



Scenarios

Strategic Objective

Deliver The Package

Your team is carrying vital intelligence to an extraction point and the enemy MERCs team is between you and your pick-up zone. Roll D5 and count your team left to right after team selection is finished but before deployment. That model is carrying the package. Score 5 VPs if that model is in the enemy deployment zone at the end of the game. Reduce this total by 1 VP for each full Card Length outside the enemies DeploymentZone this model is at the end of the game. If the Escorted model dies, place a token one Base in diameter where he died. This may be picked up by friendly MERCs who ends their movement in contact with it. MERCs may S2C on this token as if it was cover. The package may not be dropped other than the carrier being taken out of action.

Scenarios

Strategic Objective

Secure Target

You have been ordered to secure a target area for a team of Corporate Non-Coms to enter and retrieve a high-priority asset. Score 1 VP for the first Team Member within 1 Card of the Central terrain feature at the end of the game. In addition, score 2 VP for the second and 2 VP for the third Team Members also within that range.

Scenarios

Strategic Objective

Elimination

Corporate Leadership has dictated that elimination of the enemy MERCs team is of the highest priority. Score 1 VP for the first enemy member moved from the game, and 2 for the second and third.

Scenarios

Strategic Objective

Facility Defence

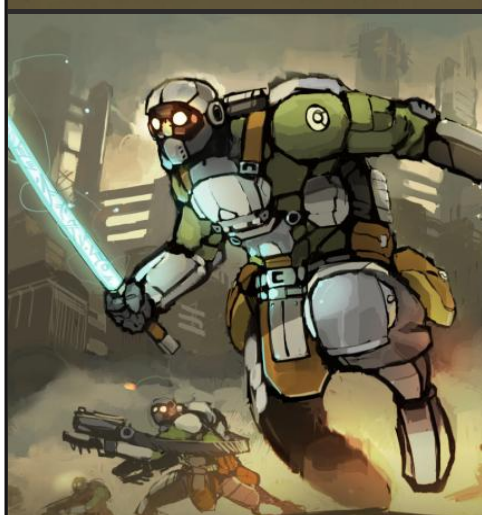
This raid on your corporate territory has caught a number of key personnel in the hot zone. Your team has been tasked with perimeter defence while these VIPs are being extracted. Score 5 VPs at the end of the game if there are no Enemy MERC models in your half of the table. Reduce this number by 1 for every enemy MERC in your table half at the end of the game.

Scenarios

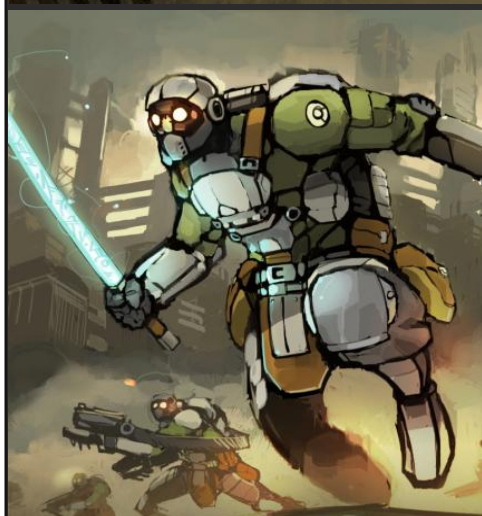
Strategic Objective

Recon

Corporate has requested eyes on the ground in a key area on the battlefield. Your orders are to recon the site and then withdraw to deliver your findings. The target area is the central piece of scenery. The model observing must have its base completely inside the scenery piece. Any team member may take a Hold action to Recon the target site. Score 5 VPs if that model is in his own Deployment Zone and still alive at the end of the game. Reduce this by 1 VP for every Card Length or part thereof the model is away from the Deployment Zone at game end.



Keep fighting



Keep fighting



Keep fighting



Ceasefire

<p>Scenarios</p> <p>CCC Corporate Plot</p>  <p>MERCs</p>	<p>Scenarios</p> <p>CCC Corporate Plot</p>  <p>MERCs</p>	<p>Scenarios</p> <p>CCC Corporate Plot</p>  <p>MERCs</p>
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Scenarios

CCC Corporate Plot

Lead from the Front

MERC Human Resources Division has their eye on the teams leader for a promotion. If he can show his ability to the satellite feeds monitoring the engagement his promotion is much more likely. May only be chosen if the team contains an Assault Leader.

