

Confrontation Scenarios

This document includes sections of the Confrontation rules with the kind permission of Rackham and is also based on material from the 2005 and 2006 seasons. Many thanks!

Parameters of Scenarios

Each scenario is defined by the following five criteria.

I. SITUATION

The **situation** section defines the state of the battlefield before the start of the combat, the placement of the elements of scenery or counters that are present on the playing field as well as any specific conditions.

A. Elements of Scenery

Types of Scenery

There are three types of scenery:

- Scenario scenery, representing objectives or crucial elements required by the scenario. Typically these elements are placed in specific positions on the table.
- Standard scenery, placed by the players. Typically this scenery is immovable and indestructible.
- Moveable elements, such as tokens.

Placement of Scenery

Each game should have 4 or more elements of scenery, unless the scenario specifies otherwise.

There is no maximum number of elements of scenery that you can use, other than the size of the table and the placement restrictions detailed below. The Organiser of the tournament will determine how much scenery should be used on each table. However, all the tables in a tournament should have similar amounts of scenery, as measured by area.

An element of scenery may have a maximum size of 30cm by 30cm.

The game effects of scenery should be agreed before any scenery is placed.

Unless specified otherwise, scenery should be placed in the following order:

- First set up the fixed elements of scenario scenery required by the scenario.
- Then set up the standard scenery, with each player placing an element in turn. Both players roll a die and the player with the highest result places the first element.
- Then set up any moveable elements (such as tokens) and neutral fighters as specified by the scenario.
- Finally, one player should roll a die to determine each player's deployment zone.

Attention! *Unless the scenario makes an exception, all elements of scenery must be at least 6 cm from any other elements of scenery or the edge of the table.*

Assaulting Elements of Scenery

Unless Charging an element of scenery with Structure Points, all assaults against elements of scenery are considered to be Engagements. No bonuses from abilities like Charging Strength or special capacities like Pledge of Kylaë will apply.

Damaging Elements of Scenery

Unless specified in the scenario, all elements of scenery are considered to have the **Inalterable** ability.

When an element of scenery with Structure Points (SP) undergoes a damage roll, or is damaged directly, the loss of SP is applied as follows:

- STUNNED: no effect.
- LIGHT WOUND: the element of scenery loses 1 S.P.
- SERIOUS WOUND: the element loses 2 S.P.
- CRITICAL WOUND: the element loses 3 S.P.
- KILLED OUTRIGHT: the element loses 4 S.P.

Double results are not considered to be Exceptional Wounds. Even a double 6 does not automatically cause the loss of 4 SP. Similarly, effects that rely on striking a specific body part do not apply to damage against scenery.

Splitting Frays Involving Elements of Scenery

Elements of scenery are not taken into account during the splitting of frays. A fighter always has the option to attack an element of scenery with which it is in



contact, even if attacks have already been made against that element of scenery earlier in the combat phase.

Attacks Against Elements of Scenery

A fighter engaged against an element of terrain without being in base to base contact with an enemy receives his normal combat dice. However, a fighter in contact with an element of scenery and enemy fighters does not gain an extra combat die because of the scenery. Abilities such as "War Fury", "Brutal Charge", "Born Killer" and so on are applicable.

Example: A Griffin Conscript in contact with an element of scenery will have two combat dice. The same Conscript in contact with scenery and an enemy will still have just two combat dice.

A fighter who finds himself in contact with an element of scenery and one or more opponents is not obliged to attack the element during the combat phase. He may concentrate all of his attacks on his enemies. On the other hand, if he wants to attack the element of scenery, he must assign his attacks against it and his opponents at the same time.

Except in exceptional cases mentioned in the text of a scenario, an element of scenery will not defend itself. The attacker must still carry out his attack roll because a result of "1" is considered an automatic failure.

Elements of Scenery and Pursuit Movement

A fighter may not attack an element of scenery after a pursuit movement. He must be in contact with the element of scenery at the beginning of the combat phase in order to attack it. The destruction of an element of scenery during the combat phase does not grant a pursuit movement.

Shooting Elements of Scenery

Elements of scenery are never considered when distributing shots targeting either a fighter or the element of scenery itself.

II. DEPLOYMENT

The **Deployment** section indicates how the combat groups are to be placed on the battlefield during the Approach Phase.

The armies deploy normally unless specified otherwise in the scenario.

Unless specified otherwise, **Scouts** are deployed according to the normal rules but may not use the Scout ability to deploy within their MOV characteristic, in centimetres, of an objective or element of scenario scenery.

No figure or nexus may be deployed on or within any element of scenario scenery or any impassable or inaccessible element of standard scenery.

