



CONFRONTATION SCENARIOS

Last update: Sep 2009

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AARKLASH PIGEON

From an idea by Paul Deaville (UKCORD).

Rumours are flying of valuable information carried by a wounded messenger pigeon. Two forces have tracked the bird to a small area but neither side knows the contents of the message. To the victor go the spoils...

SITUATION:

Scenario Scenery:

No scenario scenery is required.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

A token is used to represent the pigeon. The pigeon token is placed in the centre of the table.

SPECIAL RULES:

- The pigeon is represented by a Carry/1 token.
- A fighter carrying the pigeon suffers an additional -1 penalty to the final result of Initiative, Attack, Defence and Aim tests because of the struggling bird.
- If the pigeon is dropped or the carrier is killed the bird immediately flies 4d6 cm in a direction randomly determined by a dispersion template (see page 120 of the Confrontation rulebook), passing over any terrain or figures in the way. If this movement takes the pigeon off the table it stops at the table edge. If for any reason the pigeon cannot land at the designated position (because of impassable terrain, a fighter, etc.) then it is moved back along the direction it travelled to the first available landing position. The pigeon is always considered to be at level 0.

DEPLOYMENT:



This scenario uses Line of Battle deployment, as detailed on page 124 of the Confrontation rulebook. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must capture the pigeon, hold it for as long as possible and break into their opponent's lines.

VICTORY CONDITIONS:

- 1 VP for carrying the pigeon at the end of the game.
- 1 VP for carrying the bird during the Maintenance phase of more rounds than the opponent.
- 1 VP if the fighter carrying the pigeon is within the opponent's deployment zone at the end of the game.

BONUS:

- 50 AP for killing an enemy fighter while carrying the pigeon.

Maximum Bonus: 100 AP

AMULET OF TERROR

From an idea by the RTS group (CDRF).

A dismal and desolate cemetery is the site of the tomb of a cursed hero from a forgotten era. It is also the location of a wonderful treasure that awaits a daring band of robbers. But the dead do not lie quiet here and the treasure is fiercely guarded by both wards and warriors.

SITUATION:

Attention! This scenario requires a variable number of elements of scenery in proportion to the maximum size of the armies.

Scenario Scenery:

The scenario requires elements of scenery (detailed below) to represent two graves plus two more graves per portion, even incomplete, of 200AP and an element of scenery to represent the Forgotten Hero's tomb.

Example: for a 400AP game six graves would be required.

The Forgotten Hero's tomb is placed in the centre of the table. The graves are then placed in turn as normal.

The Forgotten Hero's tomb is represented by an element of scenery the size of a Rackham playing card. It is considered to be 5 cm tall (Large size). It is uncrossable until it is destroyed, at which point it is considered encumbered terrain. It has a RES of 6 and 4 Structure Points (SP) and has the Inalterable and Immunity/Shot abilities. It may not be attacked or damaged in any way until all the graves have been destroyed. At that point it may only be damaged in hand to hand combat.

The graves are represented by scenery the size of Rackham playing cards. The graves are considered to be 2 cm tall (Small size). They are uncrossable until they are destroyed, at which point they are considered to be encumbered terrain. Graves have a RES of 3 and 4 SP and have the Inalterable and Immunity/Shots abilities. They may only be damaged in hand to hand combat.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players.

Moveable Scenery:

One token to represent the Forgotten Hero's amulet, placed only when the Forgotten Hero dies.

SPECIAL RULES:

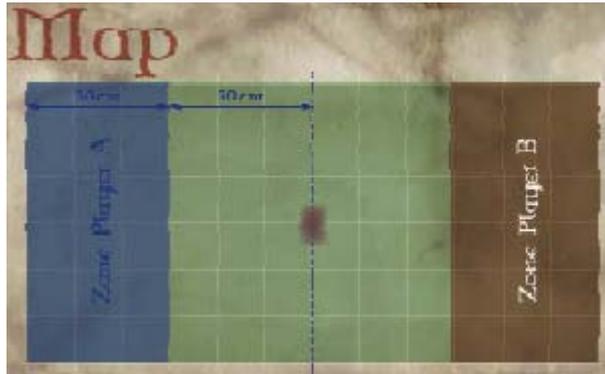
- When a grave is destroyed an Ancient Zombie is immediately placed on the grave, in base contact with the fighter that destroyed the grave and only this fighter. Make a Fear test if required and resolve the combat immediately, even though you have just fought against an element of scenery. Only the Ancient Zombie may make a pursuit movement after the combat.
- Once the last grave has been destroyed the Forgotten Hero's tomb can be attacked. When the tomb is destroyed the Forgotten Hero is placed and fights in the same way as the Ancient Zombies. When the Forgotten Hero dies he drops a Carry/1 token representing his amulet.
- Both Ancient Zombies and the Forgotten Hero fight using the Neutral Fighter rules

Note: use suitable figures on an infantry base to represent the Ancient Zombies and Forgotten Hero.

Stat	Mov	Ini	Att-Str	Def-Res	Aim	Fear	Dis
Ancient Zombie	7.5	1	4-7	3-8	-	5	-
	Living-dead, Regeneration/5, Fierce						
	Special Independent, 25AP						
Forgotten Hero	10	4	7-12	5-10	-	8	-
	Living-dead, Regeneration/5, Fierce, Hard-boiled						
	Special Character, 90AP						

Special Case: Although the Forgotten Hero is considered to be a Character he may not use the Master Strike / 0 or Sequence / 2 abilities. If forced to place dice in defence he will always use Counter-attack.

