

SEDITION WARS

These Load-Outs are designed to give a cinematic and balanced experience to the Outbreak Campaign. If players decide to use these Load-Outs then both players should take their suggested Load-Out for any Scenario.

Regardless of whether the Load-Outs are being used, any listed changes to Scenario Deployments, Special Conditions & Deployment and Missions are always in effect.

1: BREACH

Vanguard Load-Out

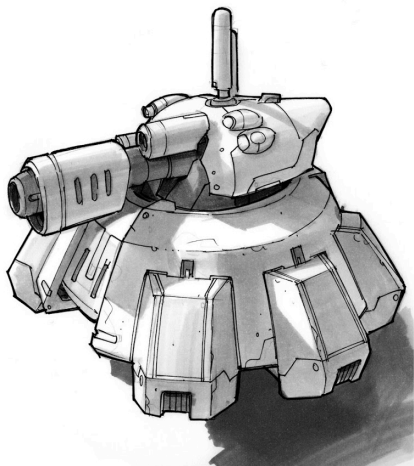
V: 6 x Samaritan

Strain Load-Out

S: 2 x Stalker & 6 x Revenant

First Deployment: Strain

First Turn: Vanguard



2: STEEL BEACH-HEAD

Vanguard Load-Out

V1: Captain Kara Black & 2 x Samaritan

V2: Samaritan Grenadier & 2 x Samaritan

V3: 3 x Samaritan

Strain Load-Out

S1: Quasimodo, Stalker & 5 x Revenant

S2: Quasimodo, Stalker & 5 x Revenant

First Deployment: Vanguard

First Turn: Vanguard

Special Conditions & Deployment

Firewall. Replace the third and fourth paragraphs with the following:

“Once the Vanguard have activated the Security Terminal Strategic Point, the countdown begins on the next Vanguard Active Phase, starting at 4. The countdown is updated at the beginning of each Vanguard Active Phase as long as there is at least one Vanguard model within 2 squares.”

3: TERMINAL STATION

Vanguard Load-Out

V: Samaritan Reaver & 6 x Samaritan

Strain Load-Out

S: Quasimodo, Stalker & 8 x Revenant

First Deployment: Vanguard

First Turn: Vanguard

Special Conditions & Deployment

Add the following:

“Bullet Train – Train Tile

When the train arrives at the end of turn 4, the Vanguard player must immediately place Operator Akosha Nama on a car square of their choice. Akosha can activate immediately, and is part of the Vanguard force from that point on.”

4: TICKET TO DIE

Vanguard Load-Out

V: Captain Kara Black, Corpsman Morgan Vade & Operator Akosha Nama

Strain Load-Out

Wave 1: 3 x Revenant

Wave 2: Stalker & 3 x Revenant

Wave 3: Quasimodo, Stalker & 2 x Revenant

Wave 4: Quasimodo & 2 x Stalker & 1 x Revenant

First Deployment: Vanguard

First Turn: Vanguard

Special Conditions & Deployment

Replace the first line of the second paragraph with the following:

“At the beginning of the Strain player’s second Activation, the Strain player must roll 6+2d6”

Replace the first line of the third paragraph with the following:

“At the beginning of the Strain player’s third and fourth Activation, the Strain player must roll 6+3d6.”

SCENARIO 5: HALFWAY HOME

Vanguard Load-Out

V: Specialist Barker Zosa, Samaritan Grenadier, Samaritan Lancer, 4 x Samaritan

Tile 3: Auto-Doc & Security Terminal.

Strain Load-Out

G: Grendlr

S3: Scythe Witch & Quasimodo

S2: Stalker & 2 x Revenant

S1: Quasimodo & 2 x Revenant

First Deployment: Vanguard

First Turn: Vanguard

Special Conditions & Deployment

Rescued! Replace the second paragraph with the following:

“If the Vanguard rescue two civilians, they win the scenario.”



SCENARIO 6: TACTICAL RETREAT

Vanguard Load-Out

V: Captain Kara Black, Specialist Barker Zosa & 5 x Samaritan

Strain Load-Out

G: Grendlr

S3: Brimstone

S2: 3 x Revenant

S1: Quasimodo & 1 x Revenant

First Deployment: Strain

First Turn: Strain

Strain Mission

Replace the final paragraph with the following:

“Alternatively, the Strain player wins if all Vanguard Hero and Commander models are killed.”

SCENARIO 7: THREE TRIGGER MONTE

Vanguard Load-Out

V3: Captain Kara Black, Samaritan Grenadier & 2 x Samaritan

V2: Corpsman Morgan Vade & 1 x Samaritan

V1: Operator Akosha Nama

Strain Load-Out

G: Grendlr

S4: 4 x Revenant

S3: Brimstone

S2: Quasimodo & 1 x Revenant

S1: 4 x Revenant

First Deployment: Strain

First Turn: Vanguard

Scenario Deployment

Vanguard. Add the following:

“Kara Black does not cost any force points in this scenario and is always deployed in Vanguard Deployment Zone 3 (V3).”

SCENARIO 8: CRITICAL MASS

Vanguard Load-Out

V1: Captain Kara Black, 1 x Samaritan Grenadier & 3 x Samaritan

V2: Specialist Barker Zosa, 1 x Samaritan Grenadier & 2 x Samaritan

Strain Load-Out

S: Quasimodo, 2 x Stalker, 12 x Revenant & 1 x Nano-Counter

First Deployment: Strain

First Turn: Vanguard

Scenario Deployment

Vanguard. Add the following:

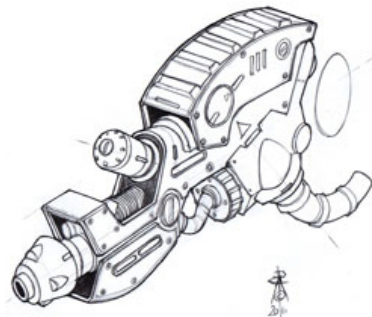
“Kara Black does not cost any force points in this scenario.”

Special Conditions

Add the following:

“Double Rad!

All Vanguard Grenadiers are able to use the RAD PULSE effect TWICE a game in this scenario.”





SCENARIO 9: INTO THE VOID

Vanguard Load-Out

V1: Captain Kara Black, Corpsman Morgan Vade, Specialist Barker Zosa, Samaritan Reaver, Samaritan Grenadier & 5 x Samaritan

V2: Samaritan Lancer & 5 x Samaritan

Strain Load-Out

C: Cthonian

S5: Scythe Witch, Stalker & 3 x Revenant

S4: Grendlr, Quasimodo & 1 x Revenant

S3: Stalker & 1 x Revenant

S2: Quasimodo

S1: Stalker & 1 x Revenant

Tile 1: Exocyst

Tile 2: Spore Engine, Necrocyst & Gestation Vent

Tile 3: Necrocyst

Tile 4: No Strategic Points

First Deployment: Strain

First Turn: Vanguard

Scenario Deployment

Vanguard. Add the following:

“Kara Black does not cost any force points in this scenario.”

Strain. Add the following:

If the Cthonian has killed at least one Vanguard model, it is able to activate the Teleporter itself, without the need for a separate Vanguard model with Over-Ride.”

Special Conditions

Add the following:

“Deadlock!

If both Kara Black and the Cthonian are killed the game ends in a Draw.”