

# PENANCE

## SCENARIO #5: SABOTAGE MISSION

Absolution Through Steel

Generated 05-sabotage-mission

# SCENARIO #5: SABOTAGE MISSION

**Type:** Stealth & Destruction **Players:** 1 vs 1 (Saboteur vs Defender) or Solo **Estimated Playtime:** 45-60 minutes **Difficulty:** Expert **Victory Condition:** - **Saboteur:** Destroy 3 of 5 Reactor Cores OR eliminate the Defender - **Defender:** Prevent the Saboteur from destroying 3 Reactors for 10 turns OR eliminate the Saboteur

## SCENARIO OVERVIEW

A heavily fortified facility houses five unstable Reactor Cores. The Saboteur must sneak in, plant explosives, and escape before the Defender can stop them. The twist? **The Saboteur starts HIDDEN** and can move undetected... until they attack.

**What This Teaches:** Stealth mechanics, asymmetric information, bluffing, area denial, high-stakes decision-making



- **Reactor 4:** Bottom-left (hex [2,10])
- **Reactor 5:** Bottom-right (hex [11,10])

## Destroying a Reactor

**Step 1: Plant Explosive** (Costs 3 SP) - Stand adjacent to a Reactor hex - Spend 3 SP and discard 1 card to plant an explosive - Place an “Explosive” token on the Reactor hex

**Step 2: Detonate** (Costs 1 SP, can be done from anywhere) - On a later turn, spend 1 SP to detonate ALL planted explosives simultaneously - All Reactors with Explosive tokens are destroyed - Detonation creates a **Shockwave** (see below)

**Step 3: Escape** - After detonating, the Saboteur must exit through the Entry Point [6,12] or [7,12]

## Shockwave Effect (When Reactors Detonate)

When explosives detonate: 1. All Caskets within **5 hexes** of ANY destroyed Reactor take **8 damage** (ignore armor) 2. All Caskets are **Stunned** until their next turn (cannot spend SP on their next turn) 3. The facility loses power: **All lights go out** (see Darkness rules)

# STEALTH MECHANICS (HIDDEN MOVEMENT)

## The Saboteur Starts Hidden

**Setup:** - The Saboteur does NOT place their Casket on the map at the start - Instead, the Saboteur secretly writes down their starting location (must be within 3 hexes of [6,12] or [7,12]) - The Saboteur moves in secret, tracking their position on paper or a hidden map

**Hidden Movement:** - While hidden, the Saboteur can move normally but does NOT reveal their position - The Defender cannot attack or see the Saboteur - The Saboteur can plant explosives while hidden

## Revealing the Saboteur

The Saboteur becomes **Revealed** (place their Casket model on the map) when: 1. The Saboteur **attacks** the Defender 2. The Saboteur **moves within 3 hexes** of the Defender (Defender's sensors detect movement) 3. The Saboteur **detonates explosives** (explosion reveals their position) 4. The Defender **scans** the area and catches the Saboteur (see Scanning)

**Once Revealed:** The Saboteur remains revealed for the rest of the game (normal combat rules apply)

## DEFENDER MECHANICS

### Scanning for the Saboteur

**Scan Action** (Costs 4 SP): - The Defender can spend 4 SP to scan a **5-hex radius area** - Choose a center hex within 8 hexes of the Defender - If the Saboteur is within that 5-hex area, they are **Revealed** (place their Casket on the map) - If the Saboteur is NOT in the area, they remain hidden (wasted SP)

**Sensor Range:** - The Defender automatically detects the Saboteur if the Saboteur moves within **3 hexes** (no SP cost)

### Patrolling

The Defender starts in the **center of the facility** (hex [7,7]) and must patrol to protect the Reactors.

**Strategic Dilemma:** - Do you stay near the **Center Reactor** (R3, most valuable) or patrol the corners? - Do you **scan aggressively** (costs SP) or **move defensively**?

## DEPLOYMENT

### Saboteur Deployment (Hidden)

- The Saboteur does NOT place their model on the map
- Secretly write down starting position within 3 hexes of [6,12] or [7,12] (Entry Point)
- Use a hidden map or paper to track movement

### Defender Deployment (Visible)

- Place Defender's Casket on hex [7,7] (center of facility)
- Facing any direction

## VICTORY CONDITIONS

### Saboteur Wins If:

1. **3 or more Reactors are destroyed** (detonate explosives on 3+ Reactors) **AND**
2. The Saboteur escapes through the Entry Point [6,12] or [7,12] (after detonation) **OR**
3. The Defender is reduced to 0 HP

### Defender Wins If:

1. The Saboteur is reduced to 0 HP **OR**
2. **Turn 10 ends** and the Saboteur has not destroyed 3+ Reactors (time runs out, Saboteur mission fails)

