

INFINITE SPACE



TM

UNDYING TERROR

BATTLE FOR
ALABASTER



THE FIREBRAIN
BRAND NEW REBELLION - PART 1



SEDITION WARS

BATTLE FOR
ALABASTER

CONTENTS

BRAND NEW REBELLION 1-3

SEDITION WARS UNIVERSE Mike McVey and Rob Baxter
GAME DESIGN Rob Baxter
SCENARIO RULES Julian Glover

All design and content is © Studio McVey Ltd. 2014 all rights reserved.

Designed by Studio McVey Ltd, Windermere, UK

Published by Cool Mini or Not, Alpharetta, GA, USA



www.studiomcvey.com

www.seditionwars.com

www.coolminiornot.com

Brand New Rebellion Scenario 1 - Meet and Greet

THE FIREBRAND HAVE discovered a disabled spacecraft on the edge of SolCon space that is rich with organic materials, that they will be able to make good use of. However, the Vanguard are also aware of the craft and have orders to rescue the scientists, kill any resistance and destroy anything else they find.



Firebrand Mission

OBJECTIVE:

- ◆ Gain more Victory Points (VP) than the Vanguard over 6 Game Rounds.

2VP Each Corpse counter stolen
2VP Each Civilian counter kidnapped
2VP Each Samaritan killed
3VP Barker Zosa killed

Scenario Deployment

FIREBRAND

The standard **Firebrand Load-Out** is:

- F1:** 2 x Alpha Insurgents with Internal Energy Manipulation Source & 1 x T.H.I Utility Suit (Mattock Variant).
- F2:** 2 x Beta Insurgents with Technical Interface Probe & 1 x Beta Insurgent with no Implants.
- F3:** 1 x Beta Insurgent with no Implants.

The advanced **Firebrand Load-Out** adds:

- F3:** 1 x Sabarin & 2 x Killi.

Bio-Retinal Implants to both Beta Insurgents without Implants in the standard **Firebrand Load-Out**.

Players can also build their own forces. The standard **Firebrand Force Points** Limit is 40pts. The advanced **Firebrand Force Points** Limit is 60pts.

Firebrand Heroes and **Commanders** are worth **4VP** each. All other **Firebrand** are worth **3VP** each.

Vanguard Mission

OBJECTIVE:

- ◆ Gain more Victory Points (VP) than the Firebrand over 6 Game Rounds.

1VP Each Corpse counter destroyed
2VP Each Civilian counter rescued
3VP Each Firebrand model killed

VANGUARD

The standard **Vanguard Load-Out** is:

- V1:** Barker Zosa & 5 x Samaritans

Tile 1: Limited Teleport Control

The advanced **Vanguard Load-Out** adds:

- V1:** 1 x Samaritan Grenadier & 2 x Samaritans.

Players can also build their own forces. The standard **Vanguard Force Points** Limit is 40pts. The advanced **Vanguard Force Points** Limit is 60pts.

Vanguard Heroes and **Commanders** are worth **3VP** each. All other **Vanguard** are worth **2VP** each.

Deployment Set-up

First Deployment: Firebrand

First Turn: Firebrand

First Random

Counter Placement: Vanguard



Brand New Rebellion Scenario 1 - Meet and Greet

SPECIAL CONDITIONS

It's a Mess in There

Before starting the game, randomly shuffle 6 face-down Civilian counters and 5 face-down Corpse counters together to create a stack of random counters. Then take it in turns to place one random counter, face-down in any empty room marked with an A, or in one of the areas marked with a B, if it is either empty or only contains one random counter.

During the game, when a model ends its Movement adjacent to a face-down counter, flip the counter over to reveal whether it is a Civilian or a Corpse.

One-Way Traffic

The Vanguard are attempting to get the Civilian to the Limited Teleport Control, which can only be used to teleport Civilians from the map. Once a Civilian counter is on the Teleportation Control it is automatically removed from the board.

The Firebrand are attempting to kidnap the Civilians by getting them adjacent to either of the Section Doors behind Deployment Zones F1 and F2. Once a Civilian counter is adjacent to one of these Section Doors, it is automatically removed from the board.

Do What Must Be Done

The Vanguard are under orders to destroy Corpses. Vanguard models adjacent to a Corpse counter can spend an Action to destroy the counter. The Firebrand are attempting to steal Corpses by dragging them adjacent to either of the Section Doors behind Deployment Zones F1 and F2. Once a Corpse counter is adjacent to one of these Section Doors, it is automatically removed from the board. If a Firebrand model started its Activation adjacent to a Corpse counter, at the end of their move action (including focused move actions), they can place the Corpse counter adjacent with themselves again.

Large Firebrand models can drag up to three Corpse counters per Activation, other Firebrand models can only drag up to two Corpse counters per Activation.