DEPLOYMENT:



The two deployment zones are 30 cm from the short table edges. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must destroy more graves than their opponent, kill the Forgotten Hero and capture his amulet.

VICTORY CONDITIONS:

- 1 VP for destroying more graves, including the Forgotten Hero's tomb, than the opponent.
- 1 VP for killing the Forgotten Hero.
- 1 VP for carrying the amulet at the end of the game.

BONUS:

- 25 AP per Ancient Zombie killed. The Forgotten Hero is not considered as one of the Ancient Zombies for this purpose.

Maximum Bonus: 100 AP

BATTLE OF THE CHIEFS

Laughing one last time, Brognir left his band of brothers and headed directly towards the tall silhouette waiting for him in the middle of the clearing. He was trying to affect an air of calm he was far from feeling, mostly because of the hand-crossbow hanging casually from his opponent's belt. "He wouldn't dare use it now," he told himself. "It would be such a mistake to be so cowardly in front of his own soldiers." Even clones know what honour is... right?

SITUATION:

Scenario Scenery:

No scenario scenery is required.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable. No scenery should be placed within 10cm of the centre of the table.

Moveable Scenery:

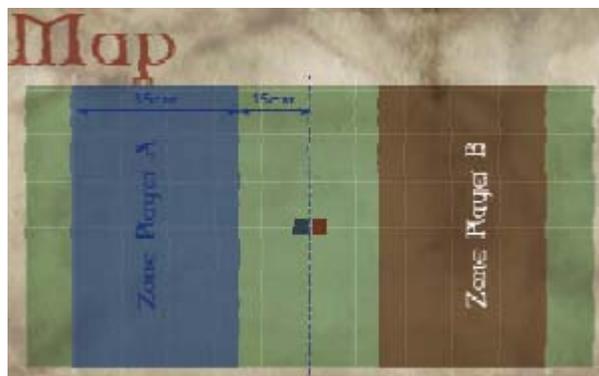
No moveable scenery is required.

SPECIAL RULES:

A Chief is considered to have "backed down" if they take any of the following actions:

- A friendly fighter other than the Chief targets or affects the opponent's Chief with a shot (including all artillery), spell, miracle, assault or any other game effect while his own Chief is still alive.
- The Chief makes a voluntary move which is not an assault and which does not end with him closer to the opponent's deployment zone.
- The Chief makes a flee movement.
- The Chief voluntarily leaves level 0. This includes the "Rejection" spell.

DEPLOYMENT:



This scenario uses Line of Battle deployment, as detailed on page 124 of the Confrontation rulebook.

Before any other fighters are deployed, the two opposing Chiefs must be placed in base-to-base contact in the centre of the table. Fighters deployed on the same card as the Chief may be deployed between 5 cm and 10 cm away from their Chief. The remaining fighters deploy normally.

Finally, make any Fear tests required by a Chief. For this test only a natural 1 is not considered an automatic failure.

OBJECTIVES:

The players must eliminate the enemy Chief, preserve their own Chief and maintain their Chief's honour in the face of the enemy.

VICTORY CONDITIONS:

- 1 VP if the opponent's Chief is dead, has fled off the table or is in rout at the end of the game.
- 1 VP if your Chief is alive on the table and not in rout at the end of the game.
- 1 VP if your Chief was the last Chief to back down. However, if neither Chief backed down but your Chief is alive (and not in rout) and the opponent has lost his entire army then you win this VP: heroism is useless if there are no witnesses!

BONUS:

- 100 AP if your Chief personally eliminated the opponent's Chief or caused him to flee off the table.
- Maximum Bonus: 100 AP

BOMBS

From an idea by Stefan Karlsson (NCORD).

Ancient races used technology unknown to today's inhabitants of Aarklash. Rumour has it that ancient weapons and traps still can be found in some uninhabited areas. Two war bands have found such an area, full of explosive technology and are trying to bring the devices back home for examination...

SITUATION:

Scenario Scenery:

Six bombs are represented by Counters. The six bombs are placed in turn by the players. Two bombs must be placed in each deployment zone and two in the neutral zone between them. No bomb may be placed within 20 cm of an already placed bomb.

Special Case: If a situation arises where one or more bombs cannot be placed then replace all the bombs.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

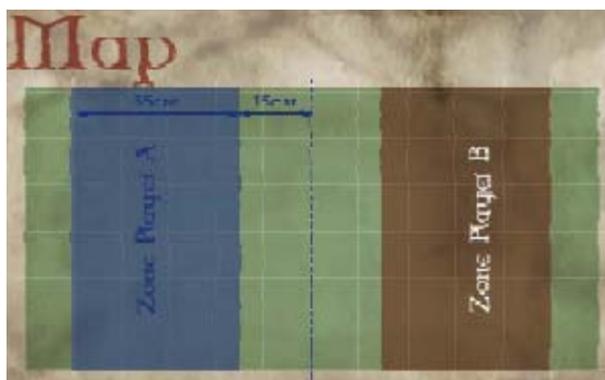
Moveable Scenery:

No moveable scenery is required.