Score 1 VP for each Team Member within 1 Card of the Assault Leader (Max 2) at the end of the game, provided his entire base is in the enemy half of the table at that time.



Scenarios

CCC Corporate Plot

Technological Superiority

Corporate Leadership wants to showcase just how advanced the Yellowjacket Nanite armour is to the opposing MegaCorp.

This will increase share prices and impact the foreign market. Score 2 VPs at the end of the game if there are at least 3 Team Members still on the board.

Reduce this by 1 for each Team Member suffering armour failure when the game ends.



Scenarios

CCC Corporate Plot

Weapon Testing

MERC Human Resources Division has Research and Development division is having CCC Heavy Support MERCs test a new stabilization system for their assault weapons. Field testing volunteers need to provide impact data on enemy Corporate targets.

Score 1 VP for the third and fourth Blood caused by a Set and Rip weapon on the CCC team. Any additional Blood caused will not earn VPs as the testing parameters have been satisfied.



Scenarios

KemVar Corporate Plot

Protect the Eggs

Unbeknownst to the intruders, they are mere yards away from a maturing Egg harvest. Your team has been instructed to protect this valuable crop at all costs, without notifying the opposing MegaCorp that Eggs are being farmed in this area. Nominate a building in the opposing team's table half. This building contains the egg harvest.

Score 2 VP at the end of the game if no enemy MERC models are within 1 Card of that building.

Score one less VP for every enemy MERC inside this distance.



Scenarios

KemVar Corporate Plot

Assassinate

Orders have come down to eliminate a high-priority target. May only be chosen if your team contains an Assassin. The Assassin must cause fatal Blood to the opposing team member with the Leadership ability. If no such model exists, the model with the highest combined Blood and Armour Attributes is the target. If there is a tie, the Assassin may choose his target but must mark it down before the game begins.

Score 2 VPs if conditions have been met by the end of the game.

Score 1 VP If the Assassin caused Blood on that model, but did not remove it from play.



Scenarios

KemVar Corporate Plot

From the Shadows

No unnecessary risk of personnel will be tolerated by Command during this mission.

All efforts must be made to ensure the survival of key MERC personnel for later assignment in the ongoing action.

If 4 or more team members are still in play at the end of the game score 2 VP.

Score 1 VP if 3 or more Team members are still in play.



Scenarios

USCR Corporate Plot

Intimidation

Command and Control wishes for you to show the enemies of the Great Bear their cowardice. Score 1 VP for your fourth and fifth successful Suppression of an enemy model during the game.

Additional Suppression tests failed by the enemy will not score any additional VPs; their cowardice is already plain to see!



Scenarios

USCR Corporate Plot

Hero of the People

Command and Control has seen fit to deploy the Behemoth to this engagement. The entire action is being broadcast as a propaganda film in the USCR; failure is not an option.

Score 1 VP for each enemy MERC removed from play by the Behemoth, up to a maximum of 2.

This is in addition to any VPs scored for Strategic Objectives.

The USCR team must include a Behemoth in order to take this plot.



Scenarios

USCR Corporate Plot

Tech Grab

The Researchburo has nominated your team to steal scans of enemy armour and weapons for them to backwards-engineer.

Stationary models will be scanned by orbiting satellites provided they are fixed in position.

Score 1 VP for every enemy model which spent at least 2 rounds under the influence of an Ice Grenade after the first at the end of the game, up to a maximum of 2.

This Plot may only be selected if a Commissar is in your team.

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Scenarios
FCC Corporate Plot



The Enemy of my Enemy

Your FCC Cell has been tasked to make use of a corporate asset for this engagement to minimize your own House exposure. Score 1 VP for every enemy team member taken out of action by friendly non-FCC Team Member in addition to any that would normally be scored.

Scenarios
FCC Corporate Plot



Independent OP

Success and discretion are vital in this mission, as is protecting the FCC Operatives from capture and injury. Score 1 VP for each surviving Team Member above three, provided you did not take any non-FCC models in your team.

