

Act I: Rescue

Certain objects on the continent of Aarklash are sources of power and might. Over the course of wars, these artifacts have changed hands and peoples a considerable number of times. Some of them are the cause of real campaigns, with the sole purpose of recovering them.

Objective: A wise man among your people knows the location of the Stone of Talar, which has been stolen from your community for over half a century. It has now become vital for you to recover it. The Elder (an Initiate Mage of your people) is being held prisoner by your opponent. Your objective is to free him, and keep him alive until the end of the Confrontation. To do this, a miniature must spend one turn in base-to-base contact with him. At the beginning of the next turn, he joins your army. Before that moment, he cannot move or be affected by anything.

Victory / 3: The Mage is grateful to you. If you decide to take him with you, he will cost you only half (rounded up) of the A.P. he usually costs (spells and equipment not included), until the end of the campaign.

Defeat: The mage did not survive, but his spirit was contacted with powerful spells. Your master, to punish you, used your life energy to activate the enchantment. Your Adventurer will start the next game with a 2 point resistance penalty or (if this penalty proves fatal) Severely Wounded.

Duration: 4 turns

Deployment: Siege

300

Act II: Necessity

According to the wise man you recently freed, access to the temple would be greatly facilitated by a key, held by an enemy warrior. It seems obvious to you to recover it.

Objective: Kill the enemy miniature with the highest A.P. value. The miniature that kills the enemy is assumed to have acquired the key. If he is killed, the key passes to the enemy and so on. The key must be held by a figure of your side at the end of the game.

Victory / 4: The key radiates an unsuspected power. Your Adventurer keeps it around his neck until the end of the campaign. He gains a bonus of one point in Strength and Resistance. This same power radiated to the previous wearers (including the enemy commander).

Defeat: You lose a valuable helper. Before being able to access the temple, you will have to inflict 15 damages to the door of this one in only one blow.

Duration: 4 turns

Deployment: Battle

300

Act II: Famine

You've gone too far into enemy territory, and supplies are running low. As much as you dislike it, you'll have to loot the enemy's supplies.

Objective: Your opponent has five "food" markers grouped in one place. You must bring figures against them, and bring them out to your edge of the table. At least three markers must be brought in this way. A miniature can only carry one marker at a time.

Victory / 3: The effect on the morale of your troops is much higher than expected. For the duration of the next scenario, all your miniatures that are not characters benefit from a one point bonus in courage and discipline.

Defeat : You and your troops are weakened by the lack of food. For the duration of the next scenario, all your miniatures are considered as stunned.

Duration: 4 turns

Deployment: Overrun

250

Act II : Reinforcement

Your lord and master decides to send you reinforcements to help you in your quest. One of your scouts tells you that an enemy detachment, apparently aware of this, is about to ambush the fresh troops... You make it your duty to stop them.

Objective : Eliminate 75% of the enemy army.

Victory / 3: You have done enough damage to the enemies that they are no longer able to damage the reinforcements. 3 of your followers will cost you only half their usual value for the next scenario.

Defeat: Your troops lose confidence in you. The discipline score of your characters is reduced by 2 points for the next scenario.

Duration: 4 turns

Deployment: Siege

250

Act II: Crossing

Your peregrinations to find the temple lead you to cross an enemy camp, which is located at a key point of your journey. You know that a small contingent of allied troops are waiting for you not far from there.

Objective: Take the Adventurer out to the opposite table edge. Unluckily for you, the battalion guarding the passage has seen more than one battle. All the opposing miniatures have the skill "Aguerri".

Victory / 4: This passage in force in the middle of an experienced opposing troop creates a solid reputation for you. For the next scenario, your character acquires the skill "Command". If he already had it, the range of this skill is doubled.

Defeat: With each failure, your Adventurer loses a next (randomly determined) that he would normally have had with him in the next scenario. This scenario is necessary to get to Act III.

Duration: 3 turns

Deployment: Battle

Act II: Approach

The temple is located on top of a cliff. You have learned that a barrier protects it. However, there is a way to get rid of it, via a more or less magical mechanism located below...

Objective : Place four markers in the center of the board, to form a square of thirty centimeters side. You must place a miniature on each marker so that all four are occupied by an allied miniature at the same time.

Victory / 3: You know you are close to your goal. Galvanized by this achievement, nothing can seem to stop you. Your Adventurer gains the "Tough Guy" skill for the next scenario, which is Act III.

Defeat: You must pass this scenario to advance to Act III. Repeat until you succeed. With each new attempt, you lose an experience card.

