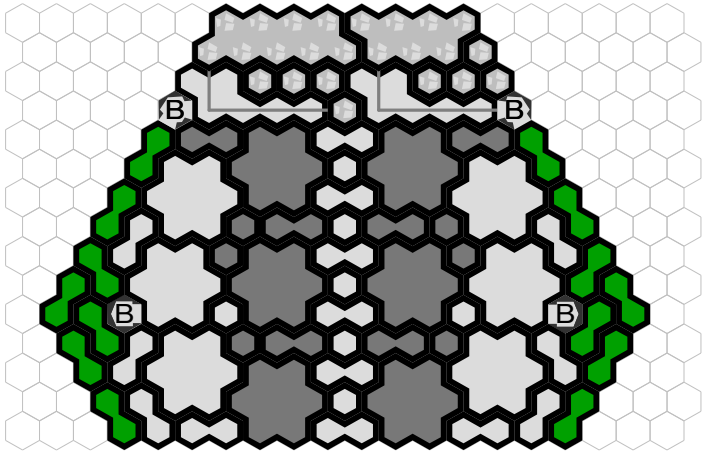


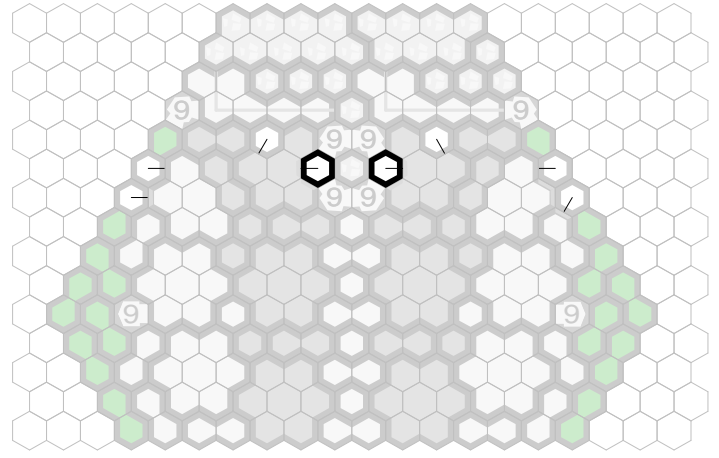
# Checkpoint Bravo

Author : Boodog

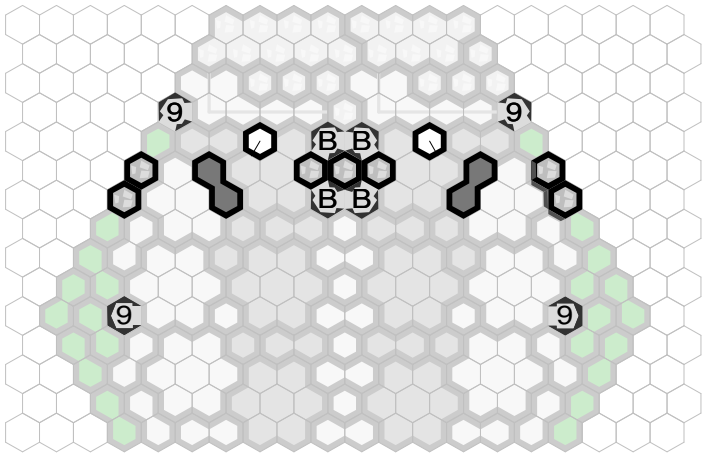
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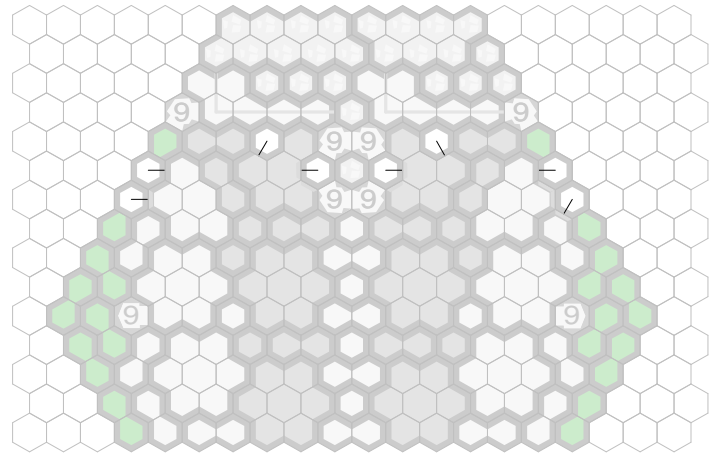
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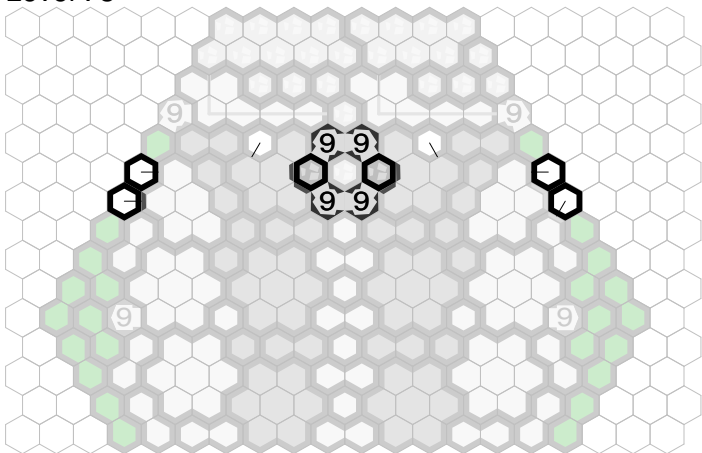