III. OBJECTIVES

The **Objectives** are summaries of the goal or goals that must be achieved by the players.

IV. VICTORY CONDITIONS

The **Victory Conditions** indicate how to determine the winner and loser of each scenario.

A. Chief

Certain scenarios require one fighter in each army to be designated as the **Chief** of the army.

The Chief of an army **MUST** be the most expensive Character (in total AP value, including artefacts, additional costs, etc.) in the army list. If two or more characters have the highest AP then the player may choose which of these characters will be their Chief.

The army's Chief must be noted on the Tournament List and must be the same fighter for the entire tournament.

B. Looting

Certain scenarios use "**tokens**" on the battlefield that the players must seize.

Collecting a Token

To collect a token, a fighter must end its movement (either during its activation or after a pursuit movement) on the token, which is then placed on its base. A fighter in Rout may never pick up or end its activation on a token. A Summoned fighter may never pick up or end its activation on a token, unless it belongs to the same people as the main army.



The fighter may not continue its movement after it has recovered a token. However, it will be able to carry out pursuit moves under the normal conditions.

Carrying a Token

All tokens have the ability “Carry/X”, where a fighter can carry a maximum of X token(s). The value of X is considered to be 1 (one) unless defined in a scenario.

A fighter carrying a token can never leave level 0, voluntarily or not, by any game effect (Flight ability, Rejection spell, etc.). A fighter carrying a token can never move faster than 2 x MOV by any game effect (spell, abilities, etc.). A fighter carrying a token can never increase his MOV by any game effect (spell, abilities, Mutagenic / X, etc.). A fighter carrying a token can never be affected by a game effect which allows or requires it to move more than once per phase (spell, abilities, etc.).

A fighter who is not at the same height level as a token may not end its movement on it. A fighter that cannot collect a token may not end his movement on it. The token must be placed to one side to allow another model to collect it.

A token may not be moved other than by the model which is carrying it.

A fighter may never use the “Scout” ability while it carries a token and is considered to have been revealed.

A fighter may not use the “Flight” ability while it carries a token.

Dropping a Token

A fighter may voluntarily drop one or more tokens during the Maintenance Phase. Dropped tokens are placed in base contact with the figure (or as close as possible if base contact is not possible) by the owner. A fighter in rout drops their token(s) as soon as they have failed the Courage test, in the same way.

When a fighter is retired from the game, leaves the battlefield (voluntarily or not), or if the model is removed after an unspecified effect (beneficial or not) and then returns before the following turn, then the token remains where the fighter was when it left the field, her tokens are placed as close as possible to where the centre of her base was. Tokens should be stacked if more than one is dropped at the same time.

A dropped token may then be collected unless the scenario states otherwise.

C. Counters

Certain scenarios use “**counters**” to mark effects, such as the extent of a fire. These are not the same as tokens. Counters may never be carried, picked up or blocked: they do not represent physical objects.

A fighter can add or remove counters on an objective or element of scenery during the Maintenance Phase if they are in contact with it. A fighter may add or remove (following the scenario instructions) as many counters as his basic Force (1 counter for Small or Medium size, 2 for Large size, 3 for Very Large “Enormous” size). The full rules for determining Force are detailed on p19 of the C3 rulebook.

Summoned fighters never add or remove counters unless they belong to the same people as the main army. Fighters in Rout may never add or remove counters.

D. Control of Objectives

Where appropriate, each scenario will specify if fighters must be either in base-contact with an objective or in a specified zone around an objective to count towards its control.

In both cases, a player will only control the objective if he has both more **Force** and more total **AP Value** than his opponent. Remember that the AP value of fighters includes all extra costs, such as artefacts, treatments and Solos, and is also reduced by their level of wounds (-5AP if Serious wound; -10AP if Critical wound). The full rules for Control of an objective are detailed on p124 of the C3 rulebook. A fighter in Rout or at level 1 or above is never included in the total Force or Value for controlling an objective. A summoned fighter is never included in the total Force or Value for controlling an objective unless it belongs to the same people as the main army.

Hidden fighters, for example those using the “Scout” ability, or fighters not at level 0 do not count towards control of an objective.

Reminder: Fighters summoned or returned to the game in any way on the last round of the game do not



count towards control, whatever their people. See page 125 of the *Confrontation rulebook*.

For the purpose of the control rules, a figure counts towards control if either *more* than half of one base edge is in contact with the objective or if her *entire* base is within the zone, as applicable for the scenario.

E. Neutral Fighters

Some scenarios use neutral fighters and a summary of their rules is provided below. See p98 of the *Dogs of War rulebook* for the complete rules for Neutral Fighters.

