

Wagner Mars Base:

Turn order: In this scenario, the Drone team get all odd-numbered turn tokens and the Device team get all even-numbered turn tokens.

Setup:

(1) Place Drones, Devices, Dinosaurs, Shards and Objective Tokens as indicated. (2) Place the monorail tiles as indicated - monorail tiles in this scenario have no elevation, and are considered to be normal hexes on the map. They cannot be moved. (3) Place the crashed monorail as indicated. This is treated as an impenetrable wall - it doesn't allow line of sight or movement.

Players on the Drone team start in unoccupied hexes within radius 4 of the Black Shard. Players on the Device team start in unoccupied hexes within radius 4 of the Green Shard.

Scenario Powers:

The T-Rex token acts as per its scenario card. Ignore the scenario cards of all Drones, Devices, and Velociraptors. Instead, Drones, Devices and Velociraptors have 2 health, 3 defense, and generate hazard spaces against enemies with the following attack:

Hazard Attack: 4 dice, no auto-misses, radius 2.

All Drones are on the Drone team. All Devices are on the Device team.
The Dinosaurs are environment targets, and are not on either team.

Whenever a character's attack destroys a Device, Drone, or Velociraptor, they take the token and place it on their character panel. It may be spent as an attack+1, defense+1, aim, or dodge token. When a character's attack destroys the T-Rex, they take its token and place it on their character panel. It may be spent as two attack+1 tokens, 2 defense+1 tokens, or spent to gain that character an additional action on their turn. The T-Rex ignores environment hazard attacks.

Objective Tokens and Shards each have 4 defense and 1 health. Shards cannot be damaged if it has any adjacent Objective Tokens. A maximum of 1 Objective Token/Shard can be damaged in a single turn, and they **can only be destroyed by losing all their health**.

Incapacitations:

When a character is incapacitated, they return to an unoccupied hex of their choice within radius 4 of their team's shard. No push applies.

Objectives:

The Drone team wins by destroying the Green Shard.
The Device team wins by destroying the Black Shard.

(Tip: tokens with more blue on them are drones, tokens with more warm colors are devices. Flip them to show that they have lost a health.)