player reveals their secret objective. If they accomplished their secret objective, they score the points for it. Regardless of if they accomplished the objective or not, they may not choose that objective for the remainder of the battle. (IE each **Battle Round** a new secret objective must be selected)

1. **Titan Slayer:** Score three victory points if you destroyed your opponent's **Warlord** class mech this **Battle Round**.
2. **Mech Buster:** Score two victory points if you destroyed one of your opponent's **Support Mechs** this **Battle Round**. Score four victory points if you destroyed both of your opponent's **Support Mechs** this **Battle Round**.
3. **Headhunter:** Score one victory point if you destroyed one of your opponent's **Infantry** models this **Battle Round**. Score three victory points if you destroyed Two of your opponent's **Infantry** models this **Battle Round**. Score seven victory points if you destroyed ALL your opponent's **Infantry** models this **Battle Round**.
4. **Birdhunter:** Score three victory points if you destroyed your opponent's **Transport** this **Battle Round**.
5. **Precious Life:** Score five victory points if ALL your **Infantry** models survived this **Battle Round**.
6. **Valuable Hardware:** Score five victory points if ALL your **Support Mechs** survived this **Battle Round**.
7. **Battlefield Dominance:** Score three victory points if you control more objectives (**OBJ**) than your opponent this **Battle Round**. Score five victory points if you control every objective (**OBJ**) this **Battle Round**

Additionally, **every battle round**, each player is awarded the following:

- **Area Control:** During the **Scoring Phase** each player gains Two victory points for each objective (**OBJ**) they control.
- **Attrition:** During the **Scoring Phase** the player who had the lowest number of destroyed models in that battle round scores two victory points.
- **King Slayer:** Score five victory points if you destroyed your opponent's **Pilot** this **Battle Round**.

At the end of the final round, the player with the most victory points wins.



# Scenario: City Block Warfare

**Type:** Matched Play Scenario

**Scoring:** Secret Objectives.

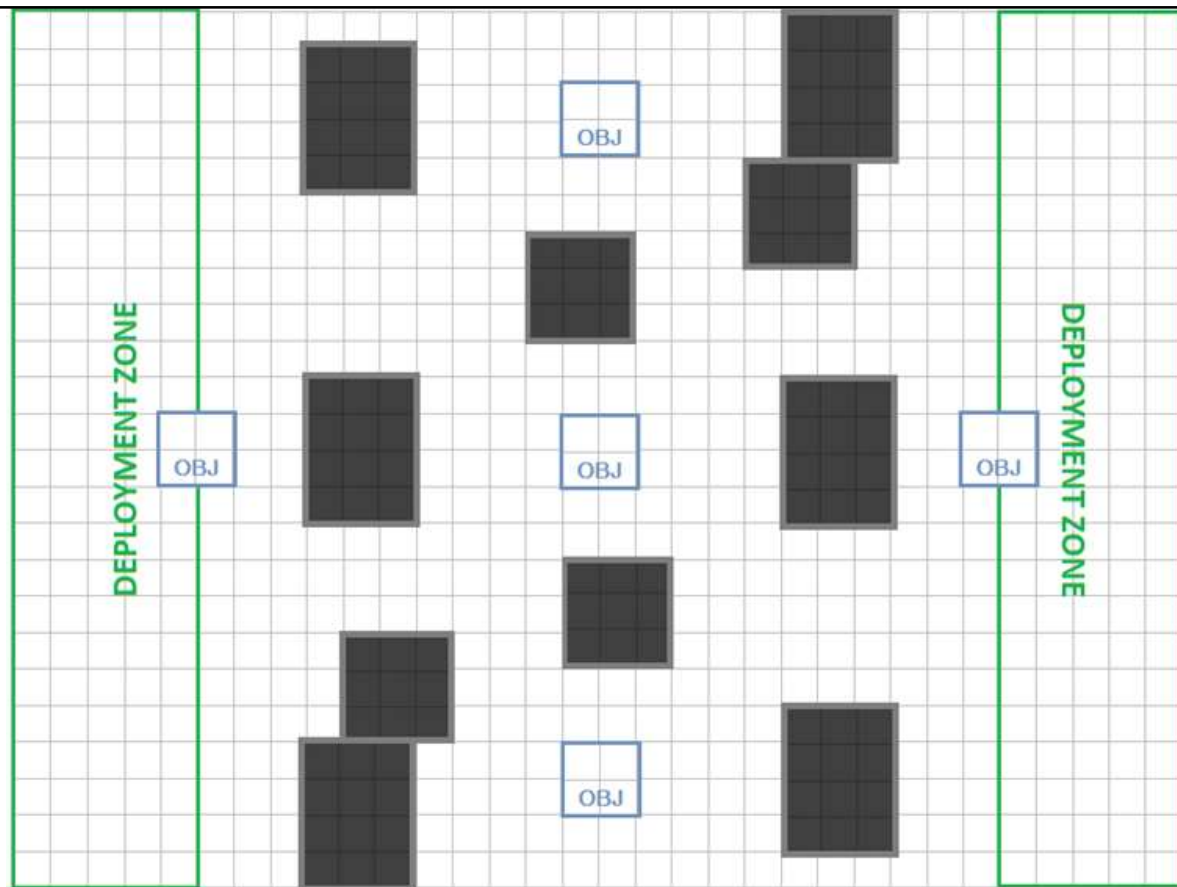
At the start of each **Activation Phase** each player **secretly** notes down **one of the objectives below**. During the **Scoring Phase**, each player reveals their secret objective. If they accomplished their secret objective, they score the points for it. Regardless of if they accomplished the objective or not, they may not choose that objective for the remainder of the battle. (IE each **Battle Round** a new secret objective must be selected)

1. **Titan Slayer:** Score three victory points if you destroyed your opponent's **Warlord** class mech this **Battle Round**.
2. **Mech Buster:** Score two victory points if you destroyed one of your opponent's **Support Mechs** this **Battle Round**. Score four victory points if you destroyed both of your opponent's **Support Mechs** this **Battle Round**.
3. **Headhunter:** Score one victory point if you destroyed one of your opponent's **Infantry** models this **Battle Round**. Score three victory points if you destroyed Two of your opponent's **Infantry** models this **Battle Round**. Score seven victory points if you destroyed ALL your opponent's **Infantry** models this **Battle Round**.
4. **Birdhunter:** Score three victory points if you destroyed your opponent's **Transport** this **Battle Round**.
5. **Precious Life:** Score five victory points if ALL your **Infantry** models survived this **Battle Round**.
6. **Valuable Hardware:** Score five victory points if ALL your **Support Mechs** survived this **Battle Round**.
7. **Battlefield Dominance:** Score three victory points if you control more objectives (**OBJ**) than your opponent this **Battle Round**. Score five victory points if you control every objective (**OBJ**) this **Battle Round**

Additionally, **every battle round**, each player is awarded the following:

- **Area Control:** During the **Scoring Phase** each player gains Two victory points for each objective (**OBJ**) they control.
- **Attrition:** During the **Scoring Phase** the player who had the lowest number of destroyed models in that battle round scores two victory points.
- **King Slayer:** Score five victory points if you destroyed your opponent's **Pilot** this **Battle Round**.