Neutral fighters:

- activate before all other fighters if they are free from all opponents but activate after all other fighters if in contact with an enemy at the start of the round.

Note: *This is a change from the standard rules for Neutral Fighters*

- always assault the nearest non-neutral fighter, charging wherever possible. If two or more fighters are closest then determine which fighter is targeted as detailed below. Double the distance measured over Encumbered terrain.
- ignore fighters at an altitude level they cannot reach.
- roll for Initiative separately in combat.
- always place all their dice in attack unless a game effect forces them to do otherwise. If a neutral fighter does not have enough attack dice to attack every remaining opponent then determine which fighters are targeted as detailed below.
- always use their active abilities.
- always roll up results of 6 on any of their characteristic tests.
- always pursue towards the nearest non-neutral fighter wherever possible.

For tournament play, if a neutral fighter has a choice of two or more targets (for an assault or an attack, for example) it will target in descending order of preference:

- the fighter with the lowest total AP value
- of these, the fighter with the worst level of wounds
- of these, the fighter determined by a die roll

Even if a neutral fighter has a nominal AP value it is not counted as a “kill” or “loss” for the purposes of Goal Average.

F. Summoning of Fighters

Summoned fighters are those brought onto the table with a spell, miracle or artefact whose numbers are limited by the summoner’s Rank. See p79 of the C3 rulebook for a complete definition.

Fighters summoned during the game do not count for the purposes of VP (i.e. they are not counted for control of an objective, they may not pick up a token, they may not add or remove counters, etc.) unless they belong to the same people as the main army.

Example: A summoned Morbid Puppet mentions “Regular of Acheron” in its rank, so it may be counted for VP for an Acheron army not for any other army.

A summoned Ira Tenebrae, Fire Elemental or Sparkling does not mention a people in its rank, so it is never counted for VP for any army.

However, non-summoned versions of fighters do count for the purposes of VP. Where an army may contain both summoned and non-summoned fighters of the same profile the player must clearly mark or colour the figures to distinguish one type from the other.

Example: A non-summoned Ira Tenebrae, Fire Elemental or Sparkling may pick up tokens, add and remove counters and control objectives.

A fighter may never be summoned or return to play (e.g. via Reinforcement) or appear on the game table in base contact with an element of scenery or another figure or on a token.

Where it is required, the value of a summoned fighter is equal to the amount in AP indicated on their reference card.

V. BONUS

The **Bonus** indicates the possible bonus points that may be claimed by the players at the end of the game.

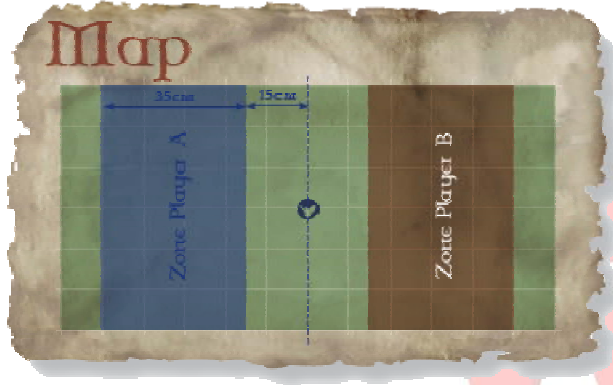
The maximum bonus is 100 AP. Even if a player is eligible for more than 100 AP they may only score a maximum of 100 AP in bonus.



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:

This scenario requires a token to represent the wounded pigeon. It also requires a minimum of four elements of standard scenery.

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:

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.

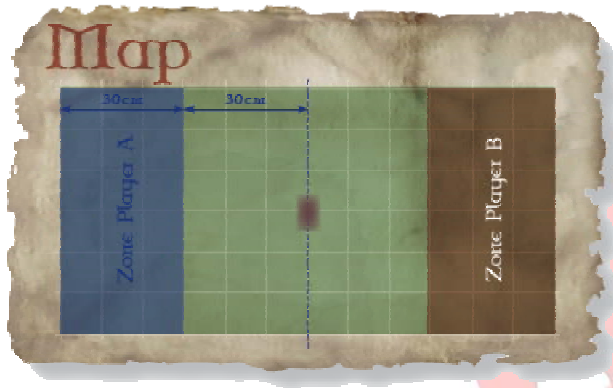
* *Maximum Bonus: 100 AP.*



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.*

This scenario requires:

- elements of scenery (detailed below) to represent two graves plus two more graves per portion, even incomplete, of 200 AP
- an equal number of figures on infantry bases to represent Ancient Zombies

Example: *If the armies are a maximum of 400 AP this scenario requires six graves and six Ancient Zombies.*

- an element of scenery (detailed below) to represent the Forgotten Hero's tomb
- a figure on an infantry base to represent the Forgotten Hero
- a token to represent a the Forgotten Hero's amulet

It also requires a minimum of four elements of standard scenery.

