

# Ignition:Core

Combat Scenarios

# Updates

- 30 November 2020 Added the following ability to all Matched Play Scenarios:
  - **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.
- 7 February 2021 Added additional objectives to four of the five available matched play missions.
- 24 February 2021 Adjusted deployment zones for “Sustained Firefight” Matched Play Scenario

# 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.

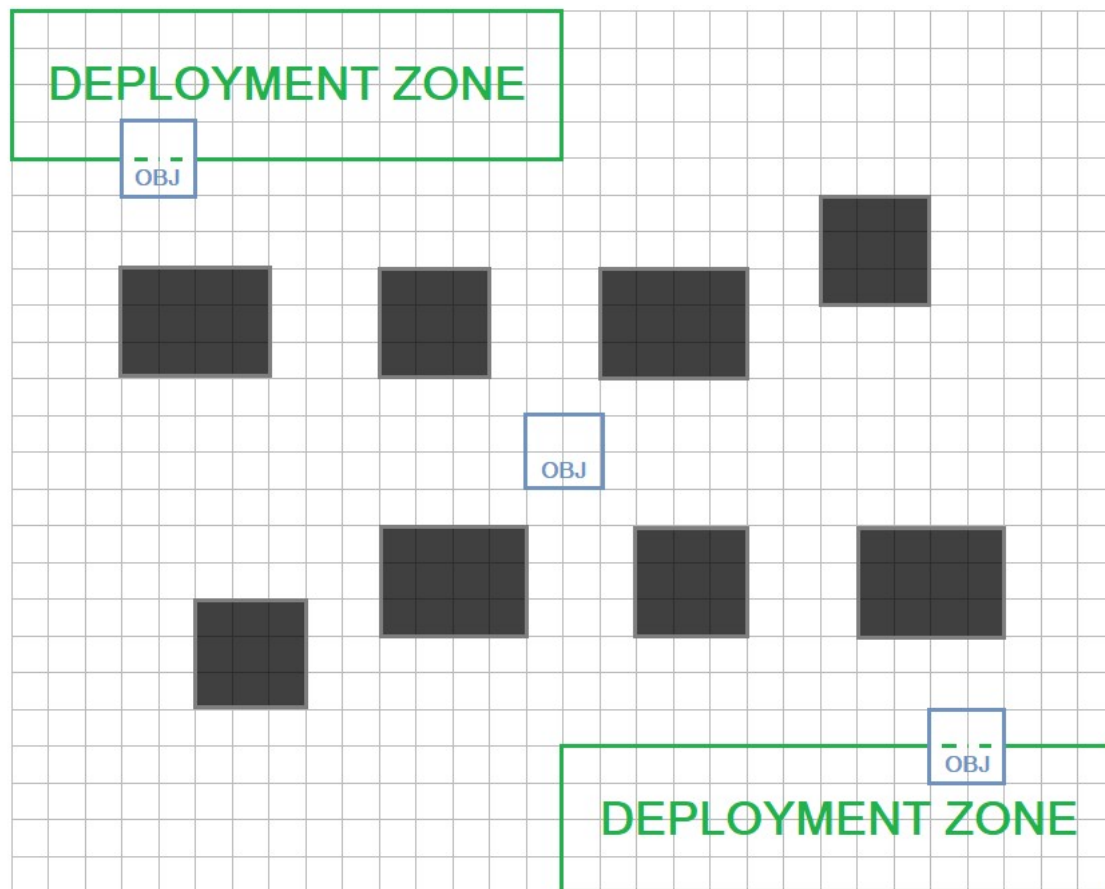
- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## 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** and **Knight Slayer** objectives (see the subsequent matched play scenarios) may be added to this Scenario if both players agree.