At the end of the final round, the player with the most victory points wins.





# Ignition:1.0

## Narrative

## Scenario

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# Scenario: Desperate Defense

## Type

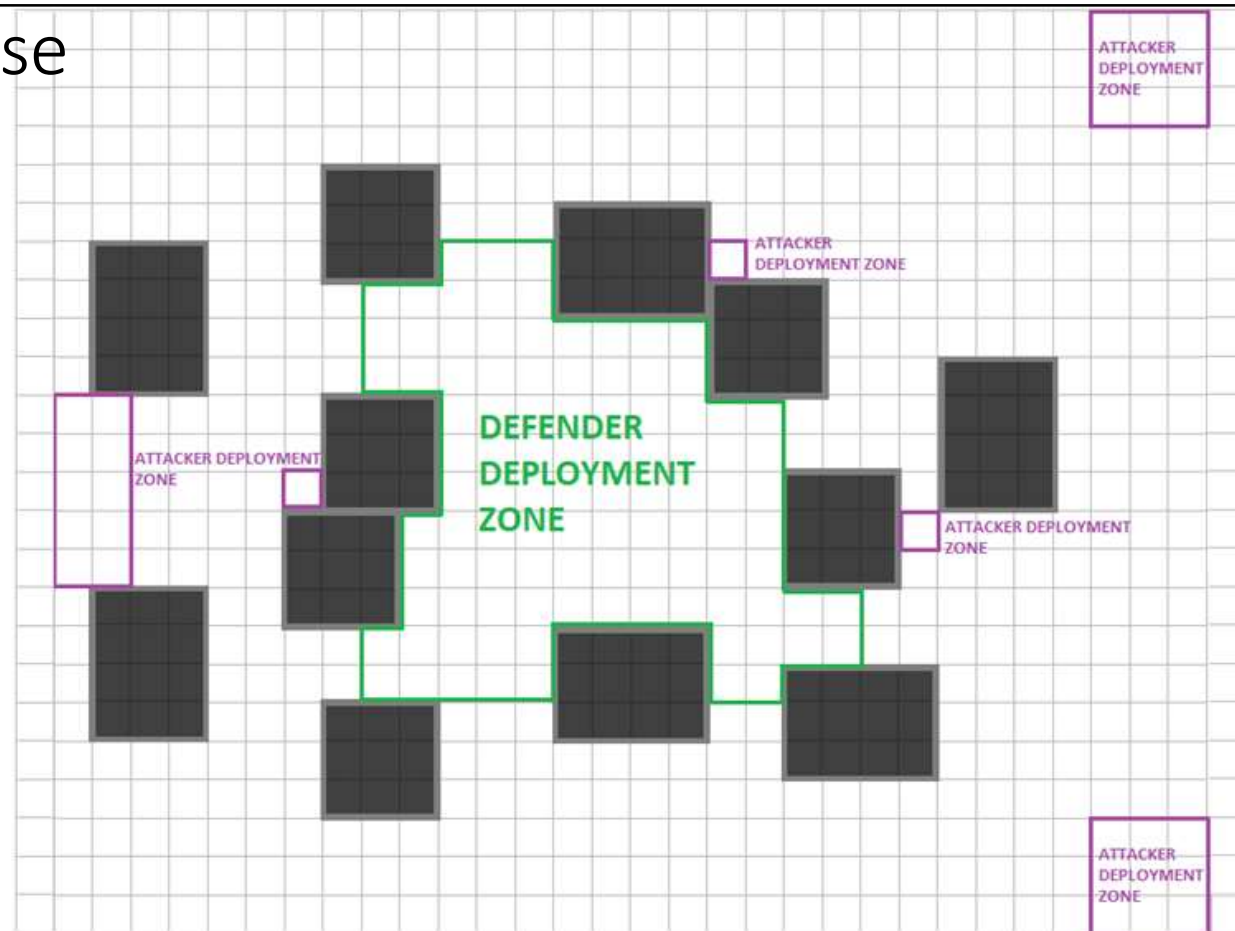
Narrative Play Scenario

One player assumes the role of **attacker** and the other player assumes the role of **defender**.

- Player's alternate setting up models in their deployment zones until all models are on the board.
  - *Note: Models must fit entirely in their deployment zone (true in all ignition:core scenarios). This is particularly important for this scenario.*

## Victory Conditions

- During the **Scoring Phase** if the **Attacker** has more models in the **Defender Deployment Zone** than the **Defender does**, the **Attacker** immediately wins.
- If the **Attacker** fails to achieve this objective by the **Fifth** battle round **Scoring Phase** the **Defender** wins.





IGNITION:CORE  
GAMES

EDEN LINK.....

.....CONNECTED

PILOT - MECH NEURAL  
INTERFACE.....

....SYNCHRONIZED

WEAPON SYSTEMS.....OPERATIONAL

(IGNITION CORE)..... ONLINE  
STANDING BY FOR MISSION

**IGNITION:CORE™**

# Zero Edition Combat Scenario Pack

# Scenario: First Contact

## Type

Matched Play Scenario

## Setup

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

Note: in this scenario terrain blocks LOS to all models regardless of size. **Flying** models cannot finish their movement on a square occupied by terrain.

