

Battle Report 24/03/2015

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This battle opposes a small group of Rôdeur composed by a Chef, an Assassin, a Tirailleur and a Guérillero to a small group of Lysthèses with an Alpha, an Equarisseur, a Sauvage and a Toxique. It is a death match, the first group which retreats or loses its boss loses the game.



The group of Lysthèses, with from left to right : the Toxique, the Equarisseur, the Alpha and the Sauvage.



The group of Rôdeurs, with from left to right : the Chef, the Assassin, the Tirailleur and the Guérillero.



The full table.



The table after the first turn

Game turn n°1 : the advantage goes to the Lysthèses.

The Tirailleur has a line of sight on the Alpha and shoots at it. Because of covert it must have a result of $6-1=5$ -. It obtains 6 so it misses.



The Guérillero, with a tiny line of sight on the Alpha.

Game turn n°2 : Advantage Lysthèses

The Alpha moves but it can be seen by the Guérillero at the end of its motion. An In sight test is not needed because the Alpha has not shooting ability but the Guérillero can shoot. It obtains 3 and 8 for the shooting test for an expected result of 4- because of the covert. The Alpha misses its special 3- Ele'Mentik save with a result of 4.

So we make the Vigor test. The Alpha must obtain $5-2$ (the impact of the weapon) = 3-. It obtains 2, with a 2 on the Ftality dice. So it is not wounded.

The Assassin hides it self and the Toxique comes In sight of the Chef but just behind a window, giving it a 6- cover save. The Chef shoots but the Toxique survives thanks to its cover save.



It is now the time for activation of the Chef which moves closer to the Toxique and shoots again at it. Again the Toxique survives thanks to its 6- cover save.

The Guérillero shoots at the Alpha during its Activation phase and obtains 2 succes. The Alpha tries to pass its 3- Ele'Mentik save but misses one. He tries also to dodge the shoot but fails. Finally it misses its Vigor test so it is wounded.

The Tirailleur shoots at the Sauvage which misses its dodging save and its Vigor test so the Sauvage is also wounded.



The end of turn n°2

Game turn n°3 : Advantage Rôdeur

The Sauvage tries to pass its regeneration test and succeed.

The Assassin charges the Alpha from its hidden position.

The Boss shoots at the Toxique which decides to dodge. Nevertheless a hit is obtained and the Toxique obtains 8 and 1 on the Fatality dice, so it is Out of fight and is removed from play.

It is now time for the melee fight between the Assassin and the wounded Alpha.

The Assassin obtains 8 on the D8, and adds its melee value 6, plus 1 because it was hidden at the beginning of its charge. The Alpha obtains 4 and 7, adds its melee value 5, minus 2 because it is wounded. So the Alpha loses and must pass a Vigor test. It obtains 7 instead of 3- and dies.

So the Rôdeurs win the game !