MAP KEY



VANGUARD
DEPLOYMENT AREAS



FIREBRAND
DEPLOYMENT AREA



LIMITED TELEPORTATION CONTROL (3X3)



TILE 1



MESS ROOM



TILE 2



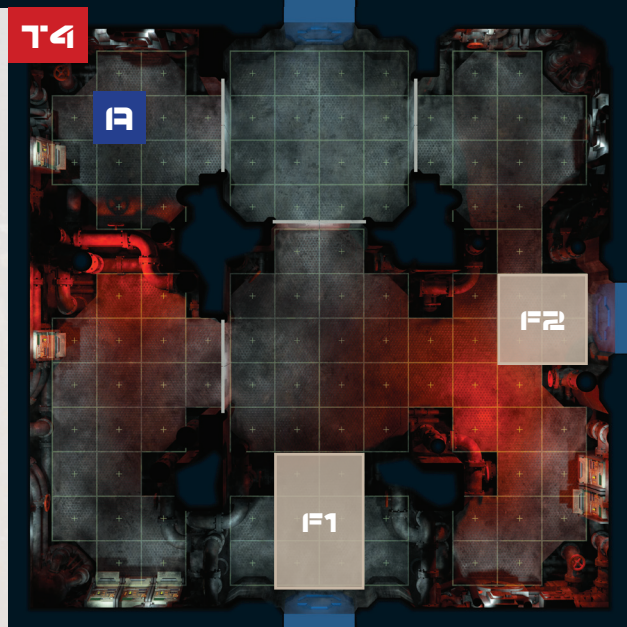
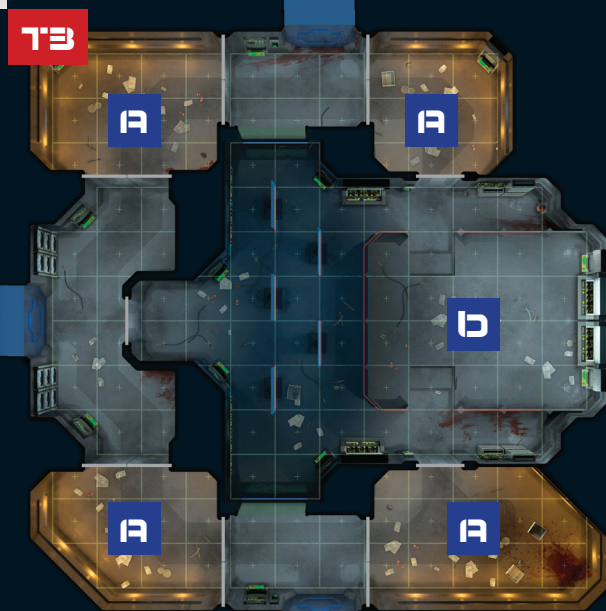
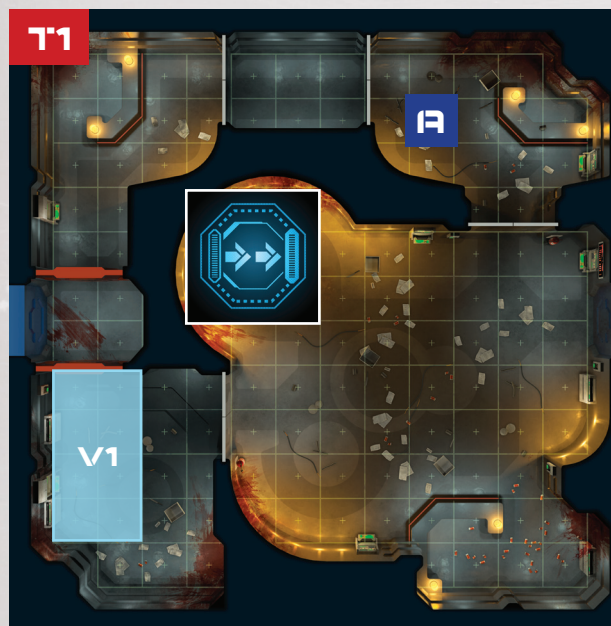
MESS ROOM

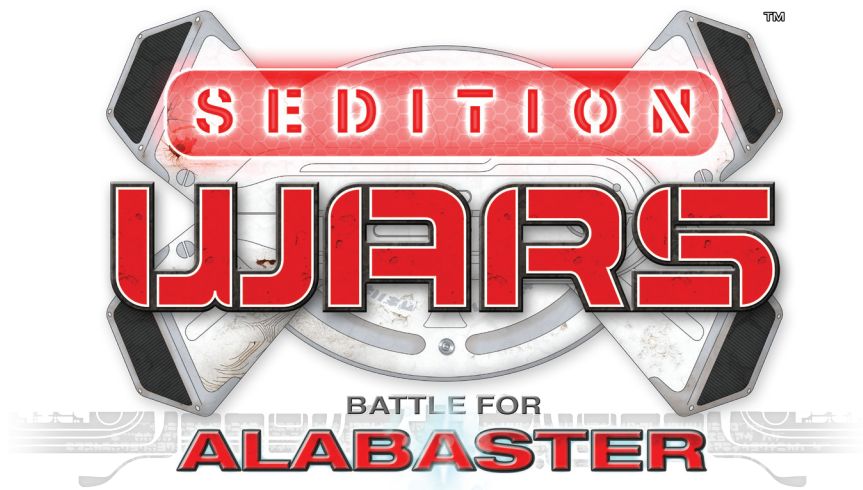


TILE 3



TILE 4





Designed by Studio McVey Ltd, Windermere, UK

Published by Cool Mini or Not, Alpharetta, GA, USA



www.studiomcvey.com

www.seditionwars.com

www.coolminiornot.com