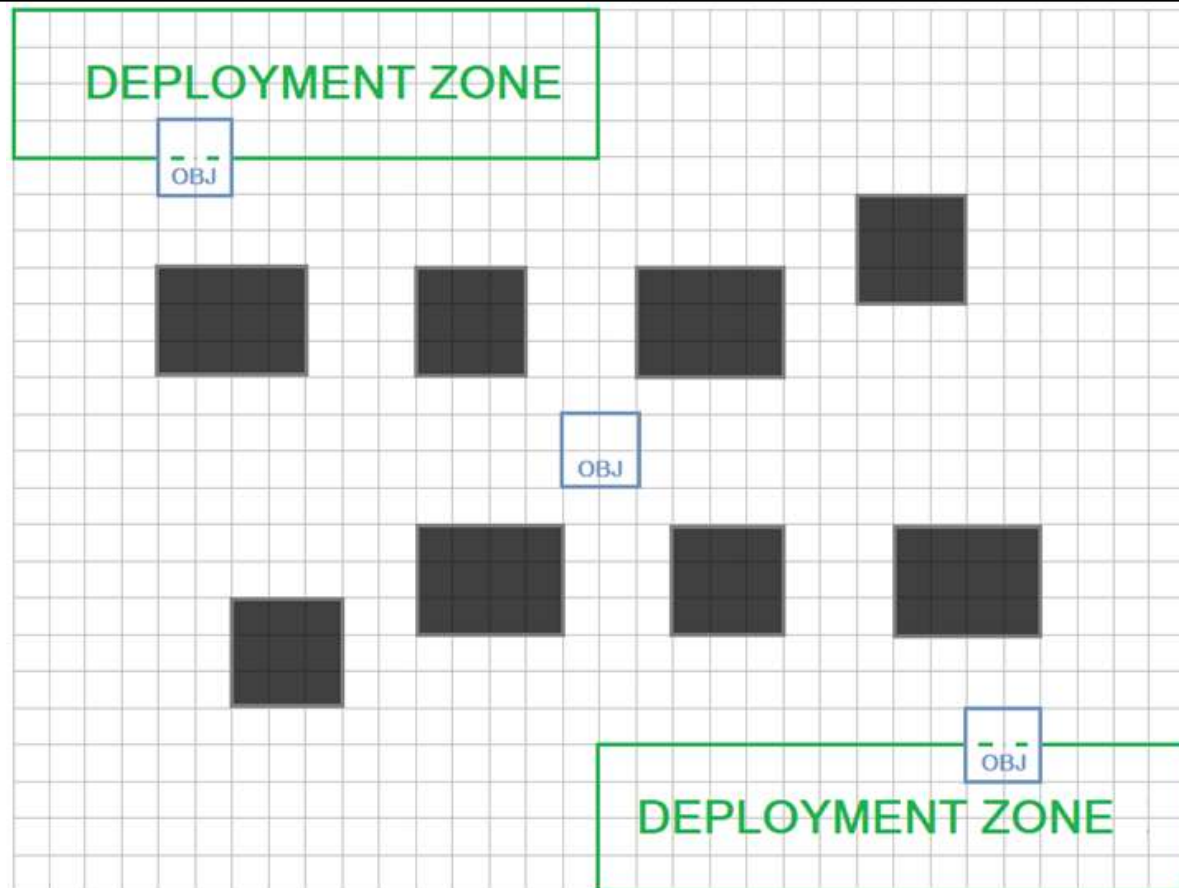
- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## Objective Control

- Each player starts the game controlling the objective (**OBJ**) that overlaps his/her deployment zone.
- A player gains control of an **OBJ** if they have more **Infantry** models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective **OBJ** in their control, they keep control of it until their opponent gains control of it as described above.

**Raze Their Flag:** **Action** a model that cannot claim an **OBJ** can spend an action point to remove hostile control of an **OBJ** it occupies, provided there are no hostile models occupying that **OBJ**. At this point the objective becomes unclaimed.

**Note:** A dismounted **Pilot** model can take gain control of an **OBJ** or assist in gaining control of an objective marker in the same manner as **Infantry** models.



## Scoring

- During the **Scoring Phase** each player gains one victory point for each objective (**OBJ**) they control.
- Titan Slayer:** Players score one victory point every time they destroy their opponent's **Warlord** class mech.
- King Slayer:** Players score two victory points if their opponent's **Pilot** was removed as a casualty.
- At the end of the final round, the player with the most victory points wins.
- Note: **Headhunter**, **Mech Buster** objectives (see the subsequent matched play scenarios) may be added to this Scenario if both players agree.



# Scenario: Target Locked

## Type

Matched Play Scenario

## Setup

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

Note: in this scenario terrain blocks LOS to all models regardless of size. **Flying** models cannot finish their movement on a square occupied by terrain.

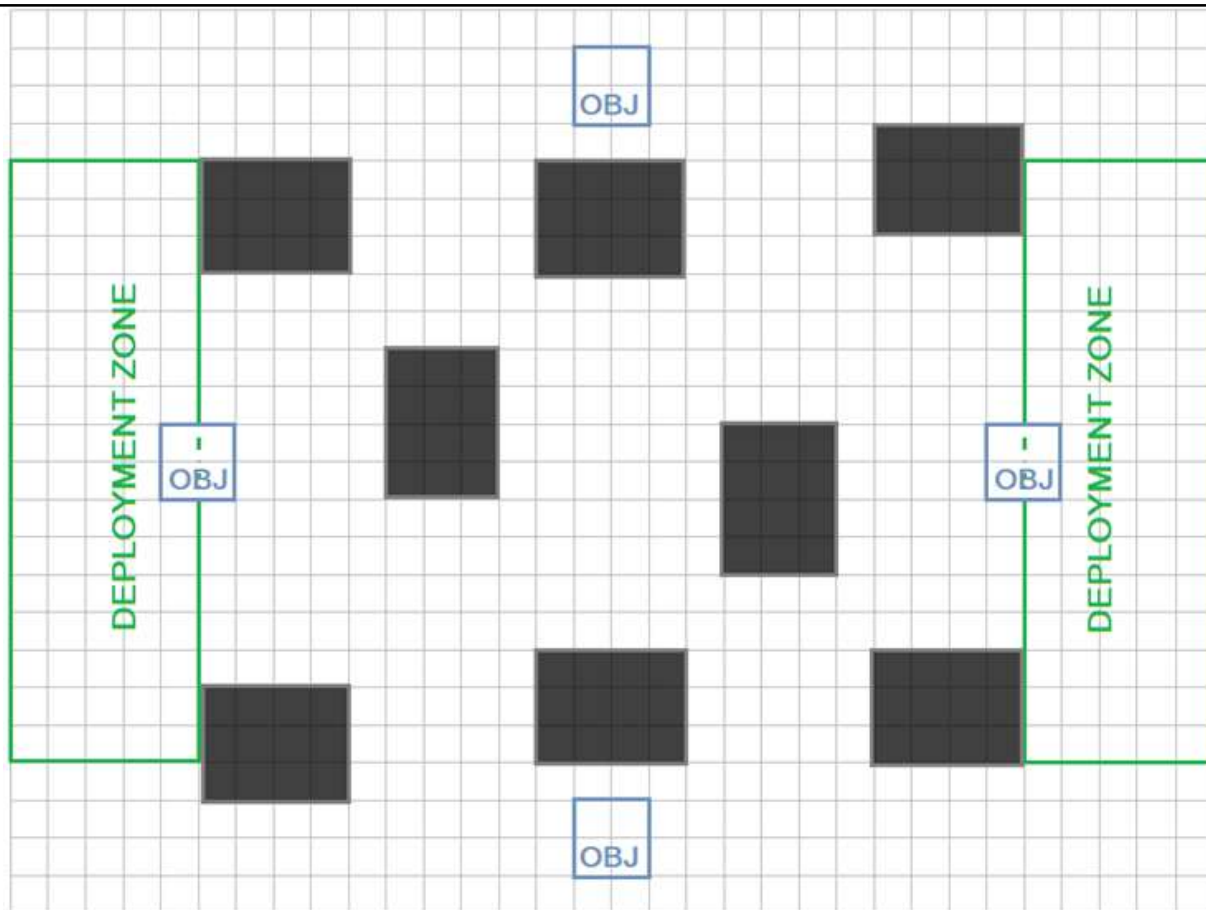
- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## Objective Control

- Each player starts the game controlling the objective (**OBJ**) that overlaps his/her deployment zone.
- A player gains control of an **OBJ** if they have more **Infantry** models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective **OBJ** in their control, they keep control of it until their opponent gains control of it as described above.