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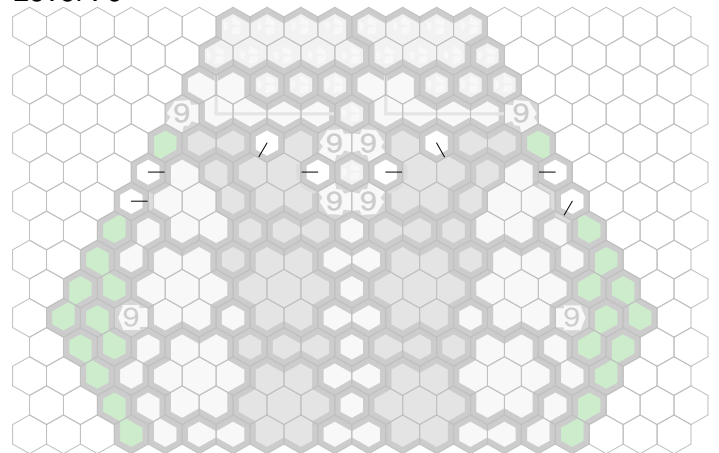
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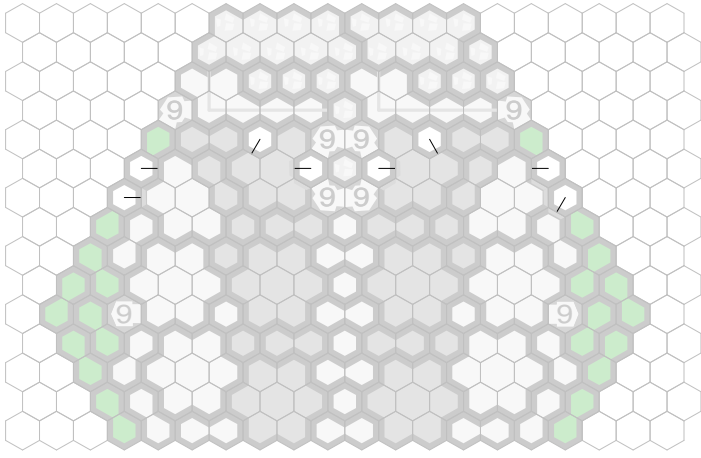
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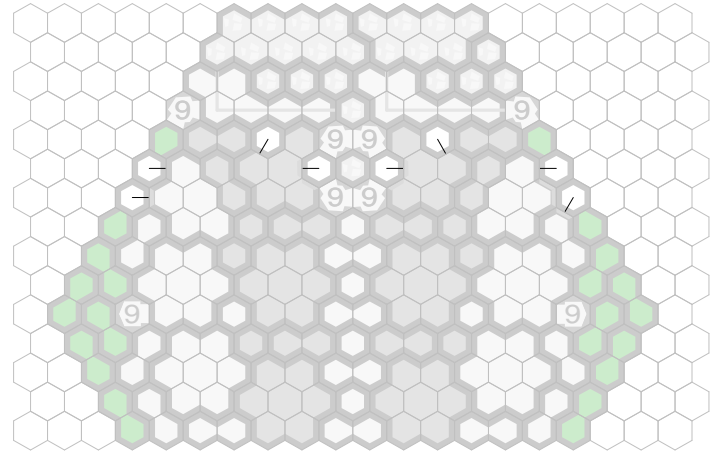
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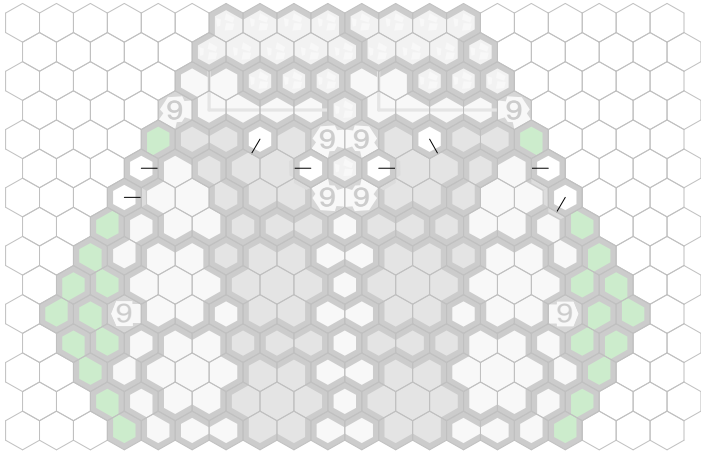