SPECIAL RULES:

- At the end of round 1, 2 and 3, just before Time Out, one bomb will detonate.
- To determine which bomb detonates, calculate the total Force of fighters at level 0 in each bomb's control zone. Only fighters whose bases are entirely within the control zone are counted. The bomb with the highest total Force detonates. If two or more bombs have the highest total Force then detonate the bomb with the highest total Resilience. If still a tie then roll a dice.
- When a bomb detonates, all fighters in its control zone, even partially, suffer a damage roll with a Strength of 10-X, where X is the fighter's distance to the bomb in centimetres, rounded down to the lower integer.

DEPLOYMENT:



This scenario uses Line of Battle deployment, as detailed on page 124 of the Confrontation rulebook. The 30 cm zone between the two deployment zones is defined as the neutral zone. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must control the greatest possible number of bombs remaining at the end of the game.

VICTORY CONDITIONS:

Each bomb has a control radius of 10 cm.

Special Case: If there are more than three bombs left at the end of the game then detonate bombs one at a time, as detailed above, until three bombs are left. Calculate control of these bombs normally.

- 1 VP for each bomb controlled.

BONUS:

- 20 AP per fighter who suffered a damage roll from a detonating bomb and who is still on the table at the end of the game.

Maximum Bonus: 100 AP

BORDER WARS

From an idea by Alexander Gernjak (ALPCORD).

The continuous fighting all over Aarklash changes the borders of realms almost every day. Battle groups of various sizes are often dispatched to gain strategic advantages in certain border sections. Many borders are defined by natural landmarks such as mountains, rivers or forests. But where these natural landmarks are missing, the clash of weapons can always be heard.

SITUATION:

Scenario Scenery:

Seven boundary stones plus two more stones per portion, even incomplete, of 200 AP.

Example: If the armies are a maximum of 400 AP this scenario requires 11 boundary stones.

Note: Four of these stones will be removed after deployment.

The boundary stones are represented by scenery the size of a Creature base (37.5 mm x 37.5 mm) and are considered to be 5 cm tall (Large size). They may not be damaged and may not be affected by any game effects except those detailed below. They are placed along the median line of the table, equally spaced along its length.

Reminder: No boundary stone should be placed closer than 6 cm to a table edge. However, in this scenario boundary stones may be placed closer than 6 cm to each other.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

No moveable scenery is required.

SPECIAL RULES:

During the Maintenance phase, each boundary stone can be moved if the following requirements are met:

- Fighters must have the maximum amount of the front edge of their base in contact with the stone to push it.
- At least one of these fighters must be free of all opponents and at Level 0. In addition, this fighter must not be subject to an effect that immobilizes it.
- There must be no opponents in contact with the boundary stone.

Special Case: Summoned fighters, except those from the same people as the main army, do not count as opponents for this purpose.

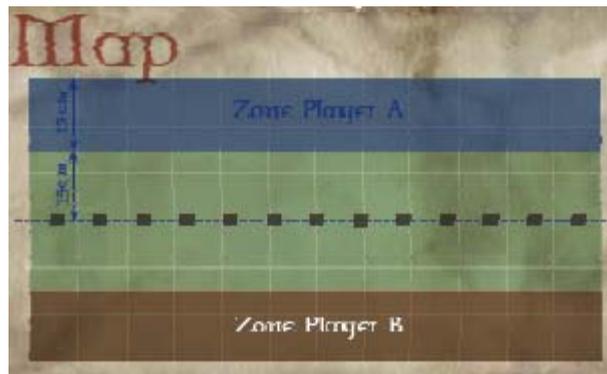
When these conditions are met, a stone can be moved 5 cm into the opponent's table half. If there is no obstruction it must be moved exactly 5 cm, no more or less. If an obstruction (terrain, a fighter of either camp, magical effect, etc.) prevents the boundary stone from fulfilling its movement it stops in base contact with the obstruction.

If a boundary stone is moved, the fighter pushing the stone is moved too. This fighter keeps his relative position to the boundary stone, including orientation. If more than one fighter is pushing a stone, it is the player's choice to move one or more fighters with the stone.

Reminder: A boundary stone always moves 5 cm regardless of how many fighters are pushing it. Only fighters meeting the conditions for pushing as described above may move together with the stone.

If the way of one of the fighters or its final position is blocked by an obstruction, this fighter is placed in full base contact with the side of the boundary stone that is nearest to the player's side of the table. If more than one fighter would have to be moved in this way only one of them is allowed to be moved. The other fighters do not move together with the stone.

DEPLOYMENT:



The two deployment zones are 15 cm from the long table edges. Determine the deployment zone for each player after all terrain has been placed.

After all fighters have been deployed, randomly select four of the boundary stones and remove them.

OBJECTIVES:

The players must move more boundary stones into enemy territory than their opponent, move a boundary stone into enemy territory the furthest and have a higher total AP value of fighters in the opponent's half of the table at the end of the game than the opponent has in theirs.

VICTORY CONDITIONS:

- 1 VP if more boundary stones are in the opponent's half of the table at the end of the game.
- 1 VP if the boundary stone furthest from the median line is in the opponent's half of the table at the end of the game. If the furthest stone in your half of the table is the same distance from the median line then this VP is not awarded.
- 1 VP for the player who has a higher AP value of fighters positioned entirely in his opponent's half of the table at the end of the game. Fighters positioned across the centre line do not count.

