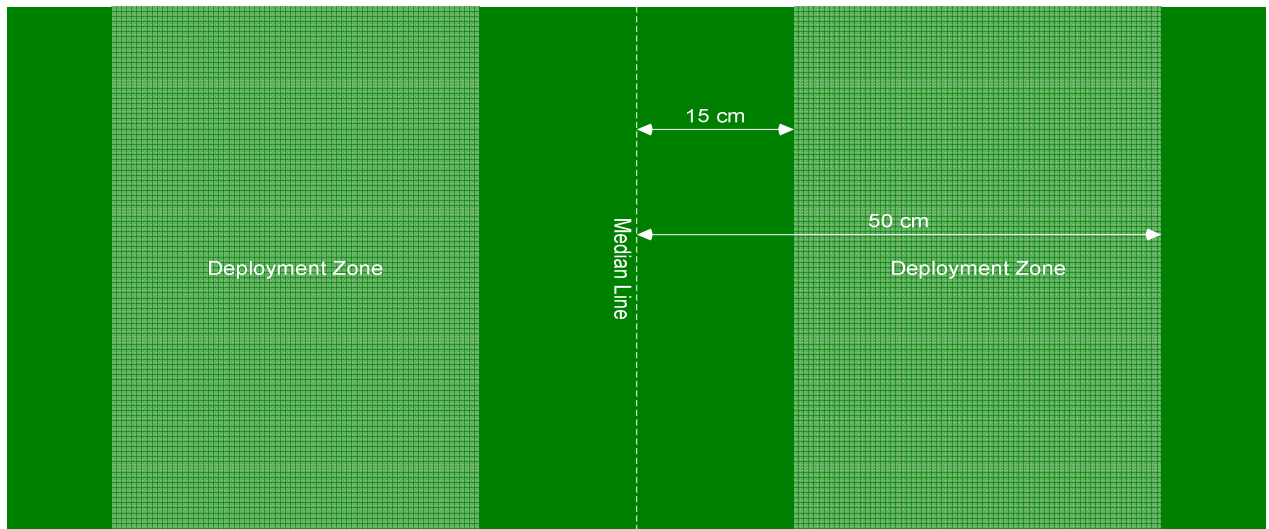


General Mission Rules

All missions are to be played on 120cm x 60cm battlefields.



Each mission is defined by the following criteria.

The **Situation** describes the state of the battlefield before the beginning of the fight, the position of the elements of scenery, the presence of markers on the battlefield and the special conditions in play.

The **Deployment** describes how the warbands must be placed during the Approach phase.

The **Objective** is the goal that the attacker and defender must achieve.

The **Victory Conditions** under what circumstances a player can be declared victorious or defeated. A mission can have one of three outcomes: victory, defeat, draw.

The **length** defines the maximum number of game turns. It is defined according to the values of the warbands used. Once the mission is chosen the average values of the two assault groups is computed. The number of game turns is determined based on this value:

- **Up to 150:** 3 Turns
- **150 to 250:** 4 Turns
- **251 to 350:** 5 Turns
- **351 and above:** 6 Turns

If the difference in value between the two assault groups is greater than or equal to 20, the player who controls the weaker group can choose to increase the length of the game by a turn. This decision must be announced before deployment.

Bonus EP are sometimes allocated to fighters for achieving certain objectives.

The **Premium** represents a certain amount of resources offered in some situations. The conditions required to gain the premium are detailed in the missions.

Additional Rules

Passive Fighter

Passive fighters are controlled by the following rules:

- They are controlled by the Defender of the mission
- They have their own card in the activation sequence
- When engaged in hand to hand combat they must place all of their dice in defense, even if some other ability requires them to put some in attack
- They must stay within 15cm of a friendly fighter at all times, except when fleeing

Spoils of War

A model can pick up a token or counter by ending its movement on it (including pursuit movements). The counter is then placed on the model's base and he is considered to be carrying it. If a fighter picks up a counter during its activation its movement immediately ends. Pursuit movements can be made in the same round as a counter is picked up under the normal circumstances. The number of counters that can be carried by a single fighter is detailed in each mission.

1. Intrusion

Both companies had been hired as mercenaries by opposing armies and tasked with the mission to control and secure certain strategic objectives.

Situation: Both players are considered **attackers**.

Four objectives (represented by wounds markers or small beads) are placed on the field before the approach phase. Each player, starting with the tactics roll winner, alternates placing an objective counter in the deployment zone of his opponent. These objectives must be placed at ground level and must be accessible by all fighters. They may not be placed more than 20 cm from the middle of the battlefield and can not be placed closer than 25cm to each other.

Each of these objective counters represents the center of an objective with a radius of 10cm around the counter.