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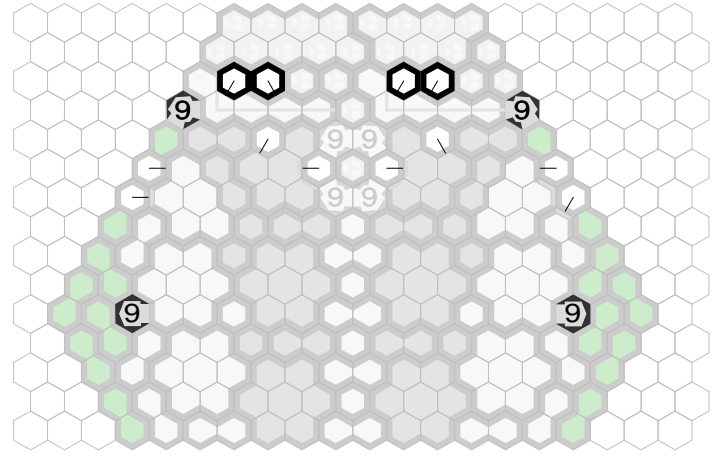
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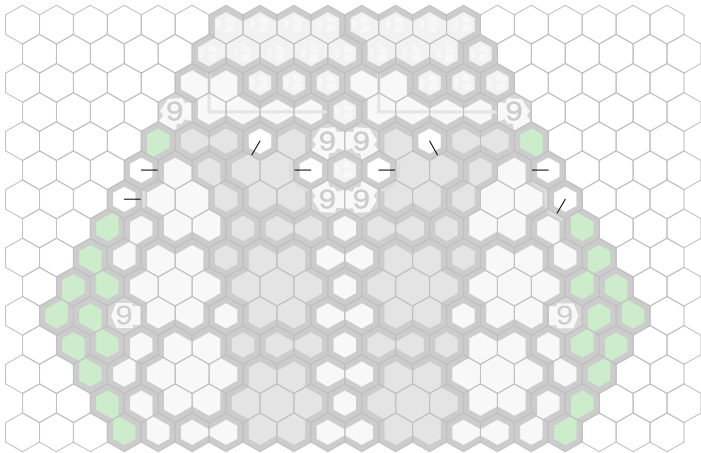
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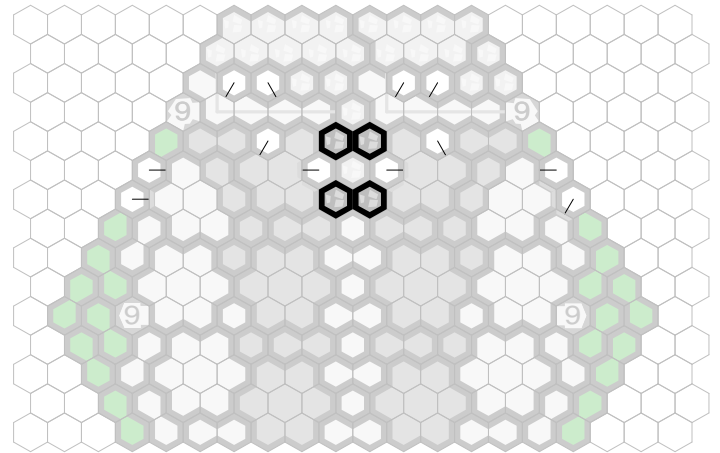