Scenario Scenery:

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. More is preferable.

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 as detailed on page 4.

Ancient Zombie:

7.5

1

4-7

3-8

-

-5

-

Living-dead, Regeneration/5, Fierce.

Special Independent. 25 AP

Medium size. Infantry base.

Forgotten Hero:

10

4

7-12

5-10

-

-8

-

Living-dead, Regeneration/5, Fierce, Hard-boiled.

Special Character. 90 AP

Medium size. Infantry base.

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:

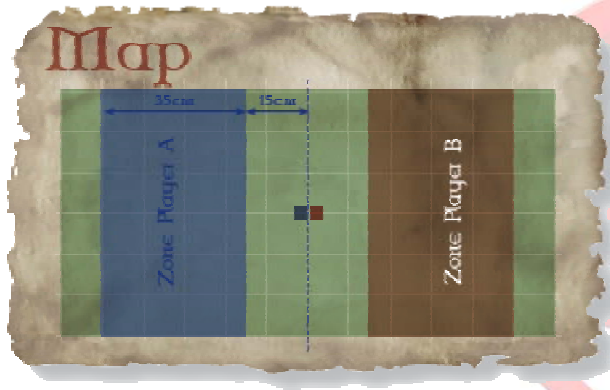
- 25 AP per Ancient Zombie killed. The Forgotten Hero is not considered as one of the Ancient Zombies for this purpose.

** 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:

This scenario requires a minimum of four elements of standard scenery.

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 10 cm 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:

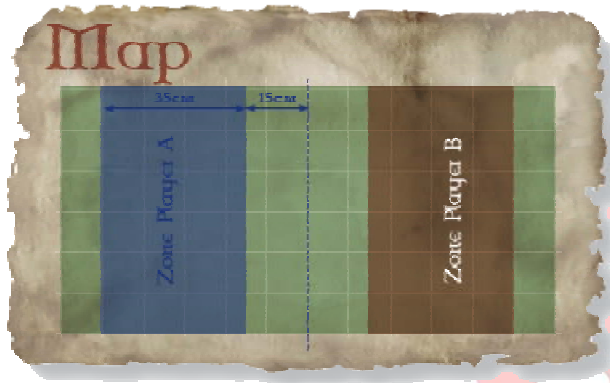
- 100 AP if your Chief personally eliminated the opponent's Chief or caused him to flee off the table.
* Maximum Bonus: 100 AP.



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:

This scenario requires six counters to represent bombs. It also requires a minimum of four elements of standard scenery.

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 from 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. At the start of round 4 there should be only three bombs left.

To determine which bomb that detonates, calculate the total Force of fighters at level 0 in each bomb's control zone. As for Control, 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 of these detonate the bomb with the highest total Resilience. If two or more of these bombs have the highest total Resilience then roll a die to see which of these bombs detonates.

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 Gemjak (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:

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

This scenario requires:

- elements of scenery (detailed below) to represent 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.*

It also requires a minimum of four elements of standard scenery.

Scenario Scenery:

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 5 cm into the opponent's table half by the player pushing it.

In order to push a stone:

- 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 his 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 page 3 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.

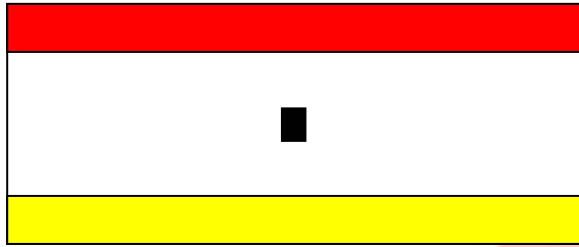
** Maximum Bonus: 100 AP.*



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:

This scenario requires scenery to represent a large tower and two houses. The sizes of these elements are detailed below. Two tokens are required to represent torches and several counters are required to track the spread of fire. It also requires a minimum of four elements of standard scenery.

Scenario Scenery:

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, if she 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.