Reminder: Summoned fighters, except those from the same people as the main army, do not count for this purpose. See scenario rules for details.

BONUS:

- 50 AP if the leftmost boundary stone is in the opponent's half of the table at the end of the game.
- 50 AP if the rightmost boundary stone is in the opponent's half of the table at the end of the game.

Maximum Bonus: 100 AP

BURN 'EM ALL

From an idea by Davide "DVD" Michelotti (CDRI).

Good land can be scarce and when two peoples decide to settle in the same area it's never long before the sparks start to fly...

SITUATION:

Scenario Scenery:

A large tower and two houses are required. The tower is represented by a Rackham playing card or equivalent sized element of scenery and is considered to be 10 cm tall (Very Large size) and uncrossable. The tower is placed in the centre of the table.

The houses are each represented by a Rackham playing card or equivalent sized element of scenery and are considered to be 5 cm tall (Large size) and uncrossable. The houses are placed 10 cm from the long edge and 20 cm from the short edge at opposite corners of the table.

Note: The houses and the tower do not have structure points and are considered to be indestructible.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

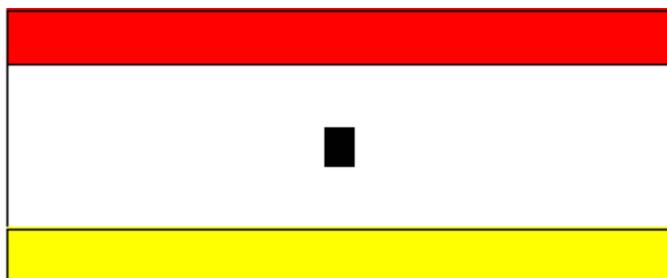
Moveable Scenery:

Each side requires one token to represent a torch. This is not placed until the torch bearer is revealed, as detailed below.

SPECIAL RULES:

- Before deployment, each player selects one of their fighters to carry a Torch and notes it on their round list. The torch bearer is not revealed at the start of the game. The torch bearer is only revealed if she is killed or removed from the game, sets fire to the enemy house or at the end of the second round.
- When the torch bearer ends a move (normal or pursuit) in contact with the enemy house, she sets it on fire. Put one Fire counter on the house.
- At the end of every round, in the Maintenance phase, if a house is still on fire add one Fire counter to it and then calculate the combined Force of models in contact with the house for each army. The side with more Force chooses to add or remove a number of Fire counters equal to the difference. If all counters have been removed, the fire is extinguished and the house is no longer considered to be on fire. However, if an enemy fighter carrying a torch ends its move in contact the house will be set on fire again. Houses burn without ever collapsing.
- An opponent's torch may never be picked up, covered or blocked.

DEPLOYMENT:



The players deploy within 10 cm of the long edges of the table. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

Players must burn the enemy house, protect their own house and control the tower.

VICTORY CONDITIONS:

The tower's control area is 10 cm from the centre of the tower.

- 1 VP if the opponent's house has at least one fire counter at the end of the game.
- 1 VP if your own house has no fire counters at the end of the game.
- 1 VP if you control the tower.

BONUS:

- 50 AP if you are still carrying your torch at the end of the game.
- 50 AP if your opponent's torch is not being carried at the end of the game.

Maximum Bonus: 100 AP

DARK SOULS

From an idea by Jean-Patrick "Doll Face" Arnaud (CDRF).

Dark souls are created by an accumulation of hatred from all the souls of those slain by the most powerful fighters. One such dark soul has made a pact with you in order to wreak vengeance on the enemy chief. To do so, it will animate the body of one of your soldiers and abandon it at the last moment to ambush its prey.

SITUATION:

Scenario Scenery:

Each player must choose one fighter to be the bearer of the Dark Soul. This choice must be written on the Round list but is not revealed until later. The bearer of the Dark Soul may not be the army's Chief.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

No moveable scenery is required.

SPECIAL RULES:

- In no case may a Chief reach level 2.
- The fighter chosen to be the bearer of the Dark Soul cannot use the Scout or Flight abilities, though it is still considered to have them.

Liberating the Dark Soul

- The liberation of the dark soul can be done when the bearer of the Dark Soul is activated, before announcing any assaults or other exclusive actions. The bearer is immediately removed from the game but is not considered as a loss or killed outright (so abilities like Fierce or Reinforcement do not take effect) and cannot return to the game by any means.
- The Dark Soul comes in play at the same place as the bearer, has the same base size as the bearer and has the same orientation. It is considered to be of Medium size (3 cm tall) regardless of its actual base size. A suitable marker or figure should be used to represent it.
- At the moment of the liberation, opponents in contact must test for Fear. Opponents that haven't already been activated that round will immediately flee if they fail the Courage test: no Disengagement test is required.
- The Dark Soul can be activated normally during the round of its liberation. It is considered to be a different fighter than the bearer and may move freely, even if the bearer had been assaulted that round.
- The Dark Soul is activated on the bearer's card until the end of the game.
- If the bearer is killed outright before the Dark Soul is liberated, the Dark Soul immediately comes into play as described above. However, the Dark Soul will suffer an additional penalty of -2 to the final results of Initiative, Attack and Defence tests until the end of the game.

