

ATLANTIS

Original concept by Neengash

HEXADOME

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

Additionally place a sunken counter (color counter) in the middle of the outer Scoring Zones like shown in the diagrams.

ZIGGURATS

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

Scoring 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 a set of Deployment Zones for their team to deploy in. The opponent will deploy in the remaining set.

- Set 1: Zones 2, 4 and 6.
- Set 2: Zones 1, 3 and 5.

Then, the Underdog selects the first Ziggurat that will give Victory Points.

After that, the Underdog decides which player deploys a Character first. Both players take turns, deploying their Characters one at a time until all Characters are deployed.



You may deploy your Characters on any spaces **exclusively inside** in any of your Deployment Zones.

SCORING ZONES ROUND 1-4

At the start of each subsequent Round (except the fifth one) and before the Planning Phase, the Underdog chooses that Round's Scoring Ziggurat.

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

Should all Ziggurats be occupied, the Underdog may choose any of the Ziggurats, and then place all of the Characters that are inside on Free Spaces of the Central Deployment Zone.

SCORING ZONE ROUND 5

At the start of the fifth Round and before the Planning Phase, the Central Scoring Zone is automatically chosen as Scoring Zone.

If one of your Characters is in the Central Scoring Zone, you must place the model in a Free Space adjacent to the Deployment Zone.

If both players have Characters in the Central Scoring Zone, 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

In round 1 to 4 Characters may return from the Bench by using any Deployment Zone. Characters deployed from the Bench must do so inside the selected Deployment Zone.

In round 5 Characters may only return from the Bench by using any free space in the HexaDome that is not sunken and that is not in the Central Scoring Zone.

SINKING

Sunken spaces are those between the outer borders of the HexaDome and the hexagon drawn by the sunken counters.

At the beginning of the game those spaces are already sunken spaces.

As the game goes on, the number of sunken spaces keeps increasing. A sunken space is no longer considered part of the HexaDome. It can't be targeted for any action or effect and it can't have Characters or Obstacles on it.

If a space sinks with a Character on it, the Character is placed in the Infirmary.

In this case award the frag according to the Aristeia! Rules to the opposing player and either to the Character that placed or displaced the character to that space or the opposing Character with the last Activation of the round.

If a space sinks with an Obstacle on it, the Obstacle is removed from the HexaDome.

Ziggurat spaces can never sink and they stay up until the end of the game.

At the end of each round before the Objectives Phase, all sunken counters are moved one space towards the center of the HexaDome.

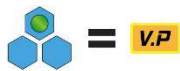
If the game doesn't end before the end of Round 5 the sunken counters are being moved again and the spaces in the HexaDome sink a last time before the Objectives Phase of Round 5.

OBJECTIVES ROUND 1-4

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

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

- For every Character in a Scoring Space (1 Victory Point).



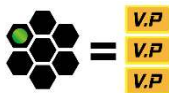
The next time during the same Round that they would gain any Tactic, they cannot draw a Tactic unless specified by the Scenario.

OBJECTIVES ROUND 5

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

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.