Duration: Unlimited

Deployment: Battle

350

Act III: End

Your journey is coming to an end. All that remains is to take what you came for: the gem of Talar...

Unfortunately, one last obstacle stands in your way: the shadow of the hero, who fiercely guards the entrance to the small temple.

Objective : You have to get a figure into the temple, where it will be supposed to take the gem. The temple is guarded by the hero's shadow. Moreover, a heavy door guards the entrance, see act II "Necessity". The temple is represented by a small house of about 10 cm of side.

Victory / 2 : You have successfully retrieved this stone. Your lord is proud of you. He gives you a blade, as handy as sharp. Your character definitely gains a point in Attack and Strength, but loses the benefits of his weapon, if it was special.

Defeat : Your Adventurer has failed in his mission. He is degraded by his master. He loses all the advantages that his character status could give him, and half of his experience cards.

Duration: Unlimited

Deployment: Siege

350

Scenario of January 2000:

The Great Hunt

The white stag crossed the thicket and dashed into the clearing, crossing it with two leaps. The Keltois, who had now been chasing him for nearly an hour, were performing the ritual of the Hunt: the prey was to be stalked and then slaughtered to be used as decoration for the Thirsty One's tent...

"We've got him," roared Malek.

The barbarians advanced into the clearing, but saw no deer. Instead, they found themselves in the middle of a circle of huge stones reaching for the sky. A dull growl filled the air, suddenly revealing a huge Wolfen. He charged the intruders and was soon followed by more and more of his kind. All were screaming for death: the Kelt hunters had become the prey...

The Terrain: Take a square game table, one meter on a side, with a stone circle at least 30 cm in diameter in the middle. This represents the clearing that the white deer has just entered.

The Kelt forces: a group of 300 APs, which will have to be deployed first inside the stone circle. An approach will not be useful. At least 20% of the AP value of the barbarian army must be regular troops. A character must be present to lead the hunt.

Wolfen forces: a first group of 200 AP is deployed outside the charge range of the Keltois and outside the stone circle. This group cannot contain any characters. A second group of 200 APs arrives as reinforcements at the end of the 2nd turn, at which time you place the miniatures on the table edge. The second group must contain at least one Wolfen character.

Victory conditions: The Keltois player wins when five of his miniatures among the ten least expensive in AP leave the field. They can then warn the rest of the tribe of the danger, or return to the assault to take possession of new lands and gain honor. The Wolfen player wins when he eliminates the enemy character, whose head will adorn one of the stones in the circle. If neither side has accomplished its objective by the end of the game, it is a tie.

Duration of the game: 4 rounds.

April 2000 Scenario:

"They're coming!"

"Here they come, Master Magnus!"

"To arms! Everyone to the wall!"

The orders, barked by One-Eyed Billgrim, were flying. There was no way to offer any hope of prevailing to the green hordes massing below.

Magnus checked his vials one last time. The fight will be tough, he thought, let's plan for some reinforcements...

Glass tubes filled with multicolored liquids were carefully arranged at his feet. The Dwarf carefully examined them one after the other. Already, the Crossbowmen and Bombardiers were raining down death on the onrushing goblins. We must hold on at all costs, Magnus thought, at all costs...

The goblins of No-Dan-Kar attacked Harac-Tug-Dal, a wealthy dwarf settlement. The stronghold of Naël-Ek-Tarh, located in a narrows, protects the valley where the city is situated. The dwarf garrison is locked up in the fortress. It must hold back the Goblins who want to raid the city at any cost.

Duration: 5 turns.

Setting: Provide a fortified hill (solid cover) or a fort on the Dwarves' deployment side. The rest of the terrain is up to you. Goblins deploy normally.

The Dwarf army must have half the number of troops in the Goblin army. The Dwarf player is advised to take a lot of shooters, to be able to attack the Goblins from afar. Goblins can choose their troops freely.

Victory Conditions: Goblins can only win if they can overwhelm or bypass the fortain. They cannot storm the walls (they forgot the ladders...). In order for there to be hand-to-hand combat, the Dwarves must try to escape, or the Goblins must find a magical way to reach the top of the walls.

If 50% of the Goblin army manages to get out of the table by the edge of the Dwarf table, it is victorious. If the Dwarves manage to kill or wound even a small amount of the Goblin army, the latter will withdraw to lick their wounds. This will be a great day for the Dwarves.

June 2000 script:

"The Expedition."