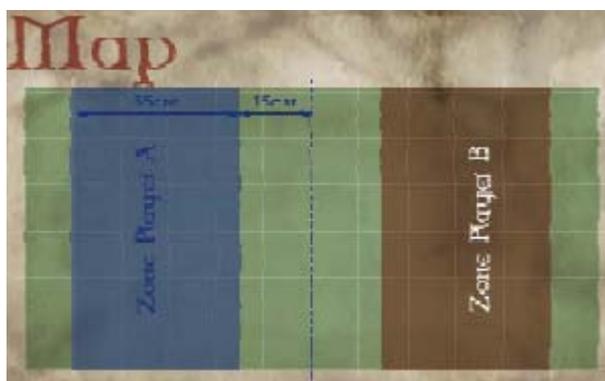
Profile:

Stat	Mov	Ini	Att-Str	Def-Res	Aim	Fear	Dis
Dark Soul	10	2	5-8	1-5	-	7	-
	Living-dead, Bane/Character, Ethereal, Medium size, *, **						
	Special Independent, 50AP						
Special rules	* For games with a maximum army size of 800 AP or more, the Dark Soul gains the Born-killer ability.						
	** If the enemy Chief leaves level 0 (by any game effect), the Dark Soul immediately gains the Flight ability (MOV 10/20) until the end of the game.						

Note: The Dark soul is not a character.

Attention: The profile for the Dark Soul varies in proportion to the maximum size of the armies. The minimum profile, for 200 AP games, is detailed above. For each additional portion, even incomplete, of 200 AP the Dark Soul gains +1 in Initiative, Attack, Strength, Defence, Resilience and Fear and is +15 AP.

DEPLOYMENT:



This scenario uses Line of Battle deployment, as detailed on page 124 of the Confrontation rulebook. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must kill the enemy Chief, preferably with their Dark Soul, and protect their own Chief.

VICTORY CONDITIONS:

- 1 VP if the enemy Chief is dead or in rout at the end of the game.
- 1 VP for the first player to kill the enemy Chief with his Dark Soul without his opponent also doing the same in the same turn (a Chief forced to flee off the table, whatever the side, is not considered killed outright for this purpose only).
- 1 VP if your Chief is the only Chief alive and not in rout at the end of the game.

BONUS:

- 50 AP for the player who voluntarily reveals his Dark Soul first.
- 50 AP if your Dark Soul is still "alive" at the end of the game.

Maximum Bonus: 100 AP

DARK TOWER

From an idea by Rich Baker (UKCORD).

The ruins of a wizard's tower overshadow the battlefield, undisturbed save for the cawing of crows. Few would risk entering such a place but word has spread of magical treasures to be won and now two armies face one another over the ruins.

SITUATION:

Scenario Scenery:

Suitable scenery or markers to represent The Tower Ruins and the casket of Ghon-Zho. The Tower Ruins, represented by a 10cm radius circle, are placed in the centre of the table. The Casket of Ghon-Zho, the size of a large base, is placed at the centre of the Ruins.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

4 treasure tokens plus 2 more for each even incomplete 200 A.P.

Example: If the armies are a maximum of 400 AP this scenario requires eight treasure tokens.

1 token to represent the Golem's golden nose.

SPECIAL RULES:

The Tower Ruins

The Tower Ruins are considered to be Encumbered terrain. Furthermore, the Tower Ruins obscure line of sight to targets in or across the Ruins at both level 0 and level 1. As an element of scenery, the Ruins stop the trajectory of all perforating artillery projectiles.

Treasure

- When a treasure is first picked up (that is, "revealed") roll a die:
 - On a result of **1-3** the "treasure" explodes. The treasure token is removed from the game and the fighter suffers a ZAP! shock. Roll a die:

Die Roll	1	2-3	4-6
Wound caused	No effect	Stunned	Light wound

- On a result of **4-6** the treasure is stable and the fighter is now carrying the treasure token.
- If all other tokens have exploded the final treasure to be revealed will automatically be stable: do not roll a die. A fighter may carry any number of treasure tokens. However, if a fighter is carrying more than two treasure tokens at the start of the Maintenance Phase it will suffer a ZAP! shock as detailed above.

The Casket of Ghon-Zho

- The Casket of Ghon-Zho is considered to be 2 cm tall. It has no Structure Points and may not be attacked or damaged. Fighters may not move onto the Casket. When one or more fighters end their activation in contact with the Casket then the Golem will appear at the end of that activation turn. Place the Golem on the Casket. The fighters are considered to have Engaged the Golem. The Golem is considered to have Charged these fighters and may inflict Charge penalties as a Large size fighter.
- Fighters activated later in the round may target the Golem with shots, spells and assaults etc. as normal.

The Golden Golem

- The Golem is immune to all the effects of spells and miracles except those that cause damage.
- If the Golem is ever free from all opponents in the Maintenance phase it will immediately disappear back into the Casket where it will be healed of all Wounds. While in the Casket the Golem may not be targeted in any way.