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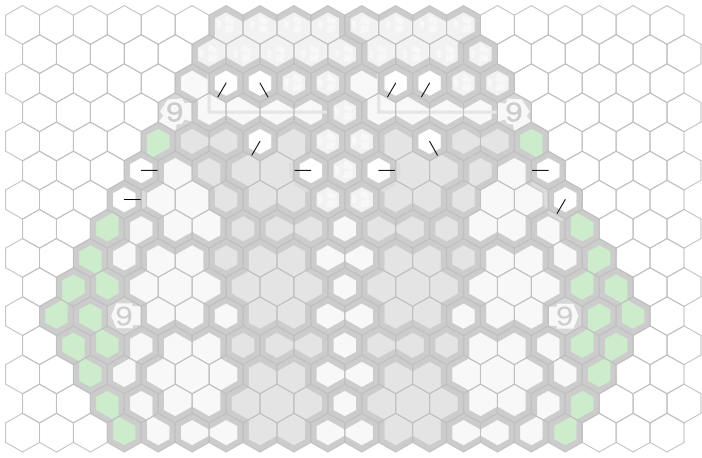
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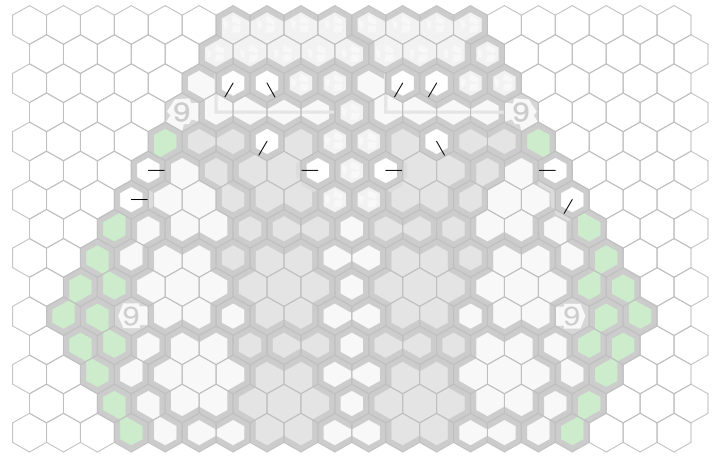
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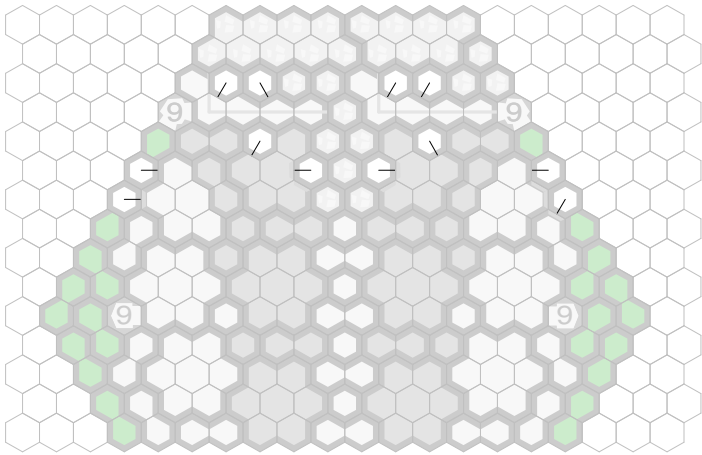
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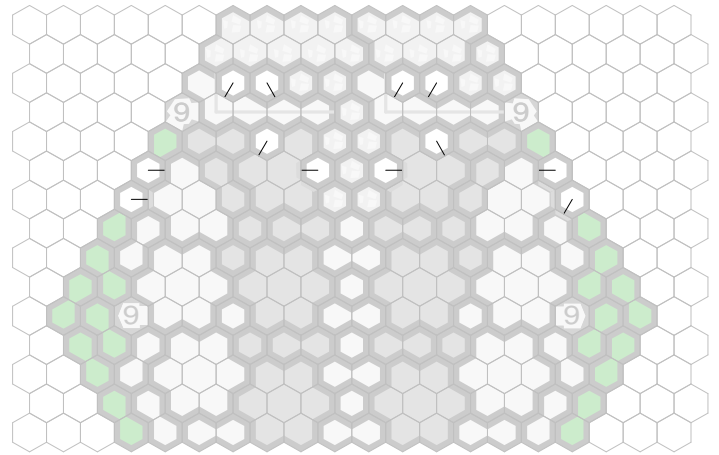
