

Cry Havoc 7 Game Aid (FR)  
Confrontation 3 Campaign

## The Eyes Of The Idol

Natives deployment zone | Idol | Looters Deployment Area | Cave Exit

The Eyes Of The Idol

*The foothills of Behemoth are getting closer. Three days since we left Kallienne and their militia finally let us go. We had to slaughter all their scouts to dissuade them from hunting us. It's the cold that's stalking us now.*

This campaign tells the story of a bunch of renegades attracted by everything that glitters. Forced to flee Kallienne after a few unsuccessful scams, they get lost in the foothills of the Behemoth range and give up all hope of survival. However, a native tribe saves the day and warmly welcomes them in a comfortable cave on the mountainside. They will soon be back on their feet.

*These savages came out of nowhere. They pulled us out of a heap of trouble. Thanks to them, only two guys died. We are lounging in their cave where, strangely enough, there is a pleasant warmth while it is wide open on the blizzard that is brewing outside. Maybe this idol, in the middle of the room, has something to do with it. Her eyes, huge gems, cast a faint, but beneficial light. The chief also saw the gems and signaled us to prepare to leave. We will take leave of our hosts tonight... with the eyes of the idol.*

Duration : Unlimited

Battlefield

An idol, represented by any large figure, is placed as shown on the map.

A banquet table is placed around the idol and in the guards' deployment areas. They can be easily shaped by pieces of cardboard (10 x 4 cm).

### SPECIAL RULES

**The eyes of the idol** : To loosen an eye of the idol requires to be in contact with it. The miniature concerned must then pass an Initiative or Discipline test (player's choice) of difficulty 8. This test is made during the activation of the miniature, just after its movement.

Only one test may be made per player per turn.

(The " Leadership/X " ability can affect this test).

As soon as a miniature comes into possession of an eye, the following bonuses apply:

- Right Eye (ruby): +2 to ATT and STR and Bestly Charge.
- Left Eye (Emerald): Enemies suffer a -2 to the result of their Attack and Aim tests on the left eye's bearer.

In addition, a bearer gains the "Survival Instinct" ability. (The results of rolls related to this skill are increased by one point if the wearer already has this ability).

A figure cannot wear both eyes at the same time.

The idol's eyes are magically weighted and prohibit their wearers from using the << Flight "> ability. If the wearer of an eye is eliminated, the jewel is left on the ground and symbolized by a colored marker.

A miniature that ends its movement on a marker automatically takes the jewel.

**The idol :** At the end of each movement phase, and if the idol has been stripped of its two eyes, it makes a move that brings it into contact with the nearest figure, regardless of its side (draw randomly in case of a tie). The figure immediately suffers a Light Wound.

No game effect can prevent or heal this Wound. The idol must choose a different victim for each activation.

**Guardians :** These fighters do not perform any action as long as the idol is intact and they are not attacked. This does not prevent

looters from engaging opposing fighters, as long as no attack is declared.

**Scouts and Reinforcement :** If fighters with these abilities enter the game after the first round, they must arrive through the cave entrance/exit.

#### FORCES IN PRESENCE

**The looters :** 300 A.P. The looters' miniatures are deployed in a 20 cm square on each side of the Idol in the middle.

**Guardians :** 300 A.P.. A part of the guardians' strength (Max: 20%) can be deployed in the looters' deployment zone. The remaining miniatures are distributed in the lateral deployment zones.

#### OBJECTIVES

The looters must take the eyes of the idol and bring them out of the cave to win the game.

The guardians must do everything they can to keep their heritage or eliminate the the other side to win the game.

## Act 2 Lost in the Fog

*These two jewels protected the tribe. The natives did not let us do it. What a difficulty it was for us to escape with the stones. Outside, the fog picked us up like flowers. Now it's Impossible to find the road to the North. We've been turning for hours and I hear the natives getting closer. I believe they will do anything to recover their damn stones. Considering the value of these gems, something tells me that the chief has other ideas.*

The looters try to flee, with or without the coveted riches. Believing they have escaped the wrath of the natives, they venture onto the frozen and foggy plain where, by chance turning in circles, they come across one of their disorganized hosts.

Duration : 6 turns.

### FORCES IN PRESENCE

Each side has 350 A.P.

Each player takes a copy of the above map and divides it into zones (20 x 20 cm) to secretly note the location of each miniature of his army, indicating the name of the combatant and his orientation. Once both players have completed their plans, they reveal them and deploy their miniatures (in the order of their respective activation sequences), starting with the loser of the Tactical roll. If a combatant's position is occupied by an enemy figure, the combatant is placed in contact with the opponent already placed.

### OBJECTIVES

To hold the two eyes of the idol at the end of the six rounds of the game.  
The player in possession of both jewels wins.

### SPECIAL RULES

Surprise : No charge bonus is given on the first turn.

Magnetism: If the bearers of the idol's eyes are not on the same side and are not engaged in hand-to-hand combat, they must advance towards each other by at least their total MOV value.

## Act 3 : Disbanded

Deployment zone of the act 2 winner | Deployment zone of the act 2 loser

*The early morning fog finally lifted. We were able to regroup in this small clearing to count our losses. These natives are more stubborn than old brontops. They have already surrounded us and are preparing to cut us to pieces. The chief gave me one of the stones and I quickly hid it under my shirt, against my skin, where I can feel its protective warmth. We'll try a breakthrough. Every man for himself and rendezvous at Cadwallon.*

Duration: Unlimited

### FORCES IN PRESENCE

Winner of Act II : 300 P.A.

Loser : 400 A.P.

The side that has the eyes of the idol deploys in the center of the table, placing the figures together to form a compact melee.

In case of a draw in Act II, the side with the looters deploys in the center.

The opponent deploys his fighters around the table, in a 20 cm wide strip.

### OBJECTIVES

The camp deployed in the center of the table must remove the idol's eyes from the battlefield. They win if they manage to get both jewels out.

The other side must prevent the eyes from leaving the battlefield.

It is a draw if only one eye leaves the battlefield.

### SPECIAL RULES

**Concealment:** The side deployed in the center can conceal the eyes of the idol it has in its possession. The player must write down the names of the bearers on a sheet of paper (in secret). He can reveal these names at any time during the game.

The bonuses linked to the possession of the idol's eyes do not apply as long as the jewels are hidden.