Stat	Mov	Ini	Att-Str	Def-Res	Aim	Fear	Dis
Golden Golem	0	2*	4-0**	0-9	-	-	-
	Construct, Vivacity, Steadfast, Immunity/special, Immunity/Exceptional Wounds, Large size						
	Special Independent, 50AP						
Special rules	* The Golem gains +1 INI for each opponent in contact after the first.						
	** The Golem always causes STR 0 hits but considers its target's RES as 0. Effects such as Hard-boiled, Sacred Armour and Survival Instinct still apply. The Golem's STR is not affected by Wound penalties.						
	*** The Golem is immune to all the effects of spells and miracles except those that cause damage.						

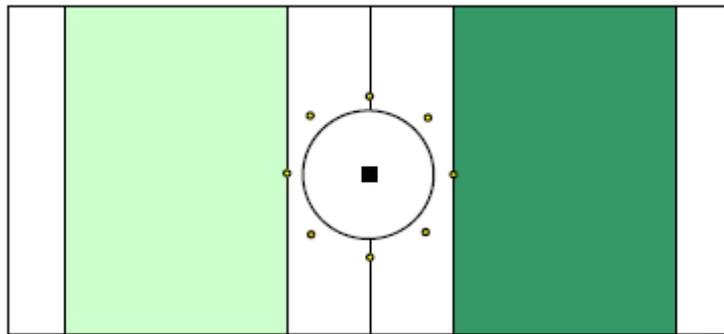
Note: The Golden Golem is not a character.

Attention: The profile for the Golden Golem varies in proportion to the maximum size of the armies. The minimum profile, for 200 AP games, is detailed above. For each additional portion, even incomplete, of 200 AP the Golden Golem gains +1 in Initiative, Attack, and Resilience and has +15 AP value.

No pursuit movements may be made after destroying the Golem as the combatants are too busy searching the wreckage for the Golden Nose. However, if the Golem was destroyed by a fighter in contact with it then that fighter receives the Golden Nose token. Otherwise the Golden Nose token is placed in the nearest free space around the Casket in the direction of the fighter that killed the Golem.

The Golden Nose is a Carry/1 token.

DEPLOYMENT:



This scenario uses Line of Battle deployment, as detailed on page 124 of the Confrontation rulebook. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must seize more magical treasures than their opponent, control the Casket of Ghon-Zho and capture the fabled Golden Nose of the Golem.

VICTORY CONDITIONS:

The control area of the Casket is "contact".

- 1 VP for having more magical treasures in your possession at the end of the game.
- 1 VP for controlling the Casket at the end of the game.
- 1 VP for having the Golden Nose in your possession at the end of the game.

BONUS:

- 40 AP for killing the Golden Golem.
- 10 AP for each treasure token revealed, whether it explodes or not.

Maximum Bonus: 100 AP

ESCORT

From the GDR.

Few creatures have had the honour to have undergone an interrogation and to have kept silent. Different methods are used by the peoples of Aarklash, but torture has become an art and a method faster than paying spies wages. A simple prisoner may become a threat, and many chiefs have ordered their troops to kill themselves rather than to become captives.

SITUATION:

Scenario Scenery:

No scenario scenery is required.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

No moveable scenery is required.

SPECIAL RULES:

- Each player controls two hostages. Their reference card is not used to represent them in the activation sequence. Hostages are not included in the number of fighters allowed for the players.
- Before deployment, each player must choose two cards from his army list who will be called "Escorts" in this scenario. One hostage is associated with each of these cards.
- The total value in AP of the fighters represented by these two cards must be at least 60 AP. Members of an Escort must be fighters who move at level 0. Characters may not be included in an Escort.

Escorts

- The escorts must remain in a group. In each activation phase they must respect the following rules:
 - 1) Activation of a hostage: the hostage is activated before his escort. He may not declare an assault. He may leave the table by the edge opposite his deployment area if he can reach it.

Note: The only spells, miracles etc. that may affect a Hostage are those which result in a wound or wound roll: all other effects do not apply to the hostage.
 - 2) Activation of the escort: if the hostage is still on the table, then the members of the escort are activated according to the following rules:
 - The members of the escort may only declare an assault on an enemy within 10 cm of the hostage they are protecting. Once an assault is declared, if the target is found to be further than 10 cm from the hostage the member of the escort must change his action and declare a Run.
 - Members of the escort who do not declare an assault must end their movement within 10 cm of the hostage that they are protecting.
 - If the member of the escort activated is engaged in hand to hand combat and is more than 10 cm from the hostage he is obliged to attempt a disengagement to approach him in his next activation.
 - If a member of an escort is too far away to move within 10 cm of the hostage he is obliged to approach as closely as possible. This obligation may force him to change the type of movement declared.

Example: An escort who declares a Walk and who cannot approach within 10 cm of the hostage by walking is obliged to change his Walk action to a Run.

- Members of an escort in Rout are not subject to these restrictions: they flee according to normal rules. However, they must try to rejoin the escort as quickly as possible if they subsequently rally.
- If the hostage is no longer on the table the escorts are entirely unrestricted in their movement.

Profile:

Stat	Mov	Ini	Att-Str	Def-Res	Aim	Courage	Dis
Hostage	10	2	1-3	3-4	-	6	*
	Bravery, Survival Instinct, Mercenary, Target/+2, Medium size						
	Regular Independent, 10AP						
Special rules	* Best Dis in the army -1						

DEPLOYMENT:



Both players deploy up to 10 cm away from the long edges of the table. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must exit their hostages by the edge opposite their deployment and weaken the enemy escorts.

