HARVEST

Original idea by Neengash

HEXADOME

To play this scenario, set up the HexaDome as shown in the diagrams at the end of this scenario description.

ZIGGURATS

Ziggurats are holograms which do not block Movement or Line of Sight, and do not grant Cover.

Ziggurat Spaces are the three Spaces outside the Ziggurat that are adjacent to two lines of the selected Ziggurat.

DEPLOYMENT

At the beginning of the Deployment Step, the Underdog chooses one Deployment Zone for their team to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

You may deploy your Characters on any spaces **inside or adjacent** to any of your Deployment Zones.

SCORING ZONES

At the beginning of every round, before the Planning Phase, as many Victory Points as the current Round number are placed on Deployment Zones, one Victory Point per Zone.

The order in which those Victory Points are placed is the following: Central zone, 1, 2, 3, 4, 5, 6 and it doesn't reset every round, it continues where it stopped.

Use the following table as a summary to know in which Deployment Zones Victory Points should be placed:

Round	1	2	3	4	5
Zones	Central	1	3	6	3
		2	4	Central	4
			5	1	5
				2	6
					Central

Any Deployment Zone with at least 1 Victory Point after placing them every round iike described above is considered to be a Scoring Zone.

If at the beginning of every round, before the Planning Phase and after placing the Victory Points one of your Characters is in one of the Scoring Zones, you must place the model in a Free Space adjacent to the Scoring Zone.

If both players have Characters in the Scoring Zones, they will take turns to place them in the adjacent Free Spaces.

The Underdog will place one of their Characters first, then the other player will do the same with one of theirs, and so on until both players have placed all their Characters.

DEPLOYMENT FROM BENCH

Characters may return from the Bench using any Ziggurat space.

OBJECTIVES

During the Objectives Phase of each Round, every player gets the Victory Points of the Scoring Zones in which they have more Characters inside.

Note: If both players have the same number of Characters inside a Scoring Zone, it's Victory Points remain on the HexaDome and will be contested the next Rounds.
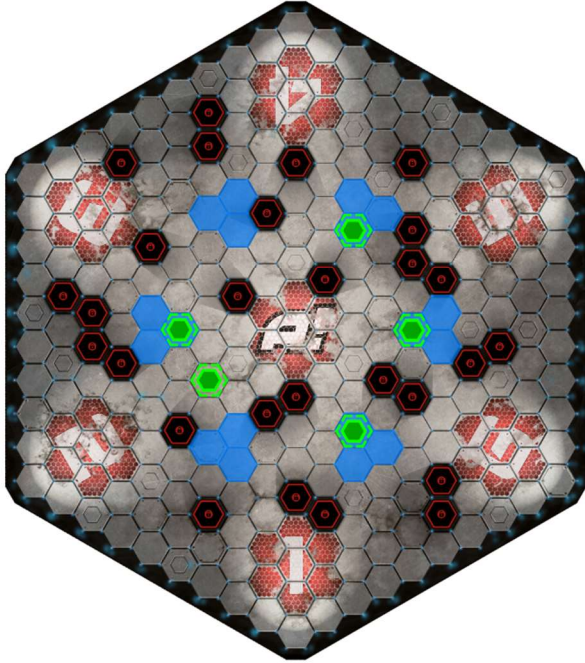
END-GAME CONDITIONS

The match concludes at the end of the **5th Round**, or when one of the players obtains **8 or more** Victory Points.

The winner is the player with the most Victory Points.

In the case of a tie, the winner is the player who collected the **most** Frag tokens.
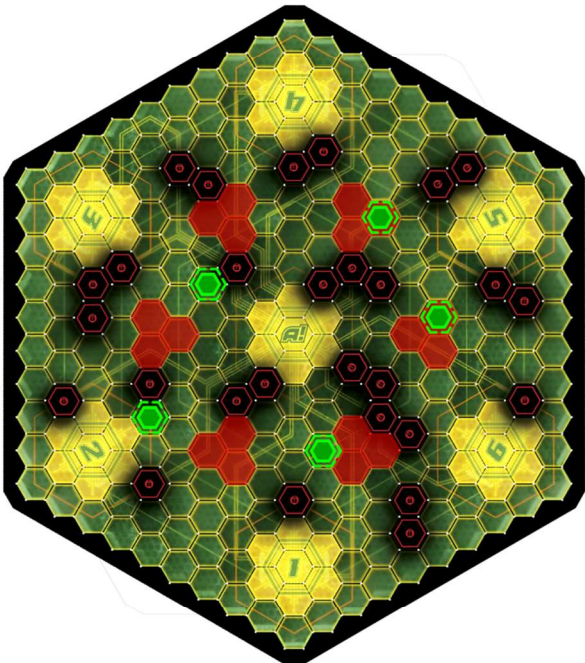
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