Deployment: The two assault groups deploy using **Battle** mode.

Objective: The players must occupy the strategic points.

Victory Conditions: At the end of the battle, victory points are calculated as follows:

- **Control an objective marker in ones' own deployment zone: 1 VP**
- **Control an objective marker in ones' opponent's deployment zone: 2 VP**

The player who scores the most points is declared the victor. If the two companies have the same score, the battle is a draw.

Bonus EP: At the end of the game, each fighter present in the control zone of an objective marker controlled by his camp gains a bonus of 5 EP.

If one of the camps performs a “*Retreat!*” before the game ends, this bonus EP is gained by every fighter in the victorious camp who is still alive, regardless of their position on the battlefield.

2. Invasion

Both mercenary companies are in the service of rival lords warring for the expansion of their domains.

Situation: One player is the **attacker** and the other player is the **defender**.

The battlefield must be divided into a number of equal size sectors. The Defender rolls 1d6 to determine the number of sectors: **1, 2, 3:** 4 Sectors; **4, 5, 6:** 6 Sectors.

The borders of these sectors are not measured before or during the battle; the players must estimate their locations and measure them at the end of the game.

Deployment: The Approach phase does not follow the normal rules for this mission. The players do not assemble a Deployment sequence. Instead, the defender deploys the entirety of his troops anywhere on the battlefield. If the attacker has scouts he can deploy them according to the normal rules for scouts after the defender has deployed all of his models.

The rest of the attacker's fighters do not enter battlefield until the first turn. During the Activation phase, when the attacker activates one of his reference cards, the player moves the associated troops as if they began their movement from any edge of the battlefield. The attacker can have his fighters enter from several sides if he so desires. The troops who enter the game in this fashion can not carry out any assaults during this activation phase. The scouts who are already present on the battlefield are allowed to perform any actions, as normal.

At the end of the first turn, all of the soldiers registered on the mission roster must be present on the battlefield.

Objective: the Attacker must seize the most sectors.

Victory Conditions: At the end of the game, the camp who controls the most number of sectors is declared the victor. If the two companies control the same number of sectors the battle is a draw.

Bonus EP: At the end of the game, every fighter located in at least one sector controlled by his camp gains a bonus of 5 EP. A fighter can only claim this bonus once.

If one of the camps performs a "*Retreat!*" before the end of the game, this bonus is gained by every fighter of the victor's camp who is still alive, regardless of its position on the battlefield.

3. Destruction

One of the two companies had been hired by a mysterious, shadowy stranger to defile a sacred site; the other one had been tasked with defending it.

Situation: One player is the **attacker** and the other player is the **defender**.

One or more elements of scenery are set up on the battlefield at a rate of one element for every, even incomplete, 100 points of the attacking group.

Example: If the value of the attacking group is 223, three elements of scenery are placed.

Regardless of the value of the attacking band, a maximum of four elements can be deployed for this mission.

The attacker chooses the elements of scenery among the following:

- **Idol**
 - **Base:** 1 Creature base
 - **Size:** Normal size
 - **Resistance:** 8
 - **Structure Points:** 6
 - **Abilities:** Inalterable
- **Mystical Altar**
 - **Base:** 2 Creature bases attached to each other
 - **Size:** Large size
 - **Resistance:** 10
 - **Structure Points:** 7
 - **Abilities:** Inalterable
- **Sacred Temple**
 - **Base:** 4 Creature bases aligned to form a square
 - **Size:** Very Large size
 - **Resistance:** 12
 - **Structure Points:** 8
 - **Abilities:** Inalterable

