

Code Blade MOD



ALT.ROOT/ Crowd Control

Sometimes, the megacities just seem too full, despite AI's best efforts to smooth out the density and accommodation crises. If your local AIs start to encroach on each other's territories to solve these problems, well, they can be exploited for good Honour tokens can't they?

This root uses 2 physical objective markers, placed in the same way as the core ROOT in the Rulebook (tip of 9" x 9" box in opposite corners). This root also uses 2D6 neutral citizen models. Players alternate placing citizens during deployment, before deploying any characters.

- Characters **ignore** distance to citizens when being deployed.
- Citizens block LoS, movement, and can be used as Human Shields just like regular characters.
- DOWNED citizens lose their DOWNED status during the /initiate phase, but killing a citizen will give the attacker DISHONoured (they are not replaced if killed).
- Citizens have 0 Skills.
- As an interaction action, characters can move a citizen in their sphere of influence up to 6 inches.

VALUE	TASK
2	<i>Each player moves another 1 Honour to the contested pool and rerolls</i>
3	Population Control - score 1P for each citizen DOWNED this round
4	Capture - score 1P for each citizen you bring to within 3" of an objective
5	Secure Objective 2 – no opposition models or citizens may be within 3" of the objective at the round's end
6	Control - Objective 1
7	Evacuate - score 1P for each citizen you move to within 2" of a map edge. Citizens within 2" of the map will not move further this round.
8	Control - Objective 2
9	Secure Objective 1 – no opposition models or citizens may be within 3" of the objective at the round's end
10	Recruitment Drive - Score 1P for each (non-DOWNED) citizen within the sphere of influence of one of your characters
11	Preservation - score 1P for each citizen moved out of line of sight of an enemy character at end of round
12	<i>Each player moves another 2 Honour to the contested pool and rerolls</i>