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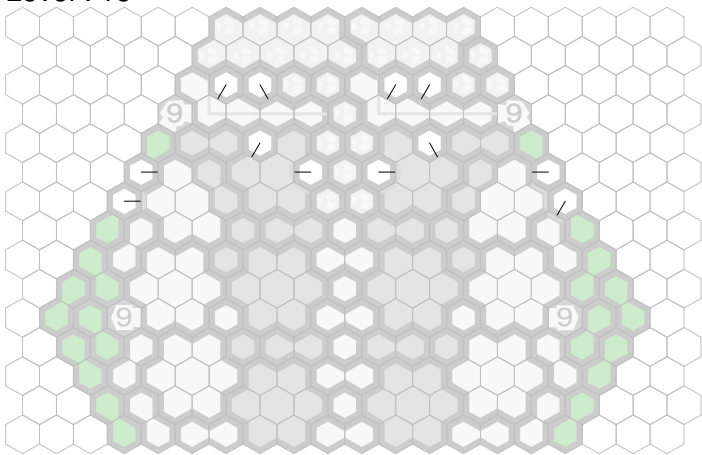
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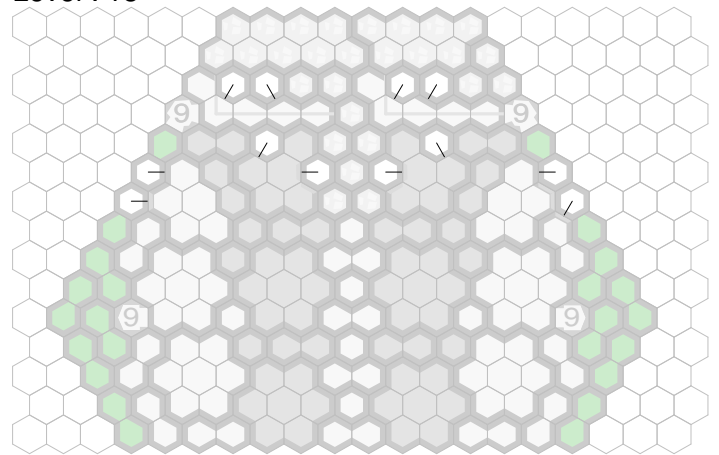
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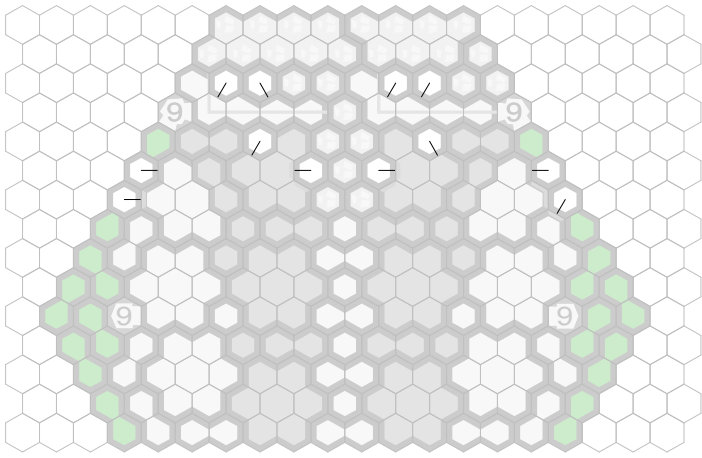
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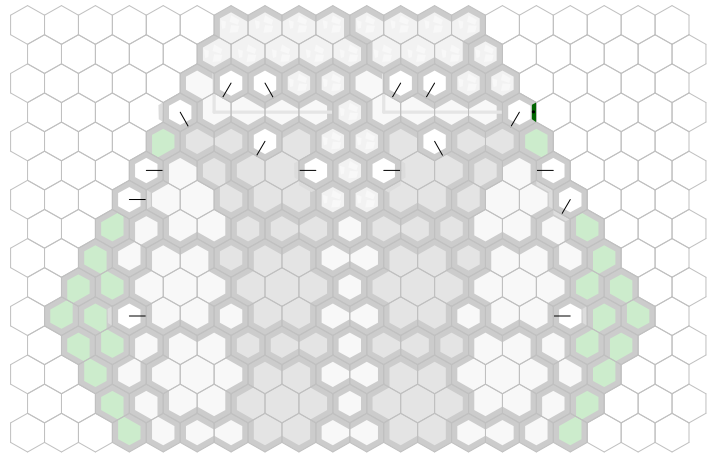