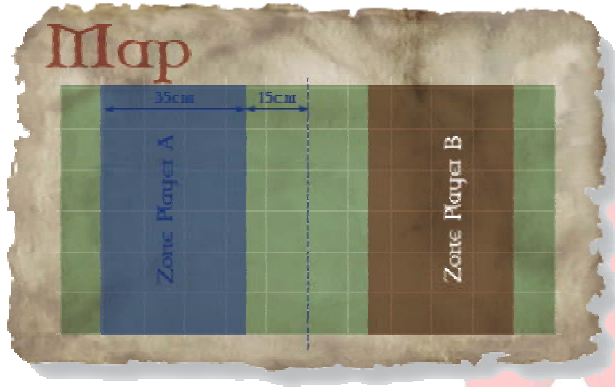
** Maximum Bonus: 100 AP.*



COUNTING COUP

From an idea by Michael Carter (NACORD).

What is a warrior without honour? In the time of Rag'Narok, maintaining the honour of your people is paramount. The truest test of honour is not to kill an opponent but to humiliate them. Show your superior skill by striking them and getting away with it



SITUATION:

This scenario requires twenty (20) tokens of one colour for player A and twenty tokens of a different colour for player B. These tokens represent the honour to be gained or lost by fighters.

It also requires a minimum of four elements of standard scenery.

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:

After all fighters are deployed, both players assign one of their honour tokens to each fighter, starting with the highest AP value fighter. If there are more tokens than fighters then continue to assign tokens to fighters one at a time, again starting with the highest AP fighter, until all tokens are assigned. A fighter may carry any number of honour tokens of any colour. These tokens may never be dropped, voluntarily or involuntarily.

Honour Is Everything: In a fray a fighter may choose to “count coup” instead of making a normal attack. To do this they must sacrifice two dice to make a single attack test (in a similar way to making a Master Strike). If this attack hits the enemy and is not defended then the attack does not cause a Wound roll: instead the attacker may take one honour token from the enemy, if it has any. However, a fighter may not take back a token that was taken from it in the same fray.

Summoned fighters not of the army’s main people may never take honour tokens.

Today Is A Good Day To Die: If a fighter is removed from the game for any reason except fleeing off the table (for example, the fighter is Killed Outright, is sacrificed etc.) then any tokens it was carrying are removed from the table but are still counted towards Victory Conditions. If a fighter flees off the table then any tokens it was carrying are removed from the game and are not counted towards Victory Conditions.

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 count coup on their opponent’s fighters while preventing their opponent from doing the same.

VICTORY CONDITIONS:

- 1 VP for having most of player A’s tokens.
- 1 VP for having most of player B’s tokens.
- 1 VP for having the most total number of tokens of both colours.

BONUS:

- 50 AP for controlling a deployment zone.

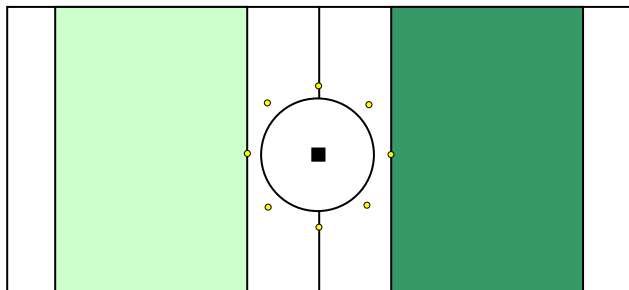
** Maximum Bonus: 100 AP.*



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:

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

This scenario requires:

- One 10 cm radius circle to represent Tower Ruins.
- One 37.5 mm x 37.5 mm counter to represent the Casket of Ghon-Zho.
- One Creature base (37.5 mm x 37.5 mm) to represent the Golden Golem.
- One token to represent the Golem's Golden Nose.
- Tokens to represent four treasures plus two more treasure tokens per portion, even incomplete, of 200 AP.

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

It also requires a minimum of four elements of standard scenery.

Scenario Scenery:

The Tower Ruins are placed in the centre of the table.

The Casket of Ghon-Zho 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:

The treasure tokens should be placed at equal distances around the circumference of the Tower Ruins, 5 cm away from the Ruins.

Special Rules:

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.

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:
 - 1 – No effect
 - 2 - 3 – The fighter is Stunned.
 - 4 - 6 – The fighter suffers a 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.

