

# THE FLOOR IS LAVA

Original idea by konuhageruke

## 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 **exclusively inside** in your Deployment Zone.

## SCORING ZONES

During the First Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone remains fixed for one more Round.

Only a Deployment Zone with no Characters inside it at the start of the Round can be chosen as the new Scoring Zone.

Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all of the Characters that are inside it on Free Spaces adjacent to that Zone.

## DEPLOYMENT FROM BENCH

You may return from the Bench using any Deployment Zone except the current Scoring Zone.

## LAVA

Any space that is not inside a Scoring Zone or a Ziggurat is considered to be a Lava space.

If a Character or Minion ends his Activation on a Lava space impose the 🔥 Burning State on him. At the end of each round impose the 🔥 Burning State on all Characters and Minions on Lava spaces.

If the match concludes as a result of one of the players obtaining 8 or more Victory Points, roll for any 🔥 Burning States currently applied to any Characters to determine the final Frags total.

If the match concludes due to reaching the end of the 5th Round, roll for any 🔥 Burning States currently applied to any Characters before the final Objectives Phase to determine the final Frags total and which Aristos are still in the Scoring Zones to earn Victory Points.

## PASSAGES

Special Spaces with the 🌀 token are Passages that grant access to each other.

- When one of your Characters advances, is displaced, or placed on a Passage, you may choose to activate it. If you do not wish to activate it, your Character remains on it, blocking its use.
- If you decide to activate the Passage, Place your Character in a Free Space that has a Passage token in it, or in a Free Space adjacent to it.
- You can move, displace, or place Obstacles on Passages. Obstacles cannot activate Passages.


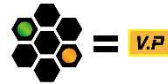
## OBJECTIVES

During the Objectives Phase of the Round, check whether either player has achieved any Objectives.

Award them the appropriate Victory Points if they have accomplished the following:

- Being the **only player** with one or more Characters inside the Scoring Zone at the end of the Round (3 Victory Points).



- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points, but only if both players have at least one Character inside the Scoring Zone). 
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone). 

## ***END-GAME CONDITIONS***

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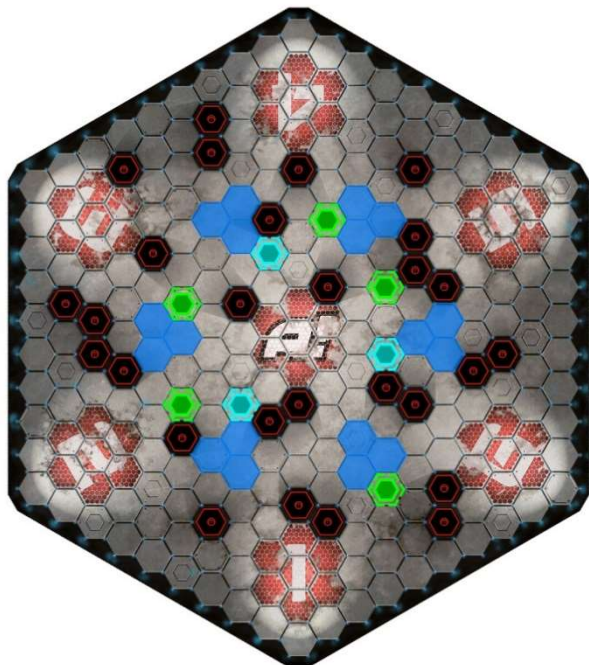
The match concludes at the end of the **5th Round**, or when one of the players obtains **8 or more** Victory Points.

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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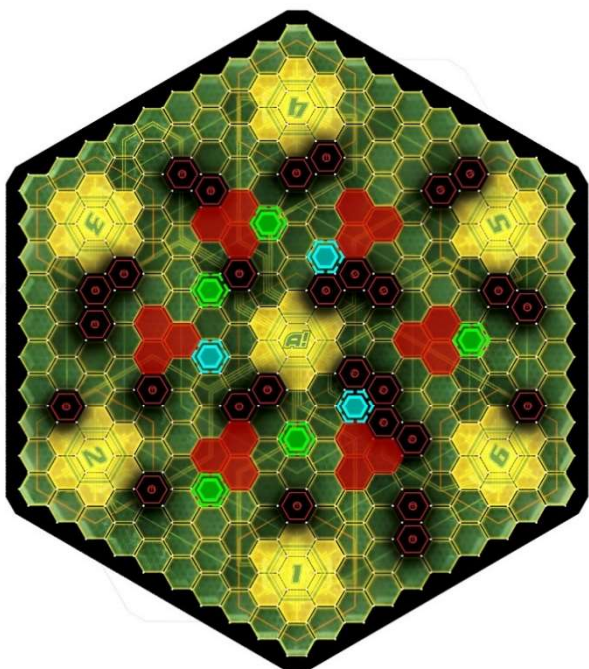
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