## Sudden Death

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

# 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.

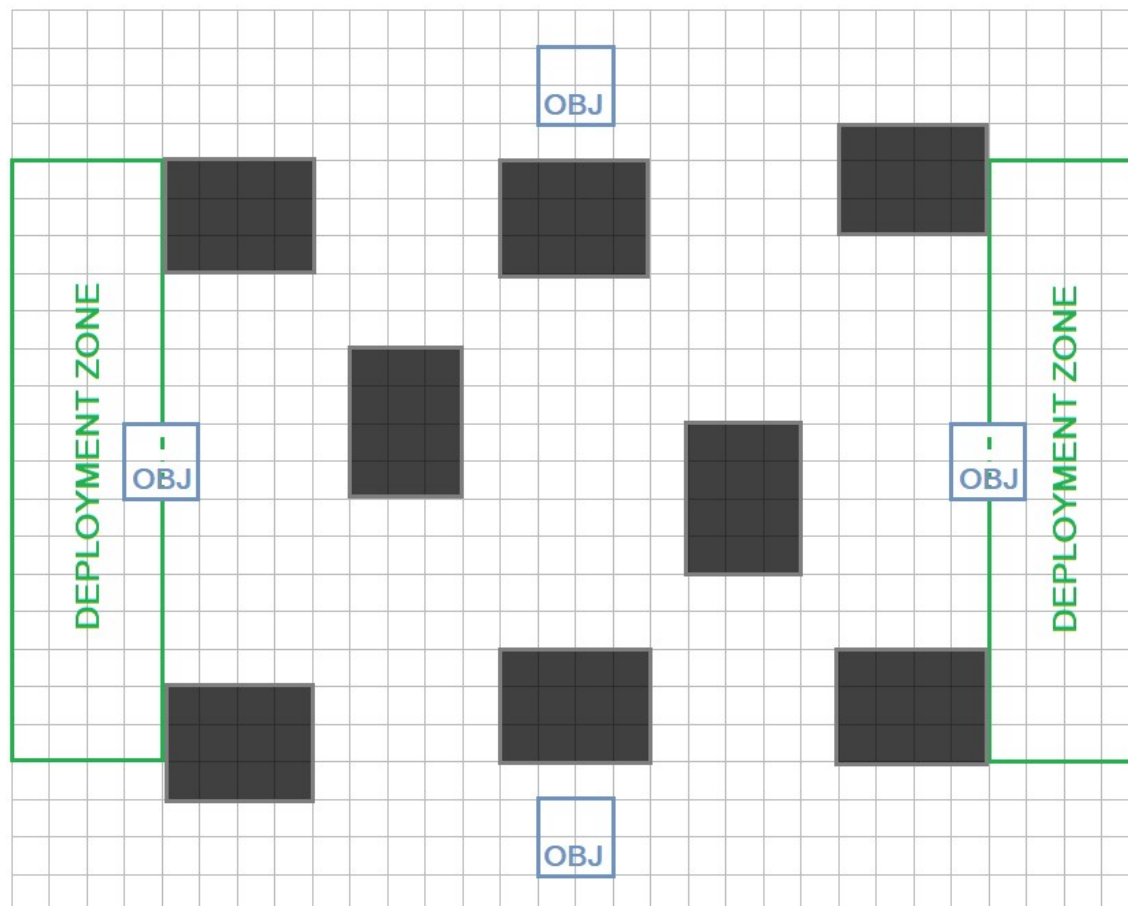
- Players randomly determine which deployment zone each will use and who will start deploying first.
- Players alternate setting up models in their deployment zone until all models are on the board.