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 below. For each additional portion, even incomplete, of 200 AP the Golden Golem gains +1 in Initiative, Attack, and Resilience and has +15 AP value.*

Ghon-Zho's Golden Golem

0

2+*

4+ - 0**

0 - 9+

/

/

/

Construct, Vivacity, Steadfast, Immunity/special***, Immunity/Exceptional Wounds
Large size. Special Independent. 50 AP

* 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.*

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/I 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:

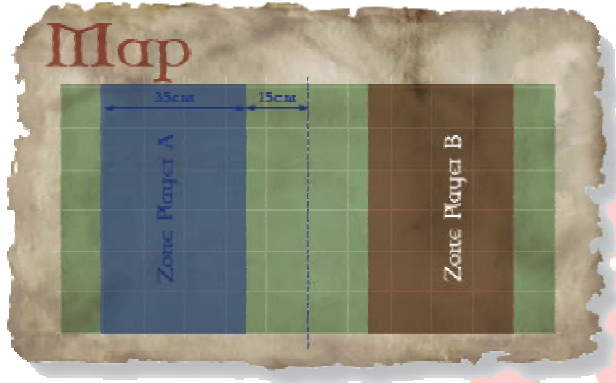
- 40 AP for killing the Golden Golem.
- 10 AP for each treasure token revealed, whether it explodes or not.

* Maximum Bonus: 100 AP.



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:

This scenario requires two markers to indicate each side's Dark Soul once it has been revealed and a minimum of four elements of standard scenery.

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. It 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.

At the moment of the liberation, opponents in contact opponents must test for Fear. Opponents that haven't already been activated that round will immediately flee immediately 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.

*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 below. 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.*

Dark soul *

10

2+

5+ - 8+

1+ - 5+

/

-7+

/

Living-dead, Bane/Character, Ethereal, **, ***.

Medium size. Special Independent. 50 AP



Note: *The Dark soul is not a character.*

** 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.

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.

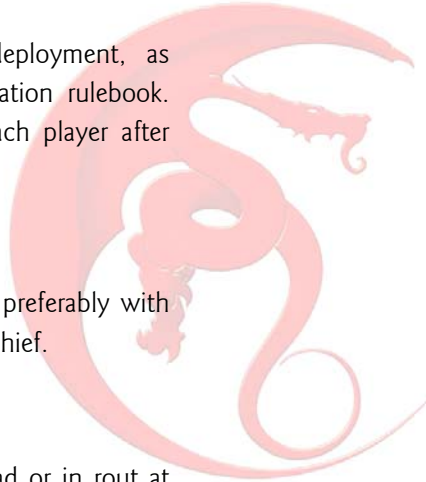
VICTORY CONDITIONS:

- 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.

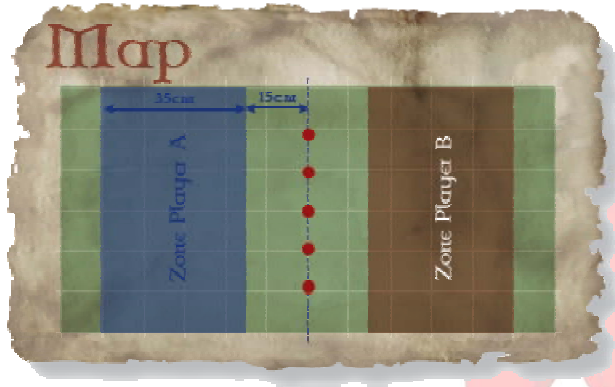
* *Maximum Bonus: 100 AP.*



DIVINE PRANK

From an idea by Stefan Karlsson (NCORD).

The gods communicate in mysterious ways and the visions they send can sometimes be... difficult to interpret. Two armies believe they have been commanded to honour the gods by erecting a statue in a sacred area. Probably.



SITUATION:

This scenario requires two Creature bases (37.5 mm x 37.5 mm) to represent the foundations of statues or totems and eleven (11) tokens to represent building materials. It also requires a minimum of four elements of standard scenery.

Scenario Scenery:

Attention! *This scenario places Scenario and some Moveable scenery before the Approach test.*

The foundations are considered to be uncrossable and block lines of sight. Their height depends on how many material tokens are on them:

- 0 - 3 tokens is 2 cm (Small size)
- 4 - 6 tokens is 4 cm (Medium size)
- 7 - 11 tokens is 6 cm (Large size)

Fighters may not land or climb on top of the foundations. The foundations have no Structure Points and may not be attacked or damaged in any way.

Standard Scenery:

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

Moveable Scenery:

Five tokens should be placed at equal (10 cm) intervals on the centre line, starting 10 cm from the long table

edges. The remaining tokens will be placed on the foundations once they are deployed.

Special Rules:

Material tokens are Carry/2 tokens.

Fighters in contact with a foundation during the Maintenance phase may place a material token on it or pick up a token from the opponent's foundation. Fighters may not remove tokens from their own foundation.

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 Standard terrain has been placed.

Immediately before the Approach roll, each player should place one foundation their deployment zone at least 6 cm from any other element of scenery. Three material tokens should be placed on each foundation.

OBJECTIVES:

The players must try to place the maximum amount of building material on their foundations.

VICTORY CONDITIONS:

At the end of the game, add up the number of tokens on each foundation.