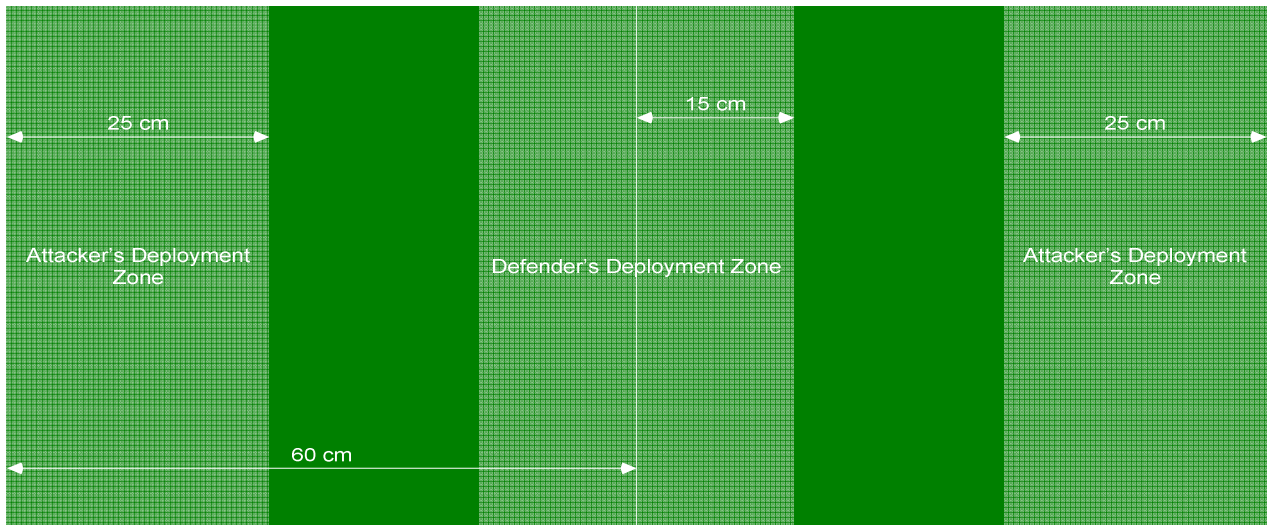
Before deployment, starting with the defender, each player takes a turn placing one of the elements chosen. They must be placed in a 30cm wide zone in the center of the battlefield. The bases of these elements must be completely within this zone and must be at least 10cm away from each other and more than 5cm from any other obstacles.

During the battle, a fighter can not finish his movement on one of these elements.

Special (optional): The attacker has a free event card, even if his value does not warrant one.

The length of this scenario is increased by one turn, regardless of the values of the warbands present.

Deployment: The defender must deploy in a 30cm zone in the middle of the table. The attacker may deploy up to 25cm from either (or both) of the short table edges.



Objective: The attacker must destroy one or more of the elements.

Victory Conditions: At the end of the game, calculate victory points as follows:

- Every destroyed objective earns the attacker 1 VP
- An objective not destroyed but having lost half or more of its SP does not award any victory points to either player
- Each undestroyed objective having lost less than half its SP earns the defender 1 VP

The player with more VP is the victor.

Bonus EP: At the end of the game, the fighters on each camp's mission roster (even those who were Killed Outright) earn bonus EP according to the type of state of the objectives:

- If an element was destroyed, the attacker earns the EP for that objective
- If an objective retained half (or more) of its SP the defender earns the EP for that objective
- An undestroyed objective that has lost half or more of its SP does not award any EP

The number of EP earned depends on the type of element:

- **Idol:** +2 EP
- **Mystical Altar:** +3 EP
- **Sacred Temple:** +4 EP

If the defender performs a “*Retreat!*” before the end of the game, the bonus EP is calculated as if all of the elements had been destroyed.

If the attacker performs a “*Retreat!*” before the end of the game, the bonus EP is calculated based on the state of the elements at the moment of the withdrawal.

4. Assassinate

Diplomatic relations between the great powers often hang by a fragile string, and many are those who would wish to see this string break...

Situation: One player is the **attacker** and the other player is the **defender**. The attacker's company was hired to assassinate an ambassador who has been placed under the protection of the defender.

Ambassador							
MOV	INI	ATT	STR	DEF	RES	FEAR	DIS
10	3	0	1	3	5	3	3

Normal size. Infantry base.

Special: Pacifist (see p. 97). Value: 5

Deployment: The two players deploy using **Line of Battle**. The target is deployed by the Defender, as if it acted as one of his fighters.

Objective: The attacker must eliminate the target; the defender must protect him and get him across the enemy's deployment zone. To this end, the defender may voluntarily move the ambassador off of the battlefield by one of the edges located in the attacker's deployment zone.

Victory Conditions: If the target flees from the battlefield from an edge located in the neutral zone or the defender's deployment zone, the game is ended immediately and called a draw.

If the target crosses the enemy's deployment zone (i.e. if it leaves the battlefield from any edge), the game ends at the end of the round as a victory for the defender.

If the target is killed, the game ends at the end of the round as a victory for the attacker.

Any other situation results in a draw.

Premium: A premium of ten points of resources is awarded to the victorious company.

5. Treasure Hunt

After the shipwreck of a trading vessel, the undertow deposited the remainder of the wreck and its cargo on the beach. Various objects, both invaluable and not, are strewn on the ground.

Situation: Both players are considered **attackers**. Each one rolls 1d6 and looks up the result on the following:

- **1 or 2:** 4 objects
- **3 or 4:** 5 objects
- **5 or 6:** 6 objects

The higher result indicates the number of invaluable jewels, while the lower result indicates the number of useless shiny objects. The jewels are represented by **Trap** markers and the others by **Decoy** markers.

The two types of markers are then shuffled together, face down.