The laboratory was dark, flasks and test tubes glowed under the flames of the flares. Inside, unidentifiable organic matter filled the vaults with unctuous sounds. Kayl Kartan turned anxiously in this room. The magician knew he would need new slaves. The Council had decided to do so. He called to the Scorpion's Oriflamme:

"Since my champion has failed me, you will be charged with scouring the plains with your halberdiers. I know that a band of goblin archers has ventured into our lands...

- Allow me, my Master," said the Oriflamme, "but you know as well as I do that the physical qualities necessary for your experiments are far from being the prerogative of the people of No-Dan-Kar. They would not pay us back for the efforts made to capture them. On the other hand, I know of a troop of Alahan Paladins camped not far from here. They will make very good slaves.

- You're right. To waste my time on this enterprise would not earn me the congratulations of the Council. Go, you have my full confidence!"

The Scorpion's Oriflamme rode away with a troop of Halberdiers and its Musician.

Duration: 6 rounds.

The setting: the desert plains of Syharhalna. Provide some dunes for cover.

The Forces: Dirz's troops can complete their numbers with 30% of Acheron's allies (one Character and miniatures of less than 25 AP). The Lion's troops will have 213 of the Alchemists' AP and the Goblins will have half the Alchemists' AP.

Victory Conditions: To win, the Alchemists must take 25% of Alahan's troops prisoner. The Goblins will have to kill Kayl Kartan and the Scorpion Oriflamme. The Lions will only have to defend themselves...

Special rules: The Dirz Alchemists must take as many prisoners as possible from the Lions' ranks. To do this, at least two Scorpion miniatures must engage an Alahan miniature in close combat. They must then subdue it by knocking it out.

When rolling for wounds, the Alchemist player rolls two dice, but only takes into account the higher die for the calculation of wounds. He must therefore obtain at least one Light Wound. The Lion fighter is thus garroted. In case of a critical result, the effect of the Wound is applied normally (skills normally affect this action).

Any captured miniature counts double for the calculation of Victory Points.

September 2000 Scenario:

An Orc has just broken his chains. After slaughtering the Technomancers who attended his birth, he escapes from Syharhalna's laboratories and takes other Orcs with him. The Scorpion's soldiers chase them for days, intent on not letting any of them escape. At the same time, a caravan of goblin nobles heads for the land of the Scorpions. They are determined to make Shamir pay dearly for the disappearance of their ambassadors.

Duration: 4 turns.

The setting: The game is played on a table of about 60 cm on each side. In the desert.

Preparation:

- Calculate the AP cost of the Orcs you want to play. They have goblin allies, equivalent to twice their cost.
- Alchemists have three times more AP than Orcs. They cannot have allies.

Placement:

- Orcs are placed within Movement distance of a table edge. Goblins deploy on the opposite table edge.
- Alchemists deploy in contact with the table edge on either the left or right side of the Orcs.

Objectives:

- Alchemists must eliminate 50% of the Orcs.
- The Orcs and their allies must eliminate 75% of the Alchemists.

Scenario of November 2000:

"INCURSION"

An armed troop coming from Shamir, the capital of the Alchemists of Dirz, crosses the plains of Avagddu. They are looking for a precious crystal. This crystal is of extreme importance in the conception of a new secret weapon of the Alchemists. The importance of the mission requires the contingent to be composed, for the most part, of elite troops and accompanied by a Technomancer.

Crossing the Kelt country in a straight line, they head for the Cromlech (circle of Dolmen) where the crystal is kept. This monument is one of the main places of worship of the Goddess Danu, the supreme deity of the barbarian pantheon. A barbarian tribe of the Sessair Clan has settled here. They are dedicated to guarding this temple. The warriors surprise Dirz's troops in the middle of the night. The attack is immediate, the tribe charges. The avowed goal of the latter is to destroy those who dare to desecrate the Sanctuary of the Earth-Goddess.

Objective:

The goal for the Keltois is to kill the Alchemists of Dirz. For the Alchemists, it is to take the crystal and return safely to Shamir. They will not take prisoners.

The game lasts 6 turns

Deployment:

The Alchemists have two thirds of the A.P. allocated to the Barbarians.

Both sides deploy in Battle. The Cromlech must be in the center of the table.

Victory conditions:

To win, the Barbarians must kill at least 50% of the Scorpions. The Alchemists must take the crystal off the table. Use a gem to represent it physically. It must be carried by a fighter. Warriors on the same side can pass it to each other, if they are in contact base to base.

An opponent will have to wound the wearer to steal the crystal.