- 1VP for each complete set of three tokens on your foundation at the end of the game.

BONUS:

- 50 AP for the first player to steal a token from the opponent's foundation, unless the opponent steals a token in the same round.
- 50 AP for the first player to add a token to their foundation, unless the opponent adds a token to their foundation in the same round.

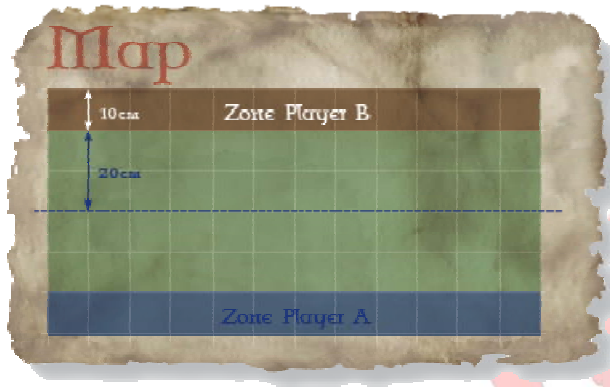
* *Maximum Bonus: 100 AP.*



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:

This scenario requires four infantry size figures to represent hostages, two for each army. To avoid confusion, these figures should not be from the same people as either player's army. It also requires a minimum of four elements of standard scenery.

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 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 attempt 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: *A fighter 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.

Hostage

10

2

1 / 3

3 / 4

-

6

*

"We can't take any chances..."

Equipment: Dagger, Rags.

Abilities: Bravery, Survival Instinct, Mercenary, Target/+2.

* : Best DIS in the army -1.

Regular independent. Medium size. 10 AP

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:

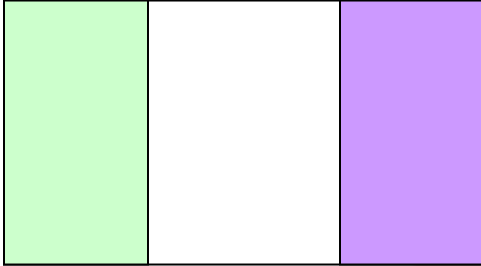
- 50 AP for each enemy hostage eliminated or in rout at the end of the game.

* *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:

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

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.

It also requires a minimum of four elements of standard scenery.

Scenario Scenery:

No scenario scenery is required.

Standard Scenery:

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

Moveable Scenery:

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.

- IVP 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.

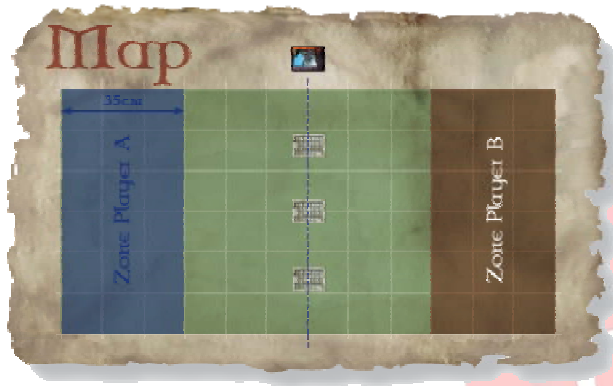
* Maximum Bonus: 100 AP.



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:

This scenario requires a minimum of three Confrontation cards, four elements of standard scenery and several counters of two different types.

Scenario Scenery:

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. These cards represent tombs and are considered to be solid, Large-sized elements of scenery (5 cm tall).

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

The tombs are considered to be uncrossable and block all lines of sight. Fighters may not land on top of the tombs.

Standard Scenery:

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

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.

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

BONUS:

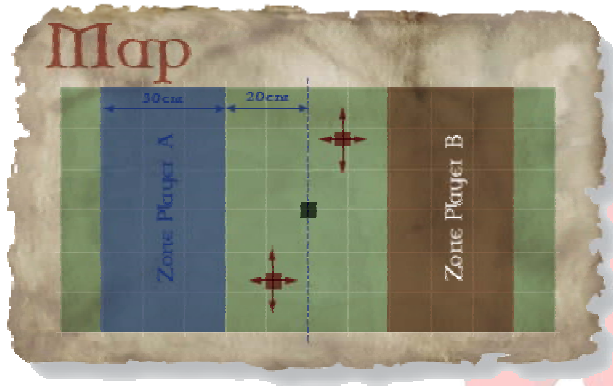
- 50 AP for the camp with the highest total of counters on a single tomb.
- 50 AP for killing the enemy Chief.