## 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.
- 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.

## Sudden Death

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

# 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

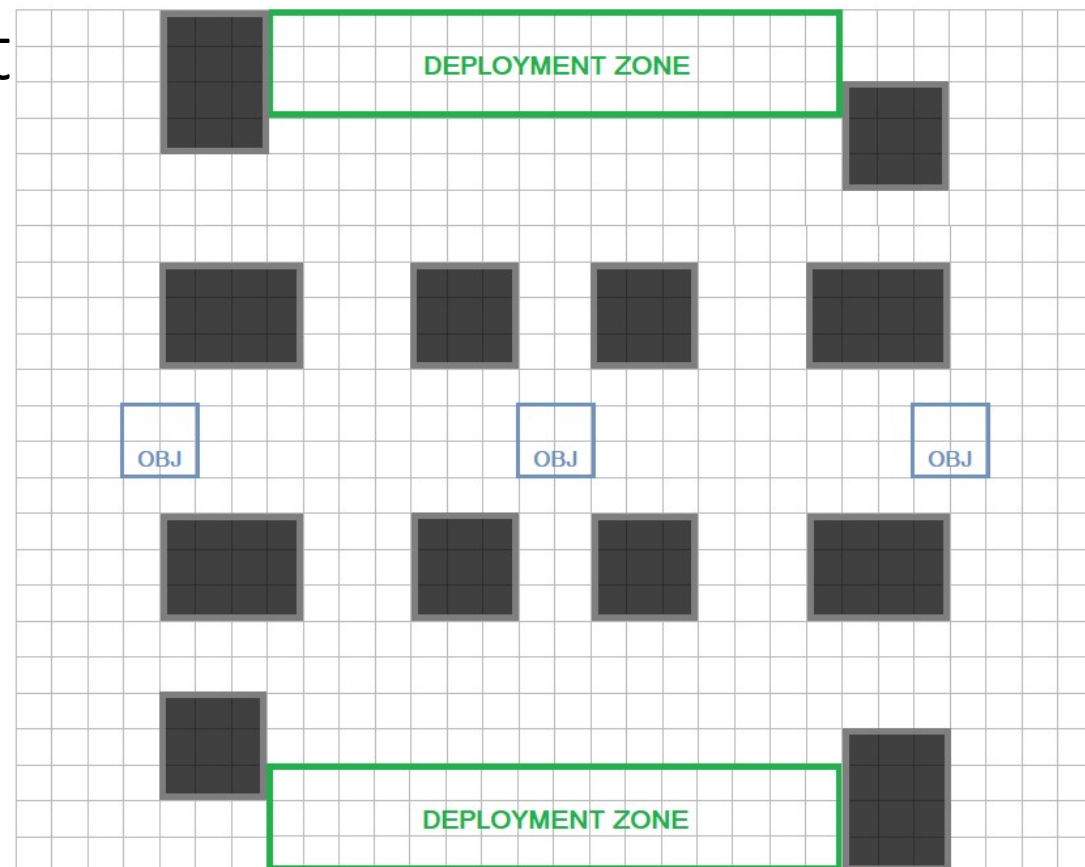
- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- Mech Buster:** Players score **one** victory point if their opponent has no **Support** models in play during the scoring phase.
- 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.

## 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.



## 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**.



# 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.

## Scoring

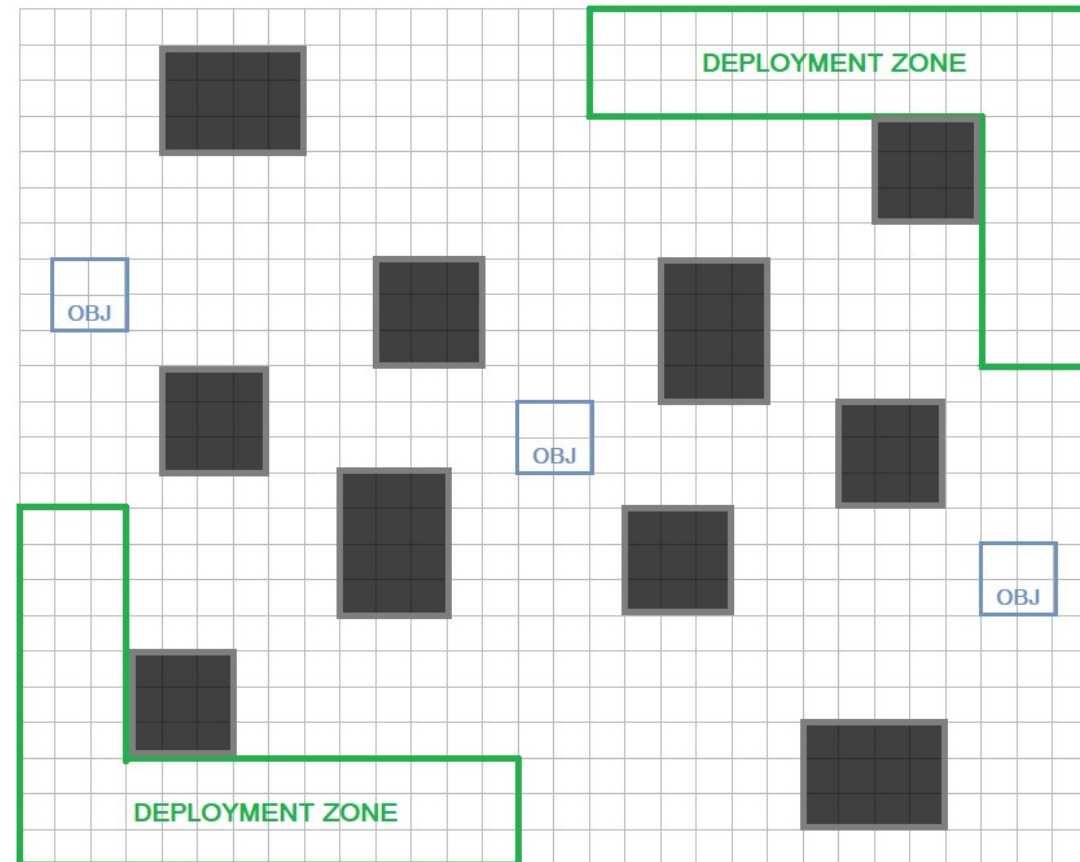
- During the **Scoring Phase** each player scores **one** victory point for each objective they control.
- Headhunter:** Players score **one** victory point if their opponent has no **Infantry** models in play during the scoring phase.
- Mech Buster:** Players score **one** victory point if their opponent 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.