GAIA CANNOT PERFORM TECTONIC SHAKE IN THIS SCENARIO

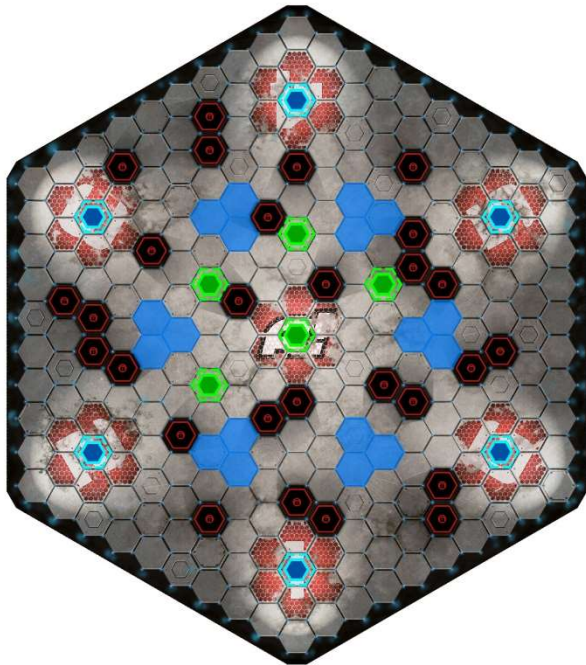
FAQ

MULTIKILL

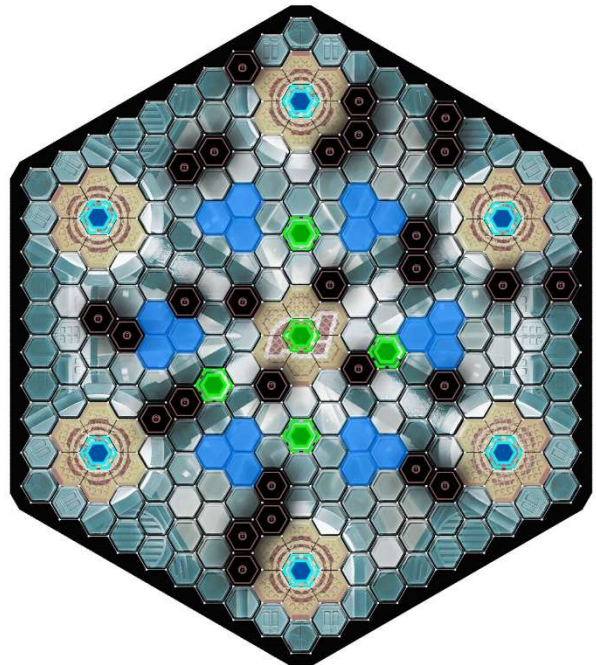
If the first time a player gains a Frag token during a Round is as a result of sending Táowù to the Infirmary alongside other Aristos (for example using the Tactic Batrachotoxin or because of Sunken Spaces), they can draw a Tactic.

ATLANTIS

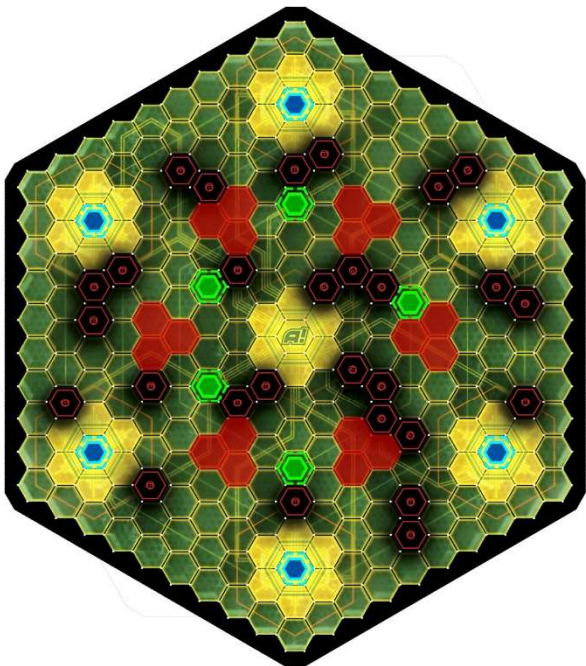
CORREGIDOR PRAESIDIO ARENA



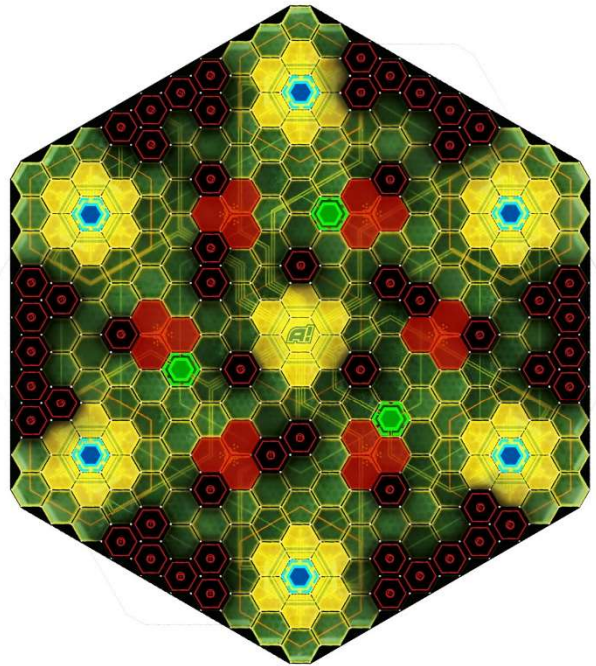
SAIF TRADERS COLISEUM



SHAOSANG-T



SHAOSANG-T PRIME TIME



SUNKEN AREA PROGRESS

„End of round“ in this context means:

After Turns Phase but Before Objectives Phase.

- **START OF ROUND 1:** First two outer hexagons.
- **END OF ROUND 1:** First three outer hexagons.
- **END OF ROUND 2:** First four outer hexagons.
- **END OF ROUND 3:** First five outer hexagons.
- **END OF ROUND 4:** First six outer hexagons.
- **END OF ROUND 5:** First seven outer hexagons.