* *Maximum Bonus: 100 AP.*



RAM RAID

From an idea by Torbjörn Gullö and Mattias Thörnkvist (NCORD). Not everything about warfare is glorious battle. "An army marches on its stomach" is an old adage and when two foraging parties both fancy a bit of mutton the competition soon gets violent.



SITUATION:

This scenario requires three Creature bases (37.5 mm x 37.5 mm) represent three sheep and three different tokens, to indicate which fighter is herding each sheep.

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:

Three Creature bases (37.5 mm x 37.5 mm) are required to represent three sheep. The sheep are considered to be 2 cm tall and of Large size.

The first sheep is placed in the centre of the table. The second is placed on the centre line 2d6 cm from a long table edge. The third sheep is placed on the centre line 2d6 cm from the opposite long table edge.

Nominate one deployment zone and roll one die. On a result of 1-3 the second sheep is moved 5 cm towards that deployment zone; on a result of 4-6 it is moved 5 cm towards the opposite deployment zone. The third sheep is moved 5 cm in the direction opposite the second sheep.

Finally, place one token on each sheep. This token will represent which fighter is herding each sheep.

Special Rules:

Sheep may not be attacked or damaged in any way, nor may they be affected by any spell, miracle or game effect. They may not move off the table or be removed from the game, except as detailed below.

A sheep with its token is an "unherded" sheep. A sheep without its token is a "herded" sheep. A fighter carrying one or more sheep tokens is considered to be a "herder".

If a fighter starts its activation further than 10 cm from an unherded sheep and ends its activation within 10 cm of it at level 0 (including fighters summoned within 10 cm of an unherded sheep), the sheep will be scared and moved 12.5 cm directly away from the fighter's final position. A sheep making a scare move follows the same rules as a fleeing fighter (C3, p62). A sheep may make any number of these "scare" moves during a round. If a scare movement would cause a sheep to leave the table via a short table edge then the sheep will stop at the table edge. However, if a scare move would cause the sheep to leave the table via a long table edge then the sheep is removed and replaced at the same point on the opposite long table edge. (It is imagined that this is a new sheep from a different part of the flock.)

If a fighter is not in rout and starts its activation (including a pursuit move) within 10 cm of an unherded sheep and moves into base contact with it then the fighter may pick up the sheep's token.

A herder may carry as many sheep tokens as it has basic Force. A herder may move a maximum distance of 10 cm and any assaults it makes are considered to be Engagements. When a herder moves all the sheep it is herding must be placed in base-contact with it at the end of its activation. If this is not possible then the herder must be moved back to a position where the sheep can be placed in contact.

Reminder: *Figures must be touching along more than half of a base edge to be considered in base-contact.*



For the purposes of disengagement a herder is also considered to be in contact with any opponents in contact with the sheep it is herding. Furthermore, the herder may only attempt to disengage by Strength and only if its camp has more total Force in contact with the sheep than the opponent's. The sheep is not included in either camp's total Force.

When sheep tokens are dropped the associated sheep will immediately make a scare move away from the point where the token is dropped, before any fighter is moved. Once the scare move has been completed place the token back on the relevant sheep.

A herded sheep (i.e. one without a token) never makes scare moves.

DEPLOYMENT:

The players deploy more than 20 cm from the centre line of the table and further than 10 cm from the short table edge. Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

Players must control the greatest possible number of sheep.

VICTORY CONDITIONS:

Players must control the greatest possible number of sheep. A sheep's control zone is "contact".

- 1 VP for each sheep controlled at the end of the game.

BONUS:

- 34 AP for being the first player to pick up the token for (i.e. "herd") each individual sheep.

** 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:

This scenario requires a minimum of four elements of standard scenery.

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.

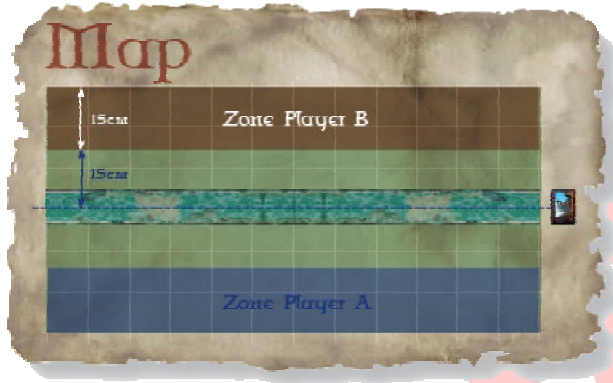
** Maximum Bonus: 100 AP.*



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:

This scenario requires scenery to represent three bridges and two fords. The sizes of these elements are detailed below.

Scenario Scenery:

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.*