Scenarios
FCC Corporate Plot



Escort

The FCC Leadership has seconded a Liaison to your team who has vital connections for upcoming House plans. He must be projected at all costs. Score 1 VP if the Liaison on your team survives the game. Score 2 VPs if the Liaison survives and has no Blood, and no enemy team members within 1 Card at the end of the game.

Scenarios
Keizai Waza Corporate Plot



Death Before Dishonor

The team has vowed to let none live who strike against them. Score 1 VP if any team member kills the enemy model which scored the first blood against it, up to a maximum of 2 VP. If any other model removes the final blood from that figure, you do not score any VP.

Scenarios
Keizai Waza Corporate Plot



Perfect Symmetry

The team has committed to the corporate leadership that they will only commit the ultimate sanction at the perfect moment. Score 1 VP if you kill two or more enemy team members with a single Nuke strike. Score 2 VP if you kill (remove final blood) three or more enemy team members with a single Nuke Strike.

Scenarios
Keizai Waza Corporate Plot



Art of War

The Daimyo wishes to prove his tactical acumen to the corporate leadership. Score 1 VP each time a model who has been assigned a dice with the Tactician Personal Ability that turn kills (removes final blood) on an enemy model, up to a maximum of 2 VP.

Scenarios
Sefadu Corporate Plot



Chest and Horns

Taking cues from the ancient war traditions of Shaka, the Assault Leader dictates tactics of encirclement to show his devotion to the old ways. The team will score 1 VP each time they score Blood against an enemy model while having a Flanking bonus, up to a Maximum of 2 VPs.

Scenarios
Sefadu Corporate Plot



Lions Run

Corporate Control has demanded time trials in a live fire scenario. The speed of an assault will often dictate the victor and the Assault Leader is evaluating his team's skill. Strike quickly and do not allow your opponent to fight on their own terms. The team scores 1 VP each time a model other than the Assault Leader scores Blood while using the Move and Fire CCM, up to a Maximum of 2 VP.

Scenarios
Sefadu Corporate Plot



Patient Hunters

The workers need to see that the old ways are still strong in a new world. The Assault Leader has tasked the sefadu Sniper with crippling targets so that the rest of the team can finish them off. Score 1 VP for every enemy team member removed after they have had their Armour permanently reduced by the Sniper, up to a Maximum of 2. May only be taken if the team includes a sefadu Sniper.





Scenarios

Texico Corporate Plot

Get your Man

The Marshal is a symbol in the Texico corporate structure for the indomitable spirit of their workers. They are often televised to the employees taking down known criminals wanted by the corporate leadership.

Score 1 VP if the Marshal scores blood on his Bounty. Score an additional 1 VP if the Marshal is the model which causes final Blood on the Bounty. The team must include a Marshal to use this plot



Scenarios

Texico Corporate Plot

Teamwork Overcomes

Texico takes great pride in making up for what they don't have in technology through training and talent.

Score 1 VP for the second Blood scored while shooting with Focus Fire in effect. Score 1 additional VP for the Fourth Blood scored in this same way.



Scenarios

Texico Corporate Plot

Homefield Advantage

Texico combat doctrine favours fighting the enemy only when you have prepared the field to your advantage. As such, Team Leaders are encouraged to force situations where the enemy must move incautiously to take advantage of their prepared position.

Score 1VP every time an enemy team member triggers a trap, up to a maximum of 2.



Scenarios

ISS Corporate Plot

Shock and Awe

ISS Technology makes a mockery of the armour systems of other Corporations and the sales division requires the team to demonstrate this to investors.

Score 1 VP for the third successful armour failure caused by EMP or Lightning gun attacks and up to one additional VP for the sixth successful armour failure caused by these weapons.



Scenarios

ISS Corporate Plot

Set Up and Knock Down

The ISS Team has trained long and hard in combined arms manoeuvres. Score 1 VP for the first blood caused either by Overwatch fire triggered through the involuntary movement from the Sniper, or Lightning arced from the Calypso's Trident. Score an additional 1 VP for the second blood scored in either of these ways.



Scenarios

ISS Corporate Plot

Automated Defenses

The Wavefinder has been tasked with holding a point on the battlefield. Score 1 VP if an enemy team member is removed through Overwatch fire from the Wavefinder and Turret. Score an additional VP for the second model removed in this way. May only be taken if the team includes a Wavefinder.