## 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.



## 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**.

# 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.

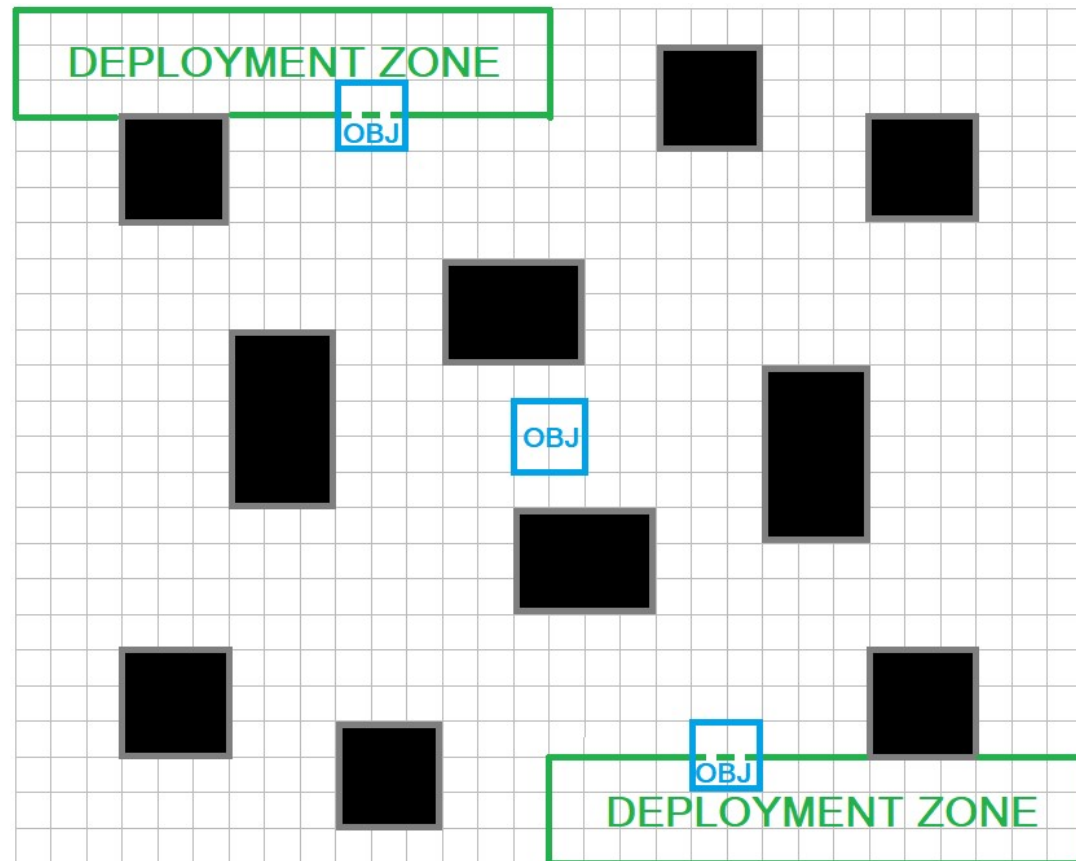
## Objective Control

- 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.



