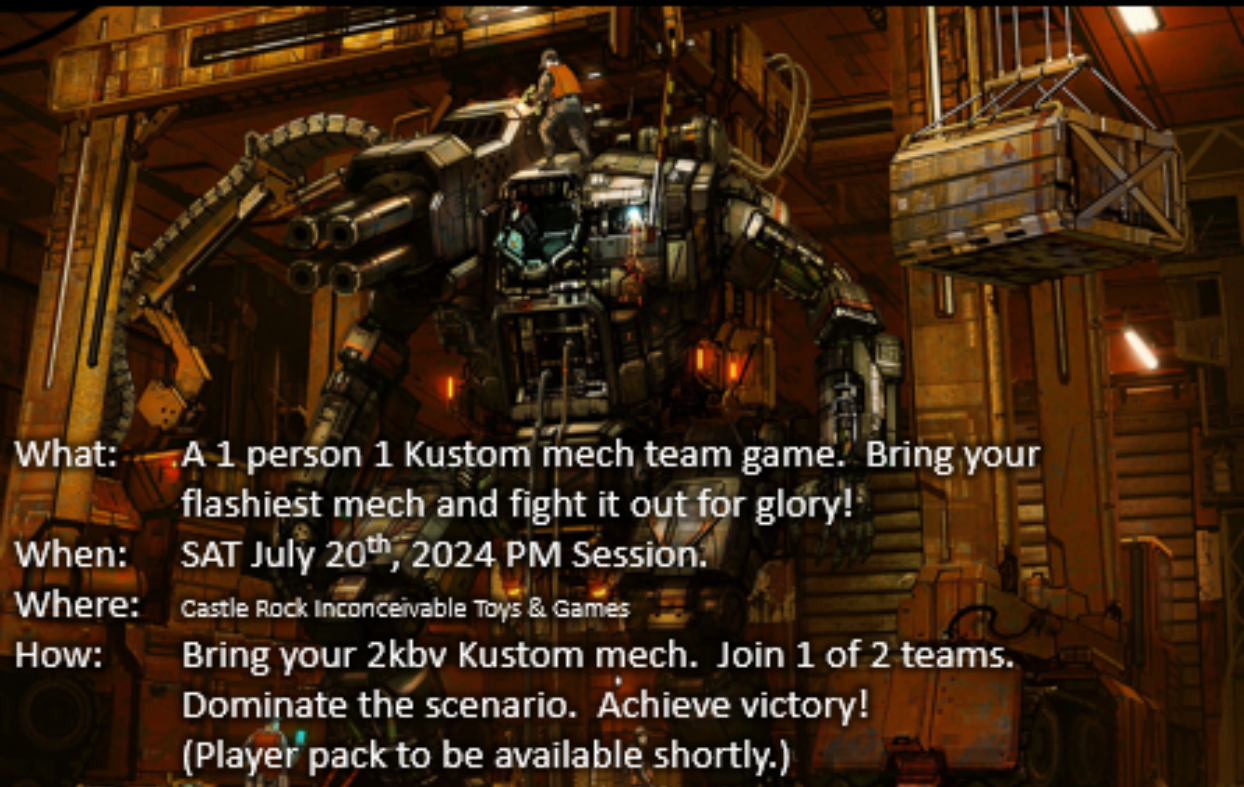


School Yard Brawl

A Battle For the Sphere IV Kustom Korner Event



- What:** A 1 person 1 Kustom mech team game. Bring your flashiest mech and fight it out for glory!
- When:** SAT July 20th, 2024 PM Session.
- Where:** Castle Rock Inconceivable Toys & Games
- How:** Bring your 2kbv Kustom mech. Join 1 of 2 teams. Dominate the scenario. Achieve victory! (Player pack to be available shortly.)

Here we come!

Split up into teams. Last 2 players standing from the Hunt for Paul divvy up the play yard. Control the zones! Achieve VICTORY!

What to bring

1 Mech limited to 2000 BV. If you played in the Hunt for Paul Scenario - that will be your mech. This mech may be any canon variant from the Jihad era from the IS general, periphery general, or solaris faction lists on MUL. Additionally, you may also customize this mech, but must follow those guidelines laid out in DFA's field refit and modification guide and start with a mech from the above list. (<https://dfawargaming.com/downloads>) Any mech you choose must be fully described by those rules found in the BMM, pass megameklab verification, and still come in under 2kbv skill adjusted.

What to expect

CONTROL THE ZONES

Divide the AO into 4 equally sized quadrants. Any Mech within 3 hexes of the center hex does not count as being in any of the quadrants.

WALK ON DEPLOYMENT

Each side roll-off for first turn initiative. Loser picks a board edge and moves on with the first unit. Winner.... Wins initiative and moves on from the opposite board edge.

SCORING POINTS

At the end phase, a team controls a quadrant if it controls all units within it. Each end phase where a team controls MORE quadrant than the other team, it earns 1 point. First team to 3 points win!

No points may be scored on turn 1. The scenario ends after 12 turns.

Rules:

All standard rules apply except the following are in effect:

Floating Critical (BMM45)	Through armor critials may hit other locations than CT.
Enhanced flamers (BMM99)	2 heat AND 2 Damage
Machine Gun Rapidfire (BMM101)	D6 damage and heat, 3x that ammo consumption.