**Raze Their Flag:** **Action** a model that cannot claim an **OBJ** can spend an action point to remove hostile control of an **OBJ** it occupies, provided there are no hostile models occupying that **OBJ**. At this point the objective becomes unclaimed.

**Note:** A dismounted **Pilot** model can take gain control of an **OBJ** or assist in gaining control of an objective marker in the same manner as **Infantry** models.



## Scoring

- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- Mech Buster:** Players score **one** victory point if their opponent has no **Support** models in play during the scoring phase.
- Titan Slayer:** Players score **one** victory point every time they destroy their opponent's Warlord class mech.
- King Slayer:** Players score **two** victory points each time their opponent's Pilot was removed as a casualty.
- At the end of the final battle round, the player with the most victory points wins.

# Scenario: Sustained Firefight

## Type

Matched Play Scenario

## Setup

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

Note: in this scenario terrain blocks LOS to all models regardless of size.

**Flying** models cannot finish their movement on a square occupied by terrain.

- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## Scoring

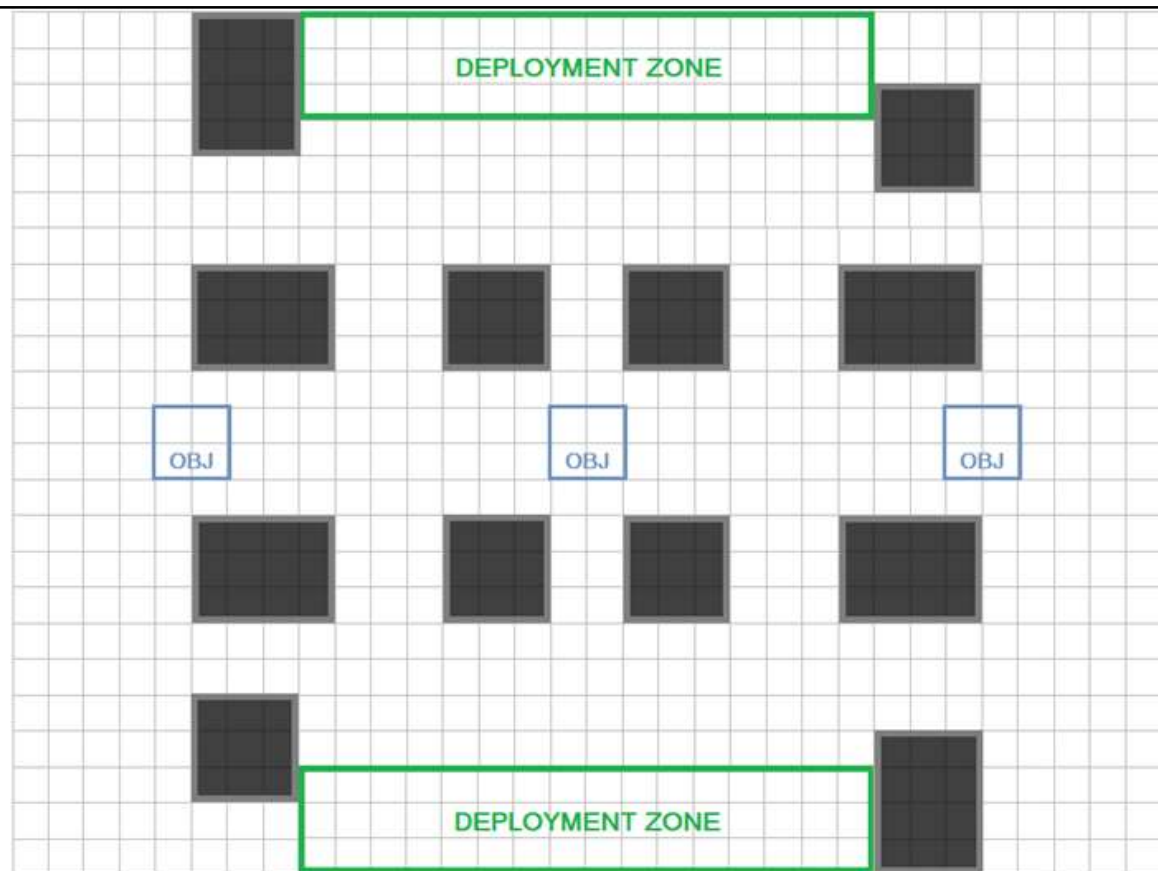
- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- Mech Buster:** Players score **one** victory point if their opponent has no **Support** models in play during the scoring phase.
- Titan Slayer:** Players score **one** victory point every time they destroy their opponent's Warlord class mech.
- King Slayer:** Players score **two** victory points each time their opponent's Pilot was removed as a casualty.
- At the end of the final battle round, the player with the most victory points wins.

## Objective Control

- A player gains control of an **OBJ** if they have more **Infantry** models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective **OBJ** in their control, they keep control of it until their opponent gains control of it as described above.

**Raze Their Flag:** **Action** a model that cannot claim an **OBJ** can spend an action point to remove hostile control of an **OBJ** it occupies, provided there are no hostile models occupying that **OBJ**. At this point the objective becomes unclaimed.

**Note:** A dismounted **Pilot** model can take gain control of an **OBJ** or assist in gaining control of an objective marker in the same manner as **Infantry** models.



# Scenario: Outflank and Destroy

## Type

Matched Play Scenario

## Setup

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

Note: in this scenario terrain blocks LOS to all models regardless of size. **Flying** models cannot finish their movement on a square occupied by terrain.