VICTORY CONDITIONS:

- 1 VP for the first player to exit one of his hostages without his opponent also exiting a hostage in the same turn (a hostage forced to flee off the table, whatever the side, is considered killed outright).
- 1 VP for exiting more hostages than the opponent.
- 1 VP for the player who has the most AP of Escorts remaining alive and not in rout at the end of the game.

BONUS:

- 50 AP for each enemy hostage eliminated or in rout at the end of the game.

Maximum Bonus: 100 AP

FRAGMENTS OF THE MOON

All eyes turn to the sky when Yllia rains a celestial shower down on Aarklash. Two armies have raced to the spot where such a shower has fallen and will soon fight over these powerful but dangerous fragments of the moon.

SITUATION:

Scenario Scenery:

No scenario scenery is required.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable. No scenery should be placed within 10cm of the centre of the table.

Moveable Scenery:

This scenario requires tokens to represent three moon fragments per portion, even incomplete, of 100 AP.

Example: If the armies are a maximum of 400 AP this scenario requires 12 fragment tokens.

The fragment tokens should be placed in turn by players in the central neutral zone. They may be placed anywhere within this zone as long as they are more than 5 cm from another fragment token. Tokens may be placed within any distance of standard scenery.

If this results in a situation where any fragment tokens cannot be placed then both players should take a deep breath and try again.

SPECIAL RULES:

- A fighter may safely carry as many fragment tokens as its basic Force.
- It may carry more tokens, but for the first token above its Force the fighter gains the Ephemeral/6 ability. For each additional token the value of Ephemeral is reduced by one. A fighter may never carry more fragment tokens than its Force plus 5.

Example: A Medium size fighter, Force 1, may safely carry one fragment token. If that fighter picks up a second token it gains the Ephemeral/6 ability. If it picks up two more tokens it will have the Ephemeral/4 ability. It may never carry more than six tokens.

Reminder! A fighter that gains Ephemeral/X cannot benefit from Regeneration/X in any way. C3, p134

DEPLOYMENT:



Both players deploy up to 30 cm away from the short ends of the table. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must try to possess the maximum number of moon fragments.

VICTORY CONDITIONS:

At the end of the game, add up the number of tokens carried by your fighters. The number of fragment tokens required to make a “set” depends on the maximum size of the armies: it is the maximum size of an army divided by 100. Tokens need not be carried by the same fighter to count as a set.

Example: If the armies are a maximum of 400 AP then you need four fragment tokens to make one set.

- 1VP for each complete set of fragment tokens you possess at the end of the game.

BONUS:

- 100 AP if the opponent’s Chief is dead, in rout or has fled off the table at the end of the game.

Maximum Bonus: 100 AP

GIMME THE CASH

From an idea by Kenton Sheppard (UKCORD).

Two armies clash in an ancient necropolis, each hoping to loot the many mausoleums and tombs of their dusty treasures.

SITUATION:

Scenario Scenery:

Three tombs represented by three Confrontation cards (or equivalent-sized elements of scenery) are placed lengthwise on the median line, one in the centre of the table and the two others 10 cm from the edge of the table. The tombs are considered to be solid, Large-sized elements of scenery (5 cm tall) that are uncrossable and block all lines of sight. Fighters may not land on top of the tombs.

Note: When placed correctly, the nearest sides of the tombs will be 25.7 cm from each deployment zone.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

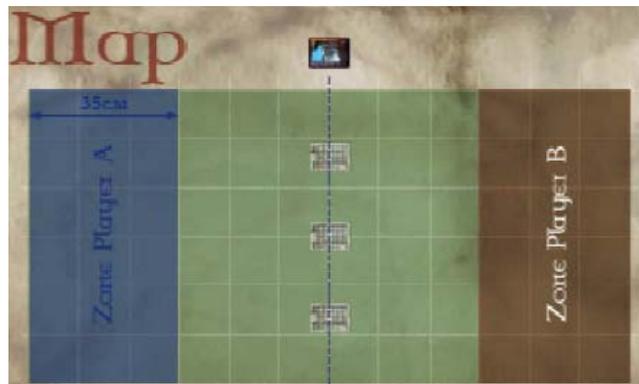
Moveable Scenery:

No moveable scenery is required.

SPECIAL RULES:

- Fighters in contact with a tomb may place counters of their side's type, as normal (see the section "Counters" on page 3).
- Fighters may not remove counters at any time.

DEPLOYMENT:



Both players deploy up to 30 cm away from the short ends of the table. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

The players must try to ransack each tomb more thoroughly than their opponent by placing more counters of their type than their opponent.

VICTORY CONDITIONS:

At the end of the game, add up the number of counters for each side on each tomb.

- 1VP for each tomb on which you have more counters than your opponent.

BONUS:

- 50 AP for the player camp with the highest number of tokens on a single tomb.
- 50 AP for killing the enemy chief.

Maximum Bonus: 100 AP

TAKE THE POSITION

From the GDR.