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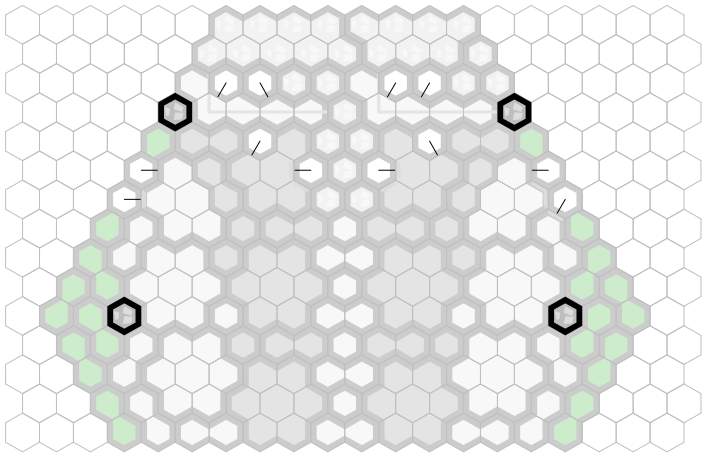
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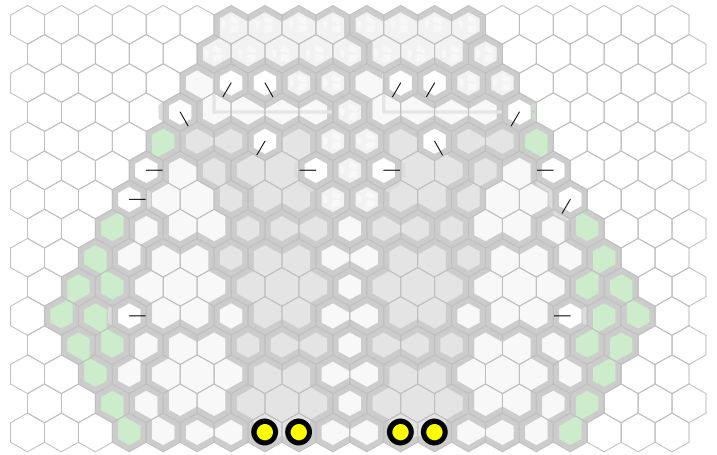
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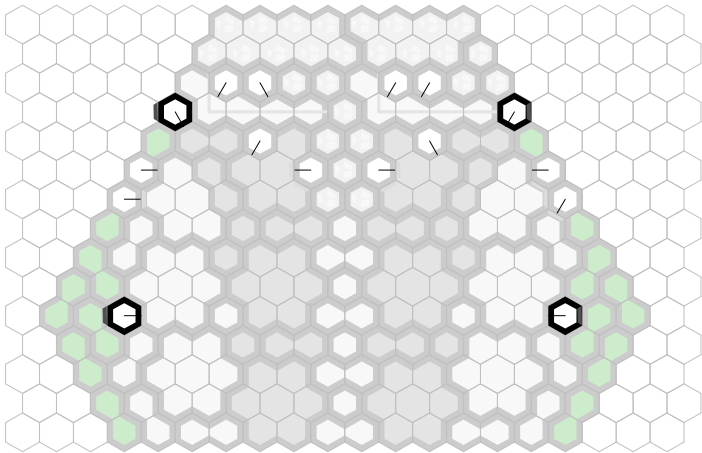
Level : 20



