

Stealing the Infernal Contraption By abraxus04

Game Size: 2-4 players at any dollar amount.

Objective: Players are attempting to steal one of the infernal contraptions of the local insane inventor. The infernal contraptions are currently in operation and cannot be moved until they are shut down. While in base contact with the objective a model may choose to perform a 1 AP interact action in the attempt to shut down the contraption. Each model in a posse may only make 1 attempt per turn. Infernal Contraptions are quite unstable so after spending the 1 AP to interact roll a D10 that may not be influenced and consult the chart below for the result.

Infernal Contraption - All effects last until after initiative is determined for the next turn.

1 Power Drain - Posse immediately loses 1 influence/relic point from their pool.

2-4 EMP - The interacting model is immediately affected by the interference special rule even if it normally cannot be.

5-7 Machine Disabled - The machine has been shut down and may now be picked up.

8-9 Enhance weapon - The interacting model gains +1 Pow to the weapon of their choice printed on their card.

10 Power Boost - Posse adds 1 influence/relic point to their pool

Once the contraption is shut down a model may make a 1 AP action to pick up the contraption. These contraptions are quite heavy and awkward to carry so any model carrying one has its movement reduced by half and rounded up. A model carrying an objective can not embark onto a transport. If a model is moved by any means than a normal movement action (forced prone, Mesmerising Beauty, etc) the model immediately drops the objective in base contact prior to being moved by the movement effect.

Terrain: After placing terrain, Place 1 Infernal Contraption objective in the center of the board. Each player then places 1 objective along the centerline no closer than 12" from any other objective. Each objective can be modeled as the players see fit but should occupy a space roughly the size of a small base model.

Deployment: Each deployment zone extends 10" from the board edge. The player with the most models will deploy first, followed by the player with the next highest model count and so on. The player who deploys first must choose a long table edge as their deployment zone, player 2 will deploy on the opposite table edge. In 3-4 player games, player 3 chooses a short table edge and player 4 deploys opposite from player 3. No model can be deployed closer than 12" to any objective or enemy model.

Note: for smaller games played on a 4'x 4' board, use 8" deployment zones. Divide the table into quarters and place 1 objective in the center. Each player then places objectives placed along either centerline within 6" of the center objective.

Initiative: Turn 1 initiative is in reverse order of deployment, so in a 4 player game, Player 4 goes first, followed by players 3, 2, 1. In the second and subsequent turns Initiative is determined with a D10 roll off with the order going from highest to lowest.

Game Length: 6 Turns.

Victory Points

1. Score 1 VP for killing an opposing player's Boss
2. Score 1 VP for every \$250 worth of models killed
3. Score 3 VP for successfully stealing a contraption by moving a model carrying the objective off the table edge in its deployment zone.

Note: option 2 and 3 may be scored multiple times.