After the approach roll, each player, in turn (starting with the winner of the approach roll), places a marker, without looking at it, in the central neutral zone. All markers must be placed at ground level, accessible to all fighters, at least 5cm away from all other markers.

Deployment: Both players deploy using **Line of Battle**.

Objective: The rules concerning the *Spoils of War* (see p. 97) explain how to seize the markers. When a fighter claims a marker, the player who controls him may look at the marker to see what it is (without showing it to his adversary), and then places it on the base of the model. If a marker is dropped by its carrier, it is placed on the ground, face down. A fighter may only carry one marker at a time.

Victory Conditions: At the end of the game, each player counts the number of markers he has, removing all *Decoy* markers. The player who has the greater number of *Trap* markers is the victor. If the two camps have the same number at the end of the game, then it ends in a draw.

Premium: At the end of the game each player rolls 1d6 for each *Trap* token recovered, in order to determine its value:

- **1 or 2:** 3 points of resources
- **3 or 4:** 6 points of resources
- **5 or 6:** 10 points of resources

These resources are immediately added to those of the company.

If one of the two camps performs a "*Retreat!*" before the end of the game, the victorious camp recovers all of the *Decoy* and *Trap* tokens, including those of its enemy.

6. Raid

A company was tasked with protecting a commercial caravan. Eager to get rid of competition and acquire the merchandise, a rich competitor hired other soldiers to intercept the convoy.

Situation: One player is the **attacker** and the other player is the **defender**. Use the same chart as that for Destruction (see p. 127). Four elements of scenery representing tents are placed by the Defender in his deployment zone.

They must be at least 10cm away from each other. He may not place a tent so that its entry is blocked by an obstacle.

Before deployment, the Defender takes one *Decoy* token and three *Trap* tokens. The latter represent the three merchant targets the attacker must eliminate. The *Decoy* token represent a coffer full of riches.

Each token must be placed face down on an infantry base in the center of a tent (one per tent). The defender thus knows the nature of each token, but the attacker does not.

Note: The tokens are placed on infantry bases to avoid any ambiguity in the placement of figurines. When a token representing a merchant is revealed, the base is replaced by an infantry figurine; it is thus easy to determine which combatants are in contact with him.

Tent

Base: 10 x 10cm square or a circular of 10cm diameter.

Size: Large Size

Resistance: 2

Structure Points: Special

Each tent has an opening on one side which is 5cm wide and is of Large size. If a combatant inflicts a wound in hand to hand combat that does 1 or more Structure Points of damage to the tent it creates a new opening that is 5cm wide located where the combatant is instead of destroying the tent.

The openings thus created make it possible to enter the tent there, but block line of sight. Combatants who have Consciousness can, however, determine the nature of the token inside the tent as long as they are within 20cm of the marker.

The attacker can engage the tokens inside the tents, even if they have not yet been revealed.

Special: The length of this scenario is increased by a round, regardless of the values of the companies involved.

Deployment: No tactical roll is performed for this mission. The Defender must deploy all of his fighters first, except for his Scouts. The Attacker then deploys his fighters

(except his Scouts). Then the Defender places his Scouts and, finally, the Attacker places his. No fighter may be deployed inside the tents.

Objectives: The Attacker must discover the merchants and eliminate them.

The nature of a token is revealed to the Attacker as soon as a fighter of his camp enters into a tent. If it is a coffer, the token remains in place; if it is a merchant the token is replaced by an infantry model.

Victory Conditions:

- **Each killed merchant:** 4 points to the Attacker
- **Each merchant still alive:** 2 points for the camp who controls the tent (only the combatants whose bases are entirely inside the tent are taken into account)
- **If no camp controls a tent in which a living merchant still resides:** 1 point for the Defender

The player who has the most total points is declared the victor.

Premium: At the end of the game, the camp who controls the tent in which the coffer resides gains a bonus in resources according to the result of the battle:

- If they were victorious, they gain 10 additional resources
- If it was a draw, they gain six additional resources
- If they lost, they gain three additional resources

If one of the two camps announces “*Retreat!*” before the end of the game, the winner is awarded the Premium, even if he does not control the tent.

Merchants							
MOU	INI	ATT	STR	DEF	RES	FEAR	DIS
10	3	0	1	3	5	2	1

Normal size. Infantry base.

Special: Merchants are Pacifists, but they follow slightly different rules:

- They temporarily belong to the camp of the defender. However they are regarded as being the same people of the company protecting them
- No card represents them because they never move. They remain stationary in their tents
- They are not counted in the size of their camp
- They never move and thus never have to perform a COU test due to fearful enemies
- They always place all of their combat dice in defense, even if an effect would normally require them to place some in attack
- Wounds which are inflicted on them award Experience Points as normal. Their value is 5.