CodeBlade MOD

ALT.ROOT/ Rooftop Fight

Typical, it's a rainy, stormy night and the AI scanners are saying the skyscraper rooftops the place to be. What's worse? Slipping on a wet tile and falling to your death while trying to scavenge Honour, or knowing there'll be another gang of lowlifes out there trying to push you off the edge while they're after it?

This root uses 4 physical objectives placed outside a 6-inch bubble of each other.
There is no ground level in this ROOT: only the terrain can be walked upon and counts as elevated building rooftops. Any space between terrain pieces is a chasm, a vertiginous fall to your character's death, and so shouldn't be moved onto.
Players alternate placing objectives during deployment, before deploying any characters.
Characters **ignore** distance to these objectives when being deployed.

VALUE	TASK
2	*Each player moves another 1 Honour to the contested pool and rerolls*
3	**Daredevils.** 1P per successful jump across a chasm
4	**Control** Objective 4
5	**Honeypot.** Each objective starts the game with 1 counter. Characters can interact with objectives to remove the counter and gain 1 HONOUR. If no counters remain on the board, reroll for a new task.
6	**Control** Objective 2
7	**Secure** any Objective: 1P per objective secured (no enemies with objective in their sphere of influence)
8	**Control** Objective 3
9	**Corp Listening Post**. Immediate Bubble 4, stealth attack with 5 skill and +0 Difficulty from each objective. Characters hit leak 1 HONOUR: 1P per enemy HONOUR leaked
10	**Control** Objective 1
11	**Test Flight**. 1P per character shoved off a building and down a chasm.
12	*Each player moves another 2 Honour to the contested pool and rerolls*