The Rag'narok arrives and immense armies put themselves in place with difficulty. The clash of arms will soon ring out, and everyone seeks their place on the battlefield. Small groups of brave fighters can change the course of battles to come. After they have harassed the enemy to test their resistance they seek to open a breach in their front lines...

SITUATION:

Scenario Scenery:

No scenario scenery is required.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

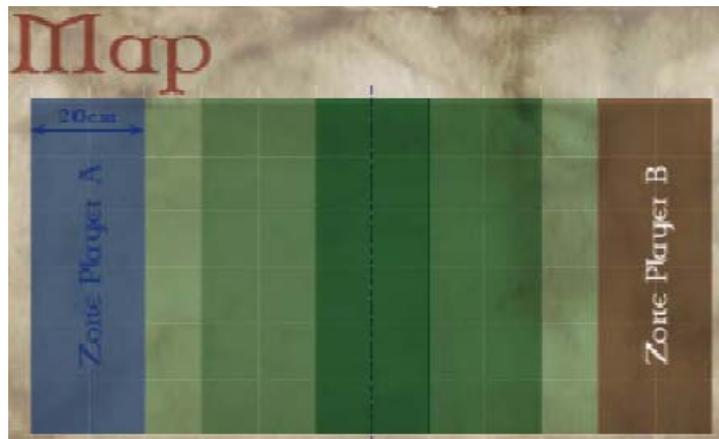
No moveable scenery is required.

SPECIAL RULES:

- There are three rectangular Control areas, each 20 cm by 60 cm, in the centre of the table. The middle area is centred on the median line, and the two others are centred 20 cm away from the median line.
- Players may mark these zones before the start of the game.

Reminder: A fighter's base must be entirely within a zone in order to count towards controlling that zone. If a fighter's base is within two zones it counts towards neither zone.

DEPLOYMENT:



Both players deploy up to 20 cm away from the short ends of the table. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

Players must control the greatest possible number of the central areas.

VICTORY CONDITIONS:

- 1 VP for each central area controlled.

BONUS:

- 100 AP for killing outright the enemy chief.

Maximum Bonus: 100 AP

THREE BRIDGES

From an idea by Nicolas Cuny (GDR).

As battle approaches, the key strategic points are often the objects of skirmishes. If the hills are important to overlook the battlefields, the rivers and their crossing points are vital to ensure supplies to the lines of advance.

SITUATION:

Scenario Scenery:

This scenario requires scenery to represent three bridges and two fords.

The bridges are each represented by two Rackham playing cards laid next to each other with their long sides touching (width: 12.6 cm / length: 8.6 cm). Two bridges are placed on the median line 10 cm from the right and left ends of the table and one in the centre of the table.

Note: The bridges do not have structure points and are considered to be indestructible.

The fords are each represented by a single Rackham playing card (width: 6.3 cm / length: 8.6 cm). The two fords are placed in the centre of the spaces between the bridges.

Special case: The fords are considered to be Encumbered Terrain and cost double movement for a distance of 8 cm.

Note: Only the three bridges and two fords need be represented by playing cards. The river may be delimited by markers or gems.

Standard Scenery:

A minimum of four elements of standard scenery should be placed by the players. More is preferable.

Moveable Scenery:

No moveable scenery is required.

SPECIAL RULES:

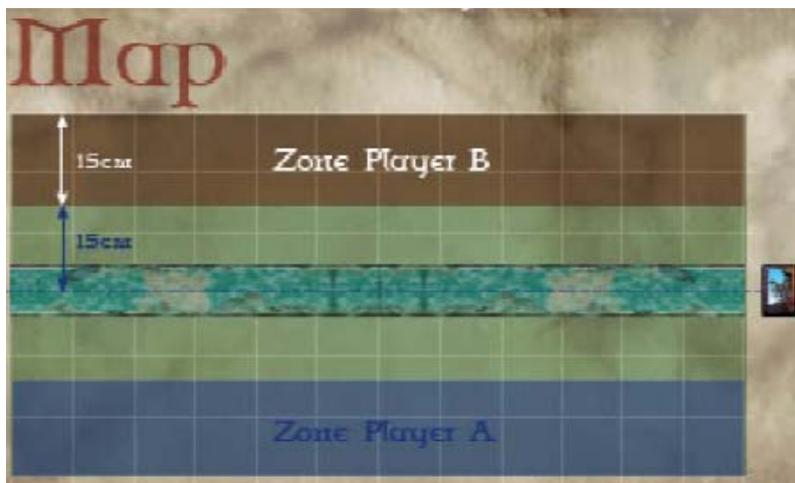
- The table is divided lengthwise by an uncrossable river in the centre of the table. The river is not considered to be an element of scenario scenery.

Note: The width of the river corresponds to the length of a Confrontation card (8.6 cm).

- The river is only crossable by three bridges and two fords.

Note: However, the River may be crossed with the "Leap" or "Flight" abilities.

DEPLOYMENT:



The players deploy within 15 cm of the long edges of the table. Determine the deployment zone for each player after all terrain has been placed.

For this scenario, Scouts may deploy within MOV centimetres of scenario scenery, but not on it.

OBJECTIVES:

Players must control the greatest possible number of bridges.

VICTORY CONDITIONS:

- 1 VP for each bridge controlled.

BONUS:

- 50 AP for each ford controlled.

Maximum Bonus: 100 AP