## SPECIAL RULES

### Darkness (After Detonation)

When the first Reactor explodes, the facility loses power: - **All Caskets have -2 to Attack Dice rolls** (fighting in darkness) - **LOS is reduced to 6 hexes maximum** (can't see far in the dark) - **Defender's Scan action costs 6 SP** instead of 4 SP (sensors are damaged)

### Reactor Alarm

If the Defender **sees** the Saboteur planting an explosive (i.e., the Saboteur is Revealed and adjacent to a Reactor): - The Defender gains **+2 SP immediately** (alarm boosts power systems) - The Defender can interrupt the Saboteur's turn with a single attack (costs 2 SP)

### Escape Under Fire

If the Saboteur is Revealed and tries to exit through the Entry Point: - The Defender gets **one free attack** (no SP cost) as the Saboteur flees - If the Saboteur survives, they escape successfully

## TACTICAL CONSIDERATIONS

### Saboteur Strategy

- **Stay Hidden:** Avoid the Defender's patrols and scans
- **Plant Multiple Explosives:** Plant on 3+ Reactors BEFORE detonating (simultaneous explosions)
- **Bait the Defender:** Move loudly in one area, then sneak to another
- **Know When to Fight:** If caught, decide: fight the Defender or run?

## Defender Strategy

- **Patrol Efficiently:** Cover multiple Reactors in each patrol route
- **Scan Smart:** Don't waste SP on empty areas, predict where Saboteur will go
- **Protect High-Value Reactors:** Center Reactor (R3) is hardest to defend (4 hexes, multiple angles)
- **Force Reveals:** Stand near choke points to trigger the 3-hex detection

## BALANCING NOTES

**If Saboteur Wins Too Easily:** - Reduce turn limit to Turn 8 (more pressure on Saboteur)  
- Increase Defender's scan range to 6 hexes - Require Saboteur to destroy 4 Reactors instead of 3

**If Defender Wins Too Easily:** - Increase turn limit to Turn 12 (more time for Saboteur) - Reduce Defender's scan cost to 3 SP - Allow Saboteur to plant explosives for 2 SP instead of 3 SP

## VARIANTS

### Variant: Co-Op Mode (Solo Saboteur vs AI Defender)

The Defender follows a simple AI patrol pattern: 1. **Turn 1-2:** Move to Reactor 1 (top-left), scan 5-hex radius 2. **Turn 3-4:** Move to Reactor 2 (top-right), scan 5-hex radius 3. **Turn 5-6:** Move to Reactor 3 (center), scan 5-hex radius 4. **Turn 7-8:** Move to Reactor 4 (bottom-left), scan 5-hex radius 5. **Turn 9-10:** Move to Reactor 5 (bottom-right), scan 5-hex radius 6. If Saboteur is Revealed, AI moves toward Saboteur and attacks

**Solo Victory:** Destroy 3 Reactors without getting caught by AI patrols

### Variant: Reversed Roles

- The **Defender** starts hidden and must survive 10 turns without being found



- The **Saboteur** patrols and scans to find the Defender
- Tests the opposite skill set (Saboteur hunts, Defender hides)

## Variant: Time Bomb

- The Saboteur can only detonate explosives on **Turn 7** (exactly)
- Must plant all explosives by Turn 6, then detonate on Turn 7
- Creates predictable timing, increases tension

## Variant: Multiple Saboteurs

- 2 Saboteurs vs 1 Defender (2v1 asymmetric)
- Both Saboteurs start hidden separately
- Defender must catch both before Turn 10

## RECOMMENDED FACTIONS

**Good Saboteur Choices:** - **Elven Verdant Covenant:** High mobility, can plant and escape quickly - **The Ossuarium:** Phylactery resurrection survives shockwave damage - **Church of Absolution:** Burst damage if caught (can fight way out)

**Good Defender Choices:** - **Dwarven Forge-Guilds:** Tanky, can patrol aggressively - **Church of Absolution:** High damage stops Saboteur before escape - **Elven Verdant Covenant:** Mobile, can patrol multiple areas quickly

## DESIGN NOTES

This scenario introduces **hidden information** and **bluffing**. The Saboteur player must think like a stealth game protagonist, while the Defender plays a tense game of cat-and-mouse.

The **Scan action** is expensive but necessary. Defenders must balance aggression (chasing the Saboteur) with information-gathering (scanning for hidden threats).

The **turn limit** creates urgency. Saboteurs can't turtle forever—they must take risks to plant explosives and escape.

**Lesson:** Information is a resource. Sometimes what you DON'T know is more dangerous than what you DO know.

**Next Scenario:** [Scenario Index →](#)

[← Back to Scenario Index](#) | [← Previous: King of the Hill](#)