Start



Level : 21



## Checkpoint Bravo 1-Player Scenario (!)

**Assume the Role of Master Villains as you attempt to breach the security of Base Bravo.**

### Setup:

For the purposes of this map, the Airborne Elite are considered a COMMON SQUAD with the following abilities and stats:

**M 5 / R 7 / A 2 / D 2.**

**HUMAN SOLDIER BONDING:** The AE may bond with the SOTM Drake, and Drake is considered an Uncommon Hero.

**POINTS: 70 per 4-man squad.**

**Drake** is just like the SOTM Drake except he also has the **LOB** ability usually found on the AE

4 Squads of AE (MPs) and 2 ROTV DRakes are present at the beginning of the scenario to be set up in the spaces shown.

Bravo Security Force =  $70 \times 4 = 280 + 2 \times \text{Drake} = 340 = 620/18$

(Substitute 3 of the ROTV Drakes if you wish)

Villains: Venom, Red Skull, Dr. Doom + either Abomination OR Thanos, but not both.

Villains = approx. 850 depending

**OBJECTIVE:** The Villains must breach Bravo Checkpoint Security by breaking through one of the walls and having at least one villain standing on a castle space behind the ruin by the end of a round. The area behind the ruin is a **no-fly zone**.

**Algorithm:** The MPs and Drake will attack the nearest hero regardless of health or position. Resolve same-distance target choices via 50/50 chance on the 20-sided die. i.e.: 1-10 = Target A; 11-20=Target B, etc.