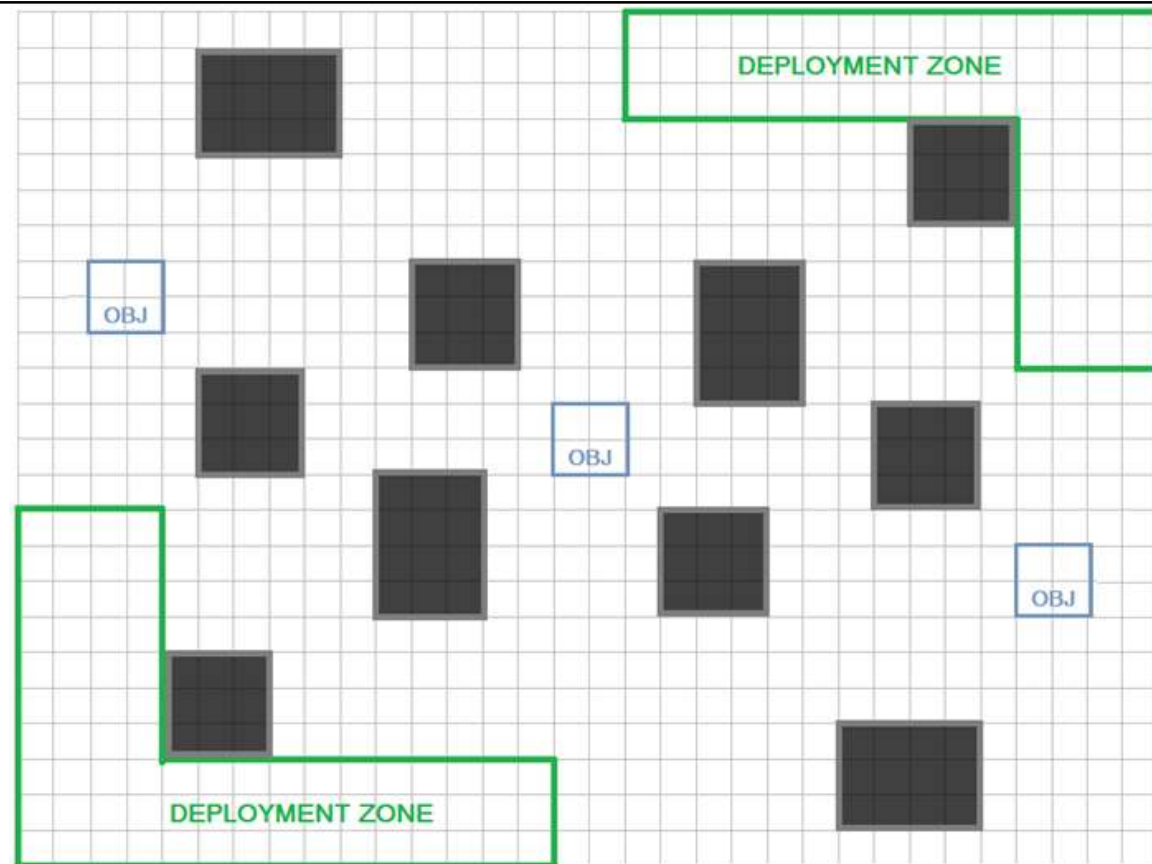
- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## Objective Control

- A player gains control of an **OBJ** if they have more **Infantry** models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective **OBJ** in their control, they keep control of it until their opponent gains control of it as described above.

**Raze Their Flag:** **Action** a model that cannot claim an **OBJ** can spend an action point to remove hostile control of an **OBJ** it occupies, provided there are no hostile models occupying that **OBJ**. At this point the objective becomes unclaimed.

**Note:** A dismounted **Pilot** model can take gain control of an **OBJ** or assist in gaining control of an objective marker in the same manner as **Infantry** models.



## Scoring

- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- Mech Buster:** Players score **one** victory point if their opponent has no **Support** models in play during the scoring phase.
- Titan Slayer:** Players score **one** victory point every time they destroy their opponent's Warlord class mech.
- King Slayer:** Players score **two** victory points each time their opponent's Pilot was removed as a casualty.
- At the end of the final battle round, the player with the most victory points wins.



# Scenario: Battle of Attrition

## Type

Matched Play Scenario

## Setup

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

Note: in this scenario terrain blocks LOS to all models regardless of size. **Flying** models cannot finish their movement on a square occupied by terrain.

- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## Scoring

- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- Mech Buster:** Players score **one** victory point if their opponent has no **Support** models in play during the scoring phase.
- Titan Slayer:** Players score **one** victory point every time they destroy their opponent's Warlord class mech.
- King Slayer:** Players score **two** victory points each time their opponent's Pilot was removed as a casualty.
- At the end of the final battle round, the player with the most victory points wins.

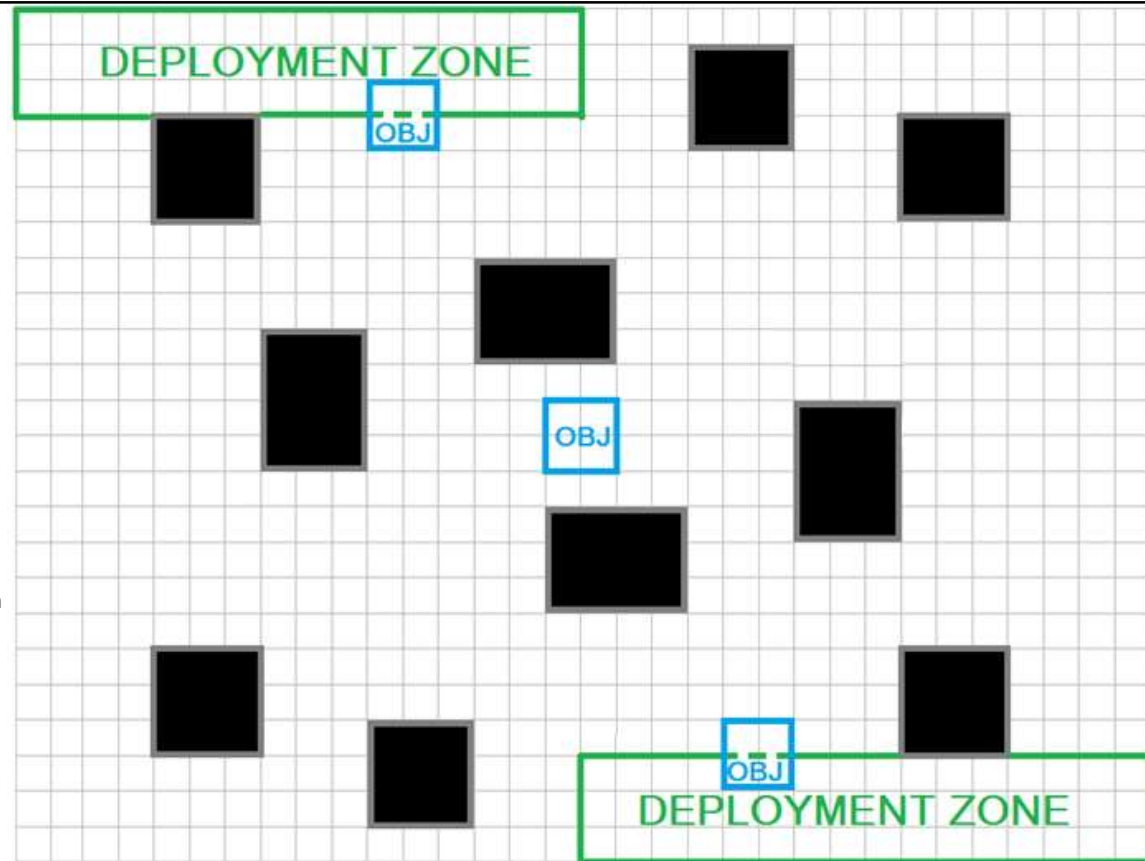
## Objective Control

- A player gains control of an **OBJ** if they have more **Infantry** models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective **OBJ** in their control, they keep control of it until their opponent gains control of it as described above.