## 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.

## 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**.

# Ignition:Core

Narrative Play Scenarios



# Scenario: Extraction

## Type

Narrative Play Scenario

## Setup

- Place terrain as depicted in the scenario map.

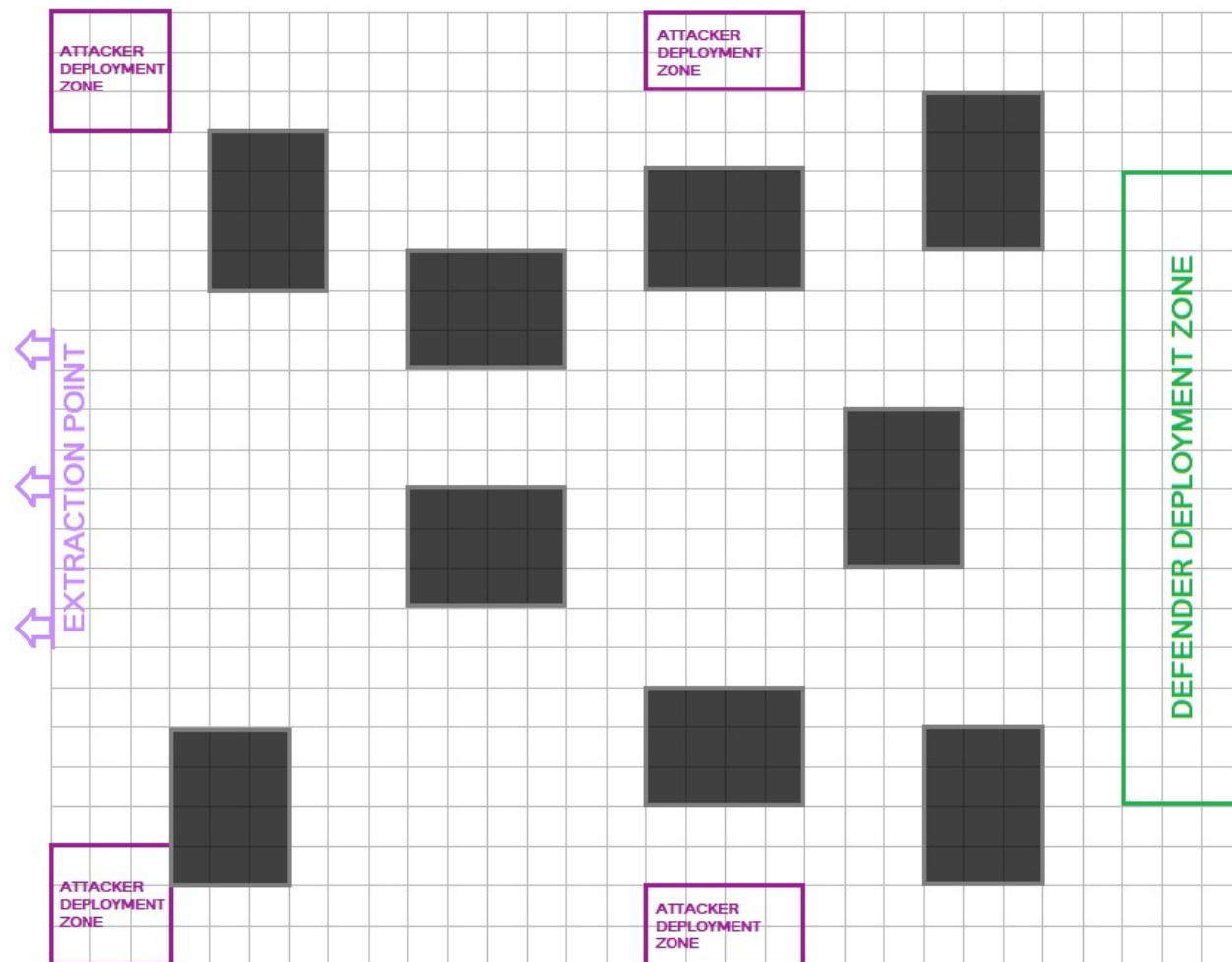
**Note:** Terrain blocks LOS to all models. **Flying** models may not move over terrain

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

- Players 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

Scenario builder

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

## Type

## 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.

## 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

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## Sudden Death

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

### 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.

### 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**.