**Raze Their Flag:** **Action** a model that cannot claim an **OBJ** can spend an action point to remove hostile control of an **OBJ** it occupies, provided there are no hostile models occupying that **OBJ**. At this point the objective becomes unclaimed.

**Note:** A dismounted **Pilot** model can take gain control of an **OBJ** or assist in gaining control of an objective marker in the same manner as **Infantry** models.

**Attrition:** (special rule) Each player can only return two models to the battlefield during the reinforcement phase of each round.

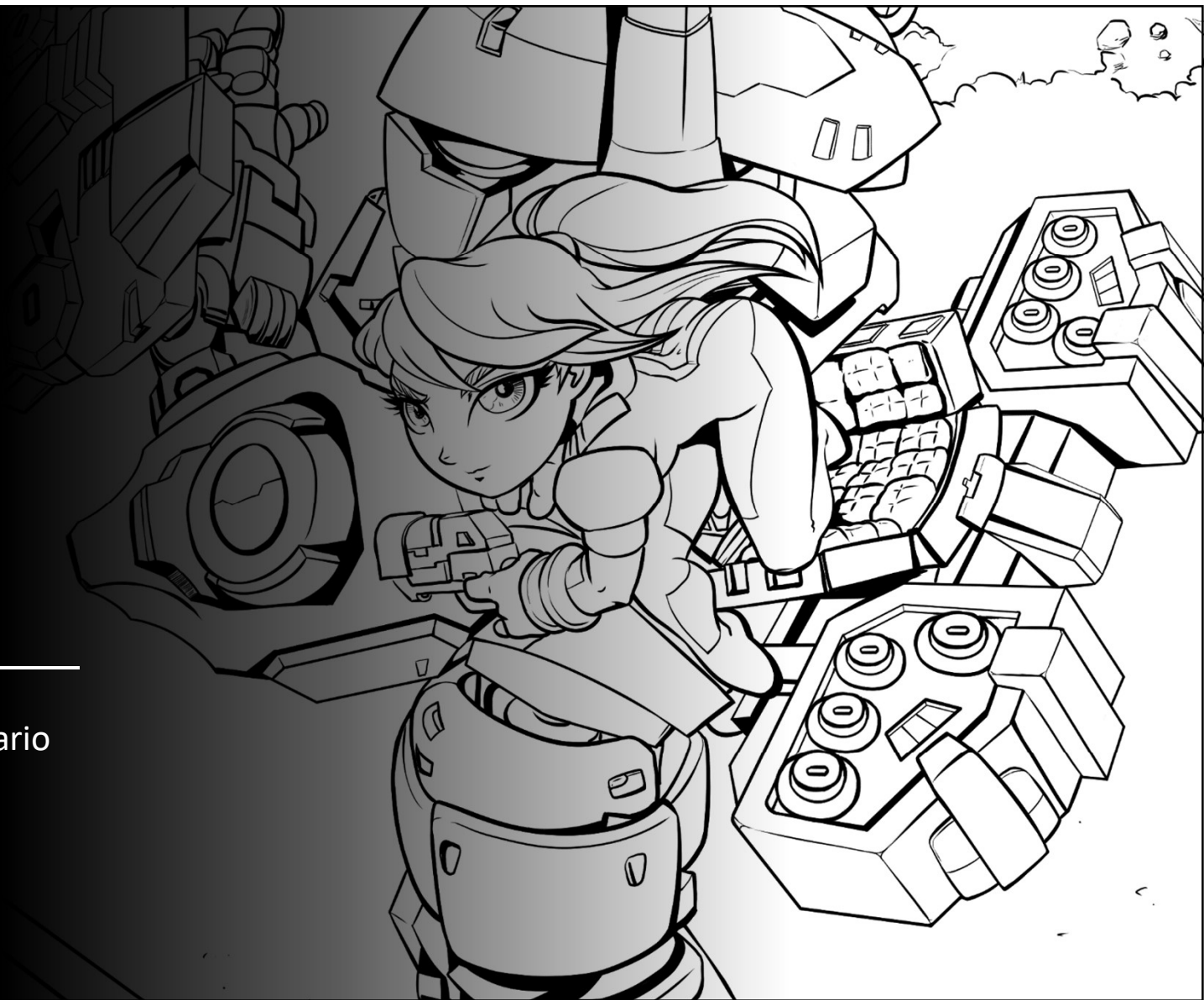




# Ignition:Core

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Zero Edition Narrative Play Scenario



# Scenario: Extraction

## Type

Narrative Play Scenario

## Setup

- Place terrain as depicted in the scenario map.

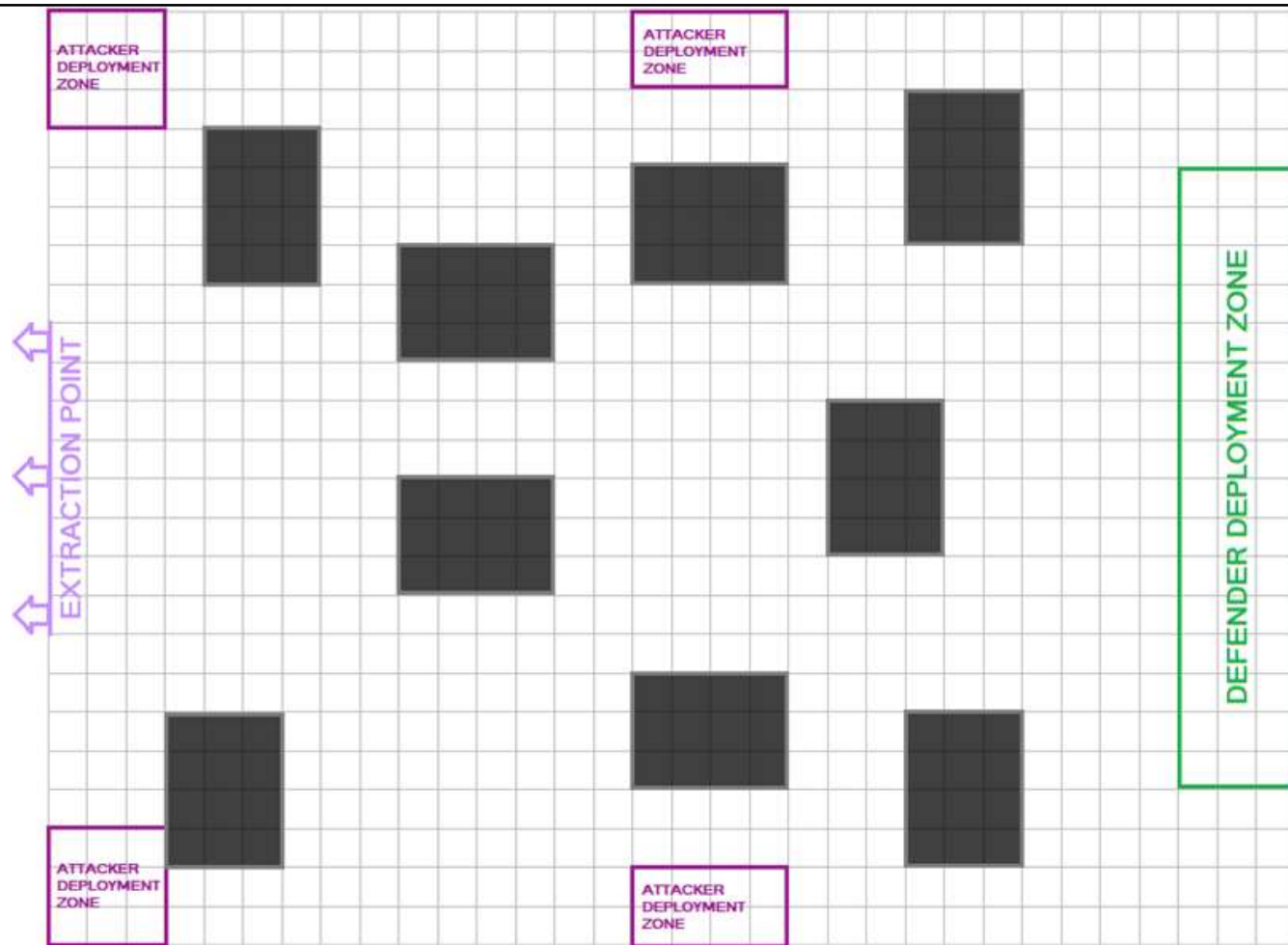
**Note:** Terrain blocks LOS to all models. **Flying** models may not move over terrain

One player assumes the role of **attacker** and the other player assumes the role of **defender**.

- Player's alternate setting up models in their deployment zones until all models are on the board.

## Scoring

- During the **Scoring Phase** if the **defender's** pilot is on a square adjacent to the **extraction point** the **defender** wins the scenario. Otherwise, the scenario continues to the next battle round.
- If the **defender's** Pilot is removed as a casualty, the **attacker** wins the scenario.





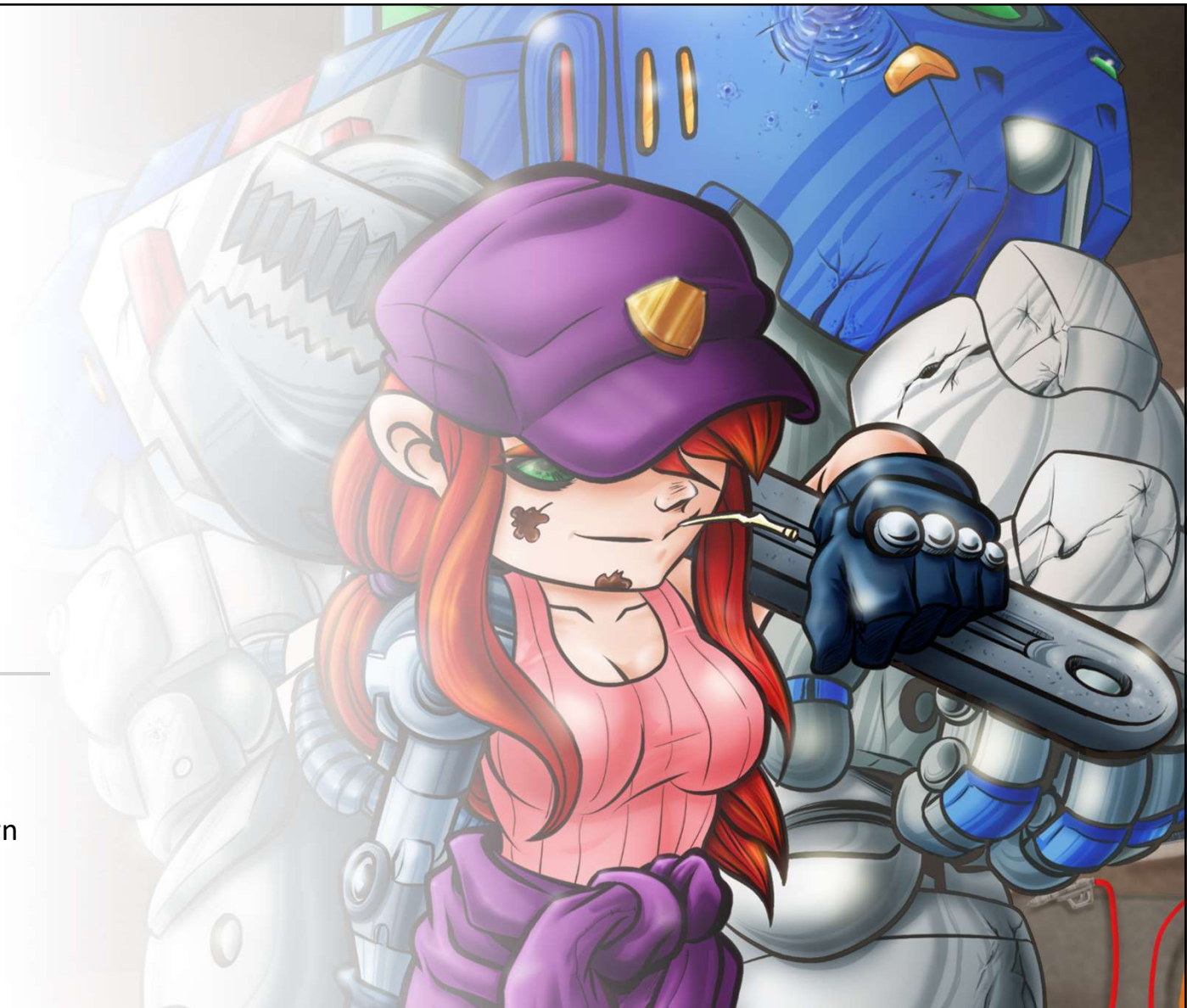


# Ignition:Core

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Scenario builder

The following pages are a basic template for players desiring to construct their own combat scenarios.



# Scenario:

Type

Setup

Decide on game length:

3 Rounds (60mins approx.)

5 Rounds (2hr approx.)

7 Rounds (3hr approx.)

- Place objective markers and terrain as depicted in the scenario map.

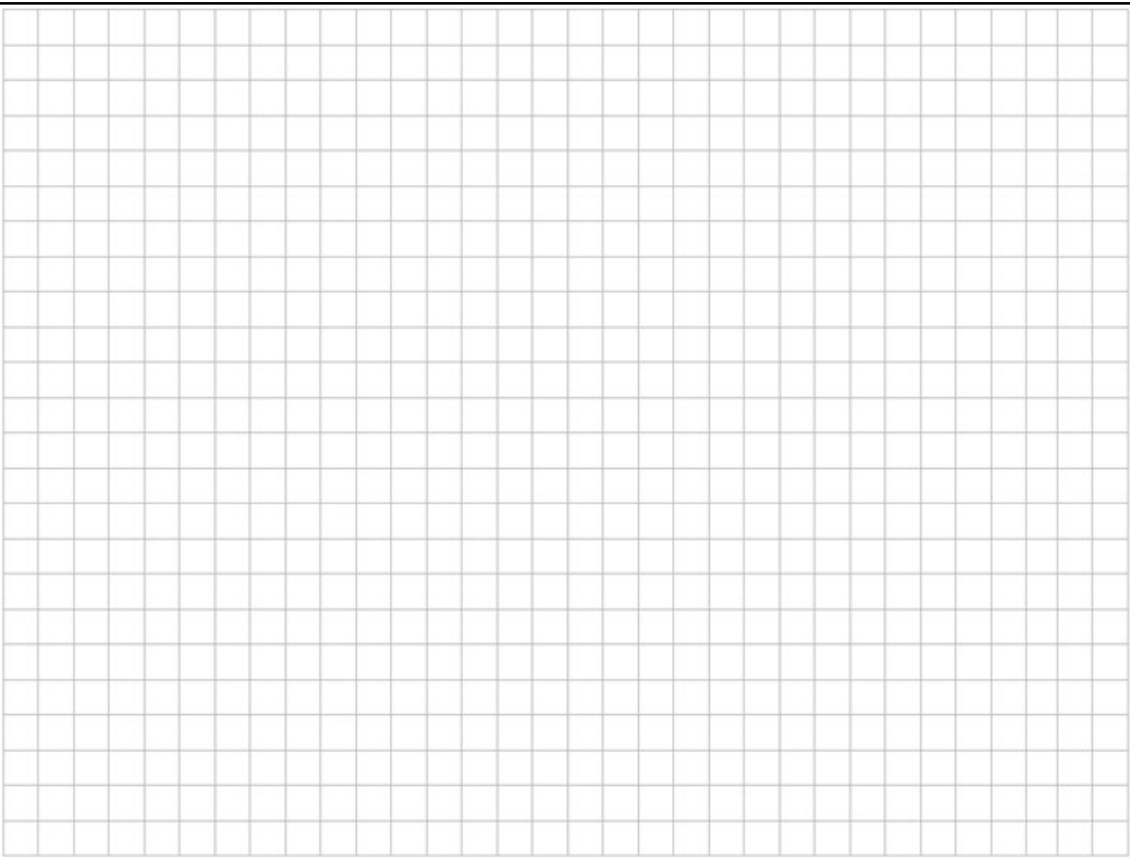
Note: in this scenario terrain blocks LOS to all models regardless of size. **Flying** models cannot finish their movement on a square occupied by terrain.

- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

Objective Control

- Each player starts the game controlling the objective (**OBJ**) that overlaps his/her deployment zone.
- A player gains control of an objective (**OBJ**) if they have more **Infantry** models on it than their opponent. (At this point they should mark it as in their control)
- Once a player has an objective (**OBJ**) in their control, they keep control of it until their opponent gains control of it as described above.

Note: A dismounted **Pilot** model can take gain control of an objective (**OBJ**) or assist in gaining control of an objective marker in the same manner as **Infantry** models.



Scoring

Sudden Death

**Scoring:** Secret Objectives.

At the start of each **Activation Phase** each player secretly notes down one of the objectives below. During the **Scoring Phase**, each player reveals their secret objective. If they accomplished their secret objective, they score the points for it. Regardless of if they accomplished the objective or not, they may not choose that objective for the remainder of the battle. (IE each **Battle Round** a new secret objective must be selected)

1. **Titan Slayer:** Score three victory points if you destroyed your opponent's **Warlord** class mech this **Battle Round**.
2. **Mech Buster:** Score two victory points if you destroyed one of your opponent's **Support Mechs** this **Battle Round**. Score four victory points if you destroyed both of your opponent's **Support Mechs** this **Battle Round**.
3. **Headhunter:** Score one victory point if you destroyed one of your opponent's **Infantry** models this **Battle Round**. Score three victory points if you destroyed Two of your opponent's **Infantry** models this **Battle Round**. Score seven victory points if you destroyed ALL your opponent's **Infantry** models this **Battle Round**.
4. **Birdhunter:** Score three victory points if you destroyed your opponent's **Transport** this **Battle Round**.
5. **Precious Life:** Score five victory points if ALL your **Infantry** models survived this **Battle Round**.
6. **Valuable Hardware:** Score five victory points if ALL your **Support Mechs** survived this **Battle Round**.
7. **Battlefield Dominance:** Score three victory points if you control more objectives (**OBJ**) than your opponent this **Battle Round**. Score five victory points if you control every objective (**OBJ**) this **Battle Round**

Additionally, every battle round, each player is awarded the following:

- **Area Control:** During the **Scoring Phase** each player gains Two victory points for each objective (**OBJ**) they control.
- **Attrition:** During the **Scoring Phase** the player who had the lowest number of destroyed models in that battle round scores two victory points.
- **Knight Slayer:** Score two victory points each time one of your opponents **Hero** models is destroyed.
- **King Slayer:** Score five victory points if you destroyed your opponent's **Pilot** this **Battle Round**.

At the end of the final round, the player with the most victory points wins.

**Scoring**

- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- **Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- **Mech Buster:** Players score **one** victory point if their opponent has no **Support** models in play during the scoring phase.
- **Knight Slayer:** Score one victory point for each hostile **Hero** model was removed as a casualty during this battle round.
- **Titan Slayer:** Players score **one** victory point every time they destroy their opponent's Warlord class mech.
- **King Slayer:** Players score **two** victory points each time their opponent's Pilot was removed as a casualty.
- At the end of the final battle round, the player with the most victory points wins.

**Attrition:** (special rule) Each player can only return two models to the battlefield during the reinforcement phase of each round.

**Sudden Death**

- If a player controls all three objectives and their **Warlord Class** Mech is in their opponent's deployment zone, the game immediately ends in victory